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PSi2

INTERACTIVE MAGAZINE

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The
Getaway

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DADDY?

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007
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REAL CARS
THE REAL
DEAL?**



GTA:
VICE CITY THE DEFINITIVE
VERDICT

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PLANS REVEALED INSIDE!**

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• **RATCHET & CLANK - PLATFORM HEAVEN?** • **THE OTHER LORD OF THE RINGS DISSECTED** • **AND MUCH MORE!**

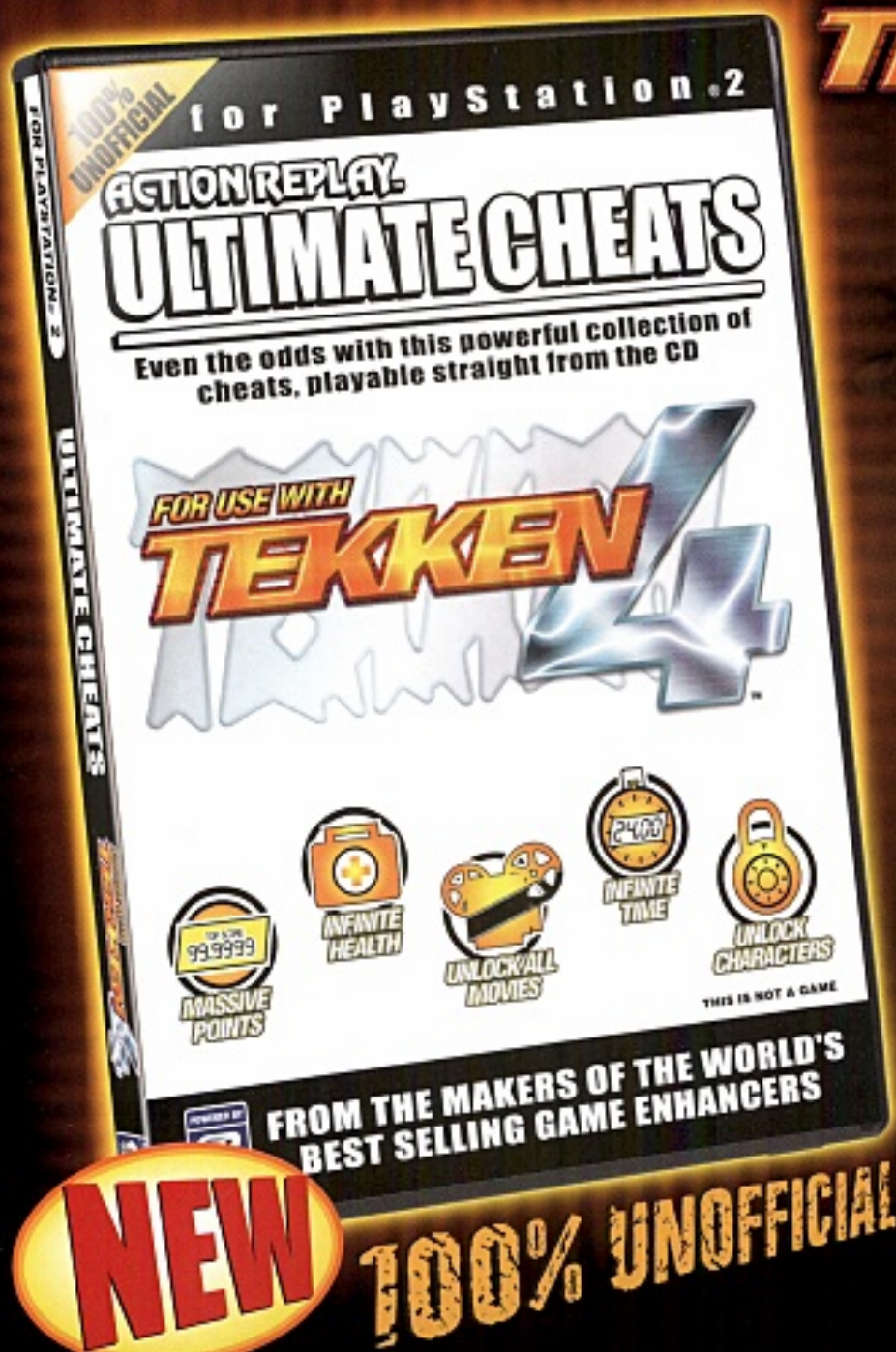
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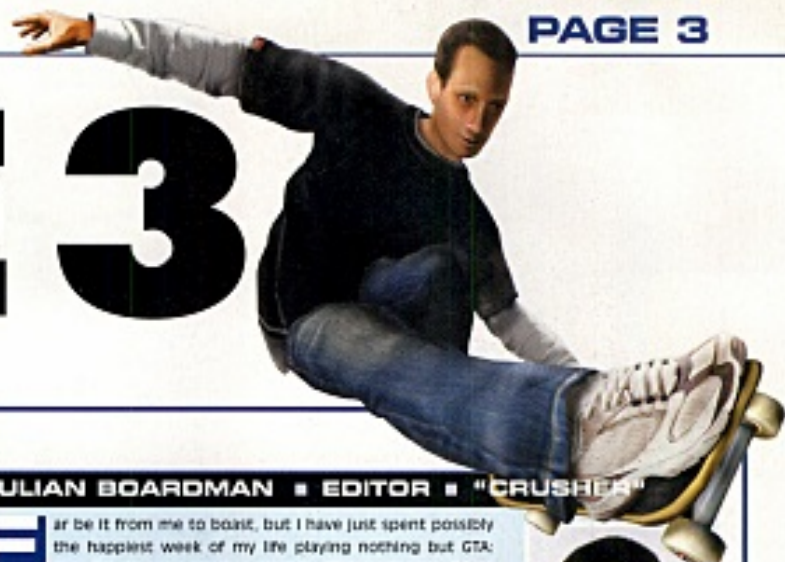


codejunkies

www.codejunkies.com

PAGE 3

It's a gangster's paradise.



JULIAN BOARDMAN ■ EDITOR ■ "CRUSHER"

Far be it from me to boast, but I have just spent possibly the happiest week of my life playing nothing but GTA: Vice City for our massive review. We've got everything you need to know about the game, the triumphs and the failures, the moments of genius and the flaws (yes there are some). Now I realise that many of you will have been banging down the doors of your local gaming emporium on November 8th and have already sampled the delicious delights of the greatest game this side of hide-the-sausage, but that shouldn't stop you checking out our in depth review; I bet there's something in there you don't know about. The only thing that tore me away from Vice City was reading all about The Getaway. I've been sceptical about this game but after seeing it at The PlayStation Experience, and now reading all about it courtesy of Matt's piece, I'm starting to be won round. It'll have to be special to prise me away from Vice City though.



LISA ASH ■ STAFF WRITER ■ "LEGS"

I guess that by Christmas Day most of you will have already given both Vice City and The Getaway plenty of play-time. But what have we to look forward to in 2003? This issue, I talked to developer Rebellion (owners of 2000AD magazine) to find out exactly which cult comic characters might be making an appearance on your console in the near future. From a sneak preview of the new artwork and latest screens for next year's release Judge Dredd: Dredd Vs Death, you know it's a game to look forward to. Wardog, Rebellion's most recent project, is showing stacks of potential too. Also, you can read all about the third instalment of the ninja stealth classic Tenchu. Tenchu 3: Wrath of Heaven will be one for those who like their neck-breaking nice 'n' crunchy.



MATT MARTIN ■ STAFF WRITER ■ "THE HAT"

I have superhero powers, so when I got my hands on Marvel Vs. Capcom 2 I was pleased to see many of my colleagues kicking primary-coloured ass. When I'm not saving the world from evil yet sexy cat-villains I like to ride. Imagine then, my delight at riding a BMX around environments populated by saucy Shellas, some of which, due to the modelling in BMX XXX, look a bit cat-like. Co-incidentally I smell of cat musk after playing games for too long. And marathon sessions have been spent playing Tony Hawk's 4 because it's so incredibly NICE. I have to go now, my planet needs me.



So what's it to be? Whose side are you on? Are you going to join the Vice City crew, or throw in your hat with The Getaway boys? Write to PSI-2, Thin Ice Media, Beacon Place, Opal Way, Stone Business Park, Stone, Staffs, ST15 6QG or email Editor@psi-2.com. We need to know where your loyalties lie.

NEW!
RATED
LIFESTYLE MAG

ESSENTIAL!

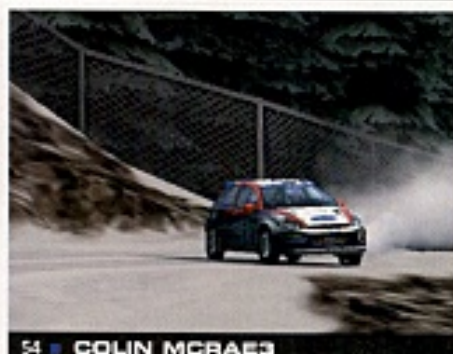
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007



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RATED

More samples of the excellent lifestyle magazine...



108 ■ TOKYO GIRLS

DO YOU WANT SOME MORE?

Every month your fantastic free PSI-2 coverdisc gives you a wad of mouthwatering codes and enhancements. At the press of a button you can take control of even the most difficult games and also bring a new lease of life to the completed games in your collection.

The secret behind PSI-2's exclusive coverdisc is the powerful Action Replay V2 (AR V2) cheat engine. Want an endless stream of cool cheat codes that are available the minute a new game hits the shelves? Then you need an AR V2. With AR V2, you can update its massive preloaded cheat library whenever you want, inputting new codes as soon as they're released (see www.codejunkies.com and our "Game Busters" section) and saving them onto AR V2's own card. The cheat system already comes with totally unauthorised cheats for almost 400 PlayStation2 games, and that number is rising every week.

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

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

VICE CITY CHEATS AND MORE!

Not only do we have some very tasty Vice City cheats ready to roll right off the disc, we've also got cheats for nine other games. Normally the disc would retail at around a tenner but you get it free with the mag, it's packed with the latest cheats, and it's exclusive to PSI-2.

PLAYABLE CHEATS

These cheats are powered by AR2 V2 but you don't need an AR2 to play them now!

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AR2
V2

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cheats for
the latest
games!



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Colin McRae Rally 3

TURBO, DRIVE THROUGH WALLS, DISPLAY DEBUG GAUGE, ALL DIFFICULTIES



FIFA 2003

HOME TEAM 99, HOME TEAM 0, AWAY TEAM 99, AWAY TEAM 0



Formula One 2002

UNLOCK GALLERY, UNLOCK SOTA MODE



Hitman 2

ODD MODE, ALL WEAPONS/MAX AMMO, HITMAN AB, NO GRAVITY



SUMMONER 2

POSS OF GOLD, MAX MAGI MAXIVE HEALTH, MAXI MAGI MAXIVE POINTS, MAXI JUMBO SKILL POINTS, MAXI LEVEL MAXI



The Terminator: Dawn of Fate

HYPERTIME, ALL LEVELS ACCESSIBLE, ALL CHARACTERS, UNLIMITED HEALTH, INFINITE ARMOUR



TimeSplitters 2

ALL UNLOCKED, INFINITE HEALTH, INFINITE ARMOUR

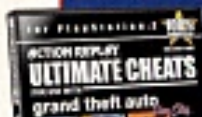


PS2 ON THE DISC

PSI-2 INTERACTIVE MAGAZINE

Have More Fun!

If these cheats and saves have whetted your appetite for more Datei-inspired gaming action, then check out these two brand new products. Your gaming experience will be remarkably enhanced.



Ultimate Cheats for GTA Vice City
Available exclusively at GAME. RRP £14.99.



Ultimate Update for Pro Evolution Soccer 2
Available exclusively at HMV. RRP £3.99.



THE GAME SAVED

- **TimeSplitters 2**
A brand new map called Dink
 - **Pro Evolution Soccer 2**
A season update save to get rid of those dodgy team and player names.
- Don't forget, if you have an i-Port you can download many more game saves from www.codejunkies.com

Grand Theft Auto Vice City

Freeze Money, Turn, Max Money, Infinite Ammo, Never Lose Weapons, Cop's have no AI



THE CHEATS

Don't forget that all the latest Action Replay codes for GTA Vice City, PS2, TimeSplitters 2, and many more games can be found at www.codejunkies.com



How to use the disc - Playable Cheats

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

Game Saves

Make sure you have a memory card inserted with a decent amount of free space. Select which game save you wish to copy from the disc and press X. Once an on-screen prompt tells you the process is complete, switch off the machine, load your game as normal and load the appropriate game save.

YABASIC

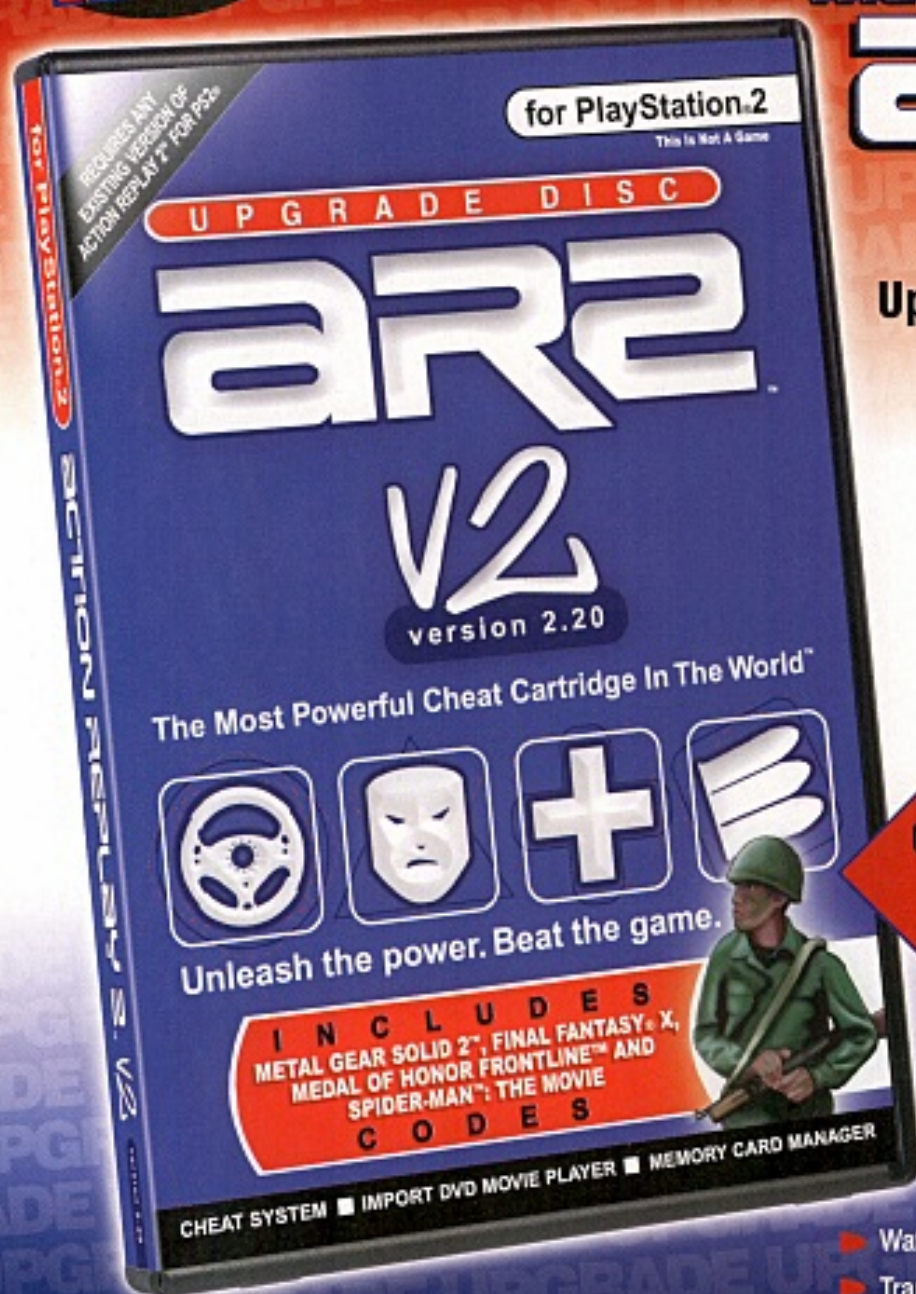
Download the YABASIC code to your memory card as you would a game save (see above). Then insert the demo disc that came free with your PS2, reset and load the YABASIC program. Follow the on-screen instructions to load the YABASIC game and away you go.

YABASIC
Developed by Marc Gale



Stay ahead for PlayStation®2 of the game!

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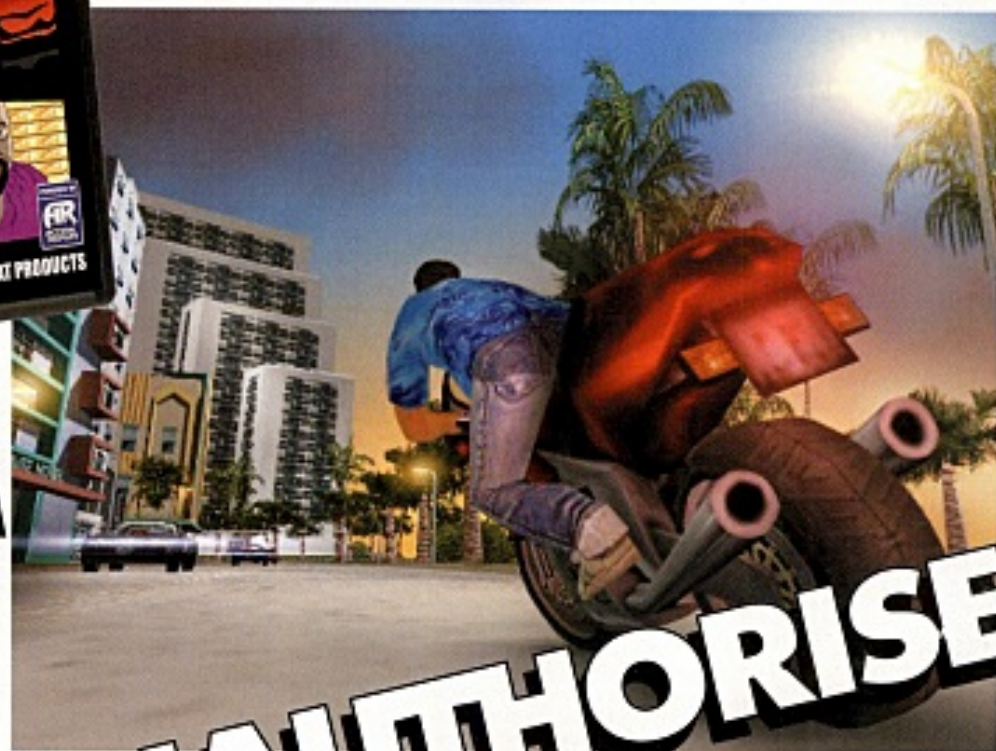
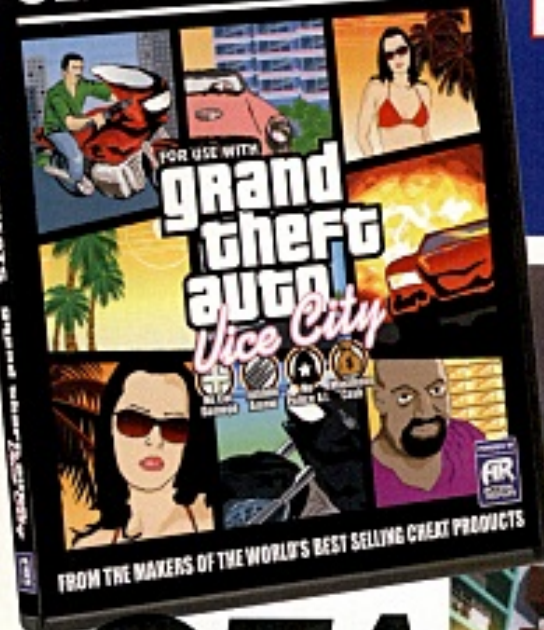
for PlayStation 2

editor@psi-2.com

NEWS

Music 3 roster...PS2 Broadband (finally)...Tarantino movie conversion...A "Fantasy Opera"...Swap PS2 saves over the internet...PS2 Speakers to be won...Capcom update...Lara delay confirmed...

ACTION REPLAY ULTIMATE CHEATS



GTA VICE CITY

UNAUTHORISED

NO SURPRISE FOR STARRY-EYED JESTER

Perfecto
Records on
board for
Music 3

Jester Interactive has teamed up with Perfecto Records for its forthcoming Music 3. This means they'll have full access to Perfecto's catalogue, which features such artists as Timo Maas and Paul Oakenfold. Both Timo and Oakenfold are self-confessed massive gamers and are very keen to get involved with the project. Perfecto tracks already confirmed for Music 3 are Oakenfold's 'Starry Eyed Surprise' and 'Ready Steady Go!', along with the Timo Maas track 'To Get Down'.



Datel's latest is a Vice City cheats bonanza

After waiting patiently for the release of what promises to be this year's big game, you finally have it. In all its pastel-suited glory, Grand Theft Auto: Vice City has finally landed and, to make your life much easier, so has Datel's Ultimate Cheats for Vice City. This is the latest in the best selling line-up, following on from Ultimate Cheats for Metal Gear Solid 2, Medal of Honor Frontline and Final Fantasy X.

This new and exclusive cheat product contains loads of 100% unofficial GTA: Vice City cheats that you won't find on any other PS2 product. Ultimate Cheats is powered by the cheat engine behind AR V2, the UK's best selling cheat system.

If you want more cheats like this then buy AR V2 for £29.99. It's pre-loaded with more than 10,000 codes for over 350 PS2 games, and is easily updatable with new codes for the latest games simply by turning to Psi-2's regular Gamebusters section.

Because we're oh-so-obliging, our coverdisc this month includes a sample of just some of the cheats featured in Ultimate Cheats for Grand Theft Auto: Vice City. If you like what you see you'll be pleased to hear that this latest Ultimate Cheats instalment is available for £14.99 (recommended retail price) only from GAME stores.

PLEASE BREAK MY SKULL!

Black Label Games to produce Tarantino game

The VU Games development studio Black Label Games (LDR: the Fellowship of the Ring) has signed a deal with Miramax to make a game of Quentin Tarantino's eagerly awaited Kung Fu exploitation movie *KILL BILL*. The movie, about a tangled web of assassins



played by David Carradine, Michael Madsen, Uma Thurman (pictured), Lucy Liu and Darryl Hannah, won't be seen here until late 2003 and the game will follow in 2004. Tarantino will act as creative consultant for the project and provide exclusive film footage for the

game's development. Black Label's president had this to say: "The combination of our creative and technology teams coupled with Quentin's vision promises to deliver a high quality interactive experience... We are excited to extend

this innovative franchise into an action game featuring a unique cast of female characters that will appeal to gamers everywhere."

Yeah, whatever.

KNOW YOUR DOJO

Brush up on your Bushido with Sword of the Samurai (tm)



Sword statts, swipe your weapons in the air and rejoice. Lightweight, the developer of the Kengo and Bushido Blade series, is currently working on another Japanese sword-fighting title to be published by Ubi Soft. It sounds like the emphasis is going to be placed on authenticity as the game will feature 30 historically famous sword-masters, real sword schools and over 100 sword replicas to battle with. In the story-driven game the challenge will again be to become a grand master of the steely blade. Players will experience their character's growth as they develop their own style and learn new skills by receiving authentic advice and instruction from expert Dojo masters.

Feel My FIERY BREATH!

Dante transformed, schoolgirls terrorised and scaly anime revealed in latest screens

We're playing the waiting game for *Devil May Cry 2*, *Clock Tower 3* and *Breath of Fire: Dragon Quarter*, but here are some of the latest screens to keep you going. Look closely at the DMCC screens. The absence of any swarthy good looks means you may not recognise him at first, but this fired-up demon is actually Dante in the enhanced Devil Trigger mode. Once his meter is full, he'll be able to transform into this horned one, introducing new visual effects and enabling you to destroy enemies with one smashing blow. These creepy new shots of action-horror *Clock Tower 3* should heighten your curiosity too. Here, the main character Wyna shares an unwelcome moment with a swirling spirit of the evil variety. Finally, anime fans should be looking forward to spending an unhealthy amount of time playing RPG *Breath of Fire: Dragon Quarter*. The game takes place in an underground city, where each citizen has a name and citizen ID, which also indicates the hidden strength of the character. For example, Ryu's full name is Ryu = 1/8192 and he works for the government-supported agency Ranger, battling against an opposing force called Trinity.



Edis is taking flak from the UK's Sikh community over Hitman 2. Leading players in the UK's Sikh community have condemned a level in Hitman 2, which bears too close a resemblance, they say, to the Sikh temple of Amritsar, the site of enormous trouble in the late Eighties. Edis has removed all references to the level from the game's website and issued a statement apologising for offence caused, but stopped short of meeting demands to remove the game from shelves and issue a re-programmed version. As you'll see from the Charts over the page, *Pro Evolution Soccer 2*, reviewed this issue, has pipped bitter rival FIFA 2002 to the top spot in the PlayStation2 charts. Sega is centralising its game development process under the auspices of Hisao Oguchi, formerly of the Hitmaker division. Konami has created a web-based comic for its upcoming shooter, *Contra*. Go to http://www.konami.co.uk/contra/comic_v01.html to see it. Sony made a profit of 50 billion Yen in the first half of its current fiscal year. Analysts attribute the success largely to the PS2. Meanwhile Sony's console is to go on sale legitimately in China. Australia will get a watered down

STOP PRESS!

BROADBAND UNVEILED!

Sony breaks embarrassing silence

In a surprise Halloween announcement, Sony Computer Entertainment Europe (SCEE) finally confirmed its plans for PlayStation2 Broadband. The company has set "spring" as the launch date and said the network gaming bundle will retail at around the same price as a game.

Anybody who owns a PlayStation2 and has a broadband account already will be able to buy the bundle and start playing "immediately", said SCEE; access will not be restricted to one broadband service provider. Both cable and ADSL broadband services will be compatible. SCEE intends to announce a full list of compatible broadband providers once consumer trials are completed in the New Year. It is likely that only a tiny handful of providers will not be able to handle the PlayStation2 being connected.

The broadband pack will include the Ethernet Network Adaptor, an online game and a start up disc that will also feature demos of upcoming online games. The games line-up at launch will include, according to SCEE, SOCOM: US Navy Seals, Hardware: Online Arena, Destruction Derby Online Arena, Twisted Metal Online, Frequency 2, My Street, ATV Off Road, T1R 2004 and World Rally Championship Online. We're also promised the new version of Everquest, the incredibly popular online RPG, soon after, as well as titles from Capcom, EA, Activision, Take 2 and Eidos. SCEE has said, "The network will not be constrained by any one company acting as a gatekeeper of the content or the consumer."

One games industry insider said, "Opening the service to anyone with broadband is a wise move, but the games will have to be strong to get people sufficiently interested." SCEE claims PlayStation2 network gaming to be, "Simple to set up, exciting to play and affordable". We'll bring you more details on the games and the service next month.

THE RACE IS REAL

New gadgetry. It's wheelie good (sorry)

F1 petrolheads, if you're looking for a gaming accoutrement to add to your Chimbo wish list, this could be exactly what you're yearning for. This is the new Official Williams F1 Team racing wheel, which is an exact visual replica of the wheel used inside the Williams FW25 cockpit. It has a realistic quick release wheel design, 200-degree wheel rotation, easy reach gear change paddles, a built-in stopwatch and clock, and clip on leg supports designed to make you more comfortable when sitting down. Retailing at a street price of £39.99, instruct kindly granny to trundle down to your nearest games emporium to make a purchase now. She'll be relieved to have your present sorted and well, she could probably do with the exercise...



version of GTA: Vice City it seems, after last year's situation where GTA III was banned down under until changes were made...Details are beginning to emerge from Japan of FFX-2, a spin-off game featuring Yuna in a more action-packed game that will feature a new battle system and possible platform shenanigans! More next issue...Acclaim's BMX XXX has been pulled from the more conservative retailers in the US after concerns about the nudity in the game. They should be concerned about the way the bike handles...Fans of Gwen Stefani and girls with big hammers will have to hold on a bit longer. Argonaut's platform pretender Malice has been delayed until next year for reasons that won't be revealed...3DO has announced Jacked, a motorcycle-based combat game with shades of Road Rash and the grudge of SSX Tricky...

NEW

PS2 X-PORT SAVES SWAPPED ON INTERNET

Maps and season updates exchanged using Datel's X-Port PS2 to PC device



Players of Pro Evolution Soccer 2 and TimeSplitters 2 have been using Datel's X-Port V2 to swap content they've created themselves to enhance their gaming experiences.

The X-Port V2 connects a PlayStation2 to a PC via a USB cable and a bit of software. It allows PS2 users to back up game saves from their memory cards to a PC hard drive. Once there the files can be swapped on the internet, via email or websites. This way, players around the world can download new maps for TimeSplitters 2, and new team and player data or replays for Pro Evolution Soccer 2. In fact any kind of game save can be swapped in this manner. Once the file has been downloaded from the internet, X-Port V2 simply copies it from the PC to your PS2 memory card, and the file is ready to use.

The Xport V2 can be bought at any good gaming emporium or direct from www.codejunkies.com for £29.99. While you're there check out the X Directory for information on fan sites which feature X-Port downloads. In fact, if you've got juicy game saves you'd like to share with the world, email them to editor@psl-2.com and we'll use the best on the disc.

HOT

A chance to win a set of Herao PX speakers for PS2.

Any gamer knows that complete gaming satisfaction can only be achieved when you have the right visual and audio set up for your PS2. You may remember that PS2 featured Herao in our news section last issue. Created by innovative North and Birmingham University design graduates, their sound system was put into manufacture by Herao and launched only a couple of months ago.

The Herao PX audio system will immerse you in a game with a healthy output of surround sound. And, unlike some gaming audio systems, this one has an easy-on-the-eye, compact design, created to suit the smooth lines of the PS2 console. Most importantly, it's designed by gamers for gamers. For more details on this and other Herao sound systems visit www.herao.com.

So, if you like the look of these speakers you might not have to trudge down to your local game store for a demo, cos one spawny winner will be getting this system delivered straight to their door. The guys at Herao have given PS2 one PX system to go to a reader who answers this very stupid question correctly:

AUDIO ACTION!

Question: Which of the following is not part of the anatomy of the human ear?

- A: Eardrum
- B: Auditory Ossicles
- C: Chips & gravy

For a chance of winning, call now on

09064 701721

Terms and conditions: calls cost 80p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight December 19.



THE RIVALS

Xbox snatching up Sega classics

Sega aficionados are anxiously awaiting the release of *Rainier Dragon Birta*, the next in the line of dragon-riding shoot 'em-ups, originally seen on the defunct Sega Saturn. With branching paths and a flying lizard able to morph into three different killing variations, Sega devotees are hoping for a shooter that lives up to their retro legacy.

Sega Dreamcast favourite *The House of the Dead* gets a third outing early next year. This lightgun blaster retains the multiple paths approach that made its predecessors so popular and again emphasises body parts flying across the screen with the visceral resolution of Xbox graphics.

As impressive looking as both of the games are, we can't help wondering if the Xbox needs titles that stand up on their own, rather than ones that hope to relive past glories.



CHAOS LEGION

Pay attention. It's not a Japanese RPG, it's a "fantasy opera"

Suddenly the PS2 team is conjuring up images of bizarre characters in Freddy Mercury-esque sequined leotards, women with heaving bosoms and bizarre head-dresses. Yoshinori Ono, Producer of Capcom's forthcoming 3D action title *Chaos Legion* has described his latest project as a "fantasy opera" with some RPG elements. The game is based on the popular Japanese serial found in the fantasy anthology *Dragon Magazine* and is set in a Medieval (and distinctly Gothici) fantasy world. The main character is a knight called Sieg Wahrheit who pursues his ex-buddy Victor Delacroix, who has ripped out and joined a sinister religious sect called Yami. Combat will be in realtime 3D, with AI-driven sidekicks (*Onimusha 2* style) with their own signature weaponry. Presentation will be heavily cinematic with heavyweight names in on the voice acting. Set for both Japanese and American release next year, a suspected UK release could well be on the cards. We await an official announcement.



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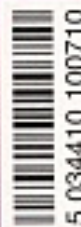
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GUERRILLA WARFARE

Bag up 'n' go. Unzip 'n' play!

Because your PS2 is a precious piece of kit, whenever it's on the move you should treat it with some TLC. So, the next time you're to-ing and fro-ing to your mate's house for a gaming sesh why not pack it up in one of these? These console bags were recently launched by Guerrilla.com under the label Urban Survivalism. And they're not called Urban Survivalism for nothing. These sturdy, multi-pocketed bags can be customised by adding Guerrilla Accessory ECMs (Equipment Carrier Modules) for your game and equipment collection. The PS2 Guerrilla bag has an optional range of ECMs (available in Urban black/red or fetching camouflage), and feature PS2 Essential (engineered recesses for your PS2, mains cable, video leads and two controllers), PS2 Movie (for the remote control kit and space for three DVD movies or games), PS2 Team (for two extra controllers and multi-tap) and PS2 Assassin (for the G-con 2 pistol kit and PS2 game/DVD movie). All you have to do is select the best ECM for your missions!

Visit www.guerrilla.com to find out more. We have some very good news for PS2 readers because our 'star letter' will win a Guerrilla bag of their choice from this issue onwards. Even more reason to have your say in Inbox!



THOSE CHEEKY MONKEYS

Tory boys do the
Funky Gibbon

Eidos PR bods really are one rana short of a bunch. Last month they ran amok at the Tory party conference in Bournemouth with their Timesplitters 2 Monkey Assist campaign. They offered a uniquely furry assistance by asking Tory tobs their heart's desires. Offering anything from crocodile shoes to marriage counselling, the MA team made many assists including singing 'Onward Christian Soldiers' and giving foot massages.

BIG BUY BY BLOCKBUSTER

Leading games specialist
branches out

If you regularly visit your local Gamestation, it might interest you to know that the company has been bought out by the movie and games rental business Blockbuster. One of the UK's leading independent games stores, Gamestation specialises in games trading, allowing you to exchange previously played games for store credit or cash. Blockbuster UK already rents and sells a selection of games and hardware throughout its stores, so expect to see the games side of things develop over the months to come. Here we have a jolly picture of Alex Sparks, Managing



Director of Blockbuster UK and Gamestation co-founder Steve Hall making friends with an Orc from Warcraft III.

SWALLOW THIS!

More blood-splattering fun
as Ash's chainsaw revs up
for action on PS2



It was only a matter of time before the world of cheery horror went next-gen. Evil Dead: A Fistful of Boomstick is set for a trip springtime release. Playing the role of Ash (voiced by Bruce Campbell) you'll have to fend off hordes of Deadites using several weapons including the shovel, gassing gun, shotgun and chainsaw. Last year's Evil Dead: Hail to the King for PSone had bags of potential but was a let down thanks to too-static gameplay mainly attributed to the mismatched Resident Evil game engine. Developer V1S Interactive has got in on the act for Boomstick, using Rockstar's State of Emergency engine to hopefully give gamers some fast and frenzied Ash-action.

CHART

OCTOBER PLAYSTATION2 TOP 10

1	PRO EVOLUTION SOCCER 2	KONAMI
2	FIFA 2003	EA SPORTS
3	COLIN MCRAE RALLY 3	CODEMASTERS
4	TIMESPLITTERS 2	EIDOS
5	HITMAN 2	EIDOS
6	BURNOUT 2	ACCLAIM
7	THIS IS FOOTBALL 2003	SCIE
8	GTA 3	TAKE 2
9	CRASH BANDICOOT	PLATINUM/VIVENDI
10	GTS	PLATINUM/SCIE

I-SPY

Rumours, whispers and gaming goodness...

Lara Needs More Work

It seems like the tea leaves were right for us last issue. Our story 'Lara Slip Up?' hinted that a 2002 release of Lara Croft Tomb Raider: The Angel of Darkness on PS2 was highly unlikely. Well, the I-Spy rumour mill has been proved right and Eidos has now confirmed a February 2003 release for the game. Presently reeling from the success of Timesplitters 2 and Hitman 2: Silent Assassin, the publisher remains confident that PS2 Lara will meet the expectations of the gaming public and the game will benefit from further refinement. Another Eidos title that has slipped to a February release is Championship Manager 4. Far be it from us to say "we told you so".



Three Rings To Rule Them All?

Word on the street is that EA are working on a game that will incorporate all three of Peter Jackson's Lord of the Rings movies. Now that's a big project, but it does make sense. If it does surface - around about this time next year to be in with the release of third movie The Return of the King - we suspect it could be an action adventure game with RPG elements. Erm, that's it.



Gnome Kicking

Rumour has it that a new version of Golden Axe is definitely underway, with Sega spending time and attention to deliver a class barbarian 'em-up for all major consoles. If it puts the same care and detail into it as it is with the remake of Shinobi we should be in for a real treat.



Got some exclusive industry gossip? E-mail me in confidence: i-spy@psi-2.com

DECEMBER DRIES UP

Like any semblance of pleasant weather, the constant stream of PlayStation2 releases has disappeared. Still plenty in the shops to get.



A >

A Sound of Thunder	Bent	Spring 2001
Alma: Colonial Marines	EA	Spring 2001
Alpine Race 3	Namco	December
Alter Ego	TIG	Autumn 01
Apex Escape 2	SCIE	January
Armed Core 2	Midco 3D	TBA
ATV Off Road Fury 2	SCIE	TBA
ATV Quad Power Racing 3	Acclaim	Winter
Auto Modellista	Capcom	Nov 29th

B >

Battle Engine Aquila	Infogrames	2000
Battlebots	TIG	2000
Blind Rage	Firebird/Universal	Winter
BMX XXX	Acclaim	Nov 29th
Brace Lee (Working Title)	Firebird/Universal	2000
Broken Sword: The Sleeping Dragon	Revolution Software	Winter
Butterfly Table Tennis	Midco 3D	TBA

C >

Club Football	Codemasters	Spring
Crouching Tiger Hidden Dragon	Ubi Soft	Winter
Cy Girls	Konami	Summer

D >

D&D Remon	Infogrames	Winter
Dark Cloud 2	SCIE	TBA
Defender	Midway	Dec 6th
Delta Force: Black Hawk Down	Neowledge	2000
Deer Dr 2	Edius	Nov 2002
Devil May Cry 2	Capcom	2001
Die Hard	Firebird/Universal	Winter
Disney Ball	EA	Nov 29th
Dragon's Lair 3D	TIG	Spring
Dragonball Z Fighters	Infogrames	Nov 29th
Driver 3	Infogrames	TBA
Driver Racers	Lego	Nov 29th
Dr. Mute	Midway	TBA
Dynasty Tactics	TIG	Nov 29th

Lamborghini

Surprisingly promising title from Rage. It's got the looks and it might just have the gameplay too.



E >

Echo Ps Server	Bent	November
Everquest	SCIE	TBA
Evil Dead: A Portal of Blood	TIG	Spring 2001
Evolution Skateboarding	Konami	Winter
Evolution Soccer	Konami	Winter
Evolution Skateboarding	Konami	Winter
EXO	Infogrames	2001

F >

Falcom: Enter the Mask	Virgin Interactive	Spring
Final Fantasy XI	Square	2001
Final Fantasy XI	Midway	Winter
Freedom: The Battle for Liberty Island	EA	TBA
Fut. Battle II	LucasArts	2000
Fyghter Hunter	Infogrames	January

G >

Galleria	Lego	Spring 2000
Galleria	Interplay	TBA
Galleria	Lego	Spring
The Gateway	SCIE	Dec 6th
Go Go's Bizarre Adventure	Capcom	January
Graffiti	LucasArts	Spring
Good Cop Bad Cop	TBA	2001

H >

Halloween	SCIE	February
Haven: Call of The King	Midway	Nov 22nd
Hot Wheels: Velocity X	TIG	Nov 29th

I >

Indiana Jones and the Emperor's Tomb	LucasArts	TBA
Indy Racing League	Codemasters	Spring
Inquisition	Neowledge	Winter

J >

James Bond 007: Nightfire	EA	Nov 29th
Jet X20	SCIE	TBA
Jimmy Neutron: Boy Genius	TIG	Nov 29th
Judge Dredd	TBA	Winter
Jurassic Park: Project Genesis	Firebird & Konami	Spring

K >

Kings 2	Ubi Soft	Spring
Kingsmen Bears	Square/SCIE	November
Kings Field II	Midco 3D	November

L >

Lamborghini	Rage	Summer 01
Large Wind	Ubi Soft	Winter
Legends of Wrestling 2	Acclaim	Nov 29th
Letal Skies	TIG	October
LMA Manager 2001	Codemasters	November
Lord of the Rings	Vivendi	Nov 22nd
The Lost	Ubi Soft	Winter

M >

Mafia	Take 2	Winter
Malice	Firebird/Universal	Nov 29th
The Mark of Kri	SCIE	February
Marvel vs Capcom 2	Capcom	Nov 29th
Mercedes-Benz World Racing	TBA	TBA

THIS MONTH...

Game Name	Publisher	Release Date
Haven: Call of The King	Midway	Nov 22nd
Lord of the Rings	Vivendi	Nov 22nd
Tiger Woods 2001	EA Sports	Nov 22nd
Tony Hawk's 4	Activision	Nov 22nd
Ty The Tasmanian Tiger	EA	Nov 22nd
BMX XXX	Acclaim	Nov 29th
Dragonball Z Fighters	Infogrames	Nov 29th
Drome Racers	Lego	Nov 29th
Hot Wheels: Velocity X	TIG	Nov 29th
James Bond 007: Nightfire	EA	Nov 29th
Jimmy Neutron: Boy Genius	TIG	Nov 29th
Legends of Wrestling 2	Acclaim	Nov 29th
Malice	Vivendi/Universal	Nov 29th
Minority Report	Activision	Nov 29th
NBA Live 2001	EA Sports	Nov 29th

Metal Gear Solid 2: Substance	Konami	2000
Nearly Deaf	Activision	Nov 29th
Nissan Impossible	Infogrames	TBA
Monopoly Party	Infogrames	TBA
Mortal Kombat Deadly Alliance	Midway	December

Judge Dredd Vs Death

Check out this month's Independent's Day for more info on this 2000-inspired shoot-out.



N >

NHL 2K1	Sega	TBA
NHL 2K1	Sega	TBA
NHL Live 2000	EA Sports	Nov 29th
Nord for Speed 2	EA Games	Oct 23th
NFL GameDay	Sega	TBA
NFL 2K1	Sega	TBA
NHL 2K1	Sega	TBA
Nichrome	TBA	Winter

O >

Outcast 2	TBA	Winter
-----------	-----	--------

P >

Pac Man World 2	SCIE	December
Paris Dakar Rally 2	Acclaim	January
Premier Manager 2001	Joe	November
Primal	SCIE	December
Pride FC	TIG	Spring
Project G.I.I.E	Ubi Soft	2000
The Powerpuff Girls	Bent	Winter

AND NEXT

Defender	Midway	Dec 6th
The Gateway	SCIE	Dec 6th
Star Wars: The Clone Wars	LucasArts	Dec 6th
Alpine Race 3	Namco	December
Mortal Kombat Deadly Alliance	Midway	December
Pac Man World 2	SCIE	December
Primal	SCIE	December
Belgian Dr Fire	Bent	December
Apex Escape 2	SCIE	January
Contra: Shattered Soldier	Konami	January
Go Go's Bizarre Adventure	Capcom	January
Paris Dakar Rally 2	Acclaim	January
By Name	SCIE	January
Vice	Acclaim	January

O >

Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter
Outcast 2	TBA	Winter

Paris Dakar Rally 2

After last year's astonishingly poor effort under this name let's hope things are better for the sequel.





Game Name	Publisher	Release Date
Spyro: Enter the Dragonfly	Vivendi/Universal	Nov 20th
Star Wars Bounty Hunter	LucasArts	Nov 20th
Ecks vs Sever	Bent	November
Kingdom Hearts	Square/SCIE	November
Kings Field IV	Metro 3D	November
LMA Manager 2003	Codemasters	November
Premier Manager 2002	TBA	November
Ratchet & Clank	SCIE	November
Space Channel 5.2	SCIE	November
Sub Rebellion	Metro 3D	November
The Sum of All Fears	Ubi Soft	November
Tom Clancy Ghost Recon	Ubi Soft	November
Treasure Planet	SCIE	November
WRC 2 Extreme	SCIE	November
Wreckless	Activision	November
X-Men: Next Dimension	Activision	November



SW: The Clone Wars

Starts where Episode II finished. We're looking forward to this one.



S >		
Savage Skies	EA	TBA
Scary Races	TBA	TBA
Sega Base Telling Duel	Sega	TBA
Sega Sports Tennis	Sega	TBA
Shawn Murray Pro Skateboarder	Activision	TBA
Shinobi	Sega	TBA
The Simpsons Skateboarding	EA	Dec 4th
The Sims	EA	TBA

Silent Hill 1	Konami	2001
Silent Scope 3	Konami	2001
Sky Racers	SCIE	January
Smash Cars Racing	Metro 3D	Summer 02
SOCCOM: Navy seals	Sega	March
Space Channel 5.2	SCIE	November
Spongoball/RoboMan	TBA	Winter
Spyro: Enter the Dragonfly	Vivendi/Universal	Nov 20th
Star Wars Bounty Hunter	LucasArts	Nov 20th
Star Wars Solaries	LucasArts	TBA
Star Wars The Clone Wars	LucasArts	Dec 4th
Starship & Hatch	Engage	Winter
Sub Rebellion	Metro 3D	November
The Sum of All Fears	Ubi Soft	November

T >		
Tek 6: The Power of Julia	TBA	2003
Tenchu 2	Activision	Winter
Tiger Woods 2003	EA Sports	Nov 22nd
Trillion Angels	EA	TBA

Tom Clancy Ghost Recon	Ubi Soft	November
Tony Hawk's 6	Activision	Nov 22nd
Treasure Planet	SCIE	November
Trials: Aerial Assault	EA	Spring
True Crime: Streets of LA	Activision	TBA
Twisted Metal Online	Sega	TBA
Ty The Tasmanian Tiger	EA	Nov 22nd

U >		
V >		
Vex	Activision	January

W >		
War of the Monsters	SCIE	TBA
Wipe Out 3	SCIE	TBA
World Champ Smoker 2003	Codemasters	Spring
WRC 2 Extreme	SCIE	November
WWE: Crush Hour	TBA	Spring

X >		
X-Men: Next Dimension	Activision	November
X-Men: Wolverine's Revenge	Activision	TBA
Xenosaga	SCIE	TBA

Y >		
Z >		
Zapper	Infogrames	TBA
Zone of the Enders 2	Konami	Spring

WRC 2 Extreme

Reviewed this issue. Not as exciting as Colin 3 but with more modes.





TENCHU 3: WRATH OF HEAVEN

Rikimaru returns from the grave as the original stealth 'em-up makes its way to PS2.

Before Solid Snake hid himself in his very first cardboard box in the original Metal Gear Solid, Tenchu was already making stealth a major part of its gameplay. Story-wise, *Tenchu 3: Wrath of Heaven* is set one year after Rikimaru's death in the first game (*Tenchu 2* being a prequel). Well, we thought he was dead. This is our chance to find out what exactly happened.

Activision has brought in the newly formed development studio K2 (ex-Square and SNK employees) to replace Acquire (*Tenchu* and *Tenchu 2*) for a fresh approach. You can still play as familiar characters Rikimaru and Ayame, with a mysterious third character unlocked once you've succeeded with both. Ordered by your master and friend Lord Ghoda, you must put an end to a new evil: the Tenrai, a power-hungry overlord in league with the six powers of darkness. It's time to put on your softly-softly slippers and sling a steely samurai sword into your backpack.



These ghosts float around spewing energy balls which temporarily stun, sapping energy and making you prone to attack.



use them as shields. There will be some polished finishing moves too. For example, a highlight should be Rikimaru's 'Bogus suicide' move. This is where he appears to stab himself through the heart, a fine spray of cimet follows and he drops to the floor apparently dead. Of course, the enemy bends over the body and up springs Rikimaru to slice out his stomach. Alternatively, you could creep up to an area/foe and attach a sticky bomb, get to a safe distance and watch the big bang. As you can probably tell, the methods and

This time, the developers want to introduce more RPG-style elements, so that there are more rewards within the levels themselves. For example, with each stealth kill you'll light up one of the eight on-screen kanji (Japanese letters). When the full set is glowing a ninth will appear. Get your ninth kill and you'll be rewarded with a new finishing move. Each of the nine levels will offer a new ability to acquire, as well as items and weapons to gain at a mission's end, making 25 in all.

We're all looking forward to getting hold of playable code for this Ninja sim. Fans will recognise a lot of the characters from the original Tenchu and it seems like Ninja virgins will be provided with enough innovation to convert them. And, of course, all you sickos out there should love it... *rag*

"enhanced fighting engine"

equipment available to main and kill are many, including a grappling hook (a welcome return), a shuriken (to take an enemy out from a distance), caltrops (spiked metal tacks) and poisoned rice.

Disembowelled

One criticism from previous games was the draw distance, as you could never really see far enough ahead past your character. The good news is that Activision promises this has been corrected for Tenchu 3 and now you'll be able to give the distant horizon a keen Ninja eyeball. We're also promised another major improvement will be seen in the enemy AI - when an enemy sees you they will hunt you and track you down, rather than looking around puzzled and carrying on with their pre-programmed actions.

The stealth/reward system in earlier games provided a reward at the end of each level.



New Blood

As you explore the dark and dishonourable way of the Ninja, your mission paths will include the usual espionage, theft and assassination plus a whole lot of enhancements too. These will include an improved fighting engine, new weapons and tools, larger levels, better character animations and improved enemy AI, says Activision, increasing the challenge and forcing you to think on your feet. K2 will also be making more of multiplayer, by introducing five specific levels in two mission modes, where you'll be able to introduce a pal to the shared pleasures of being a creeping stealth assassin. These will feature co-operative team-orientated missions and Hunter-Hunted death match mode, where the two of you can sneak up on one another as opposing ninjas. And any abilities earned in single player mode can be transferred to the multiplayer games in order to strengthen attacks.

The enhanced fighting engine will result in slightly more taxing combos. There's the same sword combo, a roundhouse kick, shoulder smash, a 360-degree attack and jump kick. You'll also be able to run up walls and perform a kick off them, pick enemies up and chuck them against each other or



Vent your anger on beady warriors!



A perfect time to launch a game about impending doom.



FOUR HORSEMEN OF THE APOCALYPSE

Yes. We know. It's 3DO. But it's abandoning the green army for something altogether more gory.

This is not a tale of sweet baby Jesus. Oh no. This dark adventure is a take on the biblical tale of Armageddon. Set in the present day, you play as the tousle-haired archangel Abaddon, who must find three 'chosen' mortals to help him fight against the eternal forces of the Apocalypse: Pestilence, War, Famine and Death.

The hook in this game will be its mature content and graphic novel style, created by 2003AD artist Simon Bisley. He's the guy who is responsible for the promising characterisations we'll see in the game. For example, God's 'chosen ones' (who have to be 'turned' before they can be your true allies) happen to be a prostitute, a serial killer and a corrupt politician. And you'll need to protect these characters using and combining their powers with Abaddon's to be a fighting force.

More meat on a butcher's apron?

Diverse weaponry will bring violence and maiming of epic proportions. In hand-to-hand, sword and projectile combat. The early art shows macabre studies, obviously post-massacre (hanging chains, bloodied skulls, walls covered with remains). And there's more than a nod in the direction of gothic classic *Devil May Cry* too. Gore-wise, we have great hopes. You will be able to shoot your foe and see straight through the holes in his stinking, bullet-peppered body, and any project that teases with the prospect of 'disembodiment of body parts'

and full 'gibbeting of models' obviously makes us curious.

The 18 fully destructible levels will have you fighting zealots and demons through the near future, the post-apocalypse and the bowels of Hell. And 'Four Horsemen' isn't strictly true. The four plagues of mankind are personified, and Pestilence is a woman (with the voice of ex-porn star Traci Lords). We've been told to expect *The Matrix* meets *Helmut*, and in fact, the studio that

choreographed the combat moves and stunts for *The Matrix* has been involved in the apparently spectacular death scenes for this game.

With a reputation badly tarnished by the

relentlessly bland *Army Men* franchise 3DO needs something good to happen. Soon. *Four Horsemen* is still almost a year off release and all the right ingredients are here but, until that code arrives, we'll just have to make do with these screens. **ME**

"violence and maiming of epic proportions"

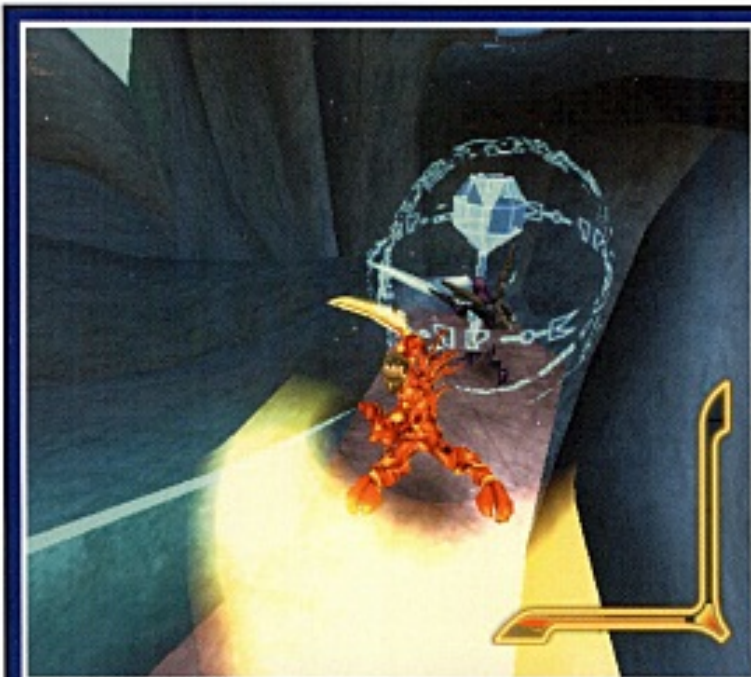


HOSPITAL CORRIDOR BEFORE AND AFTER CONFLICT



The 4 Horsemen of the Apocalypse: Shish, Donner, Nine Lives, Pitta





ALTER ECHO



The planet takes its revenge

Time dilation and morphing gameplay? Prepare yourself for the perils of **Alter Echo**.

You know you've drawn the short straw when your enemy is no ordinary mortal, but an entire living, and not exactly sane, planet. Not an enviable position, especially when you're stranded alone on its surface, but that's the challenge that awaits you in *Alter Echo*, a brand new sci-fi-inspired action blaster from THQ's Outrage Games.

You play Nevin (no relation, we presume, to Pat, the diminutive ex-Everton wing wizard), an unwitting agent who's sent to investigate sinister corporate mining activities on an isolated planet with a strange, living surface. To cut a long story short, the planet then

goes mad, and spawns a host of bio-mechanical nasties from its bowels, who are all intent on making sure Nevin doesn't survive to uncover the truth behind the dark conspiracy.

Well, while the plot might not survive too much close scrutiny, Nevin's one lucky break is that he's a shaper, a being who can bend

part of the planet's living surface to his will. What this means in practise is that our hero can morph between the three battle modes of Melee (hand-to-hand), Gun (heavy weapons platform) and Stealth (a cross between Spider-Man and the Invisible Man) in his battle against the endless waves of bio-mechanical doom. Oh, and did we mention Nevin can also slow time? This

enables him to cue up a series of attacks and combos that are capable of cutting a bloody swathe through the alien hordes.

Although it's still fairly early in the piece, on first viewing *Alter Echo* certainly has the looks and action credentials to impress. The brash, vivid anime graphics and surreal alien levels are positively awash with cataclysmic explosions, chattering gunfire and spectacular special effects. The three battle modes seem to offer some decent gameplay variety and if early next year finds you in the mood for some relentless sci-fi blasting action, then *Alter Echo* might prove to be just the ticket. **ME**

"he can bend the planet's living surface"



Corporate mining causes trouble



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There's a lot to be said for venting your spleen, and this lot haven't held back. We have some angry readers. All letters get a prize.

> ASK PSI-2

Dear PSI-2

Firstly, great mag. I tried lots of magazines for PS2 but this one stood out. Keep the work up! Secondly, I have a few questions.

- 1) Is Tony Hawk's 4 gonna be exactly the same as the previous three?
- 2) I have heard rumours about the great Halo coming to PS2. Is this true?
- 3) When the hell is Final Fantasy gonna stop?
- 4) I saw a jukebox thingy in your mag in issue 24 it was a prize along with Jay Club World. Does that connect to the PS2?

Thanks for bothering to read this.

DAN MURSEY

1) Turn to page 50 for the full review of THPS4 for



Final Fantasy: the original never-ending story

the PS2 verdict

- 2) No news yet.
 - 3) Never light
 - 4) That was the Archos Multimedia jukebox.
- And etc., no.



The Archos Multimedia Jukebox:
www.archos.com
for more info

STAR letter

> 'IDIOT' BACKLASH PT 1

Hi PSI-2

I don't know what that idiot last issue was talking about, saying that the Xbox was better than the PlayStation2. I know that is a pile of bullshit as the PS2 rules the games industry. Even if I won the jackpot on Lotto I would not even dream of buying an Xbox or GameCube as the PS2 satisfies my g a m i n g craving. £200 for an Xbox is not worth the money. I could buy five newly released games for the PS2 for that price, which is much better value for money. Microsoft should've quit whilst they were ahead and stuck to the PC, as I can tell it was its first games console. For a start, that joypad is far too fat because I can't get my hands around it. I'm sure that there are

others who would agree with me. I was the proud owner of a PS2 at the beginning of December 2000 when it first came out and it cost about £500 in total. It was worth every

penny as it keeps me happy and every night I spend three hours-plus non-stop gaming. The only problem is it is very addictive - especially games like Final Fantasy X, Baldur's Gate Dark Alliance, Summoner, Dark Cloud and Jak & Daxter.

Yours faithfully
WACI BLAKE, ABER R. BOUTON

We agree. Size does matter. We all know that excessive hours spent gaming can lead to the debilitating 'Playstation claw'. So, God only knows what sad affliction the Xbox controller will bring on. We don't all have hands like shovels, Microsoft.

Are your mitts as big as this?



FREE ACTION REPLAY V2 and GUERRILLA CONSOLE BAG for star letter of the month! So hurry up and get writing!

G Guerrilla.com



> 'MADMAN' BACKLASH PT 2

Hey PS2:

I have several massive bones to pick with Mr. Humphrey Dixon who wrote the 'Anti-PS2 rant' passage last issue. He obviously has several screws loose but anyway I want to put the record straight. Firstly, the refund you were given of a few games and a controller was because Microsoft felt so bad about you and a small amount of other people paying all of £350 for its console, which has sold so badly compared to PS2 and GameCube, that they felt that the public who bought it had been officially ripped off. Then, if that was not enough,



• Quill:
Red
Faction 2

you have to pay another £20 just to watch a DVD. The decrease in price of the Xbox so soon after it came out was due to a tiny amount of sales. PS2 did not have to do this because people were actually buying their console. Secondly, even though Xbox has its 'beloved' hard drive, no one really wants it because it makes the whole console so bloody big. The design of the Xbox control is appalling. I can hardly fit it in my hands.

You make Halo sound like the best game ever to roam the earth. Well, I have heard of a Halo 2 already being developed, which shows that Halo has sold so abysmally that a follow-up has to be made to keep Microsoft games afloat. I totally agree with you that Xbox has a lot of original games, but have you not realised that all of them are crap? Project Gotham? Get Grand Turismo 3. Halo? Get Red Faction or Half-Life. Get Final Fantasy X no matter what.

There is an endless list. I could go on and on and on. And yes, finally, we come to Microsoft's last attempt. Buying Rare. It seems that even though they will lose out on another 300 odd million they have bought Rare to see what they can do with the non-selling console. Well, my prediction is not a lot. Come to your senses, Xbox has failed.

I realise this e-mail is quite long, but please print it because my frustration with this madman has to be let out.

THANK,
NARR SMEL 1A, NORTH YORKSHIRE

Interesting letter this, some good ideas but the Halo sequel theory is clearly wrong.



AND ANOTHER THING...

Hi friends! Come in, pull up a chair. Hope you've been well.

> WORDS BY ANDREAS SNOOP



I'm not going to complain this month. It's the winter and that's enough to make us all miserable. Not much to do outside, the weather is rancid and there's only so much money you can spend on drink.

Smile!

So let's have some fun shall we? Let's not forget the reason we play games in the first place. Escapism and fun. Yep, some games stink. Licences are wasted, framerate drops, prices are too high, and a game you looked forward to for a year turned out to be a pile of spud. Never mind eh?

Be a bit more selective in your purchase. Try a different genre, you'll enjoy it more than another clone of your favourite game.

Buy a dancing game and mat and make a fool of yourself, no one's looking. Don't take that first-person shooter so seriously, it's only a game. Laugh off frustration. Don't stay up too late playing games, you'll feel clearer-headed in the morning. No one to play games against? Try playing with them instead of competing against them. Put it all in perspective. Relax. Chill. Put your feet up. Everything's fine. Everything's good. It's all good. See you next month.



> ANGEL OF DEATH

Hi PSI-2,

I just wanted to say that I enjoyed the feature 'Whatever Happened to the Heroes' last issue. One game that I noticed was missing though, was *Titanium Angels*. Do you know what's happened to this?

JOB, WAT-MIL

Things are not looking too good for *Titanium Angels*. PSI-2 first mentioned this game back in issue 3 (yes, that long ago). Although the game was up until recently being developed by Nobius, all PR blurb has been suspiciously removed from the

SCI website. Now everyone's become bored of waiting and lost interest. Shame.

Titanium Angels: will this character be destined for the games scrapyard?



> HANDBAGS AT THIRTY PACES

Dear PSI-2

To all those who write in every month moaning about which is the best console: Get A Life! The very fact that we have spent our hard earned cash on a PS2 mag means that we know the PS2 is the best console - that's why we bloody bought one. Why waste time whinging on every month about why it's better than the GameCube or why it kicks the Xbox's ass. Is it because, after making your solitary Pot Noodle, watching Trisha alone and sitting in Wimpy talking to your imaginary friend, you haven't got anything else to do with your sad excuse for a life but scrawl your sad simpering ramblings on your Star Trek notepad and send it in a grubby envelope to PSI-2? I think it is. How often do you pick up Top Gear magazine and read letters from grown adults moaning about who has got the best motor? Or get elderly women rowing over which is the best knitting pattern in the People's Friend? So why do we have to listen to this boring babble from PS2 owners every month?

I think it's about time these people grew up and shut up. Gaming is about having fun and the minute you start taking it seriously enough to get your knickers in a twist and actually write into a mag then... er... anyway, I'd better be off now, Trisha's coming on.

TESS TOOLE, BRADFORD



YABASIC

Breakit

Time to work the angles, sharp and precise.

This month we present an arcade classic programmed by Yabasic maestro Marc Gale. Breakit is a Breakout clone, a game where precision and timing are key. Rebound the ball and blast those bricks for freedom! Not only do we present this all-time addictive programme, but also as an added bonus Marc has submitted a level designer. So now you can devise your own fiendish levels or perhaps more realistically, spell out rude words. And smash them to pieces. Blam!

More Yabasic material, code and advice can be found at www.yabasic.co.uk. Drop by and school yourself on some old-school programming.



- An orc yesterday



> LOVE SECRET

Dear PSI-2,

The first PSI-2 mag I bought was issue 25, with the GTA3 cheats on the disc. I write because I have found a secret for GTA3 that I would like to share with other gamers like me! On GTA3, go to Donald Love's place and just opposite is a car park behind the building, you should see a wall right the way around the car park. Get a fast car eg. the Cheetah or Banshee and put the cheat on better handling. Now, rev the car up and ride towards the wall. Just before you hit it jump by pressing L3. The car will jump over the wall. Get out of the car and walk around until you see a sign saying that you're not supposed to be there so you know it's a secret area.

Yours sincerely
PACINNA, CO JERMAN

Thanks R

> ORCS, ORCS, EVERYWHERE

Dear Editor

My parents bought me a Dreamcast for Christmas a few years back and I was shocked at how few demo mags there were for it! This August, on my birthday, I got a Playstation2 and I was stoked because now my parents would finally let me buy your magazine. That week I bought your magazine and read it from front to back six times! I specifically like the emphasis on showcasing new games and many times I have bought games because you guys said it was good, and most of the time you were right! My all-time favourite games are Heroes of Might and Magic, Fur Fighters, Shadowman 2 Second Coming and Grand Theft Auto 3. Looking forward to GTA: Vice City. On Heroes of Might and Magic I've finally got to the Orc Village but I can't seem to get any further. Do you have any cheats lying around that could help?

Severely stuck
LIFE PROPER ASANT IS

If you want to get beyond the Orcs, help with Heroes of M & M could be found with a GameShark (aka Action Replay V2 over here). By now, you should have added GTA: Vice City to your collection... enjoy.

THE CRAZY WORLD OF AIR

THE CODES YOU NEED:

(M) Must be on

0E3C7DF2
1053E59E
EEB0687A
8CEAD60A

No Gravity

0E99344A
8CA90B35
DE990B02
8CA90B35
DE990B1E
8CA90B35

So crazy this month that we nearly weed ourselves with excitement. Not only is Hitman 2 one of the most stunning killer titles on the PS2, it's possible to screw the realism and send things all floaty.

One of the many cool features in Hitman is the way bodies react to gunshots. At close range the punch of 47's Ballers will lift a man clean off his feet. With the No Gravity code utilised with Action Replay V2 the velocity of the shots not only sends them off their feet but they keep on going. Keep blasting and you'll send a guard up, up and away with his limbs a flailing! Boof!

Other unique codes available include God mode and All Weapons with infinite ammo. And if that ain't enough for you, you need to go back to assassination school, fool. For these codes and many more, unique to the world's most powerful cheat system, get your gaming ass over to www.codejunkies.co.uk and bust games wide open.

For thousands more codes get yourself webbed up and hit the www.codejunkies.com site for more game enhancing codes. Breathe life into tired games.



Shaken and Stirred

Your chance to win the 007 DVD box set and classic spy gadgetry.



COURTESY OF MGM HOME ENTERTAINMENT, PSI-2 HAS ONE OF THESE PRIZE SPECIMENS TO GIVE AWAY TO A LUCKY READER, TOGETHER WITH A NISIS POCKET DV CAMCORDER AND A PAIR OF MAGPIX B350 BINOCULARS WITH BUILT-IN DIGITAL CAMERA (BOTH AVAILABLE FROM WWW.FIREBOX.COM). NOT QUITE CUSTOM-MADE BY Q BUT VERY SWISH ALL THE SAME. ALL YOU HAVE TO DO FOR A CHANCE OF WINNING IS ANSWER THE QUESTION BELOW AND CALL THE COMPETITION LINE.

Q: What is 007's favoured tippie?

A: A pint of bitter

B: Babycham

C: Vodka Martini with a twist of lemon

Bond aficionados, feel the lure of the girls, gadgets and fast cars just flowing out of this extremely special steel box. Embossed with the 007 gun logo, it opens to reveal the classic 007 logo across all the spines of all 19 Bond movies, from the first suave adventure in *Dr No* in 1962 to the most recent blockbuster *The World Is Not Enough*. It also includes an extra 20th disc that features footage, trailers and behind-the-scenes material from the new movie *Die Another Day*. Currently showing at a big screen near you, when it's released on DVD next spring the sampler disc can be replaced with the real thing for the full monty collection. Each of the 19 DVDs is heaving with extras including documentaries and specially made features and videos, making this the ultimate James Bond collection.

And if you aren't lucky enough to win this supreme Bond booty, right now you can buy one special edition DVD for £19.99 (r.p.) and receive another Bond DVD of your choice for free. Everyone's a winner! And if you're looking for the perfect Chimbo present for that special someone, this DVD boxset of all the classic 007 movies plus a DVD sampler featuring behind-the-scenes footage and trailers for *Die Another Day* is also available now for around £199.

Call now on

09064 701721

Bring On The Nightfire

Win copies of James Bond 007: Nightfire™.



If you've a head full of James Bond quotes and a yearning to live the life of a secret agent you must play *James Bond 007: Nightfire™* on your PS2. Taking you even further into the Bond universe, it has all the right ingredients – exotic locations, essential spy craft tricks and gadgets, hi-tech weaponry, hi-class laydees and of course, an evil criminal mastermind.

Thanks to EA we have five copies of the latest Bond addition to PS2 to give away to you adventure-bound readers. Just answer this half-witted question and call the competition line below to enter for your chance to win.

Q: Which of the following is a hi-tech gadget set to appear in James Bond 007: Nightfire™?

A: A fart machine

B: A string of sausages

C: A Q-Decryptor



Call now on

09064 701722



Terms and Conditions: Calls cost 60p a minute. Line open 24 hours. Competition open to UK residents only. Competition closes midnight December 19.



Oh Lordy!

Win a PS2, this flashy widescreen TV and copies of *The Lord of the Rings: The Fellowship of the Ring*.



As any orc lover will know, *The Lord of the Rings: The Fellowship of the Ring* for PS2 is the game based on the first part of J.R.R. Tolkien's epic trilogy. From the Shire through the darkness of Moria, to the River Anduin you must gather the Fellowship and protect the One Ring from the Dark Lord Sauron. For the full review turn to page 74 in this very issue.

Because Vivendi Universal Games wants you to enjoy this fantasy action adventure to its fullest, the kind chaps dispatched several bundles of goodies to the PSi-2 office to give away to our readers. The main prizewinner will win a PS2, a copy of *The Lord of the Rings: The Fellowship of the Ring* and this stupendous widescreen TV, with five runners-up each receiving a copy of the game.



All you need to do for your chance to win is answer this naughty question and call the competition hotline below.

Q: What is a hobbit?

- A: An orc's tadger
B: A type of toadstool
C: One of the speaking races of Middle-Earth.

Call now on 09064 774488

Terms and Conditions: calls cost 60p a minute. Lines open 24 hours. Competition open to UK residents only. Competition closes midnight December 19.

HAWK

SKATEBOARDING

I'M LIKE a
BIRD
(MAN)

**Hawk's clothing
worth over £500
up for grabs!**

Is there anything Tony Hawk's endorsed that isn't the best? We all know the Tony Hawk Pro Skater series is one of the all-time gaming classics, and now we have Hawk Clothing available in the UK, the hottest new clothing brand around.

The clothes incorporate rad designs of skulls, hawks and skateboarders pulling tricks, and you can have a chance of winning one of five magnificent Hawk Backpacks with a T-shirt, Sweatshirt, Beanie and Wallet inside, if you can answer this simple question...

• Which Tony Hawk game has just been launched?

A: Tony Hawk's International Tiddlywinks

B: Tony Hawk in Tomb Raider 38

C: Tony Hawk's Pro Skater 4

When you think you know the answer, call our Competition Hotline on:

**09064
77 44 84**

Calls cost 60p a minute at all times. Lines are open 24 hours a day, seven days a week. The competition is open to UK residents only. Lines open on 25th November 2002 and close at midnight on 7th January 2003.



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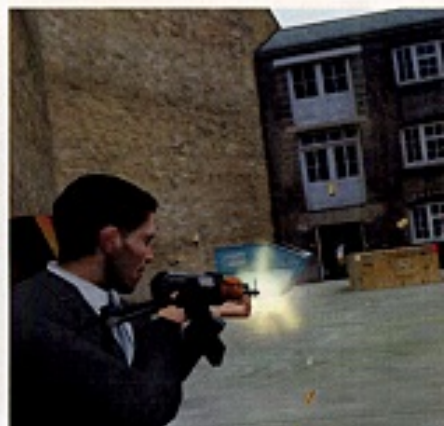
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• Hostage taking can be used to calm down bullet fire



THE GETAWAY

Oi, oi you cheeky bastard! This is my manor and you don't come 'round here shouting the odds. You're asking for a slap!

WORDS BY MATT MARTIN



Cor Blimey Guv'nor. Perhaps the most obvious of opening remarks. See this is a British gangster caper lenit, full of shouting cock-en-nees and rock 'ard geezers. The team behind The Getaway has recreated a massive portion of London for you to go mental in, chasing birds, driving motors and waving your shooter. You come 'round here giving it all that and you'll get a slap my Son. You get me?

Yeah, The Getaway, we've heard of that little upstart. It's been in development for years and cost Sony crazy amounts of cash (official estimates say around 5 million sheests). At times there's been talk of it not even seeing the light of day. But all of that is now irrelevant because the game will be on the shelves on December 6th. Right then, now all the hype, bullshit and gossip is out of the way, let's have a proper gander at it shall we?

Sawn offs and swag

The Getaway is a third-person action adventure that follows the paths of two playable characters. Mark Hammond is a man on the run after being wrongly accused of murdering his wife. Frank Carter is a copper turned vigilante, suspended from the Flying Squad. Both men are out for revenge against Charlie Jolson, a notorious crime boss and leader of London's criminal underground. Both characters' plots work separately but will intertwine with each other. An early mission sees Hammond burning down a restaurant affiliated with his old gang. Later when playing as DC Carter, the player turns up just as Hammond has left the building like the 'flowering f*cking inferno'. This simple approach to narrative is something that has been missing from games in general. You'll always hear developers harping on about cinematic presentation but most games only ever let the narrative unfold via a single character. In movies you'll see the narrative unfold through

many different characters' point of view. It's this approach that Team Soho has adopted for The Getaway. As cinematic as the approach has been, The Getaway will not be a series of lengthy cutscenes with gameplay interspersed inbetween. The team has, we're told, first worked on fun gameplay and mission ideas and then worked the narrative around that. And by all accounts, it's turned out sweet.

With a combination of on foot and driving missions, The Getaway will let the player explore over 40 square kilometres (that's like, 25 miles or something) of London, as well as around 20 real-life interior locations. Every vehicle within the game can be appropriated (that's 'nicked') and they'll all handle differently. Bonus games will let the player explore London as a tourist or in a mini cab. Well, you've gotten this far and I reckon I know what

KNOW YOUR ROOTS

The cinematic influences for The Getaway are obvious, and chances are you've already seen the majority of them; Lock, Stock and Two Smoking Barrels, Get Carter and The Long Good Friday in particular. Here are three other particularly noteworthy British gangster movies that may not have influenced Team Soho directly, but certainly helped define the Brit Gangland movie as a genre.

Brighton Rock (1947)

Richard Attenborough plays Pinkie Brown, a cunning, sadistic and callous young thug. Armed with a cut-throat razor and a nasty streak as long as your arm, he bullies and threatens his way in and out of trouble in a pre-war Brighton. Most notable for ushering a new form of vicious realism into British cinema and arguably began the genre we know today.



Villain (1971)

Over-looked at its time of release due to the more mainstream Get Carter, the Villain of the title was played by Richard Burton. As gay thug Vic Dakin. With Vic pimping his boyfriend to crooked MPs, Villain is a harsh portrayal of contradictory values and brutal violence. If you think the potting shed incident in Scum is rough, wait until you see TV's Lovejoy (Ian McShane) getting booked in the prison showers.



Mona Lisa (1986)

George (Bob Hoskins) is a fallen big guy reduced to driving around prostitute Simone, who he eventually falls for. Unfortunately Simone prefers her prozibie pal Cathy and when George helps them get out of a self-destructive environment they run off to the coast to lay out. Unfortunately you can't take women when they work for Mortwell (Michael Caine) and it all goes ungarnorously tits up in a grubby bedsit. Caine and Hoskins in the same movie? Class.





TOP GEAR

A very tasty feature of *The Getaway* is that these cars are all licensed and they should all handle like the real thing. It's a disappointment when driving games can't secure car licences if they intend them to take knocks, so it stands as testament to Team Solo's hard work that they've convinced manufacturers that not only should these cars show real bumps but also be used in criminal activities. So get prepared to flee a crime scene thrashing an Aston Martin, Bentley Continental, BMW 5-Series, Lexus, Black Cab, Range Rover, double decker bus or Alfa Romeo. Tempting, yes? Well let's not forget the ultimate English classic, the Ford Cortina. Wow.

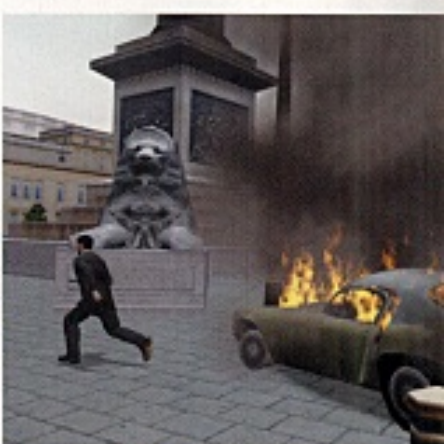
you're thinking. It's GTA: London right? Well far be it from us to judge so early but yes, it's a very similar set-up to Rockstar's massive crime sim. But *The Getaway* is going for a more realistic approach and it isn't as open ended or free roaming for the player. Which is in no way a bad thing. Enough, you can see

the comparisons yourself, you don't need us to point out the similarities. From presentation to gameplay implementation, *The Getaway* is trying hard to distinguish itself and shake comparisons.

Cockney Wanker

Team Solo is hoping the smaller things will

make all the difference and distinguish the game from more arcadey titles. Like Capcom's *Resident Evil* and *Bio Crisis* series, the main character will show his pain instead of having an on-screen energy bar, by limping and staggering, holding wounded areas and leaving a trail of blood. Instead of health packs that miraculously regenerate the hero,



See these road markings? Perfectly modelled on the real thing they are

Looks like it's all gone pear shaped

Flamin' Adu! He's a bloody wutter!

characters in *The Getaway* need to only take a breather and lean up against a wall to regain a portion of health. There'll be no giant blinking arrows indicating which direction to drive, but car indicators will blink when you should be changing direction. Cars will not only show visible damage but also handle differently, with the car pulling to one side as engines splutter and choke.

around-the-neck-and-use-em-for-a-shield, as practised by all the most desperately out-gunned gangsters. Of course this technique is the most obvious, but if you prefer a less bloody escape, an alternative is to grab a more prominent figure from your foe, and rely on enemies' unwillingness to blast their own boss. This falls to the well-programmed AI that should be able to

"holding wounded areas and leaving a trail of blood"

It's not all driving missions though, footwork is just as important. A lot of villains will have to be confronted face to face and that usually means conversations that begin and end with the sound of gunshots. Both Mark and Frank are handy with the tools of the trade and they know how to move around the environment. The standard wall-hug is utilised a great deal to creep around seedy locations and pop around corners to release a few shots. Characters can also swing into doorways, unload a couple of blasts and then duck behind the wall. All very stylish, and very cool. And quite destructive when you've got a sawn-off shotgun in your hand. Another tasty little move is the old grab-a-victim-

distinguish-between-proper-boss-figures-and-everyday-goons, we're promised.

As we've pointed out, Team Soho has gone to extensive lengths to recreate London visually, with crazy attention to detail all drawn from photographic references. This is the London you know, but without the smell and presumably without the traffic congestion. You can't exactly get away very quickly in the heart of London. With around 25 square miles of the Big Smoke available, the game gives off a huge sense of scale, although some may find it daunting with so little in the way of easy map reading. And as accurate as it is, the game does seem a little visually flat when you stop to take in the detail. Still,

VISIT SUNNY LONDON FOR A WONDERFUL DAY OUT!

The Getaway will feature over 20 beautiful in-door locations for you to experience the lovely atmosphere and pleasant hospitality of Hyde London Towne. Here's some of the most prominent. Don't forget to bring a cosh!



The Spotted Dog

Charlie Tolson is a regular so as you can imagine it ain't the place to go shouting your mouth off. Nice place to pick up some contacts or hooky gear but don't go saying anything about the watered down ale.



Reptilian Gallery

A bit of a posh art gallery in the middle of Hyde Park. Now don't get me wrong, I don't know much about art, but I reckon I could have done some of that rubbish they call modern art. Some say there's crimson painting going on behind the whitewashed walls.



Charlie's Office

Charlie's been running his operations here for bloody years, mate. Still he's very house proud. Keeps a plastic sheet rolled out over the carpet in case anyone carelessly 'spills' something on the floor.



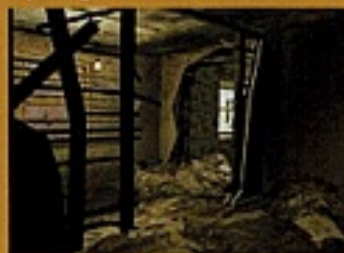
Madame Tom's B&B

A right snubby hole, make no mistake. Also known as the Bargain Basement Brothel so don't go expecting no Britt Eckland beauties. Still you can earn yourself a tidy profit with a game of cards round the back if you've got the stakes.



Snowhill Police Station

Every two-bit robber, thief, murderer, pickpocket and general scumbag has been through these doors at sometime or other. The phrase 'police brutality' probably originates from behind the locked cell doors.



The Crackhouse

Run by Jamahl the Yardie, this shithole has seen around seven drive-by shootings in the last year. Your one-stop shop for all your recreational drug needs.



TURNING TRICKS

As much as a videogame would like to carry off cinematic presentation, most fall at the first hurdles due to bad voice acting and poor character animation. The Getaway uses a magnetic motion capture system that allows animators to capture more than one person at a time, with multiple objects and props. Previously developers have only been able to capture the motion of one person with no room for obstacles. So in a scene with multiple actors in a realistically decorated room (say an office), developers would have to add each element (furniture, actor one, actor two, props) individually. With the magnetic motion capture all of this can be captured at the same time, actors talk to each other and are able to react to the surrounding environment, which creates a more fluid piece of physical acting. It's a rare thing in a videogame to see such a convincing scene but *The Getaway* can impress the most cynical viewer. Let's also remember that decent actors have been used, not the developer's canteen lady and post-room assistant. Facial animations have been captured and built around the dialogue and hopefully what we should see will be considered not only the best acting in a videogame but bloody good acting in its own right. Even if the dialogue can sometimes sound like a string of cockney gangster clichés culled from the recent spate of strictly average UK gangster flicks. Everyone's a nasty bastard and they ain't afraid to bark their orders at one another. Clichéd but fun.



there's no mistaking it's the capital city. From Kings Cross in the North to the Oval in the South and Shoreditch in the East to Hyde Park in the West. It's all there in it's drab, grey, English glory.



• School chemistry lessons are just getting out of hand



• Your crack or your life?



• You step on another man's sneakers and you gotta pay



Will *The Getaway* usher in a new level of maturity to videogames? Sure we've always had killing, and blood, and just recently there's been a great deal of bad language

before. With the help of Sony's legal department we're sure it will all be in the right context and there's no reason why a videogame shouldn't include these elements

["leader of London's criminal underground"]

thrown into games, sometimes as comic effect, sometimes to help create a realistic environment. Again *The Getaway* isn't shying away from language and situations, even including some such as racist elements that we haven't seen in mainstream videogames

to help create a realistic world to play in. Whether an 18-certificate videogame thriller will capture the imagination of gamers is another thing. With such high development costs, *The Getaway* needs to be more than just a critical hit that receives recognition

for all its technical and storytelling achievements. It needs to make some serious cash for Sony too. And that means going against *GTA: Vice City* this Christmas, which is no easy task. But maybe there's room for two crime sims on the PS2. As much as they have in common, they also have enough differences in style and gameplay to really feel like different games. *ma*





▲ Here fishy, fishy!



DARK CHRONICLE

Tim Wright takes an early look at the game everyone is calling **Dark Cloud 2**.

WORDS BY TIM WRIGHT



▲ I want one of these!



It's easy to forget now, but back when *Dark Cloud* came out there was a great deal of hype surrounding the Georama system that allowed you to build towns in a similar manner to the SNES classic, *Actraiser*.

Looking back now, *Dark Cloud* is still a fine game and deserved its success, especially considering the standard of PS2 RPGs at the time, with gobblers such as *Eternal Ring*, *Evergrace* and *Orphen* polluting shop shelves. The main failings with *Dark Cloud* were threefold, and were found in the visuals, the plot and the gameplay.

Due to the bland dungeon graphics, hacking your way through those dungeons, though a lot of fun to start with, got pretty boring part way through the game. Secondly, the game was sorely lacking in the plot department: Despite a long opening cinema sequence, the plot all but vanishes part way through until near the ending, giving you less motivation to continue. Finally, certain elements in the gameplay, such as the raging thirst your character has, which



▲ Townbuilding in action

requires you to find a spring to drink from every five minutes, and the tendency of your weapons to break, drove some gamers up the wall.

So, some two years on from the original game, Level-5 emerges from hiding with a pseudo-sequel called *Dark Chronicle*, being released over here as *Dark Cloud 2*. Going by

the Tokyo GameShow preview disk that landed on my desk, the list of improvements is as long as both of my arms.

The preview shows you two movies of the game in action, and then allows you to try out three parts of the game. The first of these is a taste of town exploration, which shows how the towns are far removed from



the flatness of its predecessor. In the first game, though nice to look at, the towns were little more than strategically arranged buildings that looked like they were part of a set, but this time around they boast a stunning amount of detail. There are cobbled streets, lampposts, ornately decorated houses and shops, an imposing church on a hill, and flags and banners strung across the street from the roofs of opposite buildings. Most of all, there's a riot of colour, with little of the two-tone colouring from the first game that left everything looking bland and samey. This is one visually impressive game.

Dungeon Keeper

As for the dreaded cel-shading, the characters actually benefit from the process. All the models have a rounded 3D look, with considerable detail in their faces, clothing and any items they might carry. It's fair to say that these characters look the part and level-5 can rest easy that they have managed to make cel-shading work without the game looking daft.



▲ Monica meet Yuris. Yuris meet Monica



▲ Drollsome town graphics

"there's a riot of colour"

The second example provides a dish of dungeon exploration, with a side serving of combat. Here, you take control of sword-wielding, time-travelling fighter Monica, as she runs around a single level of a forest dungeon, clobbering monsters and opening treasure chests. Combat is much as it was in the original game, with the addition of some extra moves and a nice overhead

smash attack. As before, you can autotarget an enemy, then dance around it while keeping it in your sights, allowing you to nip in and strike whenever you see an opening. The dungeons themselves boast a lot more eye candy than before, with the greenery around you helping the dungeon to look a little more like a forest and less like a random dungeon. Patterns of light shift on the forest floor to give the effect of sun



▲ What is it with RPGs and killer trees?

streaming through the canopy. As with the towns, everything is easy on the eye, which should make dungeoncreeper much more interesting. Oh, and thankfully, that water meter is also gone.

The third preview option pits the game's main hero, a young inventor named Yuris, against a creepy floating circus clown and his pet mecha. If that sounds like a boss battle, that's probably because it is.

The movies promise all sorts of weird and wonderful things. The Georama seems more involved than before, allowing proper hills, building on angles, different colours and paint jobs, a selection of chimneys and a giant robot that plants trees. The fishing subgame has been spruced up, as you can now fish wherever you see a pond, with the fish you catch being held over for fish races (really!) which you can enter for prizes. You can also play golf and take pictures (some people will pose for you). Yuris can assemble all manner of contraptions and homebrewed mecha to give you an edge in the dungeons, and warrior girl Monica can

transform into any number of monsters for similar reasons. And this is just the stuff the preview has on offer.

If Dark Cloud 2, as it is to be known, can mix all these elements together and create a coherent game, we may have a winner on our hands. It already looks set to blow the original game off the map and that's just based on what we've seen so far. **PS2**

EARLY VERDICT

FOR

- Gorgeous visuals
- Huge number of minigames
- Many improvements on the original

AGAINST

- Dungeon-bash gameplay may put some off

PS2

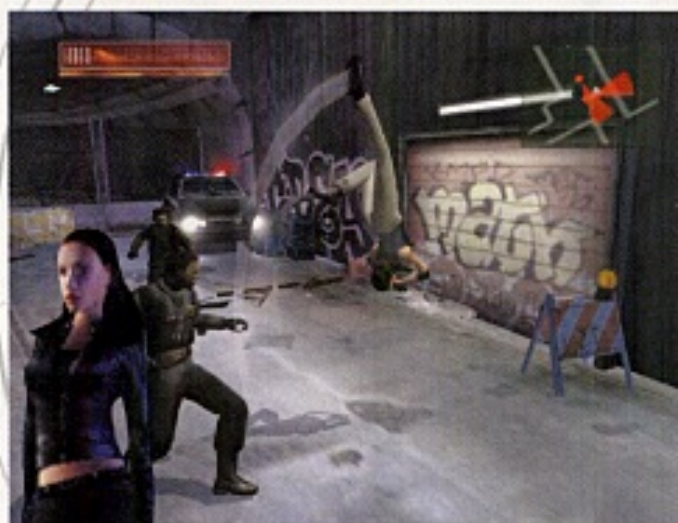
"If it all comes together, this could be a must-have RPG."

77



▲ (Due spooky music)

"RPG"



DARK ANGEL

I say, she's a cute young creature isn't she? Rather tempting.

WORDS BY MATT MARTIN

So what's all this about then? A action game based on a US TV show, with a group of genetic, feisty American chicks fighting an evil corporation, or something. Yeah, wicked, man.

She's searching for her techno-tampered siblings and struggling to become a real woman and all that. She probably dispatches sarcasm, wobbles her neck and raises the palm of her hand in some kind of literal expression of her disinterest. Whatever, girlfriend.

But stop this male, white, English rebuttal of American teenagers. Can't we all get along through the medium of well-designed

3D action adventures? Of course, and surprisingly Dark Angel took us by our rambling throats and slapped us about the face. It's actually not bad you know. Not bad at all. For those close to tears because Xbox has secured Buffy's face and arse on its action adventures, Dark Angel looks like it might come a decent second. Ooh interesting, tell us more.

Angels with dirty faces

Well it looks sharp, it's well lit and the controls are a piece of piss, but more importantly the hand-to-hand combat seems to work really well. Thumping, kicking and running up walls to flip behind opponents put recent hand-to-hand combat mockeries to shame. Games such as

Spider-Man, Eve of Extinction and countless others have struggled to execute a decent fighting system in tight environments, but Dark Angel's camera seems to be able to handle multiple enemies and enclosed environments without the action descending into a complete mess. Build Max's rage meter up and watch her go feral, like a hormone-addled teenager with social problems, smacking riot police and security guards upside the head. With over 30 missions set in and around a post-apocalyptic Seattle, we don't yet know



whether it will turn into a repetitive exercise. But she's as good a role model as any and while there's no doubt the game will be picked up by fans of the series, it might also prove to be a splendid little action beat 'em-up for the rest of us. You go girl. **VG**

EARLY VERDICT

FOR

- Decent hand-to-hand combat
- Sharp and refined graphics
- Tasty cutscenes

AGAINST

- It's another 3D action adventure
- Post-apocalyptic sci-fi clichés
- The TV show's just been cancelled

PS2

"Certainly worth keeping your eye on if action adventures are your bag."

99

"like a hormone-addled teenager with social problems"

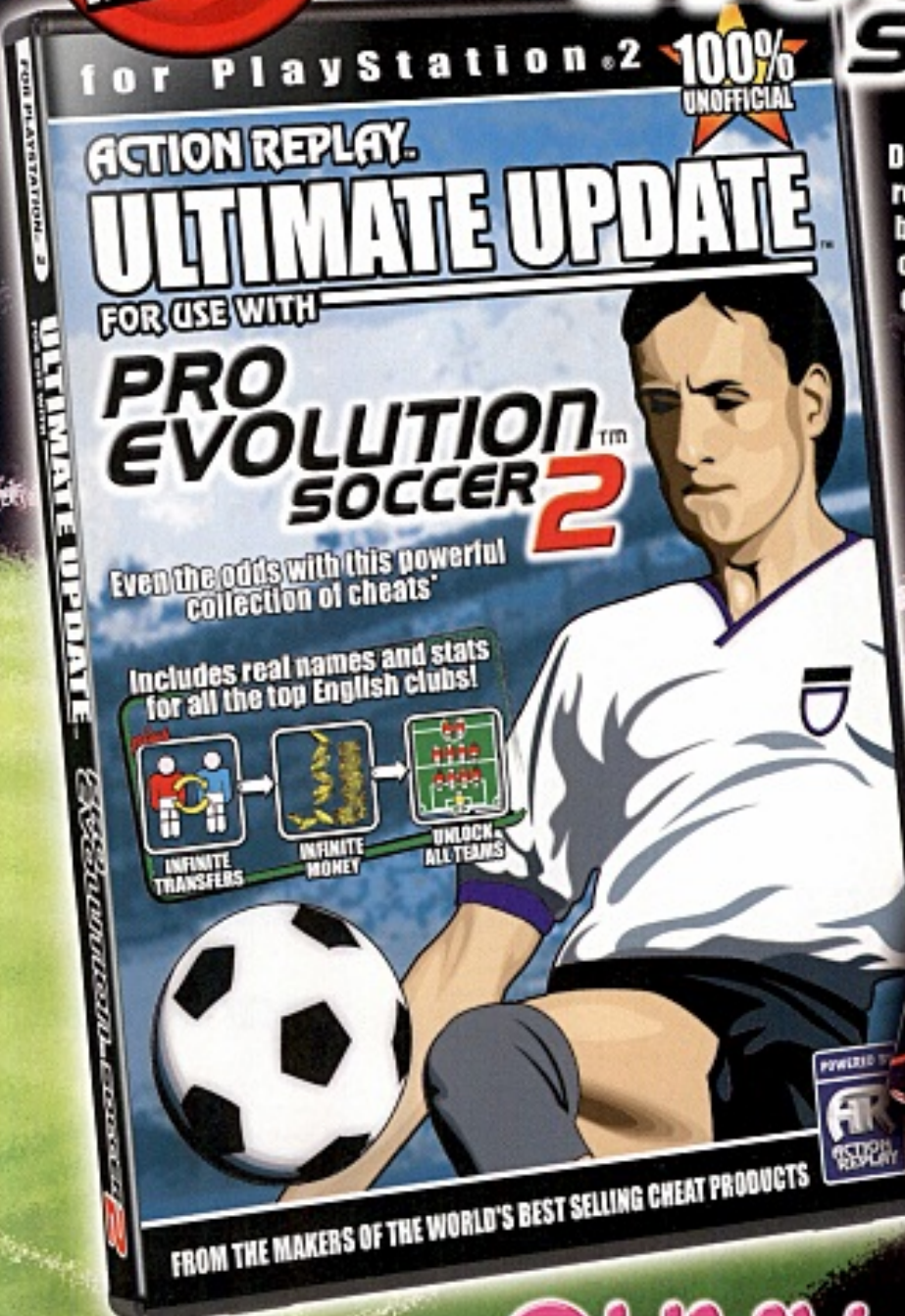
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BATTLE ENGINE AQUILA



Lost Toys presents a very different take on the Mech combat game. And it's all the better for it.

WORDS BY MATT MARTIN



Here's an interesting game. It plays like a cross between a first-person shooter and Jedi Starfighter. You're the pilot of the unique Battle Engine, a flying and walking insect-like mech. It's armed with various light and heavy weaponry and it's the main weapon in the war against the Mupell on this future planet.

Forselli

The game is structured with a big collection of missions, covering most military objectives—defend and attack, escort and obliterate. What becomes apparent very quickly is that Lost Toys has created a very convincing world with these two warring factions. The environments are heavily populated with ground forces, battleships, flying carriers and jet fighters, tanks and foot soldiers.

You'll find plenty going on, and it does feel like you're in the middle of an unfolding conflict. At times this seems to work against the gameplay, as it can be confusing working out what your priorities should be. The onscreen HUD helps although it is a bit washed out in order to not overpower the player. There's a lot to take in but it's manageable with a little time.

Although you're the only soldier behind the controls of a Battle Engine you're certainly not the most powerful on the battlefield. At times it even feels like the Battle Engine is underpowered, but there's a lot of fun when you go up against a huge battleship with eight cannons, or a transporter spewing out enemy tanks, often as part of the same objective. It certainly feels nice to play a game that focuses on large-scale

warfare with dancing vehicles instead of one man against many, or 'cool' characters and gimmicks. It might be something more common in strategy games but Battle Engine is about a war between two races, and it feels satisfying.

Controlling the Battle Engine can be a little painful, as the transition between flying and walking whilst battling enemies (on a battleship for example) can end up being detrimental to your shields. Your shields are also used to power the flight mechanism so whilst in the air you're very vulnerable, and the ship is also unable to deal with water in any way. Touch the drink and it's game over. Whether these problems will get in the way of a satisfying sci-fi conflict remains to be seen. Battle Engine Aquila is a game that will require a lot of play to get the most out of

it, which is refreshing in these days of cheap thrills and shallow gameplay. **7/10**

EARLY VERDICT

FOR

- Very convincing game world
- Some tasty firepower
- Room for tactical firefights

AGAINST

- Controls can be difficult
- Objectives can be confused and overwhelming
- Flight and walk transitions can be clumsy

PS2

"Could be the kind of sci-fi war you'll want to sign up for."



BMX XXX

Mom threw away your best porno mag? Better get another.

WORDS BY MATT MARTIN

This is appalling. A terrible state of affairs for video games. Now don't get me wrong, I like a healthy bit of T & A and bad language. And I don't think it's out of place in this kind of knock-about caper.

What I'm appalled at is the sheer average-ness of the game. The game engine hasn't moved on since it was Dave Mirra Freestyle BMX 2 a year ago. And compared to recent releases it's not aged too well.

Trick Works

Textures are flat and dull and they've been lazily slapped onto big objects such as buildings. Levels aren't too small but they're not in the same league as 02 games, and there are a few locations that are completely empty of any trick opportunities. The bikes are better animated than the bodies that ride them

and apart from the visual customisation they might as well all be the same rider. There's none of the crisp visuals we've come to expect from the PS2 in the last year.

Of course what you want to know about is all the boobies, the bums, the bad language and other innuendo. Well, it makes you laugh the first time I suppose (oh look - the fireman can't get his nose up! Stop it, you're killing me), but the objectives aren't very well integrated. Taking hookers to the Motel is only really a fetch and carry task. Picking up the poodle so it can do 'the sex' with a crapping dog sounds a laugh but when you realise you need to bust 20,000-points-worth of tricks with a poodle on your pegs and not bail once, it loses its appeal. Unlike Tony Hawk's 4 where you can simply pause the game and retry the objective, BMX XXX requires the player to ride back to the same spot and start from scratch. Stinker!

Although the riding isn't all bad, the trick lines suffer from lack of fluidity and it feels difficult to work your rider up to a decent

speed. The game lacks the detail of Mat Hoffman's Pro BMX 2 and I would say there is more titillation and innuendo in Z-Axis' own Aggressive Inline, a faster, better looking, and more enjoyable game. It's a shame because a quality extreme sports title combined with rude language and Percy flich could genuinely be a great concept, but BMX XXX doesn't try hard enough. OK, there's time to polish and scrub things up but you can't simply record profane dialogue, stripping chicks and some poorly animated 'wacky' characters and stick them on an ageing game engine and expect it to wash. **ME**

EARLY VERDICT

FOR

- Strippers, obviously
- Gags will make you chuckle first time around

AGAINST

- Poor animation
- Standard graphics and textures
- Average gameplay
- Lacks polish and attention to detail

["do 'the sex' with a crapping dog"]

PS2

“Look past the smut and it's going to need a lot more polish to make a decent extreme sports game.”

79

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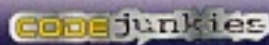
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Rallying at its finest?

THE REVIEWS

Each game we review is played to death by one of our expert reviewers. They don't muck about - and they know what they're talking about.



Just a little hint to get you started. We try and be useful.



Look here to find out about where the game comes from (UK, US or Japan) and its compatibility (see below).

USHER EIDOS

You'll find the name of the publisher, developer, release date and price in yen or dollars if it's an import game! at the top

Similar games, how long it will last and the title's pros and cons are all in this box at the right



The crucial final score, reached after a lot of debate in the office



>> COMPATIBILITY >> SCORING SYSTEM



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

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A puzzler's dream from Taito.

► From a revert to a manual, we explore all of Tony Hawk's 4





GTA VICE CITY

The most anticipated game of this Christmas went on sale in early November. It'll sell in the millions around the world, but is it any good?

WORDS BY JULIAN BOARDMAN



As far as the basic formula is concerned, *GTA Vice City* doesn't do things very differently from *GTA 3*. The basic formula of completing missions and nicking cars is still intact and there's still plenty to do on the side. The violence, sex and humour are all present and correct, offering plenty of shock value for unwitting parents who bought the game thinking the 18 certificate must be an exaggeration.

There'll be some mortified grannies come Christmas morning, when little Johnny discovers how to take prostitutes somewhere quiet to get some oral relief. The blood splats from the chaise longue won't go down too well either. But do we care? No, it's all part of

the game's charm. But while the basics are all still in place, what is built on those foundations is much bigger, much richer and, remarkably, even more entertaining.

Vice Is Nice

As you know by now, you play Tommy Vercetti, an ex-gangster who's just been released from Liberty City jail. It's the Eighties. Vercetti's mob bosses are, for reasons not revealed to us, nervous about him hanging around Liberty City. He's despatched with a bunch of start-up cash to get things going down in Vice City. He's double-crossed in a coke deal and winds up losing the money and the powder, which leaves his bosses none too happy. Now he gets the money back and builds his ongoing criminal career in where



FIRST TIP

Just enjoy it. But if you really need advice just beware of the cops. They're a lot more alert in Vice City and they don't give up as easily as the corrupt cops of Liberty.

you come in. It's up to you to guide Vercetti up to the top of the Vice City crime tree.





▲ You'll need to get a fast car (above) to get away from slaying 'gang members' in a sniper rifle rampage (below)



▲ An assault rifle Rampage

CHOPPER SQUAD

My God we can fly! Taking to the air in a helicopter has to be one of the real joys of Vice City. You can land anywhere, fly as low as you like, even maim pedestrians with your rotors. The Sparrow is the easiest to fly but by the time you get to the bigger birds then you'll need all your skill not to crash into the side of a building. Naturally making one of the cop's helicopters do that is much more fun.



You'll also cross paths with a mysterious character called Lance Vance, a sharp-suited player who may have a hidden agenda.

You'll meet these people through the between-mission cut-scenes, each of which is incredibly well written with enough humour to grace any decent movie. The animation is still slightly odd – stylish, but everyone looks like they've got pineapples for hands and some of the women walk very strangely. Nonetheless, they are always very watchable. The strength of the unfolding story and the

"huge variety in the missions"

Unlike GTA 3, the main character in Vice City actually speaks. He's played, thanks to some great casting, by Ray Liotta (Goodfellas). It gives the game loads more personality, especially as Tommy has some great lines and doesn't take any shit from anybody. Where most of us think of a great retort two days too late, Tommy's there right on the button with some sharp dialogue.

Along the way Tommy will meet a number of very interesting characters, many of whom will offer him some work. Ken Rosenberg, a bent lawyer, features early on and then he makes way for the likes of Colonel Cortez, a powerful, well connected man; Avery Carrington, a Texan builder who isn't averse to strong arm tactics; and Diaz, a Colombian drug dealer with a strong line in violent outbursts.

well realised characters really help to draw you in, involving you far more than GTA 3.

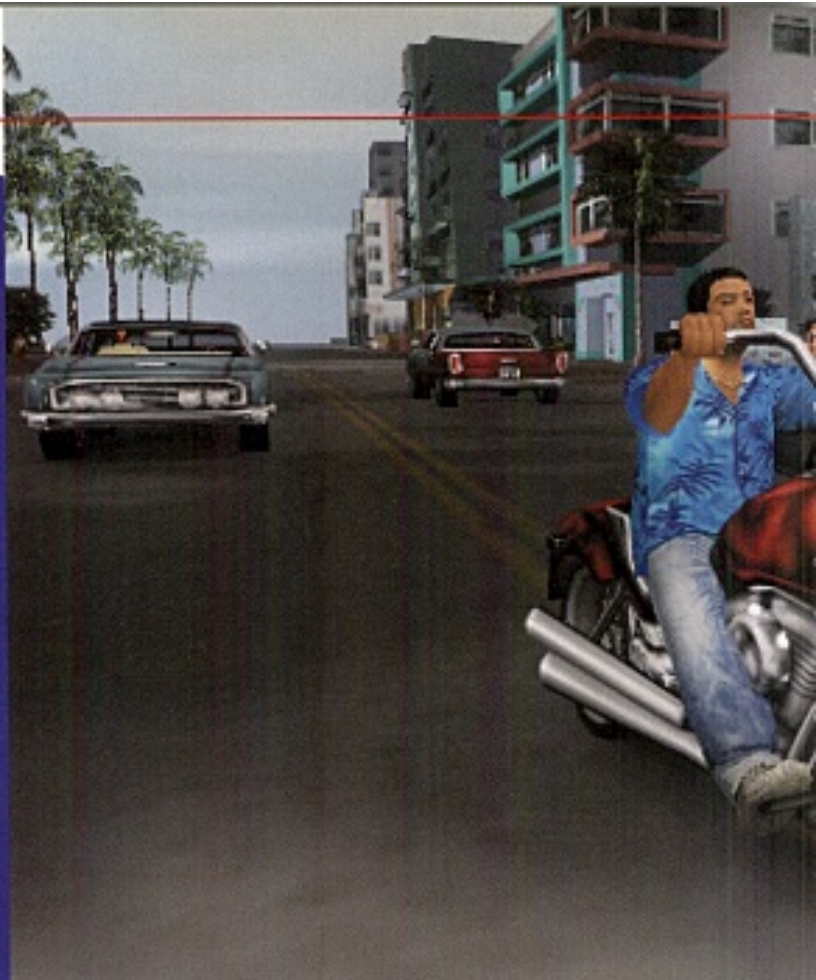
Chainsaw Massacre

One big new improvement is in the variety and structure of the missions. There's more to them now than just driving around, as the developers learnt that the Bomb the Base: Act II mission from GTA 3, with its biased structure and out-of-car action, was one of the most popular with gamers. Early on in the game you'll be asked to fly a remote controlled helicopter to place bombs in a building site, a real change of pace which also gives you a sniff of the helicopter flying that comes later. Another mission sees you asked to keep watch over a drug deal from a rooftop, but very quickly there's a surprise and the nature of the mission changes abruptly. You'll need to be on your toes to keep up, and this variety



SILVER DREAM

Introducing motorbikes is a smart move. There are four basic types, a scooter, a big chopper, a dirt bike and a superbike. Each handles differently. With a bit of work on the left analog stick you'll be able to pull wheelies and perform stoppies, earning bonus points. You can also fire your Uzi from the bike both to the sides, and to the front. Imagine doing a drive-by killing while performing a stoppie on your superbike. It's just so John Woo.



makes everything a lot more compelling. If things go wrong there'll be a taxi at the hospital or the cop shop to take you straight back to the man who gave you the mission, which saves a lot of time and unnecessary mucking about. It makes things a lot more playable and less frustrating. Some missions even take control of the vehicle away from you, leaving you to concentrate on shooting while someone else drives. There's so much more going on here, so many different challenges to meet, and that's without even going into the side missions (see box).

Vice Girl

One of the big complaints about GTA 3 was the targeting system. It was just too awkward and running people over was far simpler. Things have been improved a great deal, with the aim now locking to the most dangerous target rather than the nearest, but it is still a little cumbersome. You can now crouch to make use of cover and it also makes the weapons more accurate, handy if you're sniping.

There are many more weapons now, with 30 in total, but you can't have them all at once

as the game uses a "slot" system. This means you can only carry one melee weapon, one rifle, one machine gun and so on, which adds a layer of tactics but means the weapon system is still quick and simple. My personal favourite is the chainsaw; attack someone with that and there'll be claret all over the place, even on the screen.

Of course if you start shooting people you'll attract the attention of the cops, who are far sharper this time around. If you even point a gun at a cop they'll react, and they respond in greater numbers too. Keep an eye out for the undercover cop duo that'll turn up if you reach four stars. One black, one white, pastel suits – sound familiar? This time there are six wanted stars, not five, and let's just say that the big guns really turn out if you manage to



**"double-crossed in a
coke deal"**



get to all six. If you want to reduce your wanted level the bribe icons are still dotted about but a simple change of clothes can wipe two stars off your level. Pay and Spray still makes an appearance and it will clear your wanted level, but once you come out your wanted level is "suspended" for a while, so if you commit another crime all the stars you just paid to wipe out will be put straight back on. It makes things a lot more interesting.

Big Mitch (left) explains to Tommy just what he doesn't like about his shirt

the excellent motorbikes, the incredible helicopters and the many boats.

As you roam around the city you'll notice a lot more going on, as the pedestrians now have over 8,000 lines of dialogue and they are a lot more autonomous. You'll see crashes, robberies, pickups, arrests and fights, none of which have anything to do with you. You can just sit back and watch. They'll even wear clothes appropriate to the time of day, and desert the streets when it rains. It just makes the place feel a whole lot more alive. (Clothes play a big role – as well as acting as disguises, you'll now often need to dress appropriately for a mission, be it a smart suit to infiltrate a party or a pair of overalls when you start a riot amongst striking workers. Check out the golf club gear, it's hilarious.)

The city itself features two roughly rectangular islands with a couple of small islands in between. A last minute development decision means that the second island is initially closed off, despite early reports that suggested the whole play area would be open immediately. You won't have to wait long to get the second island open but the team felt it could have been initially

"concentrate on shooting while someone else drives"

Vice To See You.....To See You, Vice
Naturally jacking cars and driving around is still the meat of the game. Compared to GTA 3 all the vehicles feel a good deal more controllable, just as responsive but far less twitchy; keeping them in a straight line, performing tight overtaking manoeuvres and steering at speed are less likely to result in a random and frustrating crash. Sometimes a simple driving error could scupper a mission in GTA 3 but that won't happen here, yet the fun, the speed and the varied handling remain. There are some 100 vehicles in the game to enjoy, including

overwhelming, as after all the game area is more than twice that of GTA 3. The identity of each separate island, and each area within them, is strong. You'll even find more cops

THE STARS

Vice City is packed full of incredible voice talent, and these are just three of the voices you'll hear.



Lance Vance

Philip Michael Thomas plays your occasional partner in crime. He in turn played Tubbs in Miami Vice, one of the main sources of inspiration for Vice City.



Diaz

He's a Columbian gangster and Luis Guzmán, most recently seen in The Count of Monte Cristo, voices this macho volcano of a man.



Steve Scott

Steve Scott is the man Spielberg would be if he hadn't got the breaks. Dennis Hopper plays him to perfection.



STUNTMAN!

The insane jumps and stunts have returned in Vice City, and they are just as much fun as ever. Believe us, if it looks like a ramp, it probably is a ramp and therefore needs to be jumped. There are bloody loads of them too.



★ Tear gas grenades can create a great diversion while you get away. Try one indoors for extra fun.



patrolling in the posh parts than in the poor areas, so just watch where you park that car.

As well as the wide-open boulevards, the city is crammed with tight little alleyways and short cuts, some of which can only be accessed by motorbike or on foot. Just wait until you speed through a series of tiny footways and back streets riding a powerful bike – it's an exhilarating experience, comparable with the best racing games. There's just so much gameplay and so many different things to do in the city that – more than ever before – the city is a playground, where so much fun can be had without even bothering with the main story missions.

Of course a big city means big property and Vercetti can buy himself new places to live around the city, if he's earned enough cash. Some of these are just save points but you can go inside others to find fresh clothes and weapons. There are in fact over 50 interiors in the game, like the Malibu club with its Village People floorshow, the Vice City PD, the pizza shop and the big shopping malls, and there's just so much more going on. You'll notice a five-second load time when you move inside most places but it's a small price to pay for the extra dimension that these interiors bring to the gameplay.

Inside and out the game looks great. Most vehicles and people have perhaps twice the number of polygons as their equivalents in GTA 3 and the dreaded pop-up is a good deal less noticeable. I've yet to see an instance of building just appearing out of nowhere, but when you get a fast car on a long street you may still see some. It's the kind of thing that people watching you play will notice far more, because you'll be so wrapped up in what you're doing.

The new lighting system, which heavily features neon, is expertly applied, and the whole city looks bright and garish, just like we remember the Eighties. OK, some of the animations



▲ The Malibu Club, one of Kent Paul's hangouts and the scene of many a shoot-out

ON THE SIDE

Outside of the main missions there are plenty of things to keep you busy. You know about driving taxis, fire trucks, ambulances and cop cars but now you can take to the road as a pizza delivery boy too. There are some vehicle-specific missions hidden away as well, like the Patriot mission from the first game, but not as ball-achingly difficult.

Rampages feature too but these are less morally suspect (you always kill "gang members") and the icons don't move around, so you can embark on a series of the same rampage, just watching the mayhem build and build. Superb!



"sharp dialogue"

are quite strange but it's all part of the game's style. It's undoubtedly a consistent look, and there's no mistaking this game for any other.

Of course I couldn't review this game without referring to the radio stations. There are nine in total, with the music stations featuring a marvellous selection of Eighties classics (not to mention some Eighties duffers), but driving to your next hit whilst listening to Slayer on the Wreck station is certainly a highlight.

Naturally the comedy adverts, the bizarre chat shows and the weird hosts are here, in even better form than before. This is a genuinely funny game. In fact, without the humour and content on the radio stations this game just wouldn't be the same.

GTA Vice City is an incredible game, clearly the series' finest hour. Nowhere else will you find the depth, the variety, the genuine freedom, the humour, the style and the sheer,

unadulterated fun that this game offers. Now that the storyline has been beefed up, the game has been made bigger and the characters made even more compelling. It's a difficult game to resist. There is still a problem with the combat system, which could be stronger, but I've yet to have a mission ruined because of it, so it's not as bad as last time. That aside, there's so much fun, so many thrills and so much to discover, especially as the basic driving is so much more enjoyable than before, there really is no excuse not to rush out and buy it now. Unless you're under 18, of course. *vg*



VERDICT

ALTERNATIVES

GTA 3 Issue 14, S/101
The Getaway (coming soon)

LONGEVITY

The developers reckon 70-100 hours. Now that's value for money.

FOR

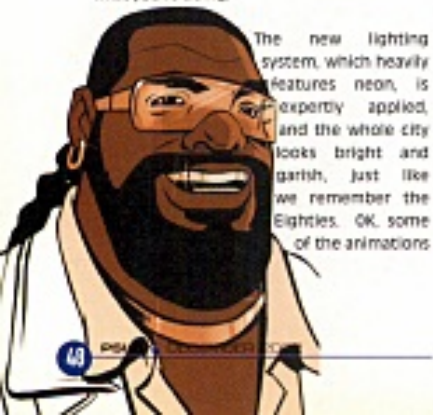
- Enormous city
- More fun than ever
- So much to do
- More of everything
- Almost perfect

AGAINST

- Combat system still not quite right.

10

It's bigger, better and bloody brilliant. Slightly weak combat doesn't matter. **99**



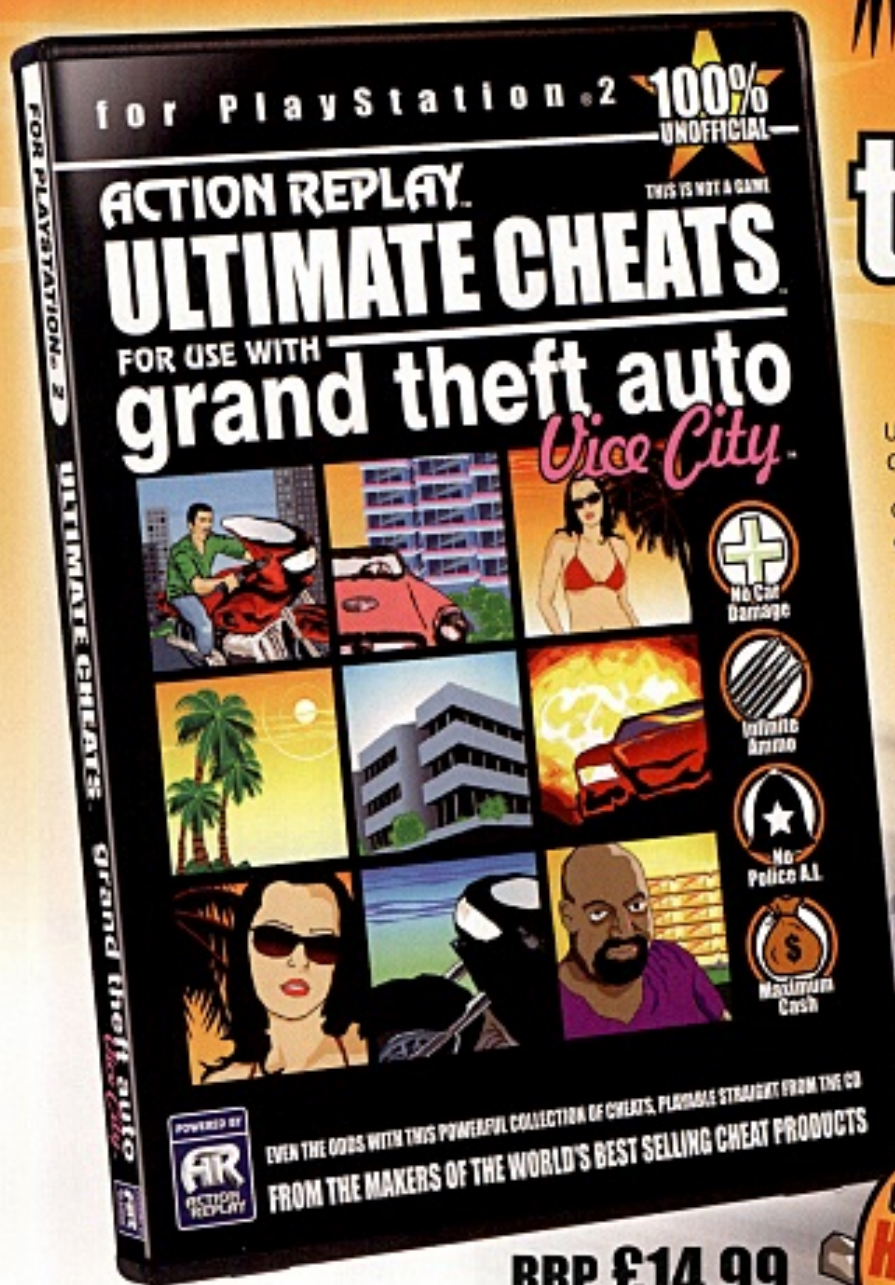
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► Dunk the tourists! Yeh!



FIRST TIP

It's all in the Manual. Master it, spend Stat points on it or pick a character with a good Manual skill to begin with (street skaters). Use them to link grinds and you'll be racking up massive scores, baby. Later on learn the Revert and combine it.

TONY HAWK'S



How do you follow up the greatest extreme sports game on the PS2? You do it all again, only bigger, better and ballsier. Boof!

WORDS BY MATT MARTIN

ALL MY FRIENDS ARE METAL HEADS

Crumb! So hip to the groove is THPS4. It manages to cram in a whopping 35 tracks from top rated punk, metal and hip-hop acts. B-boys will bug out to the likes of NWA, Lootpack and Gangstarr. Anarchists will pogo to the beat of Agent Orange, Sex Pistols and the Offspring. And mullet heads will thrash to the riffs of The Cult, AC/DC (Yest) and Iron Maiden. Now do you see how much they care?



Save the seal in this mini game. Or not, if you're the cruel type

PRO SKATER 4



If you made something three generations removed from my genetic make-up it would be a horrible, bucktoothed thing. All hail, monkey stomp and drooling conversation. Yet take a game like Tony Hawk's Pro Skater, and three versions down the line with Tony Hawk's 4 you've got an incredibly detailed, pretty, funky, insane, and generally crazy monster of a game.

Way back last year we had the pleasure of Tony Hawk's Pro Skater 3, a game that upped the ante in the next-gen extreme sports stakes. It was everything it had promised, bringing big levels, new moves, detailed graphics and superb presentation to the genre. We were so stunned by Neversoft's work on the genre-defining title we had no choice but to honour it with a pure 10 out of 10. Since then there have been other extreme games that have almost touched the greatness of that title - Acclaim's Aggressive Inline and Activision's own Marc Hoffman's Pro BMX 2. Imagine then, the stunned looks on our poorly undernourished faces after playing Tony Hawk's Pro Skater 4 for an hour. This is no



"tighter, slicker, noisier"

half-hearted yearly update (take note EA Sports). It's the same game for sure, but tighter, slicker, noisier and oh, so much more all-encompassing. Blimey on a bike and shimmy on a skateboard. The team at Neversoft have bettered themselves. Again.

Despite changing so little in format they've still managed to create an amazingly fresh game. It's the Tony Hawk's you know, and

veterans will have no problem jumping straight in there, but it's definitely a harder game than the last. And did I mention the size and attention to detail? Locations are populated with skaters, tourists, security guards and drunks, and all will offer objectives. There's no two-minute timer, now you just roll up on a fellow with a huge blue arrow, press Circle and get your briefing. Tasks are wildly varied, with their own specific

rules and objectives, and there are 16 on each level. You'll need to work through eight of them before you can move onto the next level (with two levels to choose from), and it's nice to know you don't have to be a skate master to unlock the majority of levels, though if you're a hardcore player, there's another eight objectives to master when you come back to it. Succeed in the given task and you'll bag yourself \$250 dollars, and with certain objectives, the all-important Stat point to increase your skills such as Balance, Manuals or Hangtime. There are also mini-games such as hitting baseballs with a ghost pitcher, which can yield the odd \$25 here and there. But what of the cash I hear you ask?

Popped knees

It's worth saving up your dollar bills to go shopping. For small amounts of cash you can buy aesthetic customisations for your chosen skater, such as different decks, comedy heads for created skaters or new clothing. At a higher price come cheats, such as Corilla and Sim modes (as Neversoft itself says 'make the game no fun!') or Extra Blood mode. Next up



▲ Ranger Bob's hypnotising tourists – go get him!

on the shopping list are the movies (Balls, old school footage, Neversoft outtakes etc) followed by hidden characters for around \$5000 (such as a certain 'star warrior' who's about to get his own game). Finally, for the big dollars (about \$15,000) are extra levels, which can either be later levels, opened earlier than normal progression would allow, or extras, like the Chicago level from *Mat Hoffman's 2*. It's a new approach to unlocking material for the series, different to just working your way through the game, and the more times you clock it the more you unlock. Although the game can get really hard in areas it still feels that you can be rewarded with that little bit extra every time. This, combined with bagging star points for certain objectives instead of having them dotted around the playing area (as in *THPS3*), feels that the series has finally perfected the reward system.



▲ White alive + 'ash = ladies' choice



But enough of this structure talk, what about all the fun that can be had? Well Mr. Spunky, it's a collection of inventive, gradually more challenging and high-skill demanding objectives that keep the player coming back for more. The traditional tasks are ever present, such as collect SKATE and the like, but competitions have now been incorporated into levels so that if you speak to a fellow

"saving the painter from a shark attack"

skater the terrain will become littered with funboxes and spine ramps and you're set up for a challenge, to win two out of three 2-minute runs. Again you're competing for bronze, silver and gold medals but in a smaller playing area. Leave the competition area and you're gutted at dropping a 17,000-point combo. And then there are the more eccentric objectives such as feeding the seals (and that's not a euphemism like feeding the pony), launching into the sea, helping the convict escape Alcatraz, and saving the painter from a shark attack. Technical tasks are perhaps the most difficult, where a fellow skater will challenge you to pull a certain

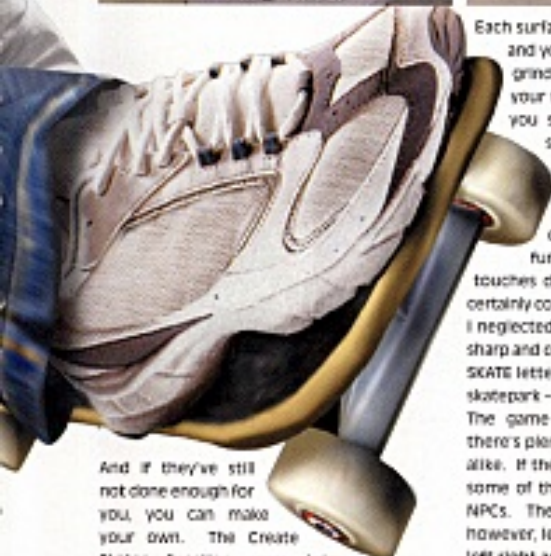


▲ Pull some insane transfer trick over the moving bulldozer

Special trick in a specific spot. An example of these includes 'Get Special, then heel-flip frontside invert on the suspended freight container. But here's the catch: you've got to hold the invert as the container moves from bowl to bowl'. It's at the point when you unlock the Shipyard and Kona skatepark that you realise how demanding the game can be. But *THPS4* isn't without schooling objectives during the earlier levels. These get the player used to some of the newer moves and tweaks such as the spine transfer, or moves and combos that can be difficult to master such as coming out of a halfpipe trick to Manual and retaining a huge combo.

Torn ligaments

If the scale of the levels is impressive, let's not forget that they're also not static locations. There are moving bulldozers to launch over, cars to grab the back of, tourists to nudge over railings, ceilings to smash through and hidden rooms to unlock. Discovering lines for linked combo moves, flying over toilet blocks, reaching massive heights, pulling lip tricks on watch towers, kissing car roofs and grinding over a filthy looking sea – the game is still one of pushing limits, risking that constantly increasing score and seeing how high and how far you can nudge it. With the two-minute timer being dropped, the game now offers even more freedom to attack the environment any way you choose. Neversoft has created some incredibly fun locations and you're free to skate them as you please.



And if they've still not done enough for you, you can make your own. The Create Skater function goes into Frankenstein territory, with the extensive options including altering everything from facial features, sex, calf muscles, foot size and skin tones. And there's more clothing changes than an excited transvestite before a Saturday night out. Skatepark Editor again has benefited from a bigger play area, but more importantly you can now save these, to play online with seven other skaters.

As well as the massive licensed soundtrack, the in-game sound effects are again spot on.

Each surface has its own distinctive sound and you can tell the difference between grinding and sliding without looking at your feet. Characters holler at you as you skate past, calling your specific skater's name, while objectives are all described with wacky voices, drunken slurs, regional accents or other suitably comic characterisations. You can see the fun Neversoft had adding these touches during the outtakes video and it certainly comes across during the game. Have I neglected the graphics? Solid, slick, crisp, sharp and colourful. You can see the coloured SKATE letters way over the other side of the skatepark - that's how little fogging there is. The game runs incredibly smoothly and there's plenty of variety to skaters and NPCs alike. If there's one criticism, you could say some of the animation is a bit stiff on the NPCs. The skaters are as smooth as ever however, leaking blood and snapping bones left right and centre. Even in locations that could easily be dull, such as the Shipyard, you'll be stunned at the variety of industrial colours and textures. There are even small puddles of water with oil floating on the surface. Damn, it looks good.

Split sack

Tony Hawk's Pro Skater 4 is one of those games we could happily ramble on about for pages. Although you might tire of even my fantastic prose. The game goes on for days. There's so much to see, do, experience and try. Dunderd



← Cong the busy while it rocks in the harbour

In Neversoft's flawless presentation it feels like there's always something more to unlock, or a certain location to reach, or one last attempt at that rock solid trick objective. Of course once you've worked your way through the levels you've got the unlocked characters, your created skaters... it's never-ending. Even if you think you're tired of extreme sports games you should get back on the bus with THPS4. Just as the competition has managed to come up to the

standard of Tony Hawk's 3, this fourth outing has blown everyone else out the park. Genius gameplay and excellent execution. **mg**

VERDICT

ALTERNATIVES

Tony Hawk's Pro Skater 3 (Issue 15, 10/10)
MAT HORNBY'S PRO BMX 2 (Issue 24, 8/10)

LONGEVITY

There is no end to something like this. It will keep you unlocking stuff for months.

FOR

- Huge and constantly challenging levels
- Inventive objectives and funky tasks
- Flawless presentation and sound
- So much to uncover it isn't funny

AGAINST

- Some stiff NPC animation
- You don't like videogames?

"more clothing changes than an excited transvestite"





COLIN MCRAE RALLY 3

And does more realism also mean more fun? We've hunted down the answers in our extensive review...

WORDS BY JOHN FRANKS



Back on the original PlayStation, there were two rally-racing series, which competed against each other: Infogrames' V-Rally series and Codemasters' Colin McRae Rally series. While Infogrames made the jump to the PS2 sooner than Codemasters, Colin McRae Rally 3 seemed to push more into the realistic driving sector and is therefore striving for a more complete simulation of the sport. The end result certainly lives up to that impression.

NEW COMPETITOR

While V-Rally was the only competitor on PS1, times have changed. Sony's own World Rally Championship (WRC) series is kicking major butt as well. Read our review on page 72.



"a rally driver makes 150 decisions in one minute, and so will you"

In this realistic rendition of the rally sport, you step into the shoes of professional rally driver Colin McRae. In 1995 he was crowned the youngest ever World Champion, and has since gone on to win 25 World Rally Championship races. It is your goal to do the same, with the sole exception that your effort will be far less dangerous in front of the TV screen instead of inside a car.

You get a three-year contract with the Ford Rallye Sport Team, which will take you through three championships, each through six

countries. In each country you have one day for testing the set-up of your car, followed by a two-day rally event.

As the championship mode allows you to be Colin McRae that means you'll also drive his car, the Ford Focus RS WRC, so don't expect any car selection screens in that mode. But before each race starts, you do get the opportunity to play around with the set-up of your car: tyres, brakes, gearbox, engine, chassis, suspension or steering. These changes can be very important as, for

example, you can exchange brake pads. Smaller brake pads are less efficient at stopping the wheels moving but are not as liable to lock up. Larger pads will quickly stop the wheels but will also lock up very easily. Another example is the ability to adjust the difference in power that is sent to the front and rear wheels. And there's even a real-life version of launch control to reduce wheel-spin off the start line. Winning races in

Be Colin McRae

Once you have all the components of your car set up as you want them, you can experiment and test their efficiency in a 'Shakedown day'. The data you gather from the test-runs during shakedown day can be accessed in the telemetry menu. Here you can examine data and graphs from up to three test runs, to compare performance of aspects such as speed, revs and gears.

FAST TIP
Try to brake whenever you can instead of risking a crash into a rock or tree. The default settings for engine, suspension etc work very well too so no alterations are required unless you're a nut for those things.



▲ Early in the stage and the car is looking pristine. It won't last.



Another important part of the game is the damage, which we'll talk about more in a bit. You always have to be aware that this is not an arcade racer, meaning that if you wreck the car completely during a race, it's game over for that rally. There are only two service areas per rally, so they're located after approximately every three stages. Keeping your car intact for three consecutive races may sound easy at first, but is a lot harder in virtual reality. The controls are very tight and you need to pay a lot of attention to the instructions of your co-driver. This is definitely one of those games where you

can't allow yourself to blink because it could lead to your car hanging in a tree. There's no shortage of tension.

As far as the handling of the car goes, at first it seems incredibly heavy and very slow to react. But since you can make modifications to the sensitivity of the brakes and steering, you very quickly get a feeling for the car. It slides realistically on gravel and mud, and immediately gets a grip on tarmac, feeling like it's glued to the street, making it



GRIST TO THE MILL

Of course you're not alone in all this, because you have your co-driver Nicky Grist who helps you along the way, warning you of hazards, crests, jumps and telling you the severity of each upcoming corner. Make sure you always pay full attention to what he says or you will most likely end up crashing into a rock, kissing a wall or sliding down a hill.



extremely manoeuvrable. Codemasters says that a rally driver makes 150 decisions in one minute, and so will you. To balance the car properly on the tracks and to brake whenever the car steps out will help you to remain a contender for the world champion. This is not a game that rewards flat out racing – subtlety and skill are needed here.

I'd say one of the most amazing aspects of Colin McRae Rally 3 is the attention to detail that has gone into the damage system – literally everything can be damaged on this car. Before the start of each race, you are informed about the damage status of the bumpers, each wheel, suspension etc and this status-screen never seems to end. Your mechanics can only repair a certain amount of damage when you enter





the service area, so don't expect your car to be all shiny again if it's nothing more than a wreck when you give it to your mechanics. As in real races, time is limited in Colin McRae Rally 3. However, you don't have to take care of the repairs since that happens automatically. The damage also looks remarkably realistic – if you crash into a tree sideways, then you'll take damage at the precise impact point. Or if the hood of your car jumps up and you're in cockpit view, you literally don't see a thing and you have to wait until it flies off the car. The level of detail even includes raindrops on your windscreen, which move up the screen when you're racing fast enough. Crashing into a river causes a bit of damage, but also cleans the car. Features like these really add to the realism of the simulation, and it's fair to say that Codemasters has implemented a lot of them.

How much damage can you take?

The only criticism that could be made of the game is the lack of game modes. You only have the Championship and the Stages mode in which you can race any of the unlocked stages with any car. In two-player mode you



"no shortage of tension"

can either race via split-screen (but you don't see the other car on your screen so that your sight isn't hindered) or one after another in full screen. The fact that you don't see the other car may help the realism aspect so you basically only race against time, but on the other hand it always seems more fun to see your opponent, irrespective of realism.

What remains is a sincere simulation for fans of the sport, which leaves little to be desired. But it resurrects the question of whether more realism will always mean more fun. Players looking for more game modes and less simulation should maybe take a look at WRC II Extreme, but in the case of Colin McRae Rally 3, it remains accessible and the balance of realism and gameplay is just right. **RG**

▲ How well you handle different terrain, each with different levels of grip, will determine your success



VERDICT

ALTERNATIVES

WRC II Extreme (this issue)
W-Rally 3 (issue 21, 7/10)

LONGEVITY

Three difficulty levels and plenty of tuning opportunities should keep fans of the sport busy for a while.

FOR

- The best simulation of the sport so far
- Insanely detailed damage model for the car
- Plenty of very long tracks
- Incredibly believable handling

AGAINST

- Not enough game modes



OUT TO LAUNCH

No more wheel-spinning for the cack-handed gamer. Just as in the real cars, the game features Launch Control. According to the game manual: "To engage, the throttle must be held as the countdown ticks away, then released when it reaches zero to launch the car. Don't release the throttle before the countdown has reached zero otherwise launch control will be disengaged." Tricky, but not spinning off the line makes all the difference.



PS2

9

66
The most realistic rally game yet and it remains fun as well.

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Close quarters combat proves no obstacle with your shotgun



RED FACTION II

Red Faction II has landed. Steel yourself to face the PS2's ultimate first-person shooter experience.

WORDS BY JOHN HOULIHAN



"an extraordinarily compelling experience"



If you played the original Red Faction, then you could be forgiven for thinking it was a case of better off dead than red. For a title that promised so much, including Half-Life-rivalling gameplay and that much vaunted Geo-Mod technology, the end result was a strangely unsatisfying affair.

Despite huge sales in the States, Red Faction never quite reached the heights of Valve's masterpiece and singularly failed to make the most of that revolutionary game engine. Still, a year and a half is a long time in game development and now Volition is back with Red Faction II.

Gone are central hero Parker and his Total Recall-influenced tale of Martian resistance against the sinister Ullor Corporation, and in their place is a kick-ass squad of nano-tech enabled commandos, intent on overthrowing the brutal reign of Victor Sopot, ruler of the oppressed people of the Commonwealth. In game chronology it may only be five years since the events on Mars, but Red Faction II is truly light years ahead of its predecessor and finally ready



FAST TIP

The first few enemies are comparatively easy, but your power-armoured foes provide a greater challenge. Learn the value of a good headshot: it's not only does it save ammo on your enemies, but it means you can drop 'em before they become a problem.

to deliver a true revolution in FPS gaming on the PS2.

In the campaign game, you're parachuted into the role of demolitions expert Alias, part of a six-man squad who were destined to become Chancellor Sopot's elite fighting force. But, horrified by his corrupt and cruel regime, your fellow supersoldiers vow to end his reign of terror. Fighting shoulder to shoulder with you are stealth and electronics expert Tangler, sniper goddess Quill, heavy weapons expert Repta, transport specialist Shrike and Squad Leader Molov - each augmented by Sopot's nano-technology to become a superhuman warrior. But these aren't just lifeless AIs and from the moment you drop into that first LZ, Red Faction II makes you instantly feel part of a living, breathing combat squad, facing huge odds and an implacable foe.

Dress to impress

Not such a bad start then. Nowadays any first-person shooter worth its salt requires cutting edge visuals, but not only does Red Faction II not disappoint, it positively excels. It's not just that the character modelling and animation are excellent, but the game engine is superbly equipped to bring these vast, complex sci-fi environments to life. It's as fast, slick and smooth as anything you'll see this year and finally gives the PS2 a first-person shooter to outshine Halo and the best that the PC can offer. Whether you're battling across rain-washed rooftops, skimming along in the belly turret of a gunship at street level, or fighting through

POWER-UP FOR MULTIPLAYER DOMINANCE

As well as offering a fearsome single-player campaign, Red Faction II comes replete with all the multiplayer mayhem you could possibly desire. As well as the huge variety of game modes and weaponry, there's plenty of power-ups to add even more fun to the equation. Slo-mo slows your opponents to a grinding halt, while Magnet pulls them directly into your line of fire.





▲ The Mechwarrior combat—the boss battles are truly epic

a dilapidated sewer complex, Red Faction II looks nothing short of astonishing and that's not an epithet we chuck around lightly. While the Geo-Mod deformable terrain played a largely peripheral part in the original game, in Red Faction II, you can actually use it to gain a proper tactical advantage or bypass hazardous emplacements or turrets. Previously it felt gimmicky, here it just integrates seamlessly into gameplay and soon feels as natural as poppin' one right between the eyes of the legions of opposing bad guys.

Because, make no mistake, there are legions of 'em and Red Faction II sets a initially blistering pace and scarcely ever lets up. Stalking through Sopot's base with your team-mates riding shotgun provides an extraordinarily compelling experience, with explosions rending the landscape, superb

sound and radio chatter, a constantly changing tactical situation and a real Matrix-style feel to the shoot outs as you carve a bloody swathe of destruction. Just when you think you can take a moment to pause for breath, another scripted sequence kicks in, with entire plate glass windows

dissolving in a hail of gunfire, or a fleet of gunships swooping out of the ether on a strating run. From the off, Red Faction II simply seems to reach out and grab you, and it's difficult to think of another game apart from Half-Life which has this immediate level of depth, involvement and impact.

"you carve a bloody swathe of destruction"

MEET THE TEAM

Your fellow elite commandos provide some of the best moments of Red Faction II. Each has a real personality and feel worlds away from the often soulless AI companions common to so many shooters. They're interchangeable, with each one accompanying you for a select portion of a mission, and exploiting their specialist skills and knowledge is essential, not only to success, but often survival.



▲ Rega provides close support



▲ Seeking around in the dark proves no obstacle with the Near IR Mode



▲ Zeroing in with the sniper scope

Hardcore, you know the score Combat-wise, Red Faction II is about as hardcore as you could possibly demand and its varied squad-level battles are real masterpieces of tactical shooting. All too



Whether you're facing man or machine, it's an orgy of destruction

often FPS AI is dumber than a blonde walking a bulldog, but here your cunning foes will duck, weave, fall back and then reform, trying to outflank and outgun you and generally making life a real pain in the arse. Not that we're complaining mind, because your own team-mate AI is absolutely spot on too, with tangle manipulating electronics and computer defence systems, quit providing withering sniper cover and Repta dropping in for

SMGs can be doubled up for John Woo-style blasting, and there's a fine selection of grenades and explosives. Occasionally you'll also find yourself strapping into the cockpit of one of Red Faction II's array of vehicles. Again, while they felt largely tacked on into the original game, here the transition is effortless, as you suddenly find yourself engaged in compelling aerial duels in the hover flyer or launching a salvo of torpedoes in a tense submarine duel.

"the bots will even learn and acquire skills"

some close heavy weapons support. Best of all, there's some great moments of sly humour to break up the almost incessant action – witness the TV reporter from the Ministry of Propaganda, who practically begs for you to put a bullet right between his eyes. Only the most disciplined will be able to resist.

Red Faction II's weapon's locker is also more than worthy of your consideration, with an arsenal of destruction that seems to be plucked straight out of the sci-fi big guns wish manual. There's a full complement of both light and heavy armaments, pistols and

The argument has long raged about whether a console can ever truly match the PC's control system. Well, Red Faction II finally provides a definitive answer, because although the joystick provides a perfectly adequate control method, Volition has also included support for a USB keyboard and mouse, which is highly recommended if you want the ultimate Red Faction II experience.

Multiplayer madness and mayhem
Yet while the single-player campaign covers itself in glory, Red Faction II's multiplayer capabilities are equally worthy of the

highest of military honours. There's no i-Link, but up to four players can compete in some gripping split screen action, which encompasses all the standard single player and Team modes like Deathmatch and CTF, as well as interesting new variations like Dagman, Arena and the unlockable Regime. You also get some splendid dedicated multiplayer levels and up to four ruthless bots can be selected from a huge roster, but you can also create your own unique variations and import them directly into each game. The bots will even learn and acquire skills and it's with a strange mixture of pride and frustration that you find yourself going down beneath the guns of your newest creation for the umpteenth time. This is just one more layer of frosted icing on a hugely enjoyable FPS cake.

After such a huge build-up you won't be surprised to discover that we think Red Faction II absolutely rocks. By marrying a truly excellent single-player campaign with some excellent multiplayer capabilities, this is going to become the definitive first-person shooter experience on the PS2 this Christmas. With Red Faction II, Volition has created nothing short of a tour de force, and we can't sing its praises highly enough. This time it's definitely a case of better off red than dead. **A+**



VERDICT

ALTERNATIVES

Half-Life: Issue 14, 3/10
TimeSplitters 2: Issue 25, 3/10

LONGEVITY

A huge campaign and extensive multiplayer modes provide more than enough meat to keep you satisfied.

FOR

- Excellent storyline and characterisation
- Superb AI and high velocity shootouts
- Admirable game engine and level design
- Extensive multiplayer options

AGAINST

- None worth mentioning

I'M IN HOT PURSUIT!

Clambering aboard Red Faction II's vehicles provides some of the game's most compelling moments. Early on you'll be manning the turrets in Shrike's gunship for a relentless pursuit across Sopot City's rooftops, but eventually you'll get to control tanks and the devastating hunter-killer submarine. Nice.

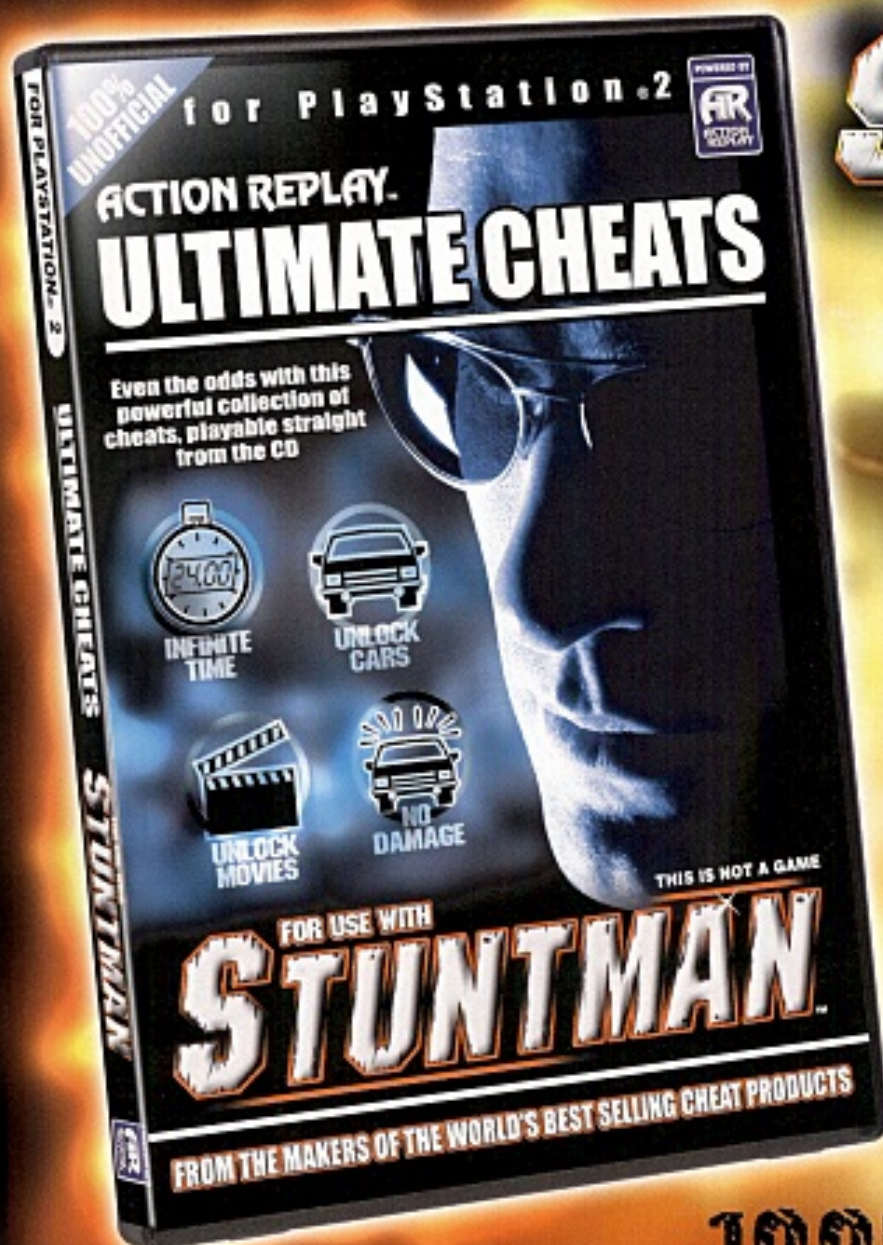


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RATCHET & CLANK

Whatever happened to the team that developed *Spyro The Dragon* for the PlayStation? The answer is in stores now and goes by the name of *Ratchet & Clank*.

WORDS BY JOHN FRANKS



Superficially, the hero-plus-sidekick combination of Ratchet & Clank may remind you of last year's platformer *Jak & Daxter* from developer Naughty Dog.

While *Ratchet & Clank* contains a few elements that are similar to Naughty Dog's creation,

Insomniac's new wunderkind has more than enough to stand on its own feet. This game is a lot more action-oriented than *Jak & Daxter*, thanks to Ratchet's ability to use plenty of weapons that you buy during your quest. But let's take it step by step.

Hammer

Ratchet is a young furry mechanic who happens to spot a crashed spaceship. Inside is Clank, a robot who has escaped the evil clutches of one Chairman Drek. Clank & Ratchet now have to save the universe.

Ratchet & Clank starts out like a normal platform game. You whack enemies with the wrench and crash wooden boxes that are lying around. In return you're awarded with bolts which serve as the game's currency. Collecting bolts is much more significant in this game than collecting fruits and coins in other games, because with the bolts you're able to buy some of the most incredible



ARMS AND THE MECHANIC

The developers have come up with some really crazy and fun weapons, which provide the most fun in *Ratchet & Clank*. You start out with some fairly basic weapons such as the Blast Cannon, a simple machine gun. Another one is the Bomb Glove where you can throw little bombs in the direction of your enemies. Things very quickly become a little more dramatic when you get weapons like the Flame Thrower (Pyroclastic) or the Suck Cannon. This one is particularly fun, since it works a bit like a vacuum cleaner. Some of the smaller enemies can be sucked in and then used as projectiles against other enemies.

And then there's the Glove of Doom. You throw a little ball into the direction of enemies and then several little robotic dogs jump out and run kamikaze-like into enemies while making an evil giggling noise. And believe us, there are a lot more weapons than we've got space to describe here.



▲ Ratchet's got a bigger arsenal than the Red Army



gaps. Another cool gadget is the so-called Taunter – use it to provoke enemies and lure them into ambushes.

These gadgets are also used for some of the puzzle-sections in the game, such as a water-cannon, or a laser that needs to hit certain marks so a mechanism will make a door open. Basically whenever you think that



weapons you've ever seen. The basic movements are fairly standard for platform games. With X you can jump and perform a double-jump mid-air. With the square button you hit enemies with your wrench while you can use any of your weapons with the circle-button, and a quick select menu opens when you press the triangle button. It's a circular icon-based system, which allows you to map a gadget or weapon to any of the eight directions you can point to with your analog stick.

The system is enormously helpful and avoids the use of complicated menus. Once you have more than eight weapons and gadgets in your inventory, you can replace any of the items on the quick select menu with more useful weapons. In the beginning of the game you get a bit of assistance from little help-bots that tell you how to perform certain jumps or moves and sometimes they give you hints on what to do next. Also scattered throughout the levels are vendors from the company Gadget-o-tron. They give you the opportunity both to buy new weapons, and also to purchase the right ammunition for weapons you already own.

Wrench

The weapons are fun but so are the gadgets. Ratchet and Clank can use along the way. Most of these don't have to be bought, but are found in some of the levels or are awarded after completion of an important task. For example, early on in the game you'll get the Swingshot, a glove that can fire a hook. This is essential for swinging over



FAST TIP
Pick the right weapon for the job

"animations are super-fluid"



▲ It's Earthworm Jim! OK, it's not, but is this some kind of homage to Shim's cartoon hero?

"absolutely no loading times"

something starts to become slightly repetitive, something totally new comes up, be it a mini-game like a hoverboard race, end-of-level boss or you can acquire a new weapon or gadget. Occasionally you'll control Clank on his own and complete little sub-quests.

Pliers

In *Ratchet & Clank* you won't explore 'levels'; you will be exploring worlds. On each planet you have to complete certain tasks like find a person, get some equipment, and so on. You dash from planet to planet with your spaceship and whenever you're on a planet,



▲ The variety of challenges that Ratchet faces will keep you glued to your Dual Shock.

THE OTHER ONE



It may look quite similar to *Ratchet & Clank* but *Jak & Daxter* is a straightforward and enormously well executed platformer, which is definitely worth checking out.

you will have absolutely NO loading times. And by that we mean zero! Also, player guidance is extremely well handled. Your map shows you every area you've seen and gives you an overview on completed and not-completed tasks. In this way, you're always in control of everything, which is exactly how players should be guided through a game that features such huge environments. The levels and graphics are incredibly detailed, animations super-fluid and the voices perfectly match the characters. What else do we want? Nothing.

Ratchet & Clank is a perfect mixture of action and platform elements with a little dose of adventuring and plenty of exploring. It didn't let us off the hook and it won't let you either.

VERDICT

ALTERNATIVES

Jak & Daxter (Issue 15, 5/10)
Crash Bandicoot (Issue 14, 6/10)

LONGEVITY

Plenty to do, and there's also loads more to find when you've finished the main game.

FOR

- Stunning levels to explore
- 25 weapons and gadgets
- Superb animation and voiceovers
- Plenty of replay value with hidden weapons etc

AGAINST

- Really annoying sound effect when you collect a bob



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PRO EVOLUTION SOCCER 2

We gave the Jap version 10/10, but does the UK version do enough to hold that standard?

WORDS BY JULIAN BOARDMAN



Winning Eleven 6, the Japanese, and original, version of PES2 did indeed get 10/10 some five issues ago. Import perfection it may be, after all a lot of factors are less important when the game is in Japanese, but the full English version doesn't quite live up to its potential.

PRACTICE MAKES PLAYERS

Pro Evolution Soccer 2 offers a comprehensive training mode that gently introduces players to the finer points of all aspects of ball control in the game. Even football game novices will be given all they need to get results. There's even a mini league system within training so you can measure your skills and performance against the likes of Beckham and company.



FAST TIP

Give the training mode a go. Learning how to defend properly will save you so many goals against that it's well worth the time alone.

OrangesXXX XXX being a three-digit number. It's suggestive of a Dutch version of the Nation of Islam (Nation of Islam?), with its rejection of given names, and it's a shame not to have more proper players in the game.

Liverpool...

There is a disappointing amount of real club names too. Aston Villa, for example, are known as Dublin, which can only be

a homage to the Birmingham side's legendary well-endowed striker. Beckham still sports a mohican too, which puts it a little behind the times. This then is something of a disappointment, and sadly hampers the atmosphere for me. But then I'm quite shallow. However if you have the inclination, the very comprehensive team and player editing system (see "DIY" box) means that you can make amends personally and change anything that niggles.

The commentary isn't great either. Peter Brackley and Trevor Brooking do the honours but there doesn't seem to be enough variety in their commentary. It's responsive enough, just not sufficiently wide. But that's enough of the negative, let's get on to the positive: the football.

...For the...

Pro Evolution Soccer 2 plays like a superstar. It has depth, yet can be picked up very quickly; it has subtlety, yet doesn't demand extreme dexterity; but it is challenging and certainly no pushover. The biggest changes over the last year all seem to stem from the added realism of the ball physics - it really



▲ The pre-match atmosphere is good but not as strong as FIFA 2002



DIY

The lack of many real players and teams is a letdown, but it can be fixed. Pick a team and edit its name, its flag, its strip, the lot. Then pick a player and change over 40 different attributes ranging from hairstyle to stamina. If you've got the time this area offers so much.



behaves like a real football, often ping-pong about from player to player in a goal-mouth scramble. I've even seen a guy attempt a

manual pass all featured. The quick pass is always weighted to find the player, while the distance of a long pass depends on how long you hold the button. The manual pass, performed with just the right analog stick to determine power and direction offers an unprecedented amount of control, but is accordingly difficult to master. The through pass is as before, a great way of getting round the back of defenders, but you'll need vision to use it well. Set pieces have been simplified, with the weight of kick being the most important factor. This is the direct opposite of FIFA's more complex "golf-swing" style set pieces.

...League

Tactically there are a huge number of ways to play the game – there's three different types of defending for God's sake. This section offers a huge amount, and can be a little overwhelming, but if you gradually dip into it as you make progress, picking it up as you go along you'll soon be making the best of the many formations, postures and tactics available to a manager. Tactics can be changed manually or automatically during the game too, creating the equivalent of a manager shouting from the

nature, and even if you just master the basic controls you'll gain satisfaction from the beautiful way some of the moves come together. Get to grips with the one-twos, the feints, the lobs and the manual passing and you'll take a degree of satisfaction and achievement from this game like no other. If you don't mind the lack of real player and team names, (the game's only real, but major, flaw) and don't feel the need for a contemporary soundtrack to your football then this is the game you want. Pro Evolution Soccer 2 is

undoubtedly the best-playing soccer game available. **PG**

VERDICT

ALTERNATIVES

FIFA 2002 (Issue 25, 7/10)
THIS IS FOOTBALL 2002 (Issue 25, 8/10)

LONGEVITY

With the Master League to keep single players occupied and remarkable multi-player fun this will be with you for a long time.

FOR

- Incredibly realistic football
- Players have so much control
- Huge wealth of options
- Eight player matches are incredible
- Many editing options

AGAINST

- Presentation doesn't match its rivals
- Lack of real players and teams



Give football some presentation, very customizable, and almost genius.

"an unprecedented amount of control"

backward header as a shot. All the player animations look incredibly real too.

Quick passing has always been the key to unlocking defences in Konami's soccer games and this is no different, with short passes, through passes, long passes and

dugout. There's plenty of modes to try these tactics in too, with an expanded three division Master League at the heart of the game, complete with contract negotiations and wage bills to worry about.

Overall the football is of a dynamic, flowing



▲ It's good to be the queen – listening to a humble petitioner on Mala's throne



▲ When all else fails, try the triple team attack

SUMMONER 2

A little less conversation perhaps, but action speaks louder than NPC interaction in THQ's RPG sequel.

WORDS BY JOHN HOULIHAN



LET THERE BE BLOOD!

Mala's transformations into the mighty Summon creatures provide some of the most spectacular effects in the game. Each Summon is based on the four Summoner world elements and there are 12 in all, building up to the mighty blood juggernaut. Each has its own abilities and spells, but a limited Summoning span, so use 'em wisely.



If you missed the original Summoner, then you missed something of a treat. At a time when the PS2's launch line-up had 'whacking great opening' filed under its RPG section, Volition's acclaimed offering stepped gracefully in to plug that gaping hole in the market.

Admittedly it wasn't a total success, but displayed more than enough of the trademark panache and sheer invention that we'd come to expect from the creators of the admirable Descent series on PC.

Now Volition has gone and summoned part deux out of the ether, and the follow-up is a more than tidy offering that's easily worthy of its place amongst the best of the PS2's RPG pantheon. Although this is supposed to be a full-on sequel, it's actually set 20 years after the first game and on the opposite side of the world, so the storyline and characters bear only a distant relation to the original. This time you step directly into the royal robes of Mala, Queen of Halbsaar, whose search for the lost Book of Prophets forces her to explore her own



FAST TIP

To really make the most of your character's abilities you've got to really pay attention to the character development system. Early on invest heavily in Mala's Summoning ability when you level up, and your Summoned creatures will become more powerful and stick around longer.

terrifying Blade of Sand, as she slowly learns to interpret the esoteric language of creation.

Your window on Summoner 2's colourful fantasy world is classic third-person

"a host of intriguing spells, items and weapons"

semi-divine destiny, and this is the quest which forms the central facet of the tale.

Smite them most sorely

Yet the new storyline is not the most immediate difference between the two titles, because from the off, Summoner 2 takes a much more action-oriented approach to gameplay. Rather than the

perspective and while the characters are pleasingly detailed, outside of some colourful magic effects and Mala's impressive transformations, the game engine veers towards the serviceable rather than spectacular. The game world is large, diverse and certainly richer than the original title with about 30 main locales, ranging from the lush island paradise of Teomura to



IT'S PARTY TIME

Learning to use your characters' special strengths and weaknesses really pays dividends, and the ability to instantly switch between them has great tactical advantage. Here, while Mala distracts or horn head with a frontal assault, Sangar's snuck around for a cheeky backstab attack, which does increased damage.



Some of the spells effects are veritable eye poppers



the psychedelic City of Masks, but the overall look possibly lacks a little sophistication and polish. The camera system can also be a bit twitchy, especially in the white heat of battle, and the collision detection can seem a little hit and miss and takes some acclimatisation. That said, neither seriously detracts from your overall enjoyment of the game, but rather fall into the category of minor idiosyncrasies, with which you soon learn to cope.

The Plot Thickens

It's certainly worth tolerating these slight foibles because *Summoner 2* offers a really engaging story and creates a unique fantasy world to explore. A great emphasis has been placed on plot and character development, which are the lifeblood of any decent RPG, with excellent use of cut scenes and (for once) convincing voice acting, combining to really drive the story forward. You're soon lost in Mala's world and readily captivated by the many twists, turns and labyrinthine intrigues that ripple through the plot. It may seem a little linear at times but there's a host of enjoyable touches between the main chapters where you even

"much more action-oriented approach to gameplay"

get to sit on Mala's throne and dispense justice to your people and it's great to see some of *Summoner*'s original characters return as NPCs.

Of course an essential part of the fascination is building up and improving your own player character and the members of your party, and *Summoner 2* has a slick character development system. Each of your companions, from the formidable assassin Sangar, to ranged specialist Lari has a distinct personality and skills, and you can really get 'under the hood' to develop these specialities, which then have a direct effect on gameplay. As you level up, new abilities come into play that can be used in combat via a refined action point

system, and of course there's a host of intriguing spells, items and weapons to really make your party your own.

In conclusion then, there's more than a fair bit to like about *Summoner 2* despite some of its obvious shortcomings and momentary irritations. While it may not have the best looks in the world, the compelling storyline and really solid RPG gameplay will have you constantly returning for just one more bash and that's usually the sign that you're onto a winner. Fans of the original game will no doubt be champing at the bit to explore Volition's unique fantasy universe once again and RPG fans new to the series certainly won't be disappointed either. *Summoner 2* is a copy today. **PS2**



Sangar, Mala's bodyguard, is a killing machine

VERDICT

ALTERNATIVES

Final Fantasy X Issue 17, 18/19
Baldur's Gate: Dark Alliance Issue 13, 9/10

LONGEVITY

A vast scope to the main story and plenty of side quests mean this is a huge fantasy universe to explore.

FOR

- Compelling storyline and characterisation
- Solid, substantial RPG gameplay
- Smooth interface and pleasing character development
- Summoning up a raging, 20ft tall Blood Summon

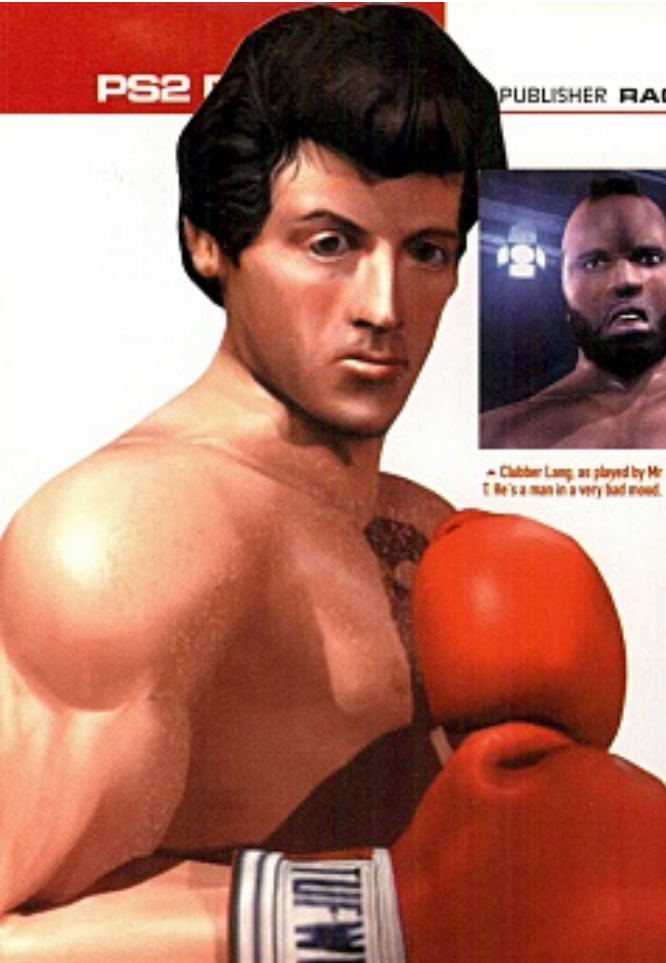
AGAINST

- Reasonably linear, but that's the nature of the beast
- Only slightly above average graphics
- You'll sometimes struggle with the camera system

PS2

8

66
A rock solid, highly engaging game that guarantees hours of rewarding RPG goodness.



→ Clabber Lamp, as played by Mr. T. He's a man in a very bad mood.

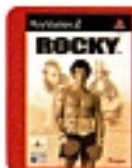


→ Ivan Drago has an awful lot of strength. It's wise to avoid his punches, as strength is arguably the most influential of all the fighter's skills.

ROCKY

The last one aside, the Rocky films rock. So does the game...

WORDS BY SIMON BREW



FIRST TIP

If you want to get your opponent riled, taunt them whilst they're on the canvas. They'll come at you hard, but they'll be far more reckless and easier to pick off.



→ Take a look at the detail in the background. Every venue has similar characteristics.



So where on earth did this go so very, very right? Combining an old movie licence, Sylvester Stallone and a traditionally tricky genre to pull off theoretically presents numerous pitfalls. To the absolute credit of Rage, the company has neatly sidestepped them all. Even more curiously, the end product happens to be the finest boxing game to grace the PS2 to date. Who'd have thought it?

Boxing, by its nature, is a far more tactical sport than it's given credit for, and that's often been a puzzle for developers. Do you go over the top for all-out action, à la Ready 2 Rumble, or do you play things much straighter and end up with a knockout Kings? Rocky leans towards the latter, but is still less straight-faced and more instantly accessible.

The game breaks down into several different modes of play for you to choose from. The

GET THEE TO THE GYM!

Eye of the Tiger

Between bouts, Rocky can spend some time working on his skills. You get a set number of training sessions, and you then need to choose where to apply the work. Once selected, you can undergo the training yourself, or you can choose the Autotrain option and nip off for a cuppa. It's certainly worth taking part at first though, as this acts as a good tutorial for the skills you need to work your way through. The bottom line is that you can boost your boxer in the areas of strength, speed, stamina, determination and movement, some of which may fall after a heavy fight. You'll bloody need them when that big Russian turns up too.



Exhibition mode lets you jump into the ring for a free-for-all fight, and there's sparring mode too. The highlight of the single player mode though is definitely the Movie Mode. This takes you through Rocky's opponents from the five movies in order, fleshing the game's lifespan out by throwing in a few extra fighters too.

It gives a real sense of progress too. The early bouts take place in a small boxing club, with a crowd who are quite happy to throw missiles into the ring. In fact, it's worth pausing here to praise the developers, for the spectators are realistic, getting more excited as the action intensifies, and



▲ The first fight against Apollo isn't actually that tricky – just a case of jab and move, and wait for your moment



▲ Each bout starts with all the fanfare you'd expect



chanting Rocky's name as he starts to win them over. It certainly injects a couple of gallons of extra atmosphere. There are 20 fighters in all to beat in the Movie mode, with extra venues and opponents unlocked as you progress. The five big fighters from the films – Apollo Creed twice, Clubber Lang, Ivan Drago and Tommy Gunn – are then treated as boss characters.

Each character, as you'd expect, comes with specific strengths and weaknesses, and uniform tactics simply won't get you through the game. Each fighter also has two super punches, so amongst the many combos you can use to pull off more powerful punches, you need to identify your exclusive moves. When you've dazed your opponent with a flurry of punches, you can use these to devastating effect.



Into the ring

The crux of the game though is the action itself, and it's here that *Rage* has really done itself proud. As tight a marriage of tactics and action in a virtual boxing ring that we've seen to date, *Rocky* is a game that rewards several approaches, provided you've got the skill to carry them off. Boxing games by their nature, as with most sports simulations, have over-rewarded the all-out action approach, but here you can – and in some cases need to – play out a fight through jab and move, and go for a points decision. It can backfire, but crucially, that's down to you. Movement is important anyway – after every punch, your blue punch meter will



▲ You're going to die! You're going to die!



▲ There's a moral here. Don't mess with big Russians that look like Dolph Lundgren

SECONDS OUT

Hey Mickey!

At the end of each round, you get scores and some advice from your trainer. And this advice is actually useful from time to time too, as your trainer will briefly explain where you're going wrong and what you need to do. Helpful chap, he is.



reduce a little, and it only recharges when you keep your fists to yourself. A strength meter above it gives you an indication of how close you are to flooring your opponent, or being floored yourself.

If anything, particularly in the early rounds, the game is far too easy even taking into account the three difficulty levels, although the challenge does significantly increase as you make progress. One other niggle is that there's a little too much predictability to the knockdowns. You know for the most part

getting more and more involved in the action. One or two pieces of animation here and there don't totally convince, but you'd be a miser to be too bothered by it. Audio-wise, you need to crank the volume up, turn the lights out and you can really get into the mood of the fights.

To conclude by saying that *Rocky* is one of the best surprises of the year may lead you to think that it was never expected to be good. That's wrong, because throughout development, the game has always looked

"the finest boxing game to grace the PS2"

that your opponent will get up from the first two, and that it's the third that will count them out. And that does remove a little bit of the unpredictability.

Nonetheless, these are minor grumbles, and don't detract from the fact that in the ring, *Rage* has conquered all. *Rocky* is a game that keeps the player learning and picking up tactics for several hours, and once you start to implement them, things really hit into gear. Not only is the boxing itself immense fun, it's also engrossing and highly addictive. Sure, the structure of the Movie mode isn't going to keep you busy for too long – even though it does work a treat whilst it lasts – but then the game unlocks a new knockout tournament structure where you can compete for Bronze, Silver and Gold belts. And suffice to say, the multiplayer mode is great. Simple as that.

Yet *Rocky* scores not just in its playability, as it's also sparkling with polish. The graphics for instance are excellent, with boxers becoming more visibly injured as the fights progress, with blood staining the canvas and the crowd

promising. But the fact that it's managed to balance out the many facets required for a successful boxing game, whilst successfully incorporating the multimedia side of things is a real achievement. And it's one that deserves to be rewarded with your money, frankly. **9/10**

VERDICT

ALTERNATIVES

Knockout Kings 2002 (Issue 26, 8/10)
Mike Tyson Heavyweight Boxing (Issue 26, 8/10)

LONGEVITY

The single player mode will keep you busy for a week or two, but you'll still be playing it beyond that.

FOR

- Engrossing, enjoyable action
- Well incorporated science
- Polished and detailed

AGAINST

- Et a few more fighters wouldn't hurt?

PS2

9

“A bone-deep, high-quality, unmissable boxing game. *Rocky* done good.”



WRC II EXTREME



Colin 3
Vs WRC 2.

WORDS BY JOHN FRANKS



Rally games seem more popular than ever before, with releases like V-Rally 3, Shogun, Colin McRae Rally 3 and now WRC II Extreme all battling it out for first place.

Whereas Colin McRae Rally 3 is a totally simulation-focused game, WRC II Extreme is a rally game that's accessible to all players, while still featuring many of the simulation aspects (such as car tuning) that are required in today's racing games. WRC II Extreme attempts to walk the fine line between simulation and arcade racing and it works very well.

To begin with, WRC II has a ton of game modes that should keep you busy for quite a long time. Self-explanatory modes like the Time Trial mode or the Quick Race mode have become standard fare, but the focus of this game lies in the authentic rally championship races that take part on the actual tracks and locations of the season.

You can also create your own custom rallies consisting of three countries, with one stage in each. Or you can create a full custom championship where you decide which countries to race and in which order.



If monotony is your thing, you can also race the Monaco rally 14 times in a row. Both the custom championship and the custom rally modes can be raced by up to four players although, like in the real rally sport, players will take turns rather than racing simultaneously. There's also a Head-to-Head mode for two players, and these stages have been redesigned for this mode, so you can race them at higher speed.

They are slightly wider and therefore allow for a bigger adrenaline rush, as less braking is needed than in the other modes. The game modes can be raced at three difficulty settings, one of which is locked to begin with, and as you progress through the championships you'll also unlock secret stages and game modes, such as special races in the two-player mode.

The handling of the cars has been modified quite significantly compared to its predecessor and now allows for much finer



TRACKS OF MY FEARS

The number of tracks is pretty mind-bending. There are 115 stages scattered across 14 countries, using more than 800km of photo realistic tracks. They've managed to include twice the draw distance of the original game and there's four times the density of objects compared to its predecessor. In short, it looks much better.



control of the car. Each car handles differently, based on the technical data provided by the rally team to the game developer. As in Colin McRae Rally 3, you can make modifications to your car's set-up and then take it on a test run to try out the settings. The handling is slightly easier than in Colin McRae, which makes WRC II more suitable for the casual player as well as simulation fans, and the physics system has also been overhauled.

at full speed the car comes to an immediate halt, and often spins you towards the wall, forcing you to reverse and then speed off again. It's also very frustrating that this happens illogically, when you barely touch the side of the track. Surprisingly though, you'll work around this problem and it forces you to brake more carefully, which actually adds to the thrill of the race itself. However, the collision system clearly leaves a lot to be desired.

can wreck your car until it simply won't drive anymore. WRC II is a lot more forgiving. It seems impossible to completely wreck a car, no matter how much it's smashed against walls and trees. That's good for inexperienced racing game fans but maybe takes a bit of the tension away for simulation aficionados.

Visually the game is incredible, with insane detail and a solid framerate even in two-player split-screen mode. It's a great game and pretty much essential for any rally fan, and the only thing that could be improved lies not in the scope of the game but in the detail of the car handling and the collision system. If those things were ironed out, WRCV Extreme would be a milestone racing game. For now, Colin McRae Rally 3 appears to be more polished.

"more suitable for the casual player"

Unfortunately, while the driving physics are solid, those in collisions are horrible. As soon as you crash and the car rolls over, it's completely unrealistic and compares badly to CMRS. If you bounce into a wall sideways

The car damage is pretty impressive though and a lot more detailed than in last year's instalment. Windscreens burst, tyres explode, the chassis bends and much more. Whereas in games like V-Rally 3 or CMRS you

VERDICT

ALTERNATIVES

Colin McRae Rally 3 (this issue 9/10)
V-Rally 3 issue 21, 3/10

LONGEVITY

Three difficulty settings, unlockable modes and gadgets, customisable races and multiplayer support. What else do you want?

FOR

- Truly great landscapes and detail
- Incredible number of tracks
- Create your own championships and rallies

AGAINST

- Slightly frustrating collision system



PS2

8

A great balance of simulation and accessibility. Minor glitches, but a must-have title for rally fans.



▲ Glowing sword? That must mean an Orc! Er, what do you mean you already noticed?



▲ Er, best bet for arachnophobes, eh?



▲ You get to play as Gandalf in the later stages of the game



▲ The game throws up several puzzles to mull over - this being an example

LORD OF THE RINGS: Fellowship of the Ring

The game of the book that was filmed. Er, follow that? Fear not, we're about to explain all...

WORDS BY SIMON BREW



It was quite a pleasant surprise last issue when EA's take on the Lord of the Rings legacy scored 8/10. Tied into the movie franchise, their game was thoughtful, enjoyable and defied the doubters who thought it would be another EA production-line effort.

Vivendi Universal? They were quite clever. They licensed the books - presumably for a lot less than it cost to make games directly based on the movies - and thus one month later, we see what they managed to do with it all. Not as much, as it happens.

Things kick off badly, too. The game opens with a prolonged cut scene, which basically attempts to do what the film did, only with

bad voice-overs. Still, once that's over with, things do pick up. The core of the game is an action adventure, mixing together a soup of combat, exploration and having the occasional chinwag. There's no real innovation here, so instead, the developers have married the game very closely to the book. Thus, presented here are elements that didn't even make the final cut of the film, and there's a gentle, more relaxed pacing to the proceedings.

Novelty value

The learning curve too is suitably gentle. Particularly in the early stages, little happens without an explanation or some on-screen help. Plus you can pretty much take things as slow as you like, allowing you to fully explore the large playing area. Throughout the game, you take on a range of characters, kicking off with Frodo, but moving onto the likes of



FIRST TIP

Be on the lookout for flashing items. They denote something you can pick up. Oh, and make sure you explore every nook and cranny. It doesn't make it thrilling entertainment, but you don't want to miss something you need later...



▲ Here we're in Moria, just one of the varied locations lifted straight from the book

Aragorn and Gandalf, and the missions you encounter have primary objectives which are supplemented by extra tasks as you make your way around the game world. This works quite neatly, as it usually doesn't take an

in terms of controlling the various characters within the game, that's suitably straightforward. Sneaking elements are incorporated, relying on minor nudges of the analog stick to get quietly out of sticky

THE OPPOSITION

The Lord of the Rings saga throws up a bevy of enemies to face, and much to your annoyance, you'll need to pop off several of them on your travels. They do quite literally come in many shapes and sizes, and whilst on some you can employ defensive manoeuvres should you wish, the bigger fellas are just dying for a fight. You might be dying too, sooner than you think...



▲ Er, yikes!

"a real sense of menace"

awful lot of work to cross an objective off your list and hence gives you a sustained sense of progress.

situations, and this works quite well. When, for instance, the black riders first appear, there's a real sense of menace as you attempt to get past them. Or you could of course



▲ It's best to have someone good at combat here...

STRENGTHS AND WEAKNESSES

The game slips you into the roles of a few characters from the book, namely Aragorn, Frodo or Gandalf. Each comes with their own particular strengths and weakness that need to be taken into account. Frodo is quite weak, for instance, when it comes to combat, best demonstrated by the fact that he starts the game with no more than a few stones to lug. Aragorn is a better bet when a scrap ensues. Mind you, the knowledge, wisdom and magical prowess of Gandalf is also a big advantage.

got any degree of patience in your bones, you're going to get something out of it. Serious fans of the source material, who enjoy a good gaming adventure, are going to be the ones who most appreciate Vivendi's work here. Working within the constraints of the genre, and without ever threatening to push them further, they've delivered a reasonably polished and certainly entertaining adventure. Undeniably the licence makes the game that bit more interesting, but it also results in some disappointment. After all, with the quality of the source material, perhaps the developers could have tried something a little more ambitious?

Nonetheless, a perfectly enjoyable diversion. It won't appease the action fraternity, but will keep the more patient comfortably ticking over until something better comes along. **9/10**

VERDICT

ALTERNATIVES

Lord of the Rings: The Two Towers Issue 25, 8/10
Shadow of Memories Issue 7, 8/10

LONGEVITY

You'll get a good week minimum if you're dedicated to it.

FOR

- Faithful to the source material
- Big game area

AGAINST

- Long loading times

PS2

6

Has a hard core of the fanbase, but Vivendi's little real innovation here. **99**



▲ Dark Riders. They're bloody menacing suits



▲ The graphical side of the game is pleasing, with some well-realised locations to explore

distract them with a swiftly thrown rock. Combat is a bit more hit and miss the hol, as some elements of it work very well, but others are quite frustrating. Close combat is great



fun, but whenever an element of targeting comes into the equation, the game handles this with less confidence. Perhaps this is an area to be addressed when Vivendi inevitably revisits the licence.

Menacing times

Whilst the game does have a lot going for it, it's not without its faults, and too often it relies on the Lord of the Rings novelty factor to keep interest piqued. Furthermore you can't help feeling that, despite the healthy mixture of combat and adventure, that it's all a bit by-the-numbers. You plod along, complete one task, trigger another and if all goes wrong, the game ends extremely abruptly. Plus large areas of the game feel

quite repetitive, as much of the time you are just wandering about, getting from one place to another to further your quest.

The game does a good job of creating the world of Tolkien's book, but what it then fails to do is infuse it with much life. Too often, you can walk along and find someone standing still, clearly waiting for you to talk to them as if that's their sole purpose in life. It hardly creates the impression of a living, breathing virtual world.

Over picky? Perhaps, and you can't deny the fact that you get good value for money from the game. Whether or not you like it, you can't deny that there's a lot of it, and if you've



FORMULA ONE 2002

Relive the fast driving of this year's championship, which, unsurprisingly, was won by Schumacher.

WORDS BY JOHN FRANKS



The Formula One series from Sony and the F1 series from Electronic Arts don't just share a very similar name. They are also pretty much the only serious contenders when it comes to games based on this sport.

Formula One 2002, developed by Sony's Liverpool studio, focuses on the realism of the sport. It does contain an arcade mode in addition to the simulation mode, but needless to say, the arcade option is more suited for occasional players who don't want to bother about complicated controls, refuelling or car damages. You race a whole season, and if you win races you unlock pictures in the art gallery.

THE RIVALS

EA's offering does a few things differently, even though they're only of minor importance. Generally speaking, it's less simulation-driven than Sony's offering.



FIRST TIP

Quite obvious, but take care on the qualifying lap, since you'll have a much easier race if you start in one of the top positions.

and even engine failures. During a race you also need to make pit stops, to replace worn down tyres, refuel your car or repair damage.

The handling is spot on, and extremely responsive - in the beginning you may even find it too responsive. Ahead of each race you have two days to practise, each

The simulation mode, on the other hand, contains the meat of the game, where you can participate in race weekends or full championships. Here you can fiddle with all the cosmetic features and gimmicks, such as weather conditions, controls, damage, and commentator. Of course the biggest challenge is to activate all rules and damage, variable weather conditions and even engine failures. During a race you also need to make pit stops, to replace worn down tyres, refuel your car or repair damage.

The handling is spot on, and extremely responsive - in the beginning you may even find it too responsive. Ahead of each race you have two days to practise, each

["handling is spot on"]

consisting of two training sessions. During these, you can modify and experiment with your car set-up, and keep an eye on the other drivers taking their test-laps on the track. Your technicians in the pit stop will also always keep you up to date in a race,

but not so often that they become annoying. There's also a time trial mode and a two-player head-to-head mode, though frustratingly, two players can't take part in a full championship. There's another multiplayer mode (for up to four players) called Hotseat, in which one player at a time races in full-screen mode. After a certain time (approximately the duration of one lap) the next player takes control of his car, while the AI takes control of yours until your next turn. A pretty fun feature.

The graphics and sound of Formula One 2002 are fantastic. It runs at a blistering speed with no slow-downs, and the engine sounds

roar out of your speakers as if you were sitting in a McLaren yourself. Formula One 2002 is a game for fans of simulations and speed, and although it's not doing anything groundbreakingly new, it's very good at what it does. **94**

VERDICT

ALTERNATIVES

F1 2002 (Issue 21, 8/10)
Formula One 2001 (Issue 12, 5/10)

LONGEVITY

It will certainly take a long time until you've unlocked all the artwork and can drive the car with the ABS switched off.

FOR

- Blistering speed and solid graphics
- In-depth simulation aspects
- The Hotseat mode is fun

AGAINST

- Lacks a two-player championship mode

PS2

8

"A very deep F1 simulation that can pride itself on speed and the amount of detail that has gone into it." **95**

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- Operates on tiny built-in rechargeable battery in the car
- SuperMicro size receiver in the car is less than 1" square manufactured with Surface Mount Technology (SMT)
- Heat sink motor clip to extend life of the motor
- 3 micro gears in the powertrain
- Rubber tires for great grip
- Upgradable independent front suspension
- Adjustable steering
- Approx 3 mins running time from a 45 second charge
- Only 2.5" long!

Mini Racers have a full 6 point steering system, forward and reverse, and adjustable wheel alignment, providing the ultimate combination of speed and control. With 4 different frequencies to choose from, you can race against up to three friends at the same time.

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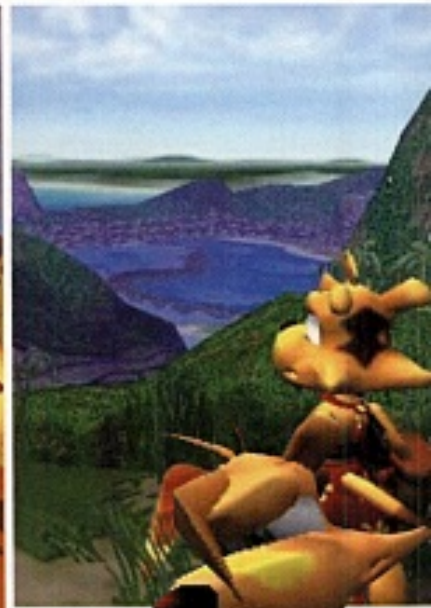


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TY THE TASMANIAN TIGER



This Outback adventure follows the failsafe platform formula. But while you shouldn't expect innovative gameplay, don't let this be off-putting, because Ty is entertaining to play. I'm just not sure I'd want to cough up the cash to do so.

It doesn't overdose on the Game Boy's, but has enough Aussie antics to make you chortle. Gameplay varies in style and features puzzling, combat, riding and time trials (where you have to beat the clock or a creature, passing through checkpoints within a set time limit). You'll collect cogs so Ty's Koala mate can make him more boomerangs, smash boxes for extra power-



FIRST TIP

When Ty is underwater, use the Acquiring to flip switches to open floodgates and shark nets.

Like Steve Irwin in full flow, here's the quirky Oz kid on the block, adding to a recently fattened wedge of PS2 platform frolicking.

WORDS BY LISA ASH

up goodies, find and free indigenous critters swiped by the boss, Cassi and find stolen talismans. Collecting five of these opens up a magical portal where Ty can be re-united with his newly freed

family of Tasmanian Tigers.

Never Mind the Bull Dust

Ty's signature moves work well. The Super-Chomp will make most goofy adversaries retreat and also cracks boxes open. And with progress, the boomerang is key to stretching Ty's abilities. Firstly, learn the basics, then acquiring up to 12 other 'rangs adds more depth to gameplay. This works in the simplest way and despite the fact that more could've been made of 'rang effects, it is satisfying when Ty performs these special tricks. Skewed towards a younger audience, any gameplan weighs more on mastering new skills and using your loaf rather than complex combos, while a kindly AI eases you in, shaping an ideal learning curve for novice gamers and younger console fans.

Be it rainforest, barrier reef or snowy mountain, it's all shiny-looking and packed full, and Ty is a fluid mover. It's clear where you should be heading and, if you do happen to wander, you might stumble over a hidden area. The graphics are nicely vivid with swaying vegetation, some nice underwater distortions and shadowing effects that make Ty no shoddy piece of work.

But what would the selective gamer choose out of all this smiley platform fun being dished out at the moment? Ty wouldn't be a bad option, but a first choice? No. Of this month's releases I'd have to choose both PS2 Spyro and Ratchet & Clank over Ty because they're... well, glossier, more expansive and have at least attempted to inject original

thought into gameplay. And then there's always Sly Raccoon on the way... However uninspired, Ty does what it sets out to do but will fare as poor competition against its rivals. **PS2**



["an ideal learning curve"]

VERDICT

ALTERNATIVES

Crash Bandicoot: The Wrath of Cortex Issue 14, 8/10
Taz Wanted Issue 34, 7/10

LONGEVITY

There are over 5000 items to collect, and unlockable mini games (herding, collecting and problem-solving), but not enough to encourage more than a one-off play.

FOR

- Bo Ling is entertaining
- Bizarre and colourful characters
- Oz-themed sounds and music

AGAINST

- Big standard gameplay

CHUCK A U-EY

As your main mode of attack and a method of transport, the boomerang will be your best mate. With 12 to collect, each cleverly adds a different element to the gameplay. For example, use them to glide and swim, snipe foes with Fleryrangs, snipe at enemies from afar with an X-rang, or freeze surfaces with a Frostyrang.





► In front of an unsuitably bland Metropolis



► It's detail-lacking scenes like these that let the cool-shading approach down



► That radar in the bottom left alerts you to the presence of the bad guys

SUPERMAN: Shadow of Apokolips

The man of steel has a shallow feel.

WORDS BY SIMON BREW



Based tightly on the visual style of the animated TV series, *Superman: Shadow of Apokolips* has plenty of reasons to like it. It feels good, it introduces all the key characters from the TV show, and clearly the developers have looked hard at what's made the Spider-Man games of late so successful. Thus, the stage is set for a diverting superhero romp.

And that, for the most part, is exactly what you get. Thanks to a simplistic control system – which isn't without its frustrations but still just about leaves you feeling in charge – you can fly around the city of Metropolis, dealing with fresh challenges as and when they emerge. The underlying plot has our hero fighting an army of robots led by the evil Darkseid, in conjunction with Lex Luthor, and subsequently battling many named villains such as Metallo and Livewire.



FAST TIP

Learning the controls is crucial, as things can get a bit tricky in the midst of some frantic action. Spend the first ten minutes or so flying around and getting the feel of the game.

In other words, save the world again and beat the unbeatable. It's sure hard work being a superhero.

Sadly, it's also quite repetitive. The novelty factor gets it through the first hour or so, and fighting off the opposition whilst flying all over the shop is certainly good fun. That's pretty much what the game boils down to for most of its levels though (and there are 15 in the game), and whilst there's a decent

degree of variety in some of the tasks you have to undertake, interest levels do wane from time to time. Ironically, some of the best bits in the game are when you step out of your blue tights and walk around as Clark Kent. These sections focus on stealth over action, and whilst the sneak 'em-up style is far more common that it once was, it's still good fun.

Join the Darkseid

Visually, the developers have gone for a cool-shading approach, and this drains the game of visual detail. For instance, when flying over Metropolis, things look really very bland, lacking detail and seeming extremely sparse. Credit though for the work on the audio side of the game, and it's nice that much of the voice talent from the programme is at work here.

Ultimately, *Superman* is a game bereft of ideas of its own, but nonetheless quite good

fun in the short term at least. It needs more surprises up its sleeve as things progress, instead of just making everything a bit tougher, and it could use a bit more gameplay variety. Nonetheless, the Man of Steel has shown more potential here than he has in the vast majority of his videogame outings, and whilst a long way from a classic, *Shadow of Apokolips* is worth at least a rental. **avg**

VERDICT

ALTERNATIVES

Batman: Vengeance (Issue 15, 7/10)
Spider-Man 2: Enter Electro (8/10)

LONGEVITY

Two days, maximum. And that's if you're bad at it.

FOR

- Reasonable short-term entertainment
- Controls work okay
- Great score

AGAINST

- Looks drab
- Little long term appeal
- No fresh ideas

HES GOT THE POWER

One thing the game doesn't skip on is Superman's powers, and you'll get to use a good selection of them as you make your way through the game. For instance, he can blow out fires, lift and remove large obstacles, and in speeding bullet mode, he can target and successfully attack vehicles that are trying to make a quick getaway. Furthermore, the likes of x-ray vision and heat vision also make an appearance, and there's little doubt that your character is a man of some talent. Now if he could use it all in a better game, that'd be just the ticket.



"good fun in the short term"





AUTO MODELLISTA

Without the online support can Auto Modellista make an impression on the bulging PS2 driving market?

WORDS BY MATT MARTIN

The biggest attraction in Auto Modellista is the visuals. This little racer has everything you'd expect from your average driving game, plus this amazing cel-shaded look. You don't need me to tell you that, you can see it from the screen shots. And initially it's an impressive style.

Let's Race!

It's when you begin racing that the cel-shaded look actually works against the rest of the game. The racing lacks a sense of speed, one of the most important elements of racing. It's difficult to judge how fast you are travelling or braking and the player spends too long watching the speedometer instead of enjoying the thrill of the race. Having white speed lines zipping off the car model might work for brief shots during a manga movie but for a three-lap race it just doesn't create a decent sense of speed. Auto Modellista is dull.

For real petrol heads there's going to be some fun to be had, so long as they don't mind felt-tip pen renditions of their



FIRST TIP

During the downhill races pump the brakes and don't go getting your speed up too much. Steady wins the race.

and they each race differently but again the lack of a speeding sensation takes away the thrill of trying different cars. There are plenty of tuning options but it's questionable whether they bring anything to a race. Although the cars and their designs are all very stylish the locations look rather tame. City routes are surrounded by

favourite vehicles. The tuning options are endless and even performing badly will unlock a little something to play with, although we have to question the value of a Castrol Retro Oil Can. Players get the chance to build and lay out their own garage to look at, which is about as interactive as a sticker book. Cars handle OK and they each race differently but again the lack of a speeding sensation takes away the thrill of trying different cars. There are plenty of tuning options but it's questionable whether they bring anything to a race. Although the cars and their designs are all very stylish the locations look rather tame. City routes are surrounded by



"doesn't create a decent sense of speed"

ROAD AVENGER

Back yonder in the days of the early Nineties, there was another anime-inspired racer by the name of Road Avenger. It appeared on the Mega CD, an expensive and clunky addition to the Sega Megadrive. It wasn't very interactive but it was fun for a while. Looked pretty too. Sound familiar?

office blocks, mountain races by red leafed trees. The sky is one shade of blue. Sound is typical Japanese arcade rubbish with an exceptionally annoying commentary.

What Auto Modellista lacks is excitement. There's none of the arcade attitude you'll find in Need for Speed, nor the sensation of speed in Burnout. There's not the tomfoolery of Downforce, the thrill of going up against multiple drivers we found in TOCA Race Driver nor the anal variety of Gran

Turismo. Which just leaves us with the cel-shaded look, and after you've seen a load of primary coloured cars they all begin to look the same. Of course originally Auto Modellista would have enjoyed an online function but seeing as Sony just hasn't established any kind of European online malarkey that idea went out the window. Underneath the neat pictures there's nothing but a very average racing game, and the shelves of videogame shops are already littered with those.

VERDICT

ALTERNATIVES

TOCA Race Driver (Issue 25, 9/10)
Gran Turismo 3 (Issue 6, 9/10)

LONGEVITY

Love collecting old car related junk? You'll love this!

FOR

- Cel-shaded cars are nice
- Relive your Speed Racer dreams
- It's a little slice of Japanese trash

AGAINST

- Lacks a decent sense of speed
- Begins to look the same quite quickly
- Dull races

PS2

5

“An average victory, dressed up in novelty visuals.”



WWE SMACKDOWN! SHUT YOUR MOUTH

Mmmm. They look lovely, don't they? Big, strapping men in tight clothing. I love big men. Can I touch it?

WORDS BY MATT MARTIN



It's almost too easy to make gags about wrestling. It's a bunch of adults acting like kids and playfighting. But whether you hate wrestling or think it's the best thing since the lycra thong is irrelevant if it's a decent enough game. For all the hype and coverage you'd have thought Shut Your Mouth would be a decent game. Unfortunately it's a very average game, smothered in WWE product.

Sllobberknocker

All your favourite wrestlers are here in all their hunky glory. Most are a fair representation of their real-life counterparts, although I shouldn't think the females wrestlers will be very flattered. If you get off on admiring posing characters then you're in for a treat, because when they get in the ring you'll see the same animation over and over again. Now, in a best 'em-up we don't mind repetitive moves because it's rewarding kicking people across the screen, pulling crazy combos and crunching bodies, but the action in Shut Your Mouth is just a whole lot of close grappling, posing throws and convoluted special moves, and at times it's like a load of blokes stepping around each other awkwardly.

I wouldn't say the game engine is particularly cutting edge either, it barely manages to hold



FIRST TIP

Get to know your moves. Button bashing won't help and the counter moves are a bit schizophrenic. Get those big buggers on the floor and force it on 'em. They love it!

So the Season Mode has some storyline going on in a macho soap opera way and players can get involved with other wrestlers to change the upcoming bouts. But at the end of the day it all boils down to the wrestling match and if you really dig the grappling action you'll enjoy this. The controls are OK but you'll need to learn them well before you can really toss wrestlers around the ring. At times you won't feel particularly in control of the moves, especially when you frantically try to counter a move. Sometimes the counters work, sometimes they don't. You'll just have to live with it.

There is some fun to be had though. The

game does manage to capture the flavour of 'sports entertainment' in all its cheesy, tacky splendour, and there's always fun with a six-woman Royal Rumble. You won't however be mistaking it for the television spectacle. Shut Your Mouth may have more characters and moves than Know Your Role but it doesn't play any differently than last year's release. Buy it if you must but don't expect anything other than an update. **PS2**

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['toss wrestlers around the ring']

DOES MY BUM LOOK BIG IN THIS?

The ability to create characters is now a widely accepted feature in sports games and we can honestly say that Shut Your Mouth has the most extensive 'Create' we've ever seen. Morph bodyparts, choose from plenty of alternative eyebrows, a hundred pieces of underwear, tattoos, and the ability to age your wrestler with a facial age slider. All that and you can create animations including walks, taunts and celebrations. Very impressive.



VERDICT

ALTERNATIVES

UFC Throwdown Issue 21, 5/10
WWE Smackdown! Know Your Role Issue 15, 6/10

LONGEVITY

With 100 choices of underwear in Create A Wrestler mode you'll be changing pants for months to come.

FOR

- Loads of wrestling 'superstars'
- Extensive Create A Superstar mode
- Craft props given up a boot

AGAINST

- Ugly graphics
- Not terribly exciting gameplay
- Some moves frustrating to execute

PS2

6

66
Slightly for the wrestling fans.



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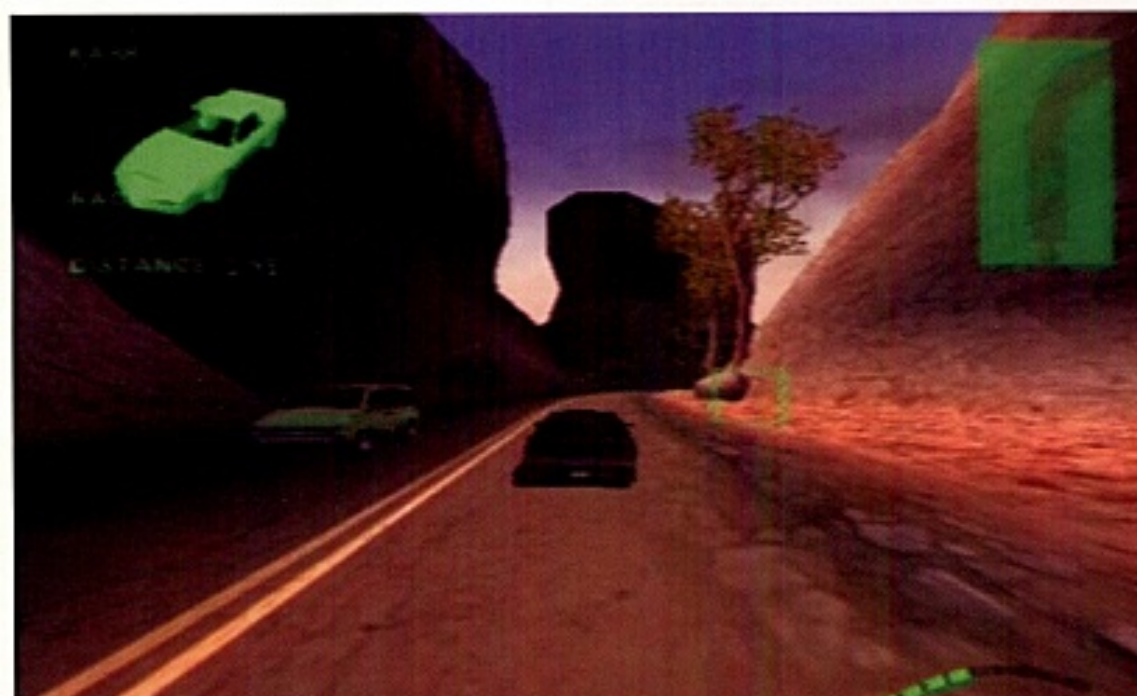
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KNIGHT RIDER

Tim sprays his perm and strokes his ego before letting the car do the driving...

WORDS BY TIM WRIGHT

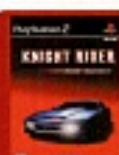


If you're more than 20 years old, chances are you have fond memories of a little TV series called *Knight Rider*, which, despite the presence of one David Hasselhoff, became a huge success, spanning four series. It also turned sleek computer-controlled car KITT into a household name. For a few years, anyway.

And now, riding the crest of a wave of nostalgia, we have a rather belated PS2 game based on the series. No prizes for guessing that it's a driving game, so how does it perform?

The meat of the game is tracking down and chasing various unsavoury criminals, then ensuring they spend a long stretch in chocky. If that was all there was to it, you'd have a nice update on Chase HQ, but not much else. Fortunately, this is KITT we're talking about, so you have an arsenal of handy gadgets to make things more interesting.

You have various modes that can be easily accessed while driving, ranging from the expected turbo boost, through to a scanner which can detect enemies inside buildings,



FIRST TIP

One important point with KITT is that while the car's shell is indestructible, the internal workings can suffer from impact damage, so prancing off every wall you see isn't such a good idea.

and Ski Mode which allows you to pull off those funky two-wheeled driving stunts – handy for driving along girders and the like. There's also the all-important Super Pursuit Mode, where KITT pushes over 200MPH, which probably sounded highly impressive in the Eighties, but seems less so nowadays.

Not surprisingly, there's a handful of training missions to teach you the finer points of the game before you start tearing up the highway, but once the game gets going it's quite an enjoyable mix of driving, spying, hair-raising jumps, stunts and a lot of dodging around obstacles. With this in mind, it's a good job the car handling does its job properly. While it's hardly realistic (and was never meant to be), you shouldn't have any problems keeping

up with the baddies. In a way it's like a lower-budgeted version of *Stuntman*, except without the insane difficulty level and frustrating repetition that game brought with it.

If there are any problems, they're the relatively small number of missions, the rather bland and unspectacular graphics, a general lack of excitement and the fact that Michael Knight himself doesn't sound much like David Hasselhoff. Although now that I think about it, that last one might actually be a plus point.

"quite enjoyable"



Exciting chase scene!

KNIGHT ON THE OCEAN

Our veteran readers might remember the infamous Spectrum version from Be-In masters Ocean, released way back in 1986. After years of waiting and anticipation, Ocean chucked out the most sorry-soused driving game ever seen, married to some embarrassing stealthy bits. Not one of the Spectrum's highlights, to say the least.



The (very) open road



Nice piece of KITT

Still, it's a marked improvement on previous Davilex games (*London Racer*, oh, the horror!) and while it isn't a ground-shaking, earth-shattering experience that will change your perceptions of what an action driving game should be forever, *Knight Rider* is a bit of a laugh in the short term. **mg**

VERDICT

ALTERNATIVES

Stuntman Issue 25, £100
Top Gear Race Driver Issue 25, £100

LONGEVITY

There's a week or two's gameplay here, depending on how good you are.

FOR

- Just like the series!
- Enjoyable in small doses
- KITT handles well

AGAINST

- Poor graphics
- Not many missions
- It's nothing special gameplay-wise
- David Hasselhoff

PS2

5

"Nostalgia and reasonably enjoyable, but plain and ordinary with it."



It's not easy being green.



Oops.

BUTT-UGLY WHO?

Mars Attacks

According to my files, the original series is about a group of Martians sent to invade the Earth by the evil Emperor Bog. The thing is, our Martians are so taken by Earth culture, video games and fast food, that they end the fighting to protect the Earth from their own kind.

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BUTT-UGLY MARTIANS: Zoom or Doom!

Tim isn't a Martian, but he is butt-ugly. That's qualification enough for this game...

WORDS BY TIM WRIGHT



You see them all the time – those obscure and dubious titles aimed at kids and the less discerning punter who buys games on the name alone. You glance over while reaching for that copy of GTA: Vice City and notice one such game emblazoned with the logo, "Butt-Ugly Martians". You smirk slightly and think, "Lame kids' show. It can't possibly be any good...can it?"

But what if, just once, the makers of these mass-market jobs got the gaming formula right? Just imagine it, a title with real gameplay, decent visuals and some actual entertainment value masquerading as low-rent kiddie tat that most gamers will give a wide berth.

Zoom or Doom! is essentially a Wipeout

clone set in the BUM (Butt-Ugly Martian) universe, with a total of nine courses, some of which need to be unlocked as you progress. In general, you go very fast, grab power-ups, blow up enemies, avoid falling debris and other such obstacles, and try to get to the finishing line before anyone else. Transforming a kids' cartoon series into a racing game has been tried many times before with gruesome results (and I should know – I've had the misfortune of reviewing half of the buggers), but with this offering, you can tell it's a bit special right from the off.

with no noticeable slowdown and the various hoverbikes and craft you control all handle well. You can toggle the difficulty level and the number of laps you want to ride before starting a race, and there are even multiple levels of steering assist to help you make tight corners, should you want them. Even the background music is decent! Apart from the quips the riders make during the race, you'd be hard pushed to recognise it as a BUM game. Which is an unfortunate turn-of-phrase if ever I saw one.

"it's a bit special"

Graphically it's rather nice, with detailed and varied courses ranging from a snowy

Add to the mix a number of battle and two-player split-screen options, and a taunt system that allows you to bait opponents into making a mistake, and you have an enjoyable little title, which surprised me in more ways than one!

Lose the BUM branding and this game could probably stand on its own, though a few more tracks wouldn't hurt. If the prospect



Nice hill.



FIRST TIP

Use the steering assist at first to help you get to grips with the game, taking it off one level at a time as you get better. If you don't, you'll spend a lot of your time scraping the wall on the way round!

of buying a BUM game (I stop that this minute! – Ed) doesn't offend your sensibilities then you may be pleasantly surprised.

Failing that, you could always wait until it's available on special offer and then hide it among your other purchases so your friends don't notice. They may never forgive you if they find out you like BUM. (Kenny Everett was far funnier – Ed). *mg*

VERDICT

ALTERNATIVES

Wipeout Fusion Issue 17, 9/10

Formula Racing Issue 5, 8/10

LONGEVITY

Beating the game won't take that long, but multiplayer should keep you busy.

FOR

- Decent graphics
- Surprisingly fun gameplay
- Fast

AGAINST

- Not many tracks
- Tie-in may put some people off



PS2

7

"Much better than expected, don't let the tie-in deter you."



▲ That's the kind of height you need from a centre half



▲ Even Mark Hughes' overhead kicks were never that spectacular

SEGA SOCCER SLAM

Soccer matches lacking excitement? Here's your cure...

WORDS BY JOHN FRANKS



The combination of the words "soccer" and "slam" pretty much says it all: *Sega Soccer Slam* is definitely not a simulation. Quite the opposite – *Soccer Slam* takes an arcade approach to the world's most popular sport.

Choose three characters to make up your team, and then challenge a friend or the computer in a variety of game modes. The centre of the game is the quest mode, in which you pick one of five teams and attempt to win ten consecutive matches against the AI. Success unlocks a host of gadgets and items, such as power-ups for your players and collectibles for

art galleries. Each piece of art is based on the individual teams, so playing with several teams provides plenty of replay value to

the basic gameplay is soccer-like, so you can pass, shoot, tackle, slide and so on, but you

"have a blast against a few friends"



FIRST TIP

Perform power shots to weaken the opposition goalie with each shot his armour is reduced, so even if you don't score straight away, the time will come.

can also perform power shots during which the character will go into slow-motion and perform crazy stunts such as executing a back-flip before shooting.

The gameplay is very hectic and chaotic at first but soon gets more tactical as you become familiar with the controls. The computer opponents in the later stages also give you quite a battle sometimes. In addition to the quest mode, there are also quick start modes, a training mode (which is also recommended for the football pros amongst you), a mini game mode and a challenge mode.

The mini game mode offers two games – one is a bomb-tag variation and the other one is a brawl mode which allows you to beat up your opponents.

Sega Soccer Slam makes a refreshing change in the

days of annually produced near-identical football games. Usually the game could have benefited from crisper textures and nicer stadiums, but the characters and the gameplay more than make up for the minor graphical glitches. It's a fun multiplayer game, and good for casual players to pick up and play and have an entertaining blast against a few friends. The hardcore players amongst you should also be happy, with all the unlockable features, characters and artwork. It's one of those games which can be easy to learn, but hard to master. **mg**

VERDICT

ALTERNATIVES

Red Card Soccer Issue 28, 6/10.
Pro Evo Soccer 2 (this issue)

LONGEVITY

Plenty of game modes, unlockable features, hidden characters and power-ups.

FOR

- Refreshing take on football
- Plenty of unlockable features, characters and artwork
- Good character design and voiceovers

AGAINST

- The graphics could be more polished

PS2

8

66 Tone of goals make a fun and accessible game for both experienced and casual players. 77



MARVEL VS. CAPCOM 2

Someone's parading my eyeballs around on sticks and throwing coloured magic at them. Help me mummy, it feels funny.



Aright, my eyes! My elbows, my repetitive strain, my carpal tunnel syndrome, arthritis, blisters and verrucas. Actually, the last symptom is the only one not induced by *Marvel Vs. Capcom 2*, a game so mental and askicking it's like being inside a psychiatric hospital for 'Nam vets.

As with all the best 2D fighting games, there's no story – it's like being in the playground.

You prove who's the hardest by smacking the crap out of everyone else. And in return the game pounds you the more you play by burning into your retinas and crippling your fingers and thumbs. Graphically it's about rich colours and maniacal effects, and the animation lacks animation, preferring to string multiple poses together instead.



FIRST TIP

Choose your three fighters carefully, not only for their ability in battle but also their healing, range or throw attacks when used to assist other characters mid-battle.

it and spit out the pip? Or Captain America would be swallowed by a dancing, maraca-shaking cactus? Of course the weirdness comes from the Japanese contingent, while Marvel's heroes flex and strut in a slightly pixelated and disappointingly-drawn way. Still, when the big guns come out and you hit someone with a 46-hit combo you can't help but scream 'Eat it, bitch!'

The music bleats horrible compositions but the effects are crisp and on point. The nice little touches come in the form of original soundeffects from the 8-bit games (Strider Bomberman!) and crazy attacks such as Jil's zombie leg-muncher or Strider's robo-dog

of fluid movement. Still, you've got to appreciate the completely surreal backgrounds and situations in a game

and eagle attack. Insane combinations are performed, such as forcing opponents to change characters, or using all three characters in one simultaneous combo, so that a 90-second bout is filled with bizarre, aggressive, kinky and stunning

"you can't help but scream 'Eat it, bitch!'"

entertainment. Including I might add, a schoolgirl who grows to shoot rockets from her projectile tits. So you've got to at least sample a 2D fighter, so you can see what you're missing.

As limited and as old school as it might appear to be, *Marvel Vs. Capcom 2* is still a gloriously entertaining experience and a must for 2D fight fanatics. It won't convert non-believers

WHAT'S THE POINT?

Whether you win or lose, after each battle you'll be awarded points. Once you've saved up enough points you can trade them in the shop and purchase new characters as well as different outfits and graphics. Which means you don't have to be a 2D fight master in order to unlock hidden characters. How nice.

WORDS BY MATT MARTIN

but I would urge gamers to pick it up on the cheap or as a rental, just for the Japanese arcade madness that it successfully delivers. My eyes feel like those Nazis' faces when Indiana Jones opened up the Ark of the Covenant. **7/10**

VERDICT

ALTERNATIVES

Guilty Gear X Issue 15, 8/10
Capcom Vs. SNK 2 Issue 15, 7/10

LONGEVITY

Will the madness ever end?

FOR

- Insane and hectic bouts
- Huge selection of edgy characters
- No big black borders

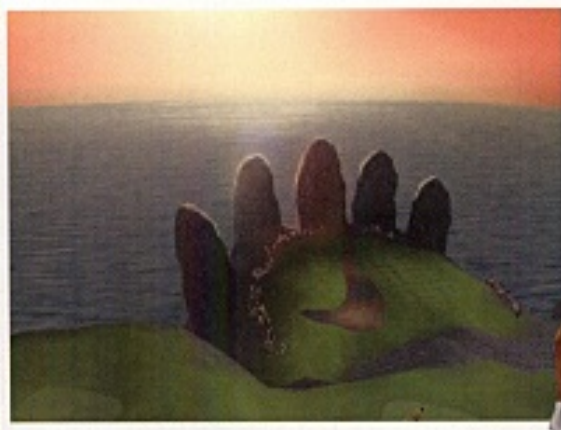
AGAINST

- Pixelated graphics
- Stiff animation
- Awful soundtrack

PS2

7

64
A must for 2D fight fans, entertaining but limited fun for the rest of us.



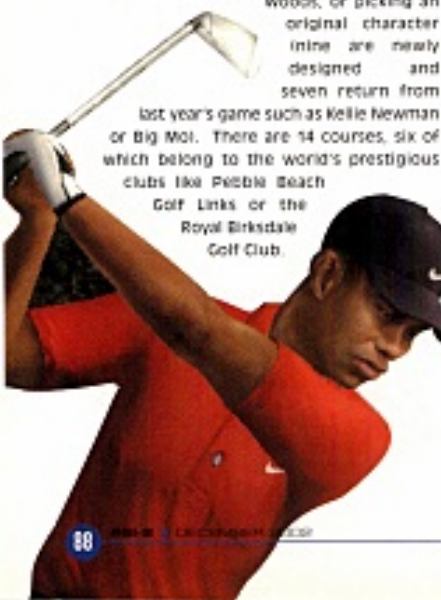
TIGER WOODS PGA TOUR 2003



When it comes to golf simulations many of you might start yawning, as golf is hardly well-known as an action-packed sport. On the other hand, last year's Tiger Woods game was very relaxing, and made a welcome change from the collection of extreme sports sims.

EA's recent update Tiger Woods PGA Tour 2003 has a few important improvements on the original that are worth noting. But there's also still the basic stuff, such as choosing to play as one of 18 professional golf players, including Tiger Woods, or picking an original character.

One new feature is the newly designed and seven return from last year's game such as Kellie Newman or Big Mo. There are 14 courses, six of which belong to the world's prestigious clubs like Pebble Beach Golf Links or the Royal Birkdale Golf Club.



FAST TIP

Make sure you get the shot straight but use the spin to save it from bunkers.

The designers at EA Sports have also created completely new ones such as Highlander and the Rain Forest course.

But Tiger Woods 2003 shifts up a gear when it comes to game modes and features.

For example, there is now a Create-a-course mode, where you can create your own golf courses. Another new mode is the SkillZone, which mainly consists of mini-games. Take a bucket full of balls and hit targets to extend play time and money earned. With the money you can improve the attributes of your own golfer and increase their skills in power, precision, luck, spin or approach play. Another welcome return comes in the form of the Speed Golf mode, in which two players have

own. Stroke Play is a normal golf match for up to four players where you need as few strokes as possible to win. Other modes are Match Play, Skins (win money from other players), Tournaments, and Online Events where you play in tournament conditions and you can then report your score to the web to see how well you've done.

Tiger Woods 2003 also has plenty of unlockable goodies and gadgets, such as trophy balls for special shots. The constant flow of new things makes you want to stick with the game and is very rewarding. Controls have been refined but remain fairly identical to those in last year's game. The graphics and audio atmosphere have improved quite a lot though, with weather conditions changing and the crowd making appropriate 'ooh' and 'aah' sounds when you narrowly miss a putt. Tiger Woods 2003 is the best golf game out there. Fans of the sport are well advised to buy it. **9/10**

["shifts up a gear"]

to put the ball in the hole as quickly as possible to score extra points and money. Other modes include a quick-start mode named Play Now and the Tiger Challenge, in which you challenge other characters in a duel tournament or scenario. In the scenario mode you're thrown into a situation which you have to master on your

HEY SPEEDY

Last year's game saw the inclusion of the Speed Golf mode and believe us, give it a shot. For two players it's a hilarious mode where golf becomes the opposite of slow and thoughtful.

The Woodster gets better every year. (Just don't mention the Ryder Cup.)

WORDS BY JOHN FRANKS

VERDICT

ALTERNATIVES

Tiger Woods PGA Tour 2002 (Issue 9, 8/10)
Sailing Away Golf (Issue 2, 6/10)

LONGEVITY

There's a lot to do here. Plenty of modes including multiplayer support, and the challenges, tournaments and scenarios can be rewarding.

FOR

- Finally, a Create-a-course mode
- New SkillZone mode adds mini games to the mix
- Improved graphics and tons of unlockable features

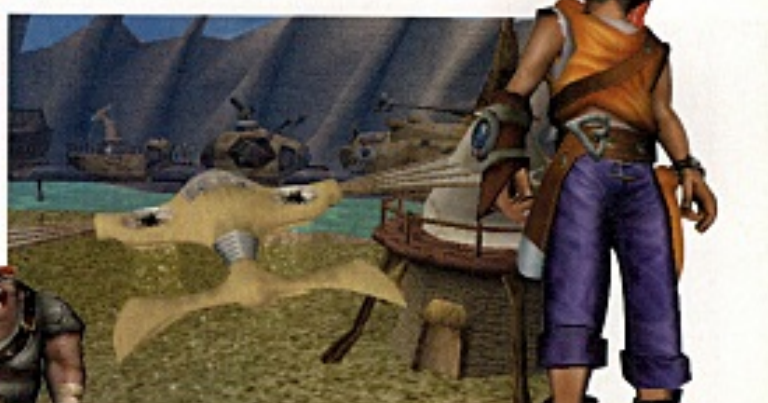
AGAINST

- It won't convert golf-haters the way Tony Hawk converted skateboard-haters

PS2

8

Quite simply the best golf game on the PS2 to date. Tons of modes and multiplayer fun make it an outstanding game.



HAVEN: CALL OF THE KING

Traveller's Tales' multi-genre epic is finally here. Star Wars or Space Balls?

WORDS BY MATT MARTIN



Go, go, go! With no load times (as such), Haven is a game that impresses with its relentless pace. Honestly, after the cutscene kicks off the story, the game pretty much takes you by the hand and runs like mad. And the player follows behind, struggling to keep up and occasionally stumbling with the wayward camera.

So is Haven really the game that it all games? Well there's a whole bunch of different gameplay elements here, and they keep coming at you one after another. They're all pretty simple elements too. Run towards the screen to escape the pursuing lava, whilst jumping pits and avoiding explosive barrels. Sit on the back of a train and blast incoming missiles. Run around a boss and try to hit the small weak spot on his back as you jump gaps. The game has very standard gameplay elements and very standard execution. With such a combination of genres the gameplay experience ranges from fun platforming, to tedious and painful fire extinguishing with a jetpack.

The camera doesn't help matters and some of the controls are awkward. Not having an aiming reticle and



FIRST TIP

Putting out burning buildings while hovering with a jetpack is absolutely zero fun. So to avoid even more frustration keep your distance and fire the jets of water from afar.

Inverting the controls on first-person view is a mistake, and is just another element that adds to the annoying

"tedious and painful"

playing the game. The graphics are so 'platformy' that nice effects are obscured by such obvious things as crates and lava pits. Need to progress into the next section? Collect a number of cogs. It's such

stakes. The game feels urgent but it doesn't really seem like the player is progressing, other than doing things for the sake of it. It might be a technical achievement but the gameplay is old-fashioned and never deep enough to evoke your emotions when

a shame that the gameplay and tasks aren't as innovative as the idea of stringing multiple genres together.

Haven knows I'm miserable now Traveller's Tales has stated that they want the game to be relatively accessible and completable by everyone that buys it. Apart from the sometimes-unclear objectives,

RODNEY, YOU PLONKER!

Traveller's Tales commissioned well-respected fantasy and sci-fi artist Rodney Matthews to design concept sketches for the world of Haven. Rodney is well known amongst stoners, hippies and Sixties-heads for covers for such bands as Magnum, Rick Wakeman and Thin Lizzy (ask your dad/granddad). However, if you check out some of Rodney's material you'll see a lot more inspiring artwork than the material used for Haven. In fact, Haven's artwork looks like it could have been the material old Rodders was about to throw in the bin. www.rodneymatthews.com



Haven is a simple game and if you've had any experience at platforming games you'll walk straight through the majority of the tasks. As exciting as the concept of packing many genres into one game is, the execution is incredibly average. An interesting concept, let down by a poor camera, awkward controls and some very obvious gameplay. **FAIL**

VERDICT

ALTERNATIVES

Ark & Dexter Issue 15, G/H/D
Klonoa 2: Luncheon's Veil Issue 8, 7/10

LONGEVITY

Once you've completed it there's no reason to come back.

FOR

- Big scale adventure
- Multiple genres
- Does this game ever stop?

AGAINST

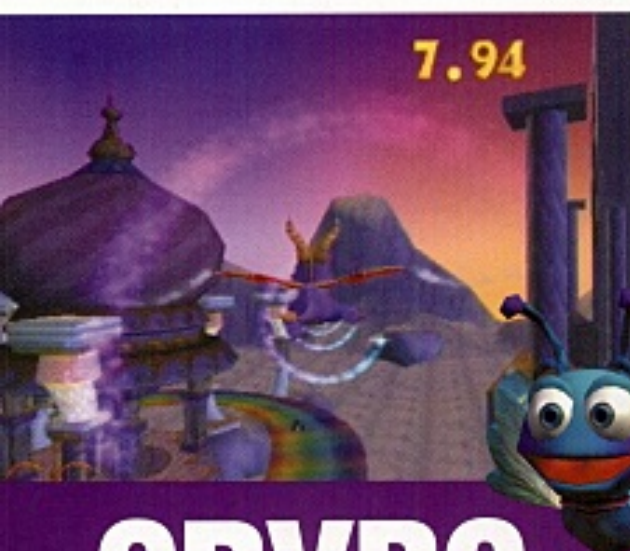
- Erratic camera
- Familiar gameplay
- Not terribly appealing graphics

PS2

6

"Interesting attempt at multi-genre gaming, let down by mediocrity."

11



SPYRO: Enter the Dragonfly

If you prefer your gameplay more 'reign of bubbles' than Reign of Fire, then read on.

WORDS BY LISA ASH



The fat purple dragon's first outing on PS2 sees Ripto stealing dragonflies from the dragon realm and Spyro, with the help of his mates, must retrieve them from each of the levels.

He collects runes and gems, climbs ladders, flame-grills sheep, drives tanks and yes, even flies spitfires and UFOs. Good news then. While Spyro's ex-developers are moving on (Ratchet and Clank), Check Six has now taken over and actually managed to broaden gameplay.

Mini Dragon Quests

Spyro can jump, glide and hover, and now also climb walls, which is handy in one of the many mini-games. When you're not rescuing space cows or freeing Dragon



FAST TIP

Tank tip: wait until the dummy tanks shoot down a wall and hit them fast whilst they're re-loading.

Masters, these are an ideal varied diversion to gain bonuses, and include some explosive tank training, a Parappa-

But what is surprising is, just as the game seems to have everything sussed, with grand environments, vehicles, and new abilities, lazy graphical issues spoil the enjoyment. For example, there's a considerable lurch in framerate when you're

"flame animals, satisfyingly"

style game and a kite-rescuing mission for a midget dragon. Then, it's back to the colourful wide open spaces, exploring and destroying monsters (who would never pose a challenge to any seasoned gamer). Yes, this game will say on the box "ages 3 and up", so we know it's no head scratcher. See it as a kindly Jak & Daxter, maybe?

right at the heart of the action, and Spyro's body slices into entire grass verges when you misjudge a leap. These are bugs we'd expect to see in a preview build, not in final review code, maybe due to an over-eagerness to get on the shelves in time to be part of the Christmas catalogue. It's a pity, as just a fraction more time spent on this game would've resulted in something

much more refined. However, let's not get too downbeat because the game is no re-hash. PS2 Spyro will fulfil expectations, in that he's new and improved in many ways and fans will probably find the game very playable indeed. **mg**



BUBBLICIOUS

You start off with the usual flamey dragon breath, but can now acquire three other breath abilities: electricity, ice and bubbles. Many of the new levels have breath-specific goals, meaning you'll have to explore a

whole level thoroughly to find green runes (one for each breath type). With an easy ability change via L1 you can crack open a padlock to a new area with an electric blast, use fire-breath to melt the frozen dragon

masters in the Dojo level and, most importantly, capture those elusive dragonflies in bubbles. And don't forget to flame animals, satisfyingly, to provide health-ups for your NPC helper Sparks.



VERDICT

ALTERNATIVES

Jak & Daxter: The Precursor Legacy (Issue 14, 9/10) Ratchet and Clank (Issue 26, 8/10)

LONGEVITY

Twenty-five larger levels are crammed in and the mini games provide distractions, stretching the experience out as much as possible, but most adult gamers will still breeze through it and then pass it on.

FOR

- Mini games (16 in all)
- More abilities
- Pick up 'n' play

AGAINST

- Buggy
- Lip-synching
- Graphics aren't vastly different from the PSone games

PS2

6

66
Many more fun things to see and do make up for the graphical issues.



BUST-A-BOBBLE

In the West, Puzzle Bobble is generally known as Bust-a-Move. Super Bust-a-Move on the PS2 is Super Puzzle Bobble in all but name. Keep an eye out for Super Bust-a-Move 2 sometime soon.

SUPER PUZZLE BOBBLE 2



FIRST TIP

Get used to playing without the guiding line. The sooner you accustomise to playing without assistance, the easier you'll find later stages.



The result of Taito's work is Super Puzzle Bobble 2 and it's a bit special. Quoting from Super Puzzle Bobble 2's instructions, you must "put more than three bubbles with same colour together to erase. Repeat this and erase all the bubbles on the field." And that's it, really. Simplicity itself.

There are nuances, of course – special bubbles, combos and such – but basically it's about grouping and erasing and repeating. Naturally, the more you play, the sharper you become; the sharper you are, the more elaborate your playing style becomes; and the more elaborate your play, the greater the rewards are and, therefore, the greater the incentive to play yet more. It's a cycle that will only be broken by pressing duties in the real world. Such a shame that we have to work...

As for the superficialities involved, Super Puzzle Bobble 2 also delivers in this regard.

Taito has updated and improved the PS2's best puzzle game.

WORDS BY JONTI DAVIES

Presentation is as pristine as you'd expect from Taito. The animated cut-scenes that advance the Story mode, as well as the in-game graphics, are dazzling and bold. And the soundtrack, while retaining much of the original Super Puzzle Bobble score, has been added to with still more great tunes. And Bob himself (from Bubble Bobble, remember?) makes an appearance in every single round. Everything here, then, is as it should be.



"it's now time to really challenge"

Level design in this new version is fiendish. It seems that Taito's designers acknowledge that gamers have been playing Puzzle Bobble for nearly a decade, and that it's now time to really challenge them. But that's not to say that Super Puzzle Bobble 2 is too difficult, because even when the furrows in your brow become as deep as trenches, there is always a solution. Quick lateral thinking is often required in order to clear a stage, which is a quality that separates Puzzle Bobble from the comparatively

freeform likes of Puyo Puyo and Tetris. Aside from the calibre of level design herein, the sheer volume of stages is enough to sustain years of gameplay. There are literally thousands of levels spread across the Story, Puzzle, and Battle modes, and there's even a new level editor with which to bolster the collection of brain teasers already installed. And then, of course, there is the two-player mode. Super Puzzle Bobble 2 is obscenely good value for money.

Complaints? Nipples? Um, a four-player mode would be a nice addition for Super Puzzle Bobble 3. Other than that, though, this is just about as good as it gets for puzzle fans. **mg**

VERDICT

ALTERNATIVES

SUPER BUST-A-MOVE ISSUE 2, £10

LONGEVITY

I'd happily play Super Puzzle Bobble 2 forever.

FOR

- Concept is genius
- Beneficial for the mind
- Funky graphics
- Catchy tunes
- New modes
- Almost infinite lifespan

AGAINST

- No four-player mode

PS2

9

A fine version of the concept touched by genius that is Puzzle Bobble.

PS2 REVIEW INDEX

PSi-2's guide to all the best PlayStation2 games we've reviewed. If it's not here, it's not worth buying.

KEY

- Action
- Adventure
- Fighting
- First-person shooter
- Platform
- Puzzle
- Racing
- RPG
- Shoot 'em up
- Simulation
- Sports
- Strategy

game title publisher issue score

7 Blades

Konami 12 6/10
Click your brain into the 'brow' setting and bodge, shoot and hack your way out.
tag game info

123...

007: Agent Under Fire

EA 16 8/10
Three games in one. Mr. Bond, shooting, driving and more shooting. Add not great.

2002 FIFA World Cup

EA Sports 20 8/10
Thoughtful improvements, fewer game modes, and incredible atmosphere.

A

Ace Combat 4

Namco 14 6/10
Great looking but repetitive air combat time with CTS element of buying and collecting.

Aggressive Inline

Accolite 22 8/10
Polished and energetic inline skating fun.

Airblade

SCE 14 8/10
Unique and rather taste extreme sports fun. Top graphics and complete gameplay.

Alex Ferguson's Player Manager 2001

SDO 12 8/10
Involving, deep, realistic and ultimately competitive. Winning combination.

All-Star Baseball 2002

Accolite 7 7/10
Star heavy baseball sim with great player graphics but nothing genre busting.

Alone in the Dark: The New Nightmare

Infogrames 15 7/10
Action adventure with ghosts and gore but no different to cheapen iPhone version.

Alpine Racer 3

Namco 21 8/10
Much fun snow based racer.

Antz Extreme Racing

Empire 24 4/10
Generic cartoon racer based on very dull film.

Ape Escape 2001

SCE 12 7/10
Use a vacuum cleaner to collect the monkey's pants. Barking mad.

Armored Core 2: Another Age

Metro 3D Inc 21 6/10
Good multiplayer robot battling.

Armored Core 3

From Software 21 8/10
The best mech battling game on PS2.

ATV Offroad Fury

SCE US 6 7/10
Popular lot of racing action from the good news at Rainbow Studios.

B

Baldur's Gate: Dark Alliance

Interplay 15 9/10
Top class hack and slash action, underpinned by D&D rules, with ludicrous looks.

Barbarian

Virgin Interactive 22 6/10
Lively but very shallow brutal beat 'em up.

Bass Strike

THQ 16 7/10
Detailed racing game for angling enthusiasts. Easy to take the pits.

Batman: Vengeance

Ubi Soft 15 7/10
Whole world of Batman increased in slightly flawed action game.

Blade 2

Activision 25 5/10
Same gameplay makes for a dull disappointment.

Burnout 2

Incredibly quick, and the crashes are truly spectacular.



Blood Omen 2

Eidos 18 7/10
Gore tactic fun in a medieval world. Did tasteless parody.

Bloody Roar 3

Virgin Interactive 16 8/10
Full 3D fighting game with hidden beasts and some wolves too. Satisfying.

Bomberman Kart

Hudson Soft 17 8/10
Arguably the best non-Mario kart game and a multiplayer Delux.

Bravo Music

THQ 16 8/10
Classical conducting Bernard fun with wacky characters and settings.

BulleBaku

Kadokawa Shoten 20 7/10
Japanese block pushing brain fever.

Burnout

Accolite 14 8/10
Stash racing game - weave in and out of incoming traffic to win. Adrenaline heavy.

Burnout 2

Accolite 25 8/10
Slick, fast arcade racing but a little less.

C

Capcom Vs. SNK 2

Capcom 15 7/10
The second finest 3D fighting game you'll ever lay your hands on. Old school.

C.A.R.T. Fury

Midway 12 6/10
Enjoyable racing time that makes real drivers and vehicles with fantasy power ups.

Circus Maximus: Chariot Wars

THQ 21 7/10
Short-lived, original racing fun.

City Crisis

Take 2 11 7/10
Fly your chopper around the place to rescue the helpless and put out fires.

Commandos 2

Eidos 22 8/10
Deep, tricky and rewarding strategy war game.

Conflict: Desert Storm

SOI 25 7/10
Very playable but some technical flaws and poor enemy AI.

Crash Bandicoot: The Wrath of Cortex

Vivendi/Universal 16 8/10
A goofy game for goading dog fans, but the public has moved on and left Crash behind.

Crashed

Rage 25 3/10
Dumb and forgettable car nonsense.

Crazy Taxi

Accolite 8 8/10
Pick up fares, drive like a lunatic and work like mad in this arcade conversion.

Cricket 2002

EA Sports 18 8/10
Believable and compelling recreation of a complex sport.

D

Dark Cloud

Sony 10 9/10
Deep, engrossing RPG. Superb characters, village-building and great combat.

Dark Summit

THQ 18 7/10
Curiously entertaining story-based extreme sports.

DDR: MAX

Konami 21 9/10
The Great Taito of dancing games.

Dead or Alive 2

Tecmo 1 8/10
Fancy-looking fighting game that drizzles and delivers a good solid scrap.

Densha De Go! Ryojo-hen

Taito 25 8/10
Relaxing and compelling train sim.

Deus Ex: The Conspiracy

Eidos 19 8/10
Direct huge, and gripping RPG/TPS hybrid with freedom gameplay.

Devil May Cry

Capcom 18 8/10
Awesome visuals, hectic gameplay and top class entertainment. UK version slower.

Dino Stalker

Capcom 25 7/10
Downsize your brain and blast dinosaurs.

Donald Duck Quack Attack

Ubi Soft 5 7/10
Simple but fun platformer that reminds us what oranges are really for.

Downforce

Virgin Interactive 19 8/10
Super fast arcade racer with fairly crashes and slick graphics.

DNA

Virgin Int 15 7/10
Lowly bit of cel shading, puzzling and bombing from the creators of Bomberman.

Draken: The Ancient's Gates

SCE 18 7/10
Violent, ambitious and challenging action RPG.

Driven

Namco 15 7/10
Movie inspired CART racing game that looks nice and moves fast. Try to get in the zone.

Dropship: United Peace Force

SCE 12 8/10
Tack action/flight sim with plenty of tag thrills.

Dynasty Warriors 3

THQ 18 7/10
Smack the crap out of hundreds of opponents in this feudal beat 'em up.

E >

EA Sports Rugby

EA Sports 10 7/10

Compensates for unimpressive Rugby sim. First attempt at what may be long-running series.

eJay Clubworld

Empire Interactive 25 7/10

Impressive in scope but flawed execution in this music mixing tool.

Endgame

Empire Interactive 25 4/10

The worst bargain shooter available.

Ephemeral Fantasia

Konami 11 7/10

Cliche-ridden RPG that really tries very hard and doesn't do back. Just not enough.

Escape from Monkey Island

Activision 11 8/10

That rare thing: a graphic adventure and it's funny and challenging to boot. We hear that.

ESPN International Winter Sports 2002

Konami 11 8/10

Novelty fun with 10 different chilling sports. Figure skating.

ESPN National Hockey Night

Konami 3 7/10

Puckin' good ice hockey action with all the expected thrills and aggravation.

Extermination

Sony 8 7/10

Relentless instant annihilation with simple controls.

Extreme G3

Accurate 11 8/10

Super fast but incredibly hard futuristic gravity bike ride. One for the hardcore.

F >

F1 2001

EA 14 8/10

Attractive sim with tight controls. Some feel it falls between the old and arcade styles.

F1 2002

EA Sports 21 8/10

Updated and realistic F1 sim.

Crash Bandicoot

Out now on Platinum for just £20, good value for this polished platformer.

F1 Championship Season 2000

EA Sports 5 7/10

Unsurpassed feeling of speed - watch that scenery fly by!

Fantavision

SCIE 2 8/10

You've got to fight to the sky with fireworks in this pretty puzzle title.



TimeSplitters 2

The best-selling sequel has many fans, but our correspondent reckons Red Faction 2 just edges it.

Ferrari F355 Challenge

SCIE 24 8/10

Highly demanding and really quite dull racing sim.

FIFA 2002

EA 11 8/10

A FIFA game with intelligence and class. It adds depth to its impressive presentation.

FIFA 2003

EA Sports 25 7/10

All the presentation and options but the football is not quite there.

Final Fantasy X

SquareSoft 17 9/10

The PS2's definitive RPG.

Fireblade

Midway 22 7/10

Simple and explosive chopper shooter.

Freekstyle

EA Sports Big 25 7/10

Six tricks on four wheels.

Frequency

SCIE 21 9/10

Truly innovative Beethoven masterpiece.

Fur Fighters: Viggo's Revenge

Accurate 9 7/10

Cute and cuddly shoot 'em up where you must rescue the Fur Fighter. Full of life.

G >

Gauntlet Dark Legacy

Midway 9 7/10

Old-school arcade gameplay, enough hacking, slashing and magical stuff to please.



Gift

Crye 11 7/10

Eccentric platform adventures with a chubby red hero. Don't push any limits.

Gitaroo Man

THQ 10 8/10

Funks a pop & rock Beethoven guitar sim. Sparkly!

Grand Theft Auto 3

Rockstar 14 9/10

Superb crime simulation with loads to see and do. Humour, violence and fun.

Gran Turismo 3 A-Spec

Sony 3 9/10

The ultimate next-gen driving game packed full of stunning cars and great tracks. No AI.

Gran Turismo Concept 2001 Tokyo Collection

SCIE Japan 17 8/10

Limited edition cars and smaller game at a cheaper price.

Gran Turismo Concept 2002 Tokyo-Ceneva

Empire Interactive 25 8/10

Less fun-based, more easy access quirky car racing.

Gravity Games

Midway 25 4/10

Lame o EMX title that has little to offer.

Guilty Gear X

Virgin Int 15 8/10

Barking mad Japanese 3D fighter that plays really rather well. The best 2D fighter.

Gumball 3000

SCI 34 7/10

Frustratingly knockabout racer.

Gun Griffon Blaze

Virgin Int 4 8/10

More big fighting robots give action packed gameplay, but it slows down when busy.

Gungrave

Activision 25 8/10

Dist. anime movie with stylish shooting gameplay.

H >

Half-Life

Valve/arena 15 9/10

The best story-driven first person shooter available. At least for now.

Headhunter

Sega 18 8/10

Great action, puzzles, humor and gameplay involving original cloning and bears.

Herdy Gerdy

Core Design 18 8/10

A unique and thoroughly entertaining puzzle adventure.

Hitman 2

Eidos 25 7/10

Brilliant when at its best but unpolished.

I >

ICO

Sony 14 9/10

Tense, atmospheric and touching action adventure from the Prince of Persia school.

International Track and Field

Konami 3 8/10

Button bashing sports sim resident of days of old. Excellent multiplayer gaming.

ISS

Konami 2 8/10

Konami's first PS2 football game but missing a warm up for the main course.

ISS 2

Konami 28 7/10

Good, but why too simplistic soccer sequel.

J >

Jade Cocoon 2

Ubi Soft 21 6/10

Original but ultimately unimpressive RPG.

Jak and Daxter: The Precursor Legacy

SCIE 15 8/10

The best platformer currently on the PS2 but don't expect more than that. Top looks.

Japan Sumo Association

Konami 25 7/10

The best sumo game in the world.

Jungle Book Groove Party

Ubi Soft 9 6/10

Dance to your heart's content to the tunes from Disney classic The Jungle Book.

K >

Kessen 2

THQ 19 7/10

Epic and complicated Feudal Japan war sim.

Kingdom Hearts

SCIE 25 8/10

One of the best games of the year, great characters, story, and animation.

Klonoa 2: Luncheon's Veil

Namco 8 7/10

Cute characters and platform action in an old-school style.

Knockout Kings 2001

EA Sports 5 8/10

Fight against boxing legends in EA's addition to the Knockout Kings franchise.

Knockout Kings 2002

EA Sports 30 8/10

Fast, detailed and beefy boxing title.

Kuri Kuri Mix

From Software 3 7/10

Co-ordinated multiplayer puzzle mayhem, original, funny and down right infuriating.

L >

Legion 2: Duel Saga

Fresh Games 25 6/10

Decent RPG, but full of game discards.

Legends of Wrestling

Accurate 18 7/10

Plenty of game and reasonable amount of variety.

Legion: The Legend of Excalibur

Midway 24 7/10

Enjoyable cross-genre Arthurian romp.

Le Mans 24 Hours

Infogrames 30 7/10

Decent racer, well worth a few laps. Very realistic to drive but some tracks are boring.

LMA Manager 2002

Codemasters 28 8/10

Huge, official and good-looking sheepskin coat simulator.

LOTR: The Two Towers

EA Games 25 8/10

Button bashing action with plenty of movie atmosphere.

Lotus Challenge

Virgin Int 14 8/10

Perhaps not the best on the market, but different and challenging.

M >

Madden NFL 2001

EA Sports 3 8/10

Top-notch gameplay - you need a basic understanding of the rules to really enjoy it.

Madden 2002

EA Sports 14 9/10

The best American football game on the PS2, quite simply the definitive NFL title.

Madden 2003

EA Sports 24 7/10

As good as ever but lack of anything really new costs it marks.

Mad Maestro

Fresh Games 30 7/10

Tricky but very rewarding classical conducting sim.

Mat Hoffman's Pro BMX 2

Action/Adventure 24 **8/10**
The definitive BMXer in town, and more tricks this time too.

Max Payne

Action/Adventure 17 **6/10**
Paved to shoot 'em up with bullet time reveals.

Maximo

Action/Adventure 17 **8/10**
Groovy platform beat 'em up that harks back to its old days.

MDK2: Armageddon

Action/Adventure 7 **7/10**
But the janky and the six-legged dog return for more deadly third-person action.

Medal of Honor: Frontline

Action/Adventure 20 **7/10**
An explosive, dramatic and realistic war game for single players only.

Men in Black 2: Alien Escape

Action/Adventure 35 **6/10**
Reactive shoot 'em up with some fun bits.

Metal Gear Solid 2: Sons of Liberty

Action/Adventure 16 **9/10**
Stealth action like no other. Glibberish plot but otherwise it's almost genius.

Midnight Club

Action/Adventure 3 **8/10**
Smooth and ultra responsive gameplay as you challenge drivers to race around town.

Mike Tyson Heavyweight Boxing

Action/Adventure 20 **8/10**
Worthy, but not perfect face-off with the ear-borer.

Mobile Suit Gundam

Action/Adventure 7 **7/10**
Intense mech fighting based on a 1979 Japanese anime series. Better than it sounds.

Monster Rancher 3

Action/Adventure 15 **7/10**
Monster breeding for anime devotees. Terrific longevity but no driving force.

Moto GP 2

Action/Adventure 17 **8/10**
Definitive bike racer for fans of the sport.

MTV Music Generator 2

Action/Adventure 9 **8/10**
Easy to understand and use. Imagination is your only requirement.

MX 2002 Feat. Ricky Carmichael

Action/Adventure 18 **7/10**
Dirty bike riding with bags to unlock but the trick system doesn't work well.

MX Superfly

Action/Adventure 24 **7/10**
Fun motorcycle action but it's got a clunky trick system.

N >

NBA Street

Action/Adventure 10 **8/10**
Mountains of options, heat longevity and enough twists and turns for anyone.

NBA Live 2002

Action/Adventure 16 **7/10**
Great realism and dunky action but lack of fully customizable defense.

Need For Speed: Hot Pursuit II

Action/Adventure 38 **8/10**
Shiny, fast and fluent example of killer arcade racing.

NFL Gameday

Action/Adventure 4 **7/10**
He-ink cheerleaders bring up a Madden wannabe that feels like it's been rushed.

NHL 2001

Action/Adventure 5 **8/10**
Exceptional graphics and fluid gameplay but it goes from simple to difficult too soon.

NHL 2002

Action/Adventure 14 **9/10**
All you ever wanted a NHL game to be. Solves the problems of its predecessor.

NHL 2003

Action/Adventure 26 **7/10**
Polished but not too different from last year.

NHL Hitz 2002

Action/Adventure 15 **7/10**
Violent hockey tapper with the emphasis on arcade play rather than the sport.

Ninja Assault

Action/Adventure 24 **6/10**
Short but reasonable engaging light gun shooter.

No One Lives Forever

Action/Adventure 19 **8/10**
Well produced FPS with a welcome touch of humor.

O >

Oni

Action/Adventure 8 **7/10**
Futuristic high-kicking anime-style action. Dual locations let it blow through.

Onimusha Warlords

Action/Adventure 11 **8/10**
Insane action in this undead ninja survival horror. Too linear for some but a top DEM.

Onimusha 2

Action/Adventure 20 **8/10**
Excellent sequel. More content, more diversity and more beauty.

Onimusha 2: Samurai's Destiny

Action/Adventure 24 **8/10**
More samurai action with extra NPC interaction, slightly compelling.

Otostaz

Action/Adventure 25 **8/10**
Quirky block building puzzler from Japan.

Kingdom Hearts

The potentially nauseating marriage of Disney and Square has actually produced one of the best games of the year.



P >

Parappa the Rapper 2

Action/Adventure 18 **8/10**
Quirky, funny and cute rhythm game. An acquired taste but great fun.

Pirates: The Legend of Black Kat

Action/Adventure 16 **7/10**
Solid action pirate adventure and best looking pirate.

Polaroid Pete

Action/Adventure 16 **7/10**
Quirky visuals and laughs to boot in this basic but fun trap 'em up.

Prisoner of War

Action/Adventure 22 **8/10**
The most escape in adventure game form, and strong entertainment to boot.

Pro Evolution Soccer

Action/Adventure 18 **8/10**
Not the best football game on the PC2. Unrivaled gameplay and computer AI.

Project Zero

Action/Adventure 38 **8/10**
Take pictures of demons in this atmospheric, intelligent fright fest.

Psyvariar Complete Edition

Action/Adventure 20 **8/10**
Old school shoot 'em up with stunning 2D looks.

Q >

Quake III Revolution

Action/Adventure 7 **9/10**
Mind-blowing fragging frenzy. No story to speak of but incredible action.

R >

Rally Championship

Action/Adventure 22 **7/10**
Solid fun for fans, but somewhat yawn-inducing for everyone else.

Rayman M

Action/Adventure 16 **7/10**
Rayman multiplayer racing action. Plenty of characters to master but weak battle mode.

Rayman Revolution

Action/Adventure 4 **8/10**
Still a fine platform title, even if it doesn't try to do anything new.

RC Revenge Pro

Action/Adventure 3 **8/10**
Race remote control buggies until you realize there's nothing else to do.

Ready 2 Rumble Boxing: Round 2

Action/Adventure 3 **8/10**
Arcade boxer with fun gameplay despite occasional frustrations.



Red Card Soccer

Action/Adventure 20 **6/10**
Fun but flawed arcade kickabout.

Red Faction

Action/Adventure 9 **8/10**
FPS your way through a rebellion on a Mars mining colony. Blow up walls too.

Resident Evil - Code: Veronica X

Action/Adventure 11 **8/10**
Some chilling survival horror that does the job very well but is looking dated now.

Rez

Action/Adventure 18 **9/10**
True original trance-like shooter. Incredible sound and simple, addictive gameplay.

Ridge Racer V

Action/Adventure 1 **8/10**
Still one of the best arcade racers around and a cracking rally fanzine.

Riding Spirits

Action/Adventure 25 **5/10**
GTE with two wheels and no class.

Ring of Red

Action/Adventure 9 **7/10**
Futuristic strategic battle sim featuring huge robots and an engaging storyline.

Rumble Racing

Action/Adventure 9 **8/10**
High-speed battle racing with tons of fantastic stunts and power-ups to boot.

S >

Shadowman: Second Coming

Action/Adventure 16 **7/10**
Tough game that offers an intense atmosphere and challenging puzzles.

Shadow Hearts

Action/Adventure 18 **8/10**
Next horror RPG with unique thump-based battle system.

Shadow of Memories

Action/Adventure 7 **8/10**
Incredibly plotted graphical adventure. A real treat and a grand introduction.

Shox

Action/Adventure 24 **8/10**
Arcade rallying at its best.

Silent Hill 2

Action/Adventure 14 **8/10**
Disturbing and chilling horror masterpiece. Now will be scared. Same stuff as before.

Silent Scope

Action/Adventure 2 **7/10**
Pixelated sniper action that won't detain you for too long.

Silpheed

Action/Adventure 5 **7/10**
A good old fashioned shooter the way they used to make 'em. Entertaining.

Slim Tennis

Action/Adventure 22 **6/10**
Safely conventional but a bit odd.

Sky Odyssey

Action/Adventure 4 **7/10**
Unusual flight sim, basically Indiana Jones in a plane. Different but technically weak.

Sled Storm 2

Action/Adventure 19 **7/10**
Highly polished extreme racer that leaves you wanting more.

Smuggler's Run

Action/Adventure 2 **8/10**
Big arena, fast gameplay and plenty of fun to be had, especially in two-player mode.

Smuggler's Run 2

Action/Adventure 14 **8/10**
Crazy smuggling action in huge environments. Bigger version of the above.

Soul Reaver 2

Action/Adventure 18 **7/10**
Gothic classic vampire battles in this epic yet longwinded adventure.

Space Channel 5

Action/Adventure 18 **6/10**
Looks and sounds good, but it's for occasional gamers.

Space Channel 5 Part 2

Action/Adventure 19 **8/10**
Crisp and entertaining dance wars with very little.

Spider-Man

Action/Adventure 21 **8/10**
Superheroics and blockbuster ally action.

Splashdown

Action/Adventure 16 **7/10**
Sea Doo racing with beautiful levels and amazing water effects. Surprisingly good.

Spy Hunter

Action/Adventure 15 **8/10**
Poppy spy organizations with rocket packed sports car. Excellent arcade fun.

SSX

Action/Adventure 3 **8/10**
The original, genre defining game that set the PC2 alight. Brilliant.



SSX Tricky

EA Sports 8/10

The best snowboarding title on the PS2. Excellent course design and loads to do.

Star Wars: Starfighter

Activision 7/10

Hectic starfighter combat based on the Star Wars franchise. Yet to be bettered.

Star Wars: Super Bombad Racing

Lucas Learning 5/10

Star Wars: Jedi Starfighter

Activision 8/10

Plenty of Star Wars flavoured space combat.

Star Wars: Racer Revenge

Activision 7/10

Fast and violent slot racing game out back. Replay value.

State of Emergency

Rockstar 6/10

Typed riot sim with repetitive cartoon violence.

Street Fighter EX3

Capcom 7/10

Another enjoyable 2D fighting romp from the creators of the genre.

Stunt GP

Virgin Inc 6/10

We wasted ages and it was disappointing. Sleazy racing and fiddly controls spoil it.

Stuntman

Infogrames/Mat 8/10

The most demanding driving game we've ever seen.

Sub Rebellion

BMG 7/10

Jolly good sub blaster for the patient.

Summoner

THQ 7/10

The first true next generation RPG. Graphically better than the US version.

Super Bust a Move

Acclaim 7/10

Most addictive fun but characters are far too cute and can be annoying.



LOTR: The Two Towers

Fine bit of action that captures so much of the feel of the movie.

T >

Taz Wanted

Infogrames 7/10

Entertaining but creates a boxed-in feeling.

Tekken 4

SCEE 9/10

Best 3D fighter on the PS2.

Tekken Tag Tournament

SCEE 8/10

Still the best 3D fighter available on PS2. It's got knocked off its perch soon enough.

Terminator: Dawn of Fate

Infogrames 6/10

Let down by dodgy camera and repetitive gameplay.

Test Drive Off Road

Infogrames 7/10

Pretty decent off-road racing, with some excellent track design.

Tetris Worlds

Blue Planet 7/10

Next-gen blocky look. Tests.

The Bouncer

Square 7/10

The best Bili on the PS2 to date but fights are dull and short.

The Thing

VUP 8/10

Destroy the aliens and manage fear in this essential (horror).

This is Football 2002

SCEE 8/10

Visually impressive football fun with loads of atmosphere in the stadium.

This is Football 2003

SCEE 8/10

Here, fun and realistic.

Thunderhawk: Operation Phoenix

Cone Design 8/10

Tasty and neat chopper blasting that should satisfy those primal urges.

Tiger Woods PGA Tour 2001

EA Sports 8/10

Take to the fairway in the world's biggest golfing tournaments, endorsed by T Woods.

Tiger Woods PGA Tour 2002

EA 8/10

Impressive golf game with art, charm and plain good gameplay.

Time Crisis 2

Namco 7/10

Shoot people in the head! Bland but too short light-gun game.

Onimusha 2

Samurai shenanigans, but elegant and well paced.



TimeSplitters

Exodus 8/10

Impressive first person shooter only just outdone by Quake 3 for entertainment.

TimeSplitters 2

Exodus 8/10

Great on your own, brilliant with friends.

Toca Race Driver

Codemasters 8/10

Superb racer with added storyline.

Tony Hawk's Pro Skater 3

Activision 10/10

The best extreme sports title available. The first game to ever score the maximum.

Top Gear Daredevil

Kemco 7/10

Enjoyable, free-roaming game. It's fun but nothing great.

Treasure Planet

SCEE 7/10

Best Disney movie tie-in so far, but some flaws.

Truck Kyousokyoku

Namco 7/10

Magic, barmy and sometimes insane racing, not for the faint-hearted.

Turok: Evolution

Acclaim 7/10

Very competent but slightly disappointing dinosaur hunting.

Twisted Metal: Black

Sony 11/10

Intense, aggressive car combat with great atmosphere and brutal gameplay.

U >

UEFA Challenge

Infogrames 7/10

Playable and entertaining football title that never looks like achieving greatness.

UEFA Champions League Season 2001/2002

Take 2 7/10

Impressive presentation and official licence set down by unimpressive gameplay.

Underwater Unit

Iron 8/10

A quite superb submarine shooter.

Unison

Tecno 7/10

Dance for your freedom against an evil groove-fighting dictator. It's from Japan.

Unreal Tournament

Infogrames 8/10

Never ending multiplayer carnage that just isn't as quick as its rival. A rare metal.

Wipeout Fusion

SCEE 12/10

Classic Wipeout, slick, thumping, stylish, thrilling.

World Rally Championship

SCEE 15/10

Onboard details, adjustable car handling and impressive visuals. 70+ tracks make it big.

Worms Blast

Ubi Soft 15/10

Great value for money and loads of difficult maggot blasting puzzles.

WWF Smackdown! Just Bring It

THQ 15/10

Green mean in playground fights with bags of atmosphere, so much to do and unlock.

X >

Y >

Z >

Zettai Zetsumei Toshi

Iron Software Engineering 8/10

Extremely executed earthquake adventure.

Zone Of The Enders

Konami 8/10

Big robots fight! It's engrossing and interesting but too short.

V >

Vampire Night

Namco 7/10

Fun while it lasts but, as always, too short a lightning shooter.

Victorious Boxers

Engine 8/10

A cracking boxing sim that appeals to non-fans. Check out the real time facial damage.

Virtua Fighter 4

Sega 15/10

Superb fighter - the greatest beat 'em up on the PS2, until Tekken 3 came along.

V-Rally 3

Infogrames 7/10

In depth and sim-focused dirt racer.

W >

Wangan Midnight

Genki 7/10

Tokyo boy racing.

Way of the Samurai

Fresh Games 6/10

Frustrating but intriguing sword combat simulation.

Wild Wild Racing

Rage 7/10

Off beaten track racing game that impressed at first but now looks tired.

Winning Eleven 6

Konami 10/10

The most beautiful rendition of the beautiful game.

Winter X Games Snowboarding

Konami 7/10

A realistic boarding one that's very, very good looking. Not exactly fun though.



THE NATION'S NUMBER



Every month we solve your most severe gaming headaches by bringing you the very latest cheat codes for Action Replay 2, the best-selling cheat cartridge for PlayStation2. (Please note that these codes are exclusive to any version of Action Replay for PlayStation2 - they will not work with any other cheat product).

Action Replay V2 is jam-packed with preloaded codes for all the latest and greatest games. It's also dead easy to update it with brand new codes, and that's where Gamebusters comes in. Every issue we pick up a sharp stick and pester Datel's code cracking boffins for the best new codes for the very latest games releases.

So get typing in the cool game-enhancing codes on these pages, sit back, and start cheating to your heart's content. With the power of Action Replay V2, anything's possible!

NO CODE means "must be on" for the codes to work.

AGGRESSIVE INLINE

100% Complete
DE3C70F2
1B5D59E
8B3D3CA
BCA99C0

Most Play Level For
Codes To Update

Sam Fogarty

Open All Levels
DE3C70F2
BCA99C0

All Keys And Power Up
DE3C70F2
BCA99C0

Max Jump
DE3C70F2
BCA99C0

Max Speed
DE3C70F2
BCA99C0

Max Time
DE3C70F2
BCA99C0

Max Health
DE3C70F2
BCA99C0

Max Money
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

BCA99C0
DE3C70F2
BCA99C0

Master Score
DE3C70F2
BCA99C0

Joined Up To The Max
DE3C70F2
BCA99C0

Civic Center
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Max Jump
DE3C70F2
BCA99C0

Max Speed
DE3C70F2
BCA99C0

Max Time
DE3C70F2
BCA99C0

Max Health
DE3C70F2
BCA99C0

Max Money
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

DE3C70F2
BCA99C0
DE3C70F2

Master Score
DE3C70F2
BCA99C0

Joined Up To The Max
DE3C70F2
BCA99C0

Airfield
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Max Jump
DE3C70F2
BCA99C0

Max Speed
DE3C70F2
BCA99C0

Max Time
DE3C70F2
BCA99C0

Max Health
DE3C70F2
BCA99C0

Max Money
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0



Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0



Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Master Score
DE3C70F2
BCA99C0

Joined Up To The Max
DE3C70F2
BCA99C0

Industrial
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Max Jump
DE3C70F2
BCA99C0

Max Speed
DE3C70F2
BCA99C0

Max Time
DE3C70F2
BCA99C0

Max Health
DE3C70F2
BCA99C0

Max Money
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Master Score
DE3C70F2
BCA99C0

Joined Up To The Max
DE3C70F2
BCA99C0

Museum
DE3C70F2
BCA99C0

100% Complete
DE3C70F2
BCA99C0

Max Jump
DE3C70F2
BCA99C0

Max Speed
DE3C70F2
BCA99C0

Max Time
DE3C70F2
BCA99C0

Max Health
DE3C70F2
BCA99C0

Max Money
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

Max Power
DE3C70F2
BCA99C0

Max Luck
DE3C70F2
BCA99C0

Max Strength
DE3C70F2
BCA99C0

Max Agility
DE3C70F2
BCA99C0

Max Endurance
DE3C70F2
BCA99C0

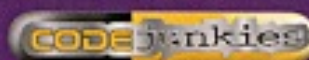
Max Reflexes
DE3C70F2
BCA99C0

Max Stamina
DE3C70F2
BCA99C0

Max Focus
DE3C70F2
BCA99C0

Max Skill
DE3C70F2
BCA99C0

ONE CHEATS



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BCA9904E
DE9909FE
BCA9904A
DE990806
BCA91005

Monster Score
DE990972
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE990972
BCA99097
DE990806
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE990972
BCA99097
DE990806
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE990972
BCA99097
DE990806
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

DE990802
BCA99097
DE99080A
BCA9AD86

Monster Score
DE990972
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Museum

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Kita Yasutoko

Beat All Levels
DE99080A
BCA99097

All Cars And Power Up
DE99080A
BCA99097

Max Jump
DE99080A
BCA99097
DE99080A
BCA99097

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Civic Center

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Max Jump
DE99080A
BCA99097



OSACA208
DE990972
FEA99085

Max Wildlife
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Movie Lot

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Civic Center

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Max Jump
DE99080A
BCA99097

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Chris Edwards

Airfield

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Museum

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Civic Center

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Max Jump
DE99080A
BCA99097

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

Monster Score
DE990975
C19E70B2

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

Monster Score
DE990975
C19E70B2

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

Monster Score
DE990975
C19E70B2

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

Monster Score
DE990975
C19E70B2

Max Speed
DE99080A
BCA99097
DE99080A
BCA99097

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Industrial

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Boardwalk

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Cannery

100% Complete
DE99080A
BCA99097
DE99080A
BCA99097
DE990975
BCA9F20A

Monster Score
DE990975
C19E70B2

Joined Up To The Max
DE790176
C2F90803

Airfield

100% Complete
DE990972
BCA99097

Monster Score
DE990975
C19E70B2



TEKKEN 4

UM code means "must be on" for the codes to work.

UM

083C7F42
1053E59C
E0950202
BC0D0410

Infinite Health P1

CE04559C
BCA90828

Don't Hit K2 On P1

CE04559C
BCA90828

Infinite Health P2

CE04559C
BCA90828

Don't Hit K2 On P2

CE04559C
BCA90828

Low Guard

DE040626
BCA90828

Reflex Stages

DE04140E
DE040482
DE04140A
DE040482

Unlock All Characters

DE041096
DE040482
DE041402
DE040482
DE041096
DE040482

DE04109A

DE040482
DE04140E
DE040482

Unlock Theatre Mode

CE041402
BCA90C01

Unlock All Modes

DE04140E
DE040482

100 Wins Survival Mode

CE040482
BCA90828



Infinite Time - Force Mode

DE04575A
BCA90482

High Score - Force Mode

DE04575A
DE040482

Don't Hit K2 On P1

CE04559C
BCA90828

P1 Is Always Charged

CE04559C
BCA90828

P1 Has V-Sync Charge

CE04559C
BCA90828

P1 Is Always Charged P2

CE04559C
BCA90828

P2 Has V-Sync Charge

CE04559C
BCA90828



Close Feet

DE040482
BCA90828

Use Reflex Character/Class

CE04559C
BCA90828

Feet on Air Walk Mode

DE040482
BCA90828

Big Wall Mode

DE040482
BCA90828

Sound Character/Class Feet

DE040482
BCA90828

Big Head and Torso

DE040482
BCA90828



MASSIVE Head and Torso

DE040482
BCA90828

Big Head and Torso

DE040482
BCA90828

Use Only One Fight w/ code

DE040482
BCA90828

Do not use in Force Mode

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

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Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828

Fight At The Statue

DE040482
BCA90828



TAZ WANTED

UM code means "must be on" for the codes to work.

UM

083C7F42
1053E59C
E0950202
BC0D0410

Freeze Timer

CE04559C
BCA90828

Battery Position

CE04559C
BCA90828

Battery Info

CE04559C
BCA90828

10 For My Mode/10 In Time

CE04559C
BCA90828



Open Games

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Don't Hit K2 On P1

CE04559C
BCA90828

Don't Hit K2 On P2

CE04559C
BCA90828

Low Guard

DE040626
BCA90828

Reflex Stages

DE04140E
DE040482
DE04140A
DE040482

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

THIS IS FOOTBALL 2003

UM code means "must be on" for the codes to work.



UM

083C7F42
1053E59C
E0950202
BC0D0410

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
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CE04559C
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Easy Mode

CE04559C
BCA90828

Easy Mode

CE04559C
BCA90828

Easy Mode

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STREET HOOPS

All code means "must be on" for the codes to work.

101 US 9CJ14P-2 1853ES96 EC9F8822 BCA99804	Donatone CE905046 BCA99804	Perimeter Man CE902746 BCA99804	Art Night CE980304 BCA99804
102 CE9843CE BCA99804	Red House CE9843CE BCA99804	Model Truck CE902626 BCA99804	Shed CE9803CE BCA99804
103 CE9843CE BCA99804	Joe CE9843CE BCA99804	Red Bulb CE902496 BCA99804	Joe Bulb CE980306 BCA99804
104 CE9843CE BCA99804	Red House CE9843CE BCA99804	My Mom CE98167E BCA99804	Christmas CE98071E BCA99804
105 CE9843CE BCA99804	The Best Level CE984106 BCA99804	Polymers CE981A6E BCA99804	J. Mom CE980306 BCA99804
106 CE9843CE BCA99804	The Male Boat CE984206 BCA99804	China CE98184E BCA99804	Red C CE980406 BCA99804
107 CE9843CE BCA99804	Master P CE983EC6 BCA99804	Live Wire CE981F56 BCA99804	Bella Bird CE98F8D6 BCA99804
108 CE983CAE BCA99804	Ed House CE983CAE BCA99804	J. Rita CE981D9E BCA99804	B. Rita CE98F88E BCA99804
109 CE983546 BCA99804	Siti CE983546 BCA99804	Mr. Woman CE981C36 BCA99804	JT CE98F826 BCA99804
110 CE9831FE BCA99804	George Boy CE9831FE BCA99804	D. Samuel CE981C36 BCA99804	Blue D. D CE98F83E BCA99804
111 CE983086 BCA99804	F. John CE983086 BCA99804	Shore Street CE981F56 BCA99804	Amazing Grace CE98F876 BCA99804
112 CE9837CE BCA99804	J. Andrew CE9837CE BCA99804	The Tree CE981C3E BCA99804	D. Suzanne CE98F8DE BCA99804
113 CE983166 BCA99804	B-Road of Expresses Hill CE983166 BCA99804	Even So CE981646 BCA99804	The Legend CE98F846 BCA99804
114 CE983276 BCA99804	Bella M. Express Hill CE983276 BCA99804	Hummer CE98150E BCA99804	Red House CE98F82E BCA99804
115 CE983436 BCA99804	St. Meggs M. Express CE983436 BCA99804	Truck CE9814F6 BCA99804	J. John CE98F896 BCA99804
116 CE982566 BCA99804	Joe CE982566 BCA99804	TV Express CE980A5E BCA99804	Siti CE98F876 BCA99804
117 CE982506 BCA99804	The Accents CE982506 BCA99804	Jack CE9809C6 BCA99804	Frank Henry CE98F866 BCA99804
118 CE982566 BCA99804	The Best Level CE982566 BCA99804	My Bob CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
119 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
120 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
121 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
122 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
123 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
124 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
125 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
126 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
127 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
128 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
129 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
130 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
131 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
132 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
133 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
134 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
135 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
136 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
137 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
138 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
139 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
140 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
141 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
142 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
143 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
144 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
145 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
146 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
147 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
148 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
149 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
150 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
151 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
152 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
153 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
154 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
155 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
156 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
157 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
158 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
159 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
160 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
161 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
162 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
163 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
164 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
165 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
166 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
167 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
168 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
169 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
170 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
171 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
172 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
173 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
174 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
175 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
176 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
177 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
178 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
179 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
180 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
181 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
182 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
183 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
184 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
185 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
186 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
187 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
188 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
189 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
190 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
191 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
192 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
193 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
194 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
195 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
196 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
197 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
198 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
199 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE9809C6 BCA99804	Mad Boy CE98F88E BCA99804
200 CE982566 BCA99804	Amazing Grace CE982566 BCA99804	John CE	



Quick Link DE37F06 BCA99B84	II Rate DE374C6 BCA99B83	A2 DE37D86 BCA99B84	C Mouth DE37CD46 BCA99B84
Link Out DE37EEE BCA99B84	Geny Gen DE37D46 BCA99B84	Michaelson DE37D7E BCA99B84	Mo Intensity DE37C2E BCA99B84
Edmund Threat DE37C56 BCA99B84	BC DE37D96 BCA99B84	Excess DE37D65 BCA99B84	Spider DE37C26 BCA99B84
Vexcellent DE37F5E BCA99B84	Head Up DE37DFF BCA99B84	Motor City DE37D4E BCA99B84	F Sparks DE37C7E BCA99B84
Red Dragon DE37F1A BCA99B84	Sir Ice DE37D66 BCA99B84	Pop DE37C8E BCA99B84	Sarge DE37CDE BCA99B84
Sy DE37F0E BCA99B84	Bonnie DE37DCE BCA99B84	Bottle DE37C8E BCA99B84	The Main Event DE37C6E BCA99B84
Smooth DE37F74 BCA99B84	White Head DE37D3E BCA99B84	The Big Boy DE37C3E BCA99B84	
The Machine DE37F5E BCA99B84	Lawrence Senior DE37D7E BCA99B84	Nails DE37CFE BCA99B84	

SHOX

(b) code means "must be on" for the codes to work.

150	DEAC7D3P2 105316566 EDC970C6 BCA39C80	Relock 80 Turbo Race	FEA3557D BCA69808
Chrome Cars	DEA45532 BCA69885 DEA45386 BCA39B85	Relock 80 Power Race	FEA8352C BCA69808
WT + 8 for Title Moves	FEA8DF0E BCA39B84	All Normal Compact Cars	FEA345C0 BCA69889 DEA695CA DEA89D85 FEA345D6 BCA69805
Max Bank	FEA83D40 BCA39B89	All Normal Sports Cars	FA8355C7 BCA69805 DEA695CB 88A89D85 FA835C2C BCA69805
Turbo	DEAED632 BCA39B83	All Normal Turbo Cars	FA835532 BCA69805 88A89D85 FEA3453E BCA69805
Night Race-Compact	DEA3442E BFAC5B36 DE834272 DEA3442E BFAC5B36 DE83427A BFAC5B36 CEA04435 BCA39B38	All Normal Power Cars	FEA3452F BCA69885 FA83452B DEA89D85 FEA3452A BCA69885
Night Race-Sport	DEA34432 BFAC5B36 DE83451B BFAC5B36 DEA3443A BFAC5B36 DE834505 BFAC5B36	Relock Insert 81100 MB +	FEA834C0 BCA69885
Night Race-Turbo	DE8345C2 BFAC5B36 DEA344CE BFAC5B36 DEA344CA BFAC5B36 DE8344D5 BFAC5B36	Relock Racing Home +	FA834500 BCA69885
Night Race-Power	DE834272 BFAC5B36 DEA344DE BFAC5B36 DE83427A BFAC5B36 DEA344E0 BFAC5B36	WT 80 Relock +	FA834522 BCA69885
All Cars	DEA344EE BFAC5B36	Collins Drivers 80 +	DEA851CF BCA69805
Exotic	DEA344A2 BCA39B84 DEA218A2 BCA39B8E	Custom Turbo +	DEA85D1E BCA69805
Select Control For Relock Track		Insert at Community +	DEA85CEC BCA69804
		Insert Fan 7 +	FEA34538 BCA69804
		Insert Fan 8 +	FA83553A BCA69804
		WT Parts-Baker +	DEA85C3C BCA69805



HITMAN 2

no code means "must be on" for the codes to work.

DE 000016 BCA00003	
DE 011104 BCA00004	
DE 010044 BCA00005	
DE 000002 BCA00006	
DE 000010 BCA00007	
DE 000003 BCA00008	
DE 000001 BCA00009	
DE 000005 BCA00010	
DE 000004 BCA00011	
DE 000006 BCA00012	



MX SUPERFLY

My code means "must be on" for the codes to work.

BM DB BC12P2 DB53 B586 DB77B06 BC499C80	Puro R! Cash DB80CP5M6 C19678002	
All Characters DB BB0056 BC499B85	BB Season Points DB80CP31A BC49966A	



BURNOUT 2

(iii) code means "must be on" for the codes to work.

[illegible]

ONIMUSHA 2

Old Code means "must be on" for the codes to work

(M) D1X10F2 11516566 E0A522A BCA99B84	Amplify-Fire Level 1 D1TA25E2 BCA99B84		Amplify-Fire Level 2 D1TA25E4 BCA99B84		Amplify-Fire Level 3 D1TA25E6 BCA99B84		Amplify-Fire Level 4 D1TA25E8 BCA99B84		Amplify-Fire Level 5 D1TA25EA BCA99B84		Amplify-Fire Level 6 D1TA25EC BCA99B84		Amplify-Fire Level 7 D1TA25EE BCA99B84		Amplify-Fire Level 8 D1TA25F0 BCA99B84		Amplify-Fire Level 9 D1TA25F2 BCA99B84		Amplify-Fire Level 10 D1TA25F4 BCA99B84		Amplify-Fire Level 11 D1TA25F6 BCA99B84		Amplify-Fire Level 12 D1TA25F8 BCA99B84		Amplify-Fire Level 13 D1TA25FA BCA99B84		Amplify-Fire Level 14 D1TA25FC BCA99B84		Amplify-Fire Level 15 D1TA25FE BCA99B84		Amplify-Fire Level 16 D1TA25F0 BCA99B84		Amplify-Fire Level 17 D1TA25F2 BCA99B84		Amplify-Fire Level 18 D1TA25F4 BCA99B84		Amplify-Fire Level 19 D1TA25F6 BCA99B84		Amplify-Fire Level 20 D1TA25F8 BCA99B84		Amplify-Fire Level 21 D1TA25FA BCA99B84		Amplify-Fire Level 22 D1TA25FC BCA99B84		Amplify-Fire Level 23 D1TA25FE BCA99B84		Amplify-Fire Level 24 D1TA25F0 BCA99B84		Amplify-Fire Level 25 D1TA25F2 BCA99B84		Amplify-Fire Level 26 D1TA25F4 BCA99B84		Amplify-Fire Level 27 D1TA25F6 BCA99B84		Amplify-Fire Level 28 D1TA25F8 BCA99B84		Amplify-Fire Level 29 D1TA25FA BCA99B84		Amplify-Fire Level 30 D1TA25FC BCA99B84		Amplify-Fire Level 31 D1TA25FE BCA99B84		Amplify-Fire Level 32 D1TA25F0 BCA99B84		Amplify-Fire Level 33 D1TA25F2 BCA99B84		Amplify-Fire Level 34 D1TA25F4 BCA99B84		Amplify-Fire Level 35 D1TA25F6 BCA99B84		Amplify-Fire Level 36 D1TA25F8 BCA99B84		Amplify-Fire Level 37 D1TA25FA BCA99B84		Amplify-Fire Level 38 D1TA25FC BCA99B84		Amplify-Fire Level 39 D1TA25FE BCA99B84		Amplify-Fire Level 40 D1TA25F0 BCA99B84		Amplify-Fire Level 41 D1TA25F2 BCA99B84		Amplify-Fire Level 42 D1TA25F4 BCA99B84		Amplify-Fire Level 43 D1TA25F6 BCA99B84		Amplify-Fire Level 44 D1TA25F8 BCA99B84		Amplify-Fire Level 45 D1TA25FA BCA99B84		Amplify-Fire Level 46 D1TA25FC BCA99B84		Amplify-Fire Level 47 D1TA25FE BCA99B84		Amplify-Fire Level 48 D1TA25F0 BCA99B84		Amplify-Fire Level 49 D1TA25F2 BCA99B84		Amplify-Fire Level 50 D1TA25F4 BCA99B84		Amplify-Fire Level 51 D1TA25F6 BCA99B84		Amplify-Fire Level 52 D1TA25F8 BCA99B84		Amplify-Fire Level 53 D1TA25FA BCA99B84		Amplify-Fire Level 54 D1TA25FC BCA99B84		Amplify-Fire Level 55 D1TA25FE BCA99B84		Amplify-Fire Level 56 D1TA25F0 BCA99B84		Amplify-Fire Level 57 D1TA25F2 BCA99B84		Amplify-Fire Level 58 D1TA25F4 BCA99B84		Amplify-Fire Level 59 D1TA25F6 BCA99B84		Amplify-Fire Level 60 D1TA25F8 BCA99B84		Amplify-Fire Level 61 D1TA25FA BCA99B84		Amplify-Fire Level 62 D1TA25FC BCA99B84		Amplify-Fire Level 63 D1TA25FE BCA99B84		Amplify-Fire Level 64 D1TA25F0 BCA99B84		Amplify-Fire Level 65 D1TA25F2 BCA99B84		Amplify-Fire Level 66 D1TA25F4 BCA99B84		Amplify-Fire Level 67 D1TA25F6 BCA99B84		Amplify-Fire Level 68 D1TA25F8 BCA99B84		Amplify-Fire
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THE THING

IM code means "must be on" for the code to work.



Pulse
D1A572F0
BCA988B7

Real Rover
D1A572FE
BCA988B5

Custom SUV
D1A572FE
BCA988B0

Sport
D1A572FE
BCA988B5

Classic
D1A572FE
BCA988B6

Custom Coupe
D1A572FE
BCA988B8

Resistor
D1A572FE
BCA988B6

Japanese Muscle
D1A572FE
BCA988B4

Custom Pickup
D1A572FE
BCA988B6

Muscle
D1A572FE
BCA988B8

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BLADE II

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TIME SPLIT

Players' Guide

WORDS BY SIMON BREW

Underpinning any first-person shooter are a few basic rules. TimeSplitters 2 is no exception, so it makes sense to kick off with those.



The game's great, but it sure isn't easy. Simon offers some tips for Eidos' rocking first-person shooter...

Basic Tips



• A sniper rifle will not only take out this guard, but it's also quiet enough not to attract any other unwelcome attention. In theory.



• Got rid of the guard? It might be an idea to take the camera out too...

First things first then – in multiplayer mode particularly, never stop moving. Whether you're up against humans or the computer-controlled opponents, you need to be constantly aware that they are always on the move, and if you stand still, you become a very easy target. The counter of that is to make sure, when you see someone who is ponderous and not moving, that you pick them off. Easy kills become quite hard to come by as you make your way through the game.

The exception to the 'always moving' rule is when, for instance, you have a weapon like the sniper rifle. Then it's advantageous to find a quiet hiding place. They aren't easy to find, so make sure you scope out a level first and are aware of the dangers within it. Note also that if you find a hiding spot and start firing, that you'll draw attention to your position every time you press the trigger. Hence, after a couple of shots, you may want to move on, and then return to your sniping position at a later

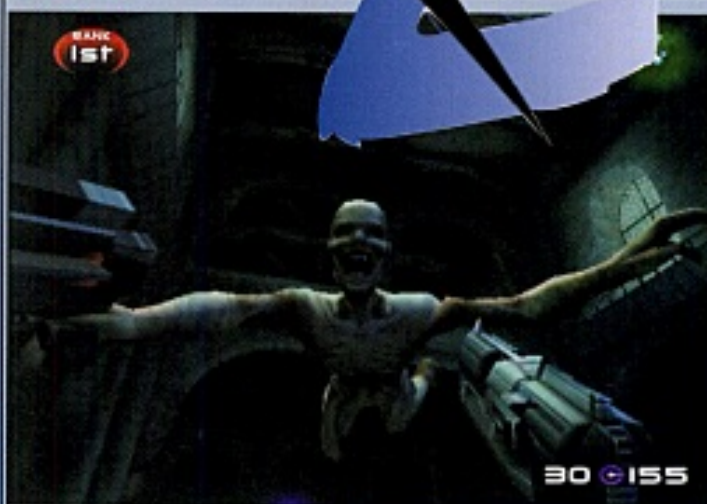
point. We'll talk more about things like that later though.

Finally, in the multiplayer mode, it's essential that you get to know the levels. There's no easy route to this, you simply need to practice, practice, practice. Note that the player who knows a level inside out is instantly at an advantage when it comes to a multiplayer game.



TERS 2

On Target



➤ Aim for the head! Aim for the head!

This tip might sound a bit basic too, but it's absolutely crucial to doing well in the game. That right analog stick that controls your targeting needs to be mastered. Where possible, aim for parts of your opponent that do the most damage – the head is usually a very good place to start. Note that as soon as you've fired a weapon, assuming it's not something like the silenced pistol, then people are going to know where you are. Hence, if you're planning on using the element of surprise, then it's important that you're accurate. A poor shot to the leg or a complete miss won't take your enemy out of the game, and they aren't likely to be best chuffed you're trying to bump them off.

With most weapons, you can bring up a targeting crosshair by pressing the L2 button. This makes it easier, although isn't particularly helpful when you've got a lot of company. The best way to aim is to gently press the analog stick. Big jerky movements won't help you get the precision you need.



➤ Look to the right of the screen. You've got company.



➤ In this instance, we've got the element of surprise on our side. A silent pistol, perhaps?

Single Player Stuff

The points that follow here are primarily aimed at the story mode player, although they do offer some tidbits for multiplayer stuff. The single player is actually a very potent school to learn the skills you need to be a fragging king for... er, queen!

➤ Extra sub-objectives will present themselves in the story mode – here, we have to take that car out by shooting at it. A lot.



Find Your Way

Whichever level you find yourself on, in your inventory you will find a mapping device. The hitch? To use it, you have to arm yourself with it in the same way you would a gun. Hence, whilst looking at the map, you can't fire. It's a common sense tip this then. The map is crucial, and whilst you can do without it, you'll save an awful lot of time if you use it. Just make sure you're having a quiet moment when you bring it up.



➤ The mapping device is invaluable, but you can't fire any weapons while you use it.

Attracting Attention

The single player mode has elements that rely as much on not being seen as on killing people off. Thus, make sure you're aware when you've been given a silent pistol or sniper rifle – chances are, they're in your possession for a reason.

Pick Ups

Defeated enemies leave pick-ups. Always be on the look out for the likes of extra weapons and health pick-ups. And try and get hold of weapons that reflect the kind of fighting you're doing. For instance, if you're involved in accurate, short-range combat, then try to avoid big explosive weapons.

Puzzling Things Out



➤ A crucial bit of the Neo Tokyo level this – you need to follow those two, without being seen. Complicated? A shield is about to go up, and you need their password...

Space legislates against a full walkthrough of the single-player story mode, but bear the following in mind and you should be sorted. Firstly, the puzzles aren't particularly challenging, and through a combination of the map and a bit of common sense, are easy to beat. Pressing Select brings up your objectives, although you don't actually have to complete the secondary objectives. If something really stumps you, the best tactic we've found is

to look around. For instance, in the Notre Dame level when you have to rescue three maidens, the third maiden is hanging from the ceiling. Should you shoot her down? If you do, you'll kill her. Instead, hunt for some stairs and lower the rope she's hanging from. Clever, huh?

KNOW YOUR WEAPONS

Timesplitters 2 boasts a staggeringly broad arsenal of weapons for your usage. And here's our guide to them. Coincidence, eh?

Weapon	Clip Capacity	Primary Fire	Secondary Fire
Fist	n/a	OK	OK
Silenced Pistol	8/60	Weak	Weak
Luger Pistol	7/60	Weak	Weak
Garrett Revolver	6/60	Weak	Weak
Crossbow (1)	4/60	Weak	Weak
Vintage Rifle	5/40	OK	OK
Sniper Rifle	5/40	OK	OK
Flamethrower (2)	20 secs of fuel	Weak	Weak
Shotgun	2/40	Weak	Weak
Tactical 12 Gauge	8/40	Weak	Weak
Soviet 547	30/200	Weak	(5)
Tommy Gun (4)	32/200	Weak	Weak
Sci-Fi Handgun	10/200	Weak	Weak
Laser Gun	Finite charge	OK	(5)
ElectroTool	Finite charge	OK	OK
Plasma Autorifle	200cells/20grens	Weak	Strong (6)
SBP90 Machine Gun	64/256	Weak	Weak
MiniGun	400	Weak	Weak
Grenade Launcher	8/40	Very Strong	Weak
Rocket Launcher	3/30	Very Strong	Very Strong
Homing Launcher	30	Very Strong	Very Strong
Proximity Mine	20	Very Strong	Very Strong
Timed Mine	20	Very Strong	Very Strong
Remote Mine	20	Very Strong	Very Strong
TNT	1	Very Strong	Very Strong
Fire Extinguisher	20 secs of foam (7)	None	None
Brick	40	Weak	Weak

11 For added effect, you can set fire to a bolt by walking up to a burning object, and then you can fire the burning bolt at an enemy.

12 The flamethrower actually does no damage on impact, but an enemy will feel the pain if they are set on fire and continue burning.

13 The secondary function of the Soviet is a grenade which will blow after two seconds, killing anything in its path.

14 Nothing vital, just wanted to say that the Tommy Gun is cool, and like other weak impact weapons, it works its magic by firing off rounds quickly.

15 Secondary function is a shield that protects from all but explosives.

16 Fires grenades that stick to their target.

17 No damage, but handy if you want to put out a player who is on fire!

■ NB: The first number in the clip capacity is the number of units of ammo the weapon can hold before you need to reload. The other number is your total capacity for that weapon's ammo.

Big Baddies

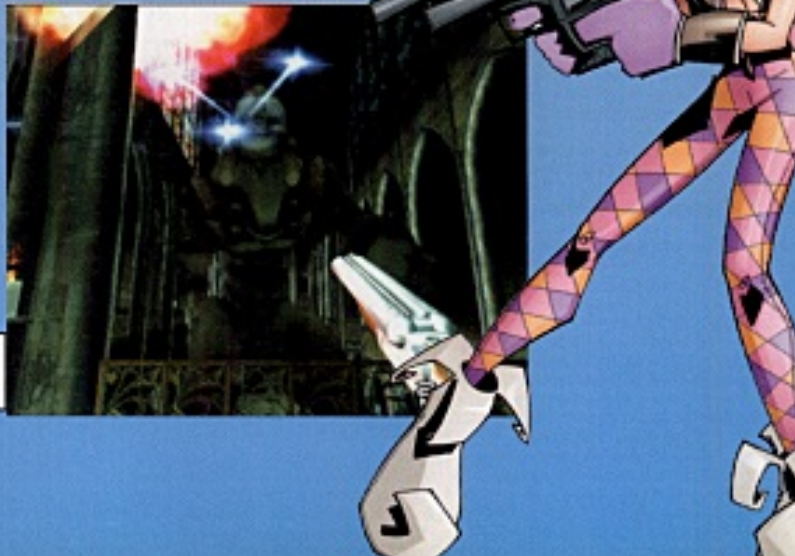
Each single player level tends to finish up with a particular baddie to kill or an object to destroy. You can tell you've reached one of these, as an energy gauge appears to show how much damage you need to inflict. If it's an object to be rid of, then it shouldn't cause you any trouble at all. Make sure that if you are using some form of explosive device, then you are outside of the blast radius. Yes, it's simple, but can you really say you've never done it?

With regards to the bigger enemies you face, that smug saying that your parents used to proclaim about the bigger you are, the harder you fall is spot on in this instance. Big end of level bosses

are notoriously easy to kill – in the case of Timesplitters 2, a shoot-and-move approach rarely seems to fail.

More problematic are the smaller, more nimble opponents, who can have an irritating habit of wanting to stay alive. Again, it's crucial you keep moving and aim accurately. If aiming isn't your forte, then get a weapon that can fire off lots of rounds quickly.

► You'll find him at the end of the Motre Dame level. Just shoot and keep moving.



Taking Corners

Going round turns and blind corners is a quick way to leave yourself vulnerable. And particularly in a deathmatch, where you need to be constantly on the move, you should master turning as you move. It's actually very simple, and usually all you'll need to do is shift your right analog stick in the opposite direction to the left stick, thus keeping your perspective as broad as possible.

Multiplayer/ Arcade Mode Tips

General stuff first. In *TimeSplitters 2*, there are plenty of multiplayer modes, with some core skills needed to tackle them all.



Deathmatch Mode



▲ Height has, er, a couple of vantage points

The simple aim of a good deathmatch is to make sure you get to the target number of kills first. With that in mind, it lends itself more to attacking tactics, as you're likely to die over the course of such a game. Simple basics first. The 'keep moving' mantra is especially important here, as is making sure you're aware of your arsenal. Due to the fast and frenetic nature of deathmatch, a weapon that fires off its rounds quickly and reloads fast is advisable, with high impact weapons not a bad idea if you're met with a group of enemies and can get out of the blast radius. If you're going to do that though, make sure you can get clear.

Also, targeting is important. Time is rarely on your side in a frag-fest like this, and if



▲ Another good tip is to learn where the enemy pickups are. In a multiplayer game, they attract players like flies round you-know-what. Thus, wait for the sucker to head for the pickup, and bang!

you can accurately target the head, then you'll get a much quicker kill. Furthermore, be on the lookout for other people's battles. What you'll find when a couple of characters are battling it out is they're weakening each other, and there will be a couple of easy points to be picked up.

Finally, the developers have provided a very useful tool in the shape of a radar in the top left of the screen. Very few first-person shooters have these, primarily because its presence legislates against the more devious, hiding away tactics. That said, make sure you use it. During all the time you're walking round looking for someone to kill, the opposition are racking up points. As simple as that. If you're having a quieter moment, you need to relentlessly track down someone to kill.

The other giveaway is to watch where the firing is coming from. Sometimes you might arrive at a point on the radar but not see anyone. This doesn't happen too often though, so you either need to be completely ready for when they reveal themselves, or put an explosive device in there and peg it.



▲ Generally, when you find a good sniping position, it allows you to line up one or two good shots. After that, everyone knows where you are...



▲ Common sense, but we'll point it out anyway. The colour above the player's head refers to the team they are aligned to.

Team Deathmatch Mode

Similar rules to deathmatch apply with one fundamental difference – you ain't alone in your fight. So don't waste your time shooting those on your side, and if playing with other humans, you might want to consider hunting in packs, or at least luring your opponents into an ambush by having one player running away, and a couple of others around the corner...

Elimination Mode

Five lives each here, so who will be the last one standing? Again, the presence of a radar legislates too much against the old tactic of hiding and letting everyone slug it out themselves, but only to an extent. The radar should come into play once the frenetic opening is over, as you'll find that elimination usually kicks off with a bit of a shoot out.

Regeneration Mode

The underlying principle of regeneration is that when you're not being shot, your health is recuperating. Health doesn't come back fast, but it does gradually build up if you keep your nose out of the action for a while. Thus, you need to be quite persistent about your attacks, and make sure you don't let your opponent off the hook. When available, the radar can again help you make sure they don't hide. In short, attack and attack hard, and then if you need to, find yourself some space to boost up your health count.





► Note that bar at the top, which will continually decrease

Shrink Mode

Er, deathmatch with midgets this. Thus, the same deathmatch tips apply, but you need to make sure you're willing to target low! Also, grenades and other explosion weapons come in particularly useful when you can't easily target the little sods.

Vampire Mode



A game of pace this, as if you don't pull off a kill, then your energy continues to drain. Hence, you need to relentlessly track your opponent and kill them, which drains their energy and gives it to you. Watch the radar, find out where your opponent is, and go and get them. Fast.

Leech Mode

Quite similar to Vampire – your health is replenished by taking it off other players. That said, it's more deathmatch than anything else, so it's best to treat it like that. Note that as your health is continually replenishing (providing you can shoot OK), Leech Mode places a greater emphasis on weapon conservation. After all, if you ain't going to die and want to have everything topped up, you need to be a bit smarter with your resources.

SINGLE PLAYER STORY MODE MAPS



Notre Dame, Paris 1895

► An occult serial killer? Trying to protect a sacred stone? Sounds like a job for you. You can only go in at night so be ready for anything.



Aztec Ruins 1972

► Watch out for monkeys. In fact watch out for the temple. Some say that even the stones can come alive.



Chicago 1932

► It says to keep your head down and make use of the cover that the streets of the Windy City afford you. Big Tony and his gang aren't going to give up their jewel very easily, and as only one person knows the Jewel's whereabouts you'll need to be very careful.



Atomsmasher 1972

► An evil genius is using the crystal to try and take over the world. This is an incredibly dangerous environment, but you can turn that to your advantage if you're smart enough.



Robot Factory 2315

► This is a slightly confusing layout but you need to keep your eyes wide open. The Cyborgman who has reactivated the facility is extremely determined.

Thief Mode

Killing matters not a jot to the score sheet in Thief Mode – the aim here is to get the spoils left by corpses. To get corpses though, you still have to kill them. Close range kills are good here, as it offers less chance for someone else to pick up the rewards. And if there's a big battle going on, loiter around, and when the winner goes to collect their spoils, send a big explosive weapon in their direction. Then you should be able to go and pick up the rewards. Also, always be on the lookout, as in any match you should find a couple of rewards that have been left behind when a battle ended with no winners.

Virus Mode



▲ Fire has no immediate impact, but the longer you burn, the quicker your health will drain. You can put yourself out in any water you find.

The aim here is to avoid being set on fire. The tactic is simple. Hide, and stay away from the action. On the easier levels, keep moving, keep watching the radar, and be aware of where the threat is coming from. Note that it's a game of survival really – you will be set on fire eventually, just make sure you're last. As you progress, the radar gets hidden in these levels, which is very frustrating. In fact, on the harder levels on

all modes you may find the radar is a luxury you have to live without. Thus, the thing to avoid at all costs is being caught in a dead end. What you might also try and consider is finding a room with a good perspective, and a good escape route. Then stay still, and let the others fight it out. If you've picked your spot well, then you should see the virus carriers coming, and will be able to make your exit.

Zones Mode



That red light on the right of the shot is a zone. It's currently set to red, which means we're earning points. The gauge at the top of the screen shows that two zones are currently red, one is blue, and one isn't taken, and thus isn't earning anyone points.

Great team game, this. The map has a number of zones that equate to a small point, and they take on your team's colour when you step on it. Then, whilst aligned to your colour, that zone earns your team points. Any aligned to the other team's colour earns them points, and it's the first to a predefined target score that wins.

This throws up numerous tactical permutations. First though, when a map kicks off, make sure you turn some zones your colour. Aim for half of those on the map straight away. Then you need to tightly balance between attack and defence. You know the skills of your friends better than us, so try and have half of your team on defensive duties, guarding the zones, and the other half attacking.

It's probably best if your attacking players work in tandem, with at least two of you attacking a zone. Generally, the opposition leave one guard, so try and attack from two angles simultaneously.

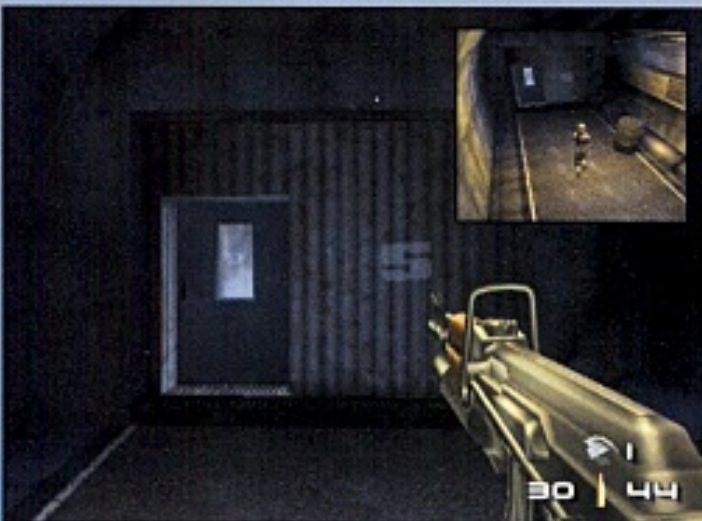
With regards to defence, the laser-gun is a great weapon, as it has both defensive and attacking capabilities. Crucially, it can be fired whilst throwing up a shield at the same time. Either way, get yourself a good position, possibly hiding at the side, and pick off enemies as and when they attack. Accuracy in shooting is extremely important for your defenders.

EASY, NORMAL OR HARD?

Getting good in single player mode not only improves your overall TS2 skills, it also unlocks characters and levels to play. Note that very rarely in the single player game are you rewarded for taking the Easy route. Only towards the back end of the levels will you start to feel the benefits. The normal route unlocks things from level one though, as does hard. Note that you're not unlocking the same stuff though, thus it is worth completing single player in easy, normal and hard mode to get all the goodies for the arcade and multiplayer stuff.



▲ Steam can be harmful – but hit the LT button and you'll be able to crawl underneath.



▲ Keep your eyes peeled for windows popping up in the top right, that tell you when something has happened elsewhere...

Assault Mode

Mounted guns are your main enemy here, so take them out early. Don't waste time on defence in assault mode, as time isn't on your side. Be fast, accurate and keep moving forward. Watch out for missiles, and try not to run in a straight line. You'll be a lot harder to hit.

UNLOCKING EXTRAS



▲ A gold here has given us two new characters...

It's not just the difficulty level you select that decides what new game modes, characters and such like are unlocked. The standard by which you play determines it too. Hence, when you go into the arcade mode, you are awarded a gold, silver or bronze medal upon completion of a level. To unlock the maximum possible, you need to be targeting gold.



Ratio of stand girls to Japanese people interested in Xbox? 3:1



All the nice boys like a sailor



Though Genki's skills at game development may be in question (see Tokyo Racers) it's choice of stand girl can't be faulted



From Software. Developers of... Hotpants!

We can only hope she was paid a good deal of yen to wear this PVC dignity-mangler

And this part of a woman is called a 'breast'

tokyo girls!

Dear Editor, Sorry about the Tokyo Game Show material being late, it's just that there was so little of interest there gameswise that *I got VERY distracted by all the show girls*. Sorry again, hope you enjoy the pictures. Yours, SumoDante



I'll have one from the top and any four from the bottom please Carol



CRIMSON SEA: Confidence even on your heaviest days



Now I'm starting to go blind



Look at my lovely coloured box



Is that Jon Bon Jovi in the background?



No my head isn't always at this angle. But thanks for asking



Removing the Donald Duck mask ruined the effect

And this part of a woman is known as a "thigh"



If she keeps smiling at me like that she'll end up in a ditch



To protect the girls, Bombberman's hands were strapped up



Right, I'm off for a lie down

1



2



2a



● LET'S GO!

This is Taito's range of train driving controllers, for use with its Densha De GO! series. The evolution in design is obvious: in the first place (1), the controller was little more than a lever; but type two (2, 2a and 2b) introduced a gear stick to complement the lever, and also a pedal. Meanwhile, the Shinkansen special (3) brought an LCD display into the equation, to mimic the display found in Japan's bullet trains, and retained the pedal found in the previous incarnation. Why does one need a pedal? Strangely, in Densha De GO! Shinkansen, the answer is, to beep your train's horn. Bizarre. Finally, the more recent Ryoko-hen (4) version was adapted to provide tram drivers with a controller all of their own, which featured mock wood and brass to complete the effect.

WORDS BY JONTI DAVIES

SILLY SIMULATIONS

Trains, planes and automobiles are all prime targets for developers looking to simulate transport experiences. But how realistic is it to drive a huge train or plane with a dinky Dual Shock 2 in hand? With that in mind, Taito and Sony have released huge special controllers to round out the experience. These controllers (a selection of which can be seen here) retail for anywhere between £50 and £200. The controllers should be placed on a flat and sturdy surface; it's not practical to use them in any other way.

ACCE

JAPANESE GAMERS ARE **PASSIONATE ABOUT ACCESSORIES**. NOT JUST FOR MEMORY CARDS AND NOVEL SEE-THROUGH DUAL SHOCKS, BUT FOR OVERSIZED CONTROLLERS, WHICH MAKE **BIZARRE GAMES EVEN STRANGER**. SOME OF THE STUFF AVAILABLE IN JAPAN WOULD MAKE SHOPPERS AT GAME STOP AND STARE, AND SOME OF IT WOULD ATTRACT ONLY SNIGGERS. TO SORT THE **SERIOUS TOYS** FROM THE SILLY ONES, LET'S TAKE A LOOK AT WHAT'S ON OFFER.

2b



3



4



SO REAL

While Taito's rail vehicle controllers are based on the firm's arcade originals, Sony's own train controllers (above) are built purely with simulation in mind. To cater for fans of SCE's Train Simulator Real series of games, controllers bigger and heavier – and costlier – than Taito's have been manufactured and released in Japan. These are heavy-duty pieces of kit, weighing in towards the £200 end of the market. See for yourself why some people might like to part with such a stash of currency.

SSORIZE!



The biggest sim-friendly controllers on the Japanese market aren't, surprisingly, built for Thomas the Tank Engine fans. No, the daddies are held back strictly for the enjoyment of airline pilots. These days, Taito's plane sims are even more popular than its train games. And to celebrate that fact, it has released these rather splendid flight sticks. Actually, to call them mere 'flight sticks' is an injustice, but we're lost for words. Here, have a look.

LET'S GO! BY PLANE...



ACCESSORIZE!

ODDS AND ENDS

Besides the selection of uniquely Japanese paraphernalia that we've looked at here, there are innumerable other delights out there for import accessory hunters to track down. Fishing rods (an ASCII-built example is pictured here) can be bought and played with the likes of Sega's *Oet Bass*. Dance mats are, of course, abundant, as are replica guitars, drums and keyboards. Then too, there are pieces of kit specially built for fans of the traditional game genres – racers, fighters, and shooters – some of which are pictured here. Thanks to Japan's low hardware prices, a spree in Tokyo could be well worthwhile.



JUST PLAIN MAD

There is room in the Japanese videogame market for edgy ideas to succeed. In recent times, there have been PlayStation games based on such wild ideas as street golf, fishing in outer space, and, um, interior design. Yes, truly. Check out these examples of the genius that exists within certain liberal development teams and their likeminded publishers. Would these make it to the shelves of GAME?



DIETING CAN BE FUN!

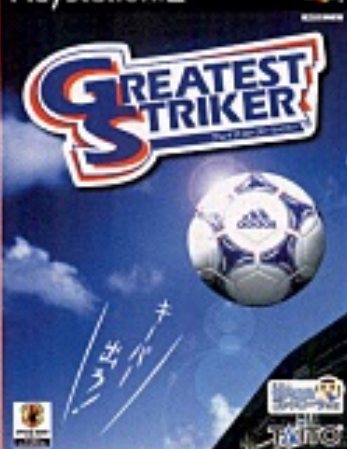
Yes, it really can. Not only can 'calories shed' be recorded on *Dance Dance Revolution MAX* (PS2, 5/10), but, in Japan at least, you can embark upon a *Happy Diet*. You buy the game, wonderfully entitled *Happy Diet*, and its accompanying controller. You plug it in, turn it on, and lose that flab. Stepping madly like a hamster, on a strange two-footed jack-like contraption, your on-screen character becomes increasingly pleased with your vigorous exercise. So if you ever wondered why the Japanese are, with the exception of those wrestlers, such a slim nation, now you know: because they play their videogames seriously. Gym classes have nothing on this.



KARAOKE COOL

There are some great ways to make a fool of yourself, not least of which is that Japanese 'art' that plays on the futility of public singing – karaoke. Obviously, this is a pastime ripe for videogame interpretation. Enter Jaleco, with its *Dream Audition* PS2 game and its jazzy microphone. Check out that pink mic cover! This is surely what the PS2's USB ports were included for...

PlayStation 2



SHOUT FROM THE BENCH

"Hold it! Hold it!" "Down the line!" "Man on!" We all do it – we shout our heads off when playing footy. It's part of the game. It's about getting involved. And it happens whether on the pitch or on the sofa in front of *Pro Evolution*. How about a football game, then, which actually takes note of what you're screaming? Well, it's already been done. Tatlo, that master of innovation, released *Greatest Striker* along with a headset that will be familiar to any call centre employee. Unfortunately, the game only recognises Japanese, which rules out any importers' hopes of being heard. Which is probably just as well, actually.



HURRAY FOR FLIPPER-LESS PINBALL!

Japan has one obsession that is particularly difficult for any outsider to understand: pachinko. It's like pinball, but without flippers; or like a slot machine, but with ball bearings. The pachinko devotee stoops in front of a machine in one of Japan's ubiquitous 'pachinko parlours', and watches lots of little balls fall down and land. The pachinko fan then does this again and again. (And again.) Each to their own. It may not surprise you to hear that there are videogame takes on pachinko, but you may be taken aback by the fine piece of bric-a-brac pictured here. Yes, it's a mini pachinko station of a controller, compatible with several PS2 pachinko games for maximum authenticity. It seems to sit awkwardly between real pachinko and video pachinko, but then, who are we to judge something that we cannot possibly comprehend? Crazy.

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The Strongest Link

The PlayStation2 is capable of much more than split-screen multiplayer gaming; one cable can open up a whole world...

i.Link: what's it all about?

Multiplayer is where it's at. For the best entertainment (and the least chance of being labelled antisocial), multiplayer gaming is the perfect solution. But there is one particular type of social gaming which is overlooked, and yet offers even better entertainment than standard multiplayer experiences. What are we talking about? Yes, i.Link. The i.Link (or IEEE-1394) port is found on the front of the PS2 hardware, next to the USB ports. It is not one that will be used often by the average owner. And yet this discreetly placed socket accepts a cable that can connect you to a whole New World of gameplay.

How does it work?

To enjoy the i.Link experience, you'll need a Noah's Ark of equipment: two PlayStation2 consoles, two televisions, two copies of an i.Link-compatible game, and (obviously) two Dual Shocks. Each player has their own PS2, running their own copy of the game to be played on their own TV. To connect

these together and thereby complete the i.Link setup, you will need – surprise – an i.Link cable. Connect PS2 to PS2 using this cable before turning everything on. Then just sit back and enjoy the game with a friend.

strangely, there isn't an official i.Link cable designed specially for the PS2. Instead, as i.Link is a computer industry standard, the necessary cables can be found in computer shops (PC World, for example) under the forgettable label of IEEE-1394 or the under-friendlier Firewire trademark. Yes, you want a 4-pin IEEE-1394/Firewire cable. If the store assistant gives you a funny look, either speak to another assistant or attempt to outdo him/her with an even funnier look – one that says, "What? You don't know an IEEE-1394 cable when someone asks?" Or, to avoid this in the first place, you could simply request a four-pin Firewire cable and make no mention of the number 1394.

Firewire and IEEE-1394 are the same except for two differentiating factors: firstly, Firewire is a trademark of Apple and 1394 of Sony; and, secondly, Firewire can be remembered even after several pints (once you find the desired cable, you can expect to ply somewhere in the region of a tenner for the privilege of taking it home).

S400

i.LINK

LINK-UP SPECTACULARS

Armored Core 2

From Software's most famous property is the Armored Core series. Link-up multiplayer has always been an integral part of these mech-battling games – even the PlayStation original supported the old link cable. Armored Core 2 (and, for that matter, Another Age and Armored Core 3) gives iLink players the opportunity to battle their improvised mech creations in special arenas. The value of an undiminished field of vision here is emphasised, with each player being able to see everything that happens without having to squint. And, of course, if you turn each player's TV away from the other, then there is a tactical element introduced which is simply not possible in split-screen multiplayer. Great stuff.



Gran Turismo 3

Split-screen GT3? It's OK, but it's not a patch on the one-player game. And, of course, neither is iLink multiplayer. But iLink is a vast improvement on its inferior, windowed alternative. The benefit of having a full screen is not only to be found in the view that it offers, but also in the fact that, since both players have their own PS2, there is zero drop in graphical quality. This really is as polished, and with two GT Force wheels, as authentic as multiplayer racing gets.



Unreal Tournament

Unreal Tournament, like Armored Core, offers a far more tactical and gripping multiplayer game in iLink mode than it does in split-screen. The results achieved by linking up PS2s to enjoy Unreal are every bit as rewarding as those to be had spending thousands more in forming a LAN for PC Unreal Tournament. PC gamers may sneer and say that split-screen can never be counted as a proper fragfest, but PS2 owners can retort that iLink most certainly is the real deal.



TimeSplitters 2

As above, it's a first-person shooter, but time marches on and TimeSplitters 2 is now the leading exponent of the genre on your PS2. The multiplayer maps that ship with the game are of a very high standard anyway, but the fact you can now create your own maps, and see them full screen with iLink, makes this a must-have.



WORDS BY JONTI DAVIES

Caveats? Well, if you're considering linking up three PS2s for GT3, you'll need to invest in an iLink 'hub'. However, these iLink/Firewire hubs are of six-pin specification where the PS2's iLink socket is of the four-pin variety. Therefore, you'll need not only a hub, but also three four-pin-to-six-pin cables. Frankly, unless you're desperate to link three systems, our advice would be to stick to the standard single four-pin-to-four-pin cable option that we've outlined above.

So, now that everything is established and you are ready to take on a friend, each with the new-found luxury of having a full screen in multiplayer, which games are compatible? Not many, unfortunately. The only notable exceptions to the "Error, not compatible" rule are Gran Turismo 3, Armored Core 2 (and subsequent versions), and Unreal Tournament. We really hope that more developers capitalise on this feature of the PS2 hardware, as there is tremendous fun to be had here in multiplayer. However, while we wait for more developers to cotton on to the fact that link-up multiplayer far exceeds split-screen in all areas, we can all enjoy the excellence of those games that do support iLink.



WORDS BY JOHN FRANKS

RATCHET & CLANK *it up!*

Ratchet & Clank is the first PlayStation2 game from Insomniac Games, the creator of the Spyro series on PSone. We had a quick chat with Ted Price, founder and CEO, about Ratchet, Clank and 'suck cannons'

PSI-2: Finally, the first PS2 game from Insomniac...

TP: Yeah, it's out now, and we really believe the final game contains some features that will get people very excited. At the end of the game we unlock a lot of special features, so if you actually finish the game by beating the ultimate boss, we open up a special goodies menu. In this menu you have access to cheats that we have called skill

points, which unlock more features such as cinematics and movies from the game. So we've tried to create several additional levels of completion for the players.

PSI-2: ...meaning of varying difficulty?

TP: It's actually not that we increase the difficulty, it's just that there are things you can do after you finish the game that unlock more features. Skill points provide some of these options, gold weapons create others. In addition to the usual weapons, we also have these ten additional gold weapons in the game, which have really cool features. To get the gold weapons you have to collect all the bolts and you also have to find the special place in the game where they're sold. So I think once consumers get to see the game, they'll be pretty excited about all the replay value. We definitely want people to be excited about going back through the game again. We also double the money when you go back and play again, so you can buy more gadgets, and also let you keep all the weapons and bolts you've collected.

PSI-2: How much time do you have to spend on trying out new ideas, new weapons and so on?

TP: We spent a lot of time prototyping. For

Ratchet & Clank we spent about six months at the beginning of the project, trying out different weapons and gadgets. And we discarded a lot. We came up with about 60 weapon ideas that we reduced down to 16, because some of them weren't practical, technically or gameplay-wise. A good example of this is a weapon we had called the Shrink-o-Ray, which you could use to shrink enemies so you could step on them, or the Giant-o-Ray, which would take enemies and blow them up into big balloons that you could pop. But they just weren't practical even though it sounded really fun, so instead we came up with things like the Morph-o-Ray, which turns enemies into chickens, or the Suck Cannon, where you can suck the enemy into the cannon and shoot it out. We wanted to make a lot of wacky fun weapons, but we also wanted to make them practical, so prototyping was an important part of the process.

PSI-2: Practical in the sense of how to control the weapons, or regarding their impact on gameplay, making some weapons too strong?

TP: Both. It was important for us to make weapons that were accessible. Something that anybody could pick up and operate without having to read the manual. But at the same time we wanted weapons that are effective against enemies. A good example of this was a weapon we had called the Revolverator, which was a drill that you would stick into enemies and spin them



▲ Ted Price



▲ A lot of time went into getting the right mix of fun and playability with the weapons





▲ The variety of obstacles that Ratchet must face is impressive

around and then spin off. But it ended up not being practical because it had a really narrow range and you ended up missing enemies all the time. And when you have an enemy spinning on your drill it also limits what you can do, so it just wasn't fun.

PSI-2: You'd probably also get killed far too often if you had to get so close to enemies to be able to attack them.

TP: Exactly. But of course we have a combination of both short-range and long-range weapons, so we did create weapon strategies that took the functionality into account.

PSI-2: There's been a lot of talk regarding your cooperation with Naughty Dog creators of *Jak & Daxter*. How exactly did that come about?

TP: Jason Rubin, CEO of Naughty Dog, gave me a call several months after we finished *Spyro*. He asked if we were interested in looking at their program code, which of course we were, and they sent over the code and explained the techniques they had used. At that point we developed a technology-sharing agreement, where we would take the code of their techniques and rewrite them for *Ratchet & Clank*. Then we give them back the code that we had created because we do a lot of different

things than they did in *Jak & Daxter*, in the hope that their next game will benefit. So we have this leapfrogging thing going on, where we're trying to improve each other's technology and we were fortunately the first beneficiaries of that agreement.

PSI-2: Did Sony make you guys work together, now that Naughty Dog is owned by Sony?

TP: No, that was all Jason. He's just a nice guy. He called up and he knew that we could really benefit from it. And I think he was interested in seeing more solid games on PlayStation2.

PSI-2: Anything you can say regarding your future plans?

TP: We just finished the European gold versions of *Ratchet and Clank* so we're still very focused. We spent a lot of time on localization too - voice-overs, on-screen text, you name it - in English, French, Spanish, Italian and German. This was important to us, as Europe has always been a very important part in the world for all of our games. We realized that early on with *Spyro* and we appreciate the European audiences' support of our games. So we wanted to return that support by making sure that our games are accessible by all the various languages. ☺



"we spent a lot of time prototyping"

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A WEEK IN THE LIFE OF...

ABOUT THE GAME

WORDS BY LISA ASH



PRODUCER/DESIGNER ARTHUR PARSONS



"For years now Traveller's Tales has wanted to do an original game based around an engine that seamlessly allows the player to be taken from battling monsters in a cave to blasting bad guys in outer space. Haven: Call of the King is this game. Something original. A seamless blend of genres, a completely unique art style and an epic story."



COMPANY NAME:

Traveller's Tales

DEPARTMENT:

Programming,
Sound and Design

NAMES:

Jon Burton and Leon Warren

CURRENT PS2 PROJECT:

Haven: Call of the King

PUBLISHED BY:

Midway Games

STAGE OF PROJECT:

Submission time.



LEON WARREN — LEAD ARTIST

After doing maths and computing at Lancaster Uni, Leon decided to do something a little less intense and had his first break in the games industry working for a small company called Sensory Deception. Despite the great experience, nothing quite came of that and after a couple of years he moved onto Traveller's Tales and is still there six years later. Whilst there, Leon has worked on Rascal, ToyStory 2, ToyStory Racer, Crash Bandicoot and now Haven.



JON BURTON — OWNER AND DIRECTOR OF TRAVELLER'S TALES

Jon set the Company up 12 years ago and first began making games from his bedroom. Since then he has had many games published on many platforms from the Amiga to the ST, the Mega Drive, Sega Saturn and SNES, all the way through to the Xbox and PS2. He still works hands-on with the games, designing them and also programming gameplay and managing the teams.

DAY 1 LEON

TO DO:

After two months of saying "Today I'm going to finish the 'backside level', I finally get to do it. I'm not putting it in the game yet though. I seem to have the knack of breaking it all at the moment."

PLUSES

Steve Munk: Lead Engine Programmer — a real handy one!

MINUSES



I see no bugs...so far. Fixing bugs can have such a drastic knock-on effect. At any one time the engine may need to hold several levels at once. What this means is when you fix a level you can unknowingly knock out one further down the line. Hence, it's quite time-consuming testing for likely damage. Fortunately, there are no bugs — no problem!

The game is finally in a state where people can be left just to tidy up their own levels, which is cool cos I can get on with my own pile of stuff. And I get to go home tonight! Looking across the room at Steve — I'm glad to be an artist!

SATISFIED?

It's good to see the game coming together — everyone's hard graft paying off. It seems to be getting a positive response from outside, which is encouraging. We're all too close to see it for what it is. Am I satisfied? Beans on cheese on toast for tea...what more can I say? Never thought I'd be sick of takeaway...

JON

We finished last week at 6am Saturday morning, sending our submission candidate to Midway for final checks ready to submit to Sony. First thing on the agenda today, fixing the 100% repeatable crash bug Midway just found on our submission candidate. Then it's on to the PAL submission candidate. A good few things to fix for that, including making sure all our effects work on the higher resolution screen and making sure the gameplay feels the same as NTSC.

Flood my bugs in the submission candidate and returned it to Midway. They will play through and we'll know the damage in the morning. The main bug I fixed was a problem with locators on characters. They weren't clearing themselves 100% of the time if whoever used the code didn't follow a certain way of calling the various code chunks. I added a safety measure to guard against this and made sure whoever used the code called it in a right manner.

This PAL stuff is going to be a bit of a pain. Due to our inevitable focus on the NTSC build, we took certain "shortcuts" which would become evident on the PAL version. These are easy to fix, just time consuming.

Not really. I had hoped the submission would be with Sony by now as we're already running a little late, but at least we fixed some major bugs and nothing really held us up too badly. It was a two-hour turnaround from getting the bugs to having them all nailed.

working with the locators on Haven



DAY 2 LEON

TO DO:

Time to play God. There's a planet that needs building with our planet editor.

Today is another day that I can finish off the Trakside level - Groundhog Day. It's never-ending. We now realise that we need a middle resolution level for anything seen on the planet surface.

The plan for today is do a bit of gardening in Lakeside, redo all the timings on the castle explosion animation, make the castle boat section a bit more James Bond, redo start object in Trakside and redo the exit from the caves onto the monorail.

PLUSES

Some good jobs done. Got Hometown into the intro section, which was no mean feat. Slotted in the escape pod cutscene that I have been putting off for a very long while. Everyone seems to be making great progress.

MINUSES

Wouldn't have been bad for a day's work if, indeed, I had managed to do it. Managed to get nothing done on my list though. Ah well, always tomorrow.

SATISFIED?

Still satisfied? Spaghetti hoops on cheese on toast...



JON

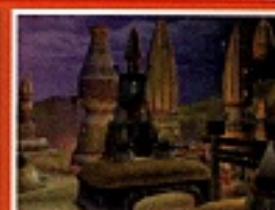
The NTSC version has been submitted to Sony so now we can get fixing the bits and pieces that didn't make it into the submission build. I got a load of PAL stuff done last night until I left (at 2am!) We still have the small matter of integrating over an hour's worth of cutscene dialogue in five different languages. Today I'll focus on PAL-ifying the weapon system and working through my "wishlist" of tweaks and changes for NTSC.

"Wishlist" - one playing the game and noting down anything I think needs polishing, whether it be art, sound or gameplay. I keep the master list and make sure everyone checks the issues. I handle prioritising the programming and sound list and the Lead Artist takes decisions for the art list. By working through the finished game it will give me and you with a very polished product see hope...

Weapons work fine in PAL (10 minute fix). Got the "wishlist" authored and underway for the first five levels.

Discovered a flaw in the SFX handling. Our game streams levels while you're playing so there's never a break in the gameplay. This is fine and allows us to load SFX as we go along. The problem occurs if you load a "save game" and jump into a level. The level starts and game desperately tries to get the entire general and level-specific sound set loaded as soon as possible. But if the level starts with a big event, the SFX don't arrive in time. The only solution is to load the SFX bank up before dropping into the level, which will increase re-load times quite a bit.

Basically yes. We have the game submitted, PAL under control and the "wishlist" started.



DAY 3 LEON

TO DO:

Today just smells like a bad day. Gut feeling. Normally right. The list seems endless. And there is always yesterday's list to start on!

PLUSES

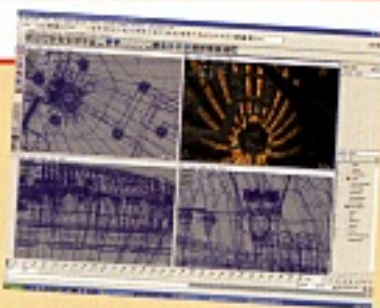
Managed to get in some more cutscenes. I dream of cutscenes - complete nightmares! Most of the other lads' cutscenes are coming on nicely though. Hopefully will have them all tidied up before the end.

MINUSES

Had to take out Hometown again. It probably won't work and will require too much effort to get it in - time better spent elsewhere. Everything I've done today has not gone smoothly at all. Spent ages trying to get an effect to appear, only to realise it was simply too close to draw it - d'oh! A late night seems to have snuck in here too. Gave in to the call of pizza, which has to be followed by chocolate... just the rules.

SATISFIED?

Well, seemed to take more steps back today - probably better off had I not come in.



working on speedboat in a cutscene

JON

Fix any bugs we find and continue with the "wishlist." At least we haven't heard back from Sony, which means that the submission build didn't have anything too silly in it. I'm beginning to get a little concerned about the lack of a Head Programmer. His bug list is building up and he's still off work with severe back and neck ache. I guess the 120-hour weeks play havoc with posture.

The rest of the team are making good progress on the outstanding bugs and "wishlist".

Not having the Head Programmer around.

still fixing bugs

Yes. No panic. No looming deadline. Just making the game better for the next submission, if we need one.

BUG TRACKING									
ID	DATE	DESCRIPTION	STATUS	ASSIGNED TO	COMPLETION DATE	TESTED BY	TEST DATE	TEST RESULT	REMARKS
1001	2002-11-15	Game crashes when entering level 5	Open	Jon					
1002	2002-11-16	Sound effects not playing in level 3	In Progress	Leon					
1003	2002-11-17	Character model glitch in level 1	Open	Mike					
1004	2002-11-18	Weapon not working in level 4	Open	Sam					
1005	2002-11-19	AI behavior glitch in level 2	In Progress	David					
1006	2002-11-20	Level loading screen too long	Open	Jon					
1007	2002-11-21	Texture streaming issues in level 6	In Progress	Leon					
1008	2002-11-22	Dialogue not localized for PAL	Open	Mike					
1009	2002-11-23	Weapon balance issues	In Progress	Sam					
1010	2002-11-24	AI pathfinding glitch in level 7	Open	David					
1011	2002-11-25	Level 8 not loading	Open	Jon					
1012	2002-11-26	Sound effects not playing in level 9	In Progress	Leon					
1013	2002-11-27	Character model glitch in level 10	Open	Mike					
1014	2002-11-28	Weapon not working in level 11	Open	Sam					
1015	2002-11-29	AI behavior glitch in level 12	In Progress	David					
1016	2002-11-30	Level loading screen too long	Open	Jon					
1017	2002-12-01	Texture streaming issues in level 13	In Progress	Leon					
1018	2002-12-02	Dialogue not localized for PAL	Open	Mike					
1019	2002-12-03	Weapon balance issues	In Progress	Sam					
1020	2002-12-04	AI pathfinding glitch in level 14	Open	David					

DAY 4 LEON

TO DO:



Weird day today. Another one of lots of Noddy little fixes and not seeming to get much done. I'm gonna finish Trackside and Lakeside and that's that. Where it is by the end of the day is where it's staying. Finished job guaranteed. Anything will be a bonus at this stage.

PLUSES

Managed to tie up a few loose ends which is always good for sense of achievement. Fixed the monoral boss outscene which is another job I had for a rainy day. Well, at least it's done - I think. Trackside is finished (pretty much). Lakeside too. They have finally put a copy command on the grass editor - about time too.

MINUSES

Failed submission - ah well. Three years hard graft in the bin. What's that? We get to try again? Whoopee! Shame is, it failed on something that's already fixed. Problem is, we've broken it now trying to get more in.

SATISFIED?

Cheese on toast/McDonalds. Hard choice. Not too bad but today has somehow again drifted into tomorrow - I wish it would stop doing that.

JON

And now it gets interesting. Sony has bounced the submission. It found a 100% crash bug exiting a certain level in a certain place. I'm not sure why it bounced the build. Normally, they continue testing for at least the rest of the week. The other strange thing is they didn't do a TRC (Technical Requirements Checklist) check. That's normally the first thing they do. As they haven't done it, it leaves us none the wiser about the state of the memory card etc. As far as we know, our game is 100% TRC compliant, but you always get a couple back that you didn't realise. As they didn't test for them, the first submission has been a complete waste of time and we've learnt nothing. Slightly miffed. Today will be spent trying to get the game back to a submittable state. We didn't anticipate needing to re-submit, or certainly not this early on. So, we pulled apart the game to make improvements. It's going to be a busy day or two.

A bounced submission means it's back to work

Hard to think of any really. Still, we should have submission build ready for tomorrow night and we heard from the Head Programmer and he should be in for an hour tomorrow.

Pretty obviously the submission failure. And we're going to need the Head Programmer in for more than an hour tomorrow.

No. We got kicked eight days too early and we need some pretty rapid re-organisation to stay on schedule.



DAY 5 LEON

TO DO:

I'm think I'm gonna need a list for my lists. Basically, today we've got to make what's in as stable as possible for tonight's submission - a worthy challenge for any contender.



PLUSES



Seems pretty stable. Cutscenes are getting there and most of the little stuff seems to be making a big difference. Got bored and looked at the bug database and managed to fix a few, possibly...

MINUSES

None today, other than the usual 'not getting much of my own lists checked off'.

SATISFIED?

Safe return of the cheese on toast with beans and sausages. Spoilt or what! Who knows what I've done today but it's 7pm and I'm happy, fed and about to go home and forget all about Knutsford for a couple of days. Today is a good day (now).

JON



Get a re-submission in, and fast. We have to turn around the build and get it back to Midway today, or else it won't be able to test and burn it in time for Monday. We have several bugs to fix and a lot of extra bits of code that we've added that we can plug in to the game. We need to get it all in and stable before we can go home tonight.



It's 4.30am and we're burning a disc. We think all the bugs got fixed and we're just checking the disk works and we'll get to go home for the weekend. A fleet of Midway's finest testers is standing by to grab the disc from us while it's still hot. On Sunday we'll swap in a better mix of cutscene speech and SFX and then we're good to go. Koorah!

More of an epilogue this. Not strictly day five anymore... more like day eight. The build went off to Midway and came back Sunday with a 100% crash twice out of 50 tries. Very difficult to fix when you can't recreate it. Still, we'll get it...

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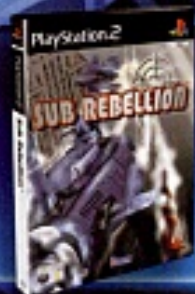
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PSI-2 Magazine 8/10

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This year is Rebellion's tenth anniversary. It's now a whole decade since its first major success – landmark game *Alien Vs Predator* (the world's first FPS to appear on a console). On to 2000, with the purchase of 2000AD, film deals, mobile gaming (*Judge Dredd: Cityquake* and *Star Runner* soon to be seen on Orange), next gen games on the way and endless possibilities for the next decade to follow. It's an exciting time alright. We caught up with Creative Director, and one half of the founding partnership, Jason Kingsley, to find out more.

WORDS BY LISA ASH



Independent



Q: You and your brother Chris founded the company. Did you both know from an early age that you'd eventually work in the games industry?

A: From an early age I was making up variations on the games that were available to me. For instance, I carefully created 'Nuclear Monopoly', where a player could buy a nuclear missile instead of a hotel and nuke an enemy location, making it unfit to build on for three turns. I was about five years old at the time. Then at school I used winter lunchtimes to play wargames and role-playing games – not B&B but T&T tunnels and trolls for those who don't

know. Chris was always interested in computers, especially making his own and programming our own games. Between us we used to type out listings from magazines, then Chris would modify them to make them better or faster or just different.

Q: How about setting up a business together?

A: Making Rebellion into a business allowed us to bring teams of talented individuals together and guide the game-making process, both in terms of the actual work done and who does it.

Q: *Alien Vs. Predator* is considered by many

to be the first 'real' 32-bit software title...

A: Yes, as far as I know, that's true. It's interesting that the only thing people remember about the Atari Jaguar is that it was that it wasn't very successful commercially, and faded from view fairly quickly. Everyone seems to forget just how radical the Jaguar was, and just how far ahead its performance was of its closest rivals. We developed *Alien Vs. Predator* to take full advantage of what was at the time a serious piece of kit, and to this day it is still one of the games I'm most proud of. I think we developed a mindset during that game of always wanting to push the code and the

technology just that bit further, wanting to find out what's round the next corner, and that's something we've tried to bring to every game we have worked on since then.

Q: When you've read and loved 2000AD for over 20 years how did it feel when Rebellion bought it? Have you achieved what you wanted with the takeover so far?

A: Buying 2000AD felt incredible. I remember when I was very young saying that one day I wanted to own 2000AD, but I don't think that at that age I would have ever dreamed that one day we would be in a position to do just that. Even throughout the fairly lengthy



the vitale

Company name: Rebellion
 Founded: 1992
 No. of employees: 80+
 Location: Oxford, London and Birmingham
 Website: www.rebellion.co.uk
 Games published: ... Alien vs Predator (Atari Jaguar, PC), Gunklok (PC), Rainbow Six: Lone Wolf (PSX), Largo Winch (PSX), Delta Force: Urban Warfare (PSX)
 Games working on: Judge Dredd, Wardog

REBELLION



Jason Kaplay, Creative Director

s dot



Rogue Trooper

Screens from the forthcoming Judge Dredd: Dredd Vs Death for PS2

process of buying 2000AD. It was difficult to come to terms with the fact that if all this went smoothly we would own it. So, signing that final piece of paper was like a combined sigh of relief and confirmation that it was all really happening. We've had 2000AD for just over two years now, and I think in that time we have achieved a great deal. Sales are on the increase for the first time in many years, and feedback on the editorial and stylistic directions our team is taking both magazines in is very good. The Judge Dredd game is well into development, as are the two new Judge Dredd films, and that's not to mention the galaxy of other 2000AD-related projects that are reaching fruition.

Q: How much of a crossover will we see between 2000AD and the games world?

A: I feel confident in saying that there will be a massive crossover between 2000AD and the world of games, of which Judge Dredd: Dredd Vs Death is just the tip of the iceberg. In 2000AD we have 25 years worth of great characters, almost all of which have huge games potential. Many of these characters have a proven track record in games, albeit a long time ago in some cases. Nemesis, Strontium Dog, Slaine and Rogue Trooper have all been adapted into popular games in the past, and that's not to mention the many classic characters who have never been seen in full pixelated technicolour - Slasher Dextre, the ABC Warriors, Robo-Hunter.

archive



Alien Vs Predator (Atari Jaguar, 1994)



Tom Clancy's Rainbow Six (PSX, 1999)



Gunklok (PC, 2000)



Gunfighter: The Legend of Jesse James (PSX, 2001)



Largo Winch (PSX, 2002)



Delta Force: Urban Warfare (PSX, 2002)



Early screens and character art from Wardog

and Durham Red, to name but a few. And the universes these characters inhabit are vast enough to encompass any style of game, you care to mention – first-person or squad-based shooters, driving games, beat 'em-ups, god games, city-building games, even a Championship Manager-style game would not be completely outside the realms of possibility.

Q: How's everything going with Judge Dredd vs Death? Can you tell us a little about levels/weapons/characters...?

A: It's all coming together nicely for our planned release date during the third quarter of 2005. What you have to look forward to is the definitive realisation of Judge Dredd and the world he inhabits in videogame form. Dredd will be a first-person shooter for PC and PS2, set in the sprawling crime-ridden megacropolis of Mega-City One. The over-riding storyline of the game sees Dredd following the trail of his evil arch-nemesis Judge Death and his cronies, Fire, Fear and Mortis. But there will also be a number of involving sub-plots, and of course the day-to-day business of busting perps for crimes such as smoking and caffeine possession. Throughout the game, you will come into contact with many of the characters from the Dredd strip, including Hershey, DeMarco and, this being a game involving Judge Death, Judge Anderson will be playing an important role. Dredd will be able to access the full range of Justice Department weaponry, with the main weapon being his trusty Justice Department Issue Lawgiver Mk II, complete with the full range of ammo – Standard Execution, Hotshot, Armour-Piercing, Hi-Ex, Ricochet and Stun-Shot. For the tougher foes Dredd faces, there will also be available such

weapons as the Lawrod high-powered rifle and the Judge Pump shotgun. We're keeping fairly quiet on the structure and storyline of the game at the moment, but we will say that the game spans from the mean streets of Mega-City One to some of the most well-known locations from the comic, some of which are not even in Mega-City One. In addition to the one-player game, there will also be extensive multi-player options, including exclusive modes based on aspects of the Dredd universe.

Q: And is Wardog still on track for next year?

A: Wardog is going well, though as with Dredd, we're still at a fairly early stage in development, so we have plenty of work to do, and many more ideas still to squeeze in before the game is finished. We took a certain amount of time recently to convert Wardog to run on our proprietary engine, Asura, which is also running the Dredd game. This means that Wardog can take advantage of developments and refinements that are made to Asura during the development of Dredd, and vice versa, and both games will help define the abilities of the engine.

Q: What's the next 2000AD character to be transferred to our consoles? We heard Rogue Trooper and Strontium Dog were good prospects...?

A: We produced a Rogue Trooper demo to show publishers a few months ago, and that excited a great deal of interest, so obviously a Rogue Trooper game wouldn't be out of the question. And Strontium Dog is arguably 2000AD's most famous character next to Dredd, which makes him a good candidate for a future title. But all this is just speculation, and the next 2000AD game could come completely out of leftfield. As I said, 2000AD has masses of characters for games, and all have compelling arguments as to why they should be the next big 2000AD title, so it's quite tricky to decide

what should be done first.

Q: Apart from it being quite a limited financial move, how do you feel about licensing various characters and settings out to other developers?

A: I think licensing 2000AD characters out to third-party developers would be something of a double-edged sword, which can be a dangerous thing especially in the hands of Saine MacRoth's. On the one hand, it allows you to put out more games licensed from the comic in a shorter space of time, and as you say, brings in a certain amount of money. On the other hand, you lose a certain amount of control, and the game will be in part someone else's vision of what the character should be, which might not tally with our, the magazine editors' or the creators' vision. There is also the danger that we would spend a great deal of time acting as the licence police, poring over the minutiae of someone else's design documents, imagery and gameplay, which we don't have the time to do right at the moment.

I think that, while we don't rule out ever allowing a third-party developer to work on a 2000AD game, they would need to demonstrate to us that they know the character inside out, and offer an imaginative and immersive gameplay experience that treats the licence with the respect it deserves. Being long-term fans as well as licence-holders, we are very protective of the 2000AD characters, so it would need to be a special proposal indeed to get the green light.

Q: The company is heavily involved with TIGA (The Independent Games Developers Trade Association). Tell us about this.

A: We were one of the first developers to sit around a dinner table and discuss the setting up of an organisation. Then,

through one of my other interests, I met the current CEO of TIGA, Fred Hasson, and the two were put together. TIGA has actually been a great success from day one. A few bigger developers were a bit dismissive at the start – one or two still are being selfish, saying, well, we'll get the benefits anyway without paying. But if you look at the discounts negotiated by TIGA, I'll easily save my membership fees every year anyway, so it all works out very well. It's also great to meet some of the industry characters and chat about many important issues that affect us all.

Q: Rebelstar has a multi-media operation. What does the future hold in store?

A: There are so many exciting avenues we could go down with the 2000AD licences and our own originated properties, some of which we have barely even scratched yet. Our three core interests are in publishing comics, developing games and making films, and within all these sectors we have extensive plans for future projects. As projects such as the Dredd game and movies reach fruition, they will raise the profile of the company and the licences, and allow us to build the resource base necessary to initiate ever more ambitious projects. Beyond that we are constantly investigating the possibilities of taking our licences into areas that they have never been seen in before, so the next few years should hold many pleasant surprises for fans of the comics and our games.

Q: Is there anything else that you'd like to add?

A: 'Solundig Vur Thrigg, Earthliels', would seem appropriate.
END



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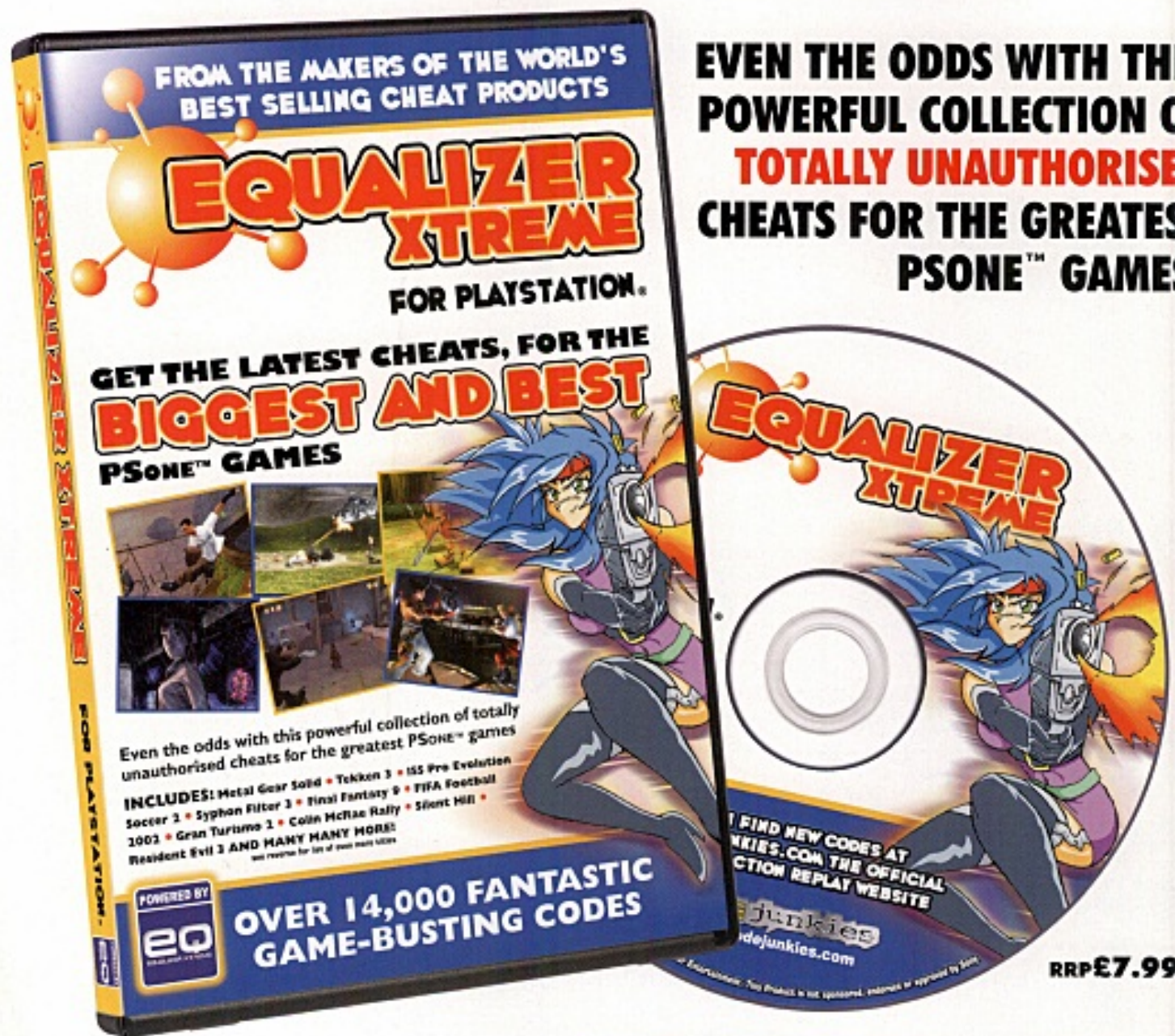
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WORDS BY MATT MARTIN

TENCHU
SPECIFICS

Publisher Activision
Developer Acquire
Director Takuma Endo
Released 1998

TENCHU

Stealth Assassins

Who wants to shuffle through a room in a cardboard box, when you can creep up on someone and stick a blade through their ears?

EVERYONE LOVES A NINJA

Since the dawn of videogaming there's always been a ninja in development. But this was the first time we could actually use specific ninja skills and weapons, wrapped in a feudal atmosphere. Rikimaru and Ayame didn't just look like ninjas; they were fully-fledged killing artists. Everything you needed in a ninja game was here: sneaking across rooftops, one-hit kills, grappling hooks, poisoning dogs and offering enemies the chance to kill themselves honourably. Excellent scripting without too much story interference captured the 'live by honour, kill by stealth' aesthetics.

STEALTH YOU SAY?

Although Tenchu was released some months before Metal Gear Solid it has become somewhat overlooked, when it's really the father of well-executed stealth missions. In Metal Gear stealth is used to hide in boxes or sneak past guards, like a videogame of hide and seek. Tenchu's stealth was there to enable players to creep up behind unsuspecting enemies and chop off their limbs in one graceful move. Ruthless gameplay, which turned 10 minutes of careful pattern watching into three seconds of uncompromising slaughter. For those averse to violence some levels were negotiable without once engaging any enemies. And due to a reward system you could still finish a level as Grand Master without killing a soul. Although nothing beats a slickly executed stealth kill as your character steps back and admires the enemy clutching at a pulsing stump.

WHY IS IT A CLASSIC?

Killing from the shadows not enough for you? How about a superb collection of disturbing characters: the demented and freaky cultists, the hard as nails Samurai and His Royal Badness himself, Onikage - one of the meanest and most sadistic villains to grace the PSone. The game also used a fantastic collection of sound effects from slicing blades to the thud of a pierced stomach and the squirting of open wounds. Tenchu: Stealth Assassins is graphic beyond the graphics.



WHY SHOULD IT BE IN MY COLLECTION?

The open structure of the levels allowed various approaches to reach the final goal. Sneak past the guards or quietly assassinate them? Enter the castle through the sewer system or scale the outside walls? Plenty of choice, a variety of violent dispatches and two very different main characters led to two genuinely different playing experiences. Developers are still struggling with many of these concepts today, whereas Acquire had it mastered in 1998. Enjoying the silent murder of Hitman 2 or open gameplay of Way of the Samurai? If you've not played Tenchu: Stealth Assassins you've missed out on one of the greatest applications of stealth and violence on any console. *mg*

NEXT MONTH

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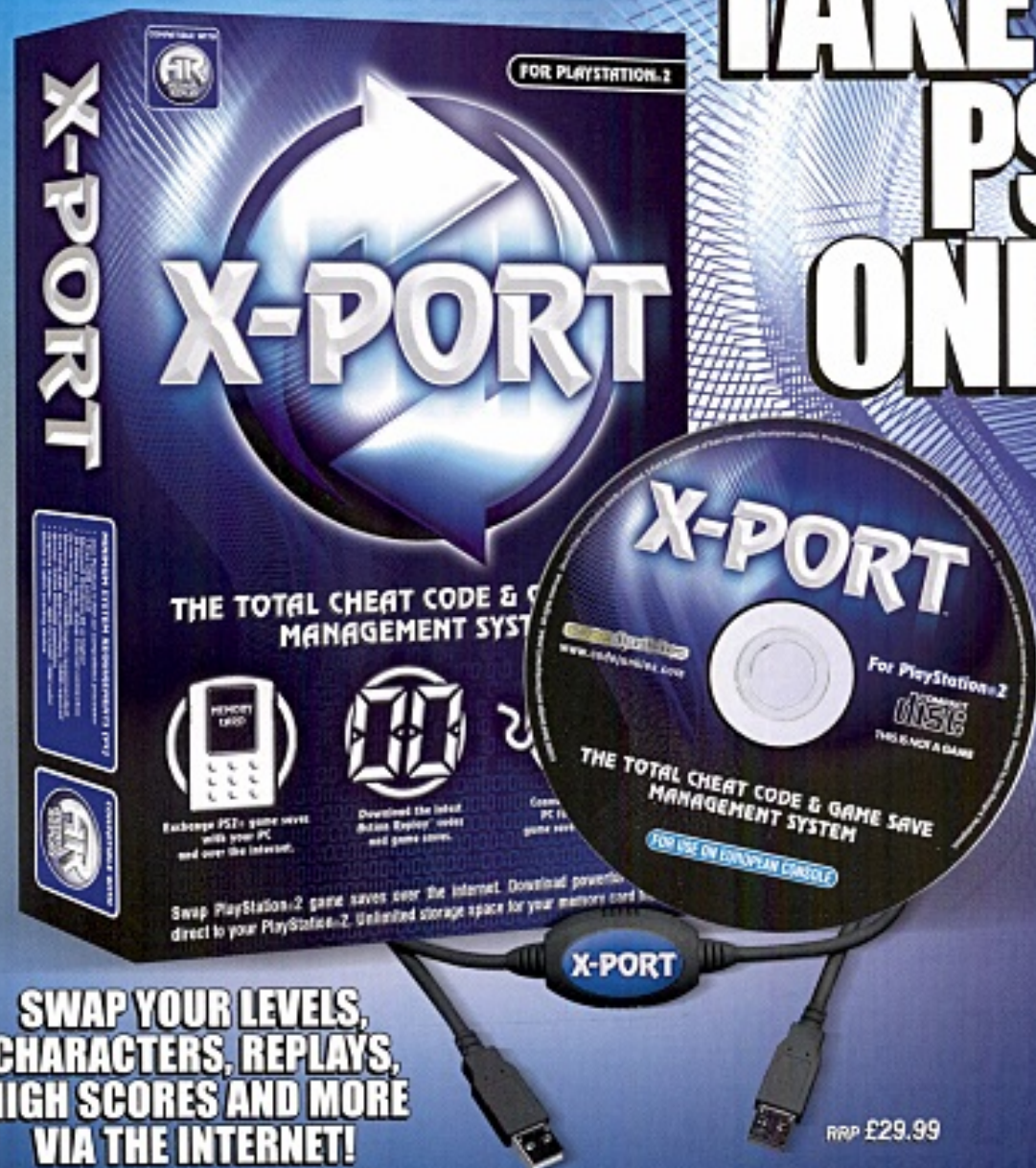
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