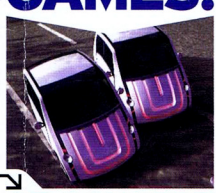
No.1 FOR PLAYSTATION® 2

PSM2

NEW GAMES!



GT CONCEPT

POD RACER! Brand new Gran Turismo unveiled!

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GENIUS! 20 intense bits that'll shock your brain.

DROPSHIP

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SOUL CALIBUR 2

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10 events that changed the world of PlayStation 2 in 2001

45 mind-bending questions to test your gaming knowledge

1097

TIPS AND CHEATS! Tony Hawk's, SSX Tricky & GTA3 – *nailed!*

2002 BLOWOUT!

VIRTUA FIGHTER 4

Final Fantasy 11, Stuntman, Aliens, Jedi Starfighter, TimeSplitters 2... 29 pages of nut-cracking games!

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PlayStation®2

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WELCOME TO PSM2

VIRTUA FIGHTER 4

Sega's *Tekken* botherer kicks off our unrivalled look at 2002's games avalanche. We've got *everything* you need to know.

PSM2 COVER GAME! PG24

PSM2 GUIDED YOU THROUGH 2001, NOW WE'RE GOING TO THROW YOU INTO AN EXPLOSIVE 2002.

If you thought the last year of PS2 gaming was a bit on the flat side, then you've either been too busy sorting your slippers into alphabetical order or you've been reading some other tatty magazine. At least you've got it right now, eh?

The last 12 months have been a sugar rush of massive exclusives and incredible gaming experiences for us, which we've delivered to you. Definitive, independent and totally honest opinion that surpasses anyone else.

So as we sling a fond, but sloppy, farewell kiss at 2001, we simultaneously bring you 29 pages packed with everything you'd hope the future will bring. All the huge games that you'd prayed for in your fidgety dreams – *Virtua Fighter 4*, *Stuntman*, *TimeSplitters 2*, *Final Fantasy 11* – as well as a mountain of titles you *have* to know about. Take this massive preview one step at a time – we don't want burst people splattered all over our consciences, ta very much.

And we do care. Why else would we hold back from dumping all over one of the gaming events of 2002? We admit it – we're *Metal Gear Solid 2* teases. Insights, detail and emotion? Yep. Cheap shot, ruin-the-whole-damn-game, cynical spoilers? Not on your life. Would *you* go to the flicks with a blabberjaw who knew the film's ending? No, neither would we.

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

☑ THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

☑ THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

☑ THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

☑ THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

☑ THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

☑ WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE
PSM2

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PLAYING PS2 LONGER, HARDER, FASTER
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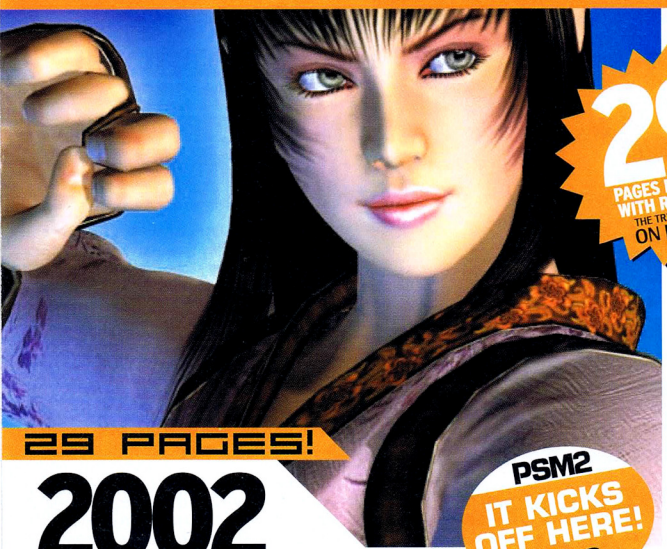
コンテンツ



29 PAGES!

2002 BLOWOUT!

PSM2 IT KICKS OFF HERE! PG20

So it's games you want? Well how about this – an in-depth look at how PS2's going to rock the foundations of gaming in 2002. Feel the power of *VF4*! Hear the roar of *Auto Modellista*! It's your exclusive guide to the best new games!

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The tenth instalment's yet to hit Britain – but we bring you its sequel!

29 PAGES RAMMED WITH REVIEWS! THE TRUTH BEGINS ON PG52...

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The PSM2 guide – everything you *didn't* know. And more.

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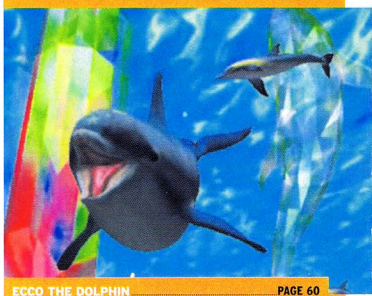

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9 ON YOUR DVD

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For more info ..... Turn the page

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DEJECTED, HERCULES AWOKE...

...ONE DAY TO FIND THERE WERE NO BEAUTIES IN HIS BED. HE WAS NO LONGER THE OBJECT OF PUBLIC AFFECTION. PEOPLE WERE NOT GATHERED OUTSIDE HIS DOOR. HE CURSED THAT NEW HEROIC DUO, JAK AND DAXTER. IN SOME WAY THEY WERE RESPONSIBLE, THEM AND THEIR MAD QUEST TO SAVE THE WORLD. AND WITH THAT, HE WENT BACK TO BED. THERE SEEMED LITTLE POINT IN EVER LEAVING THE FLAT AGAIN.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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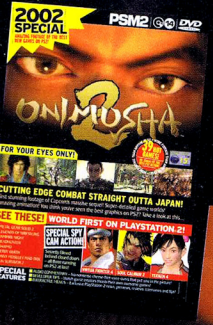

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Bass Strike	Coming Soon
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Cricket 2002	Reviews
Driven	Reviews
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Giants: Citizen Kabuto	Reviews
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ICO	Reviews
Jak and Daxter	Reviews
James Bond 007 In... Agent Under Fire	Reviews
Jet Ski Riders	Reviews
Jonny Moseley Mad Trix	Coming Soon
Legends of Wrestling	Coming Soon
Maximo	Coming Soon
Metal Gear Solid 2	Coming Soon
	Tips
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NY Riders	Reviews
Onimusha 2	Coming Soon
Pirates: Legend of Black Kat	Accelerator
Resident Evil Gun Survivor 2	Coming Soon
Rez	Insight
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Soul Calibur 2	Accelerator
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Tony Hawk's Pro Skater 3	Reviews
Vampire Night	Coming Soon
Virtua Fighter 4	Accelerator
WipEout Fusion	Coming Soon
World Rally Championship	Reviews

THE FEATURE PRESENTATION...

ONIMUSHA 2

Onimusha was one of 2001's stand out titles, with a combination of stunning visuals and bloody mayhem that had us wincing in admiration.

Now, it's back. Set 13 years after the events surrounding the first adventure, a new hero, Yagyuu Juyuubei, has to square up to demonic warlord, Nobunaga Ota.

With improved looks, some stunning cinematic set pieces and new characters this is an experience on an epic scale.

WOODED CORPSE: The backgrounds are still pre-rendered, but they're even more incredible.

STOCKING KILLER: Oyuu's a bit of a mystery. We know she has some fancy ninja moves, though.

PSM2 EXCLUSIVE...

SPY CAM ACTION!

Forget Triple Threat matches, the real knuckle-bloodier in 2002's going to be hard and brutal. Someone's going to walk away a champion. The others will have to brave the sting of TCP and take up knitting.

We're talking, of course, about *Virtua Fighter 4*, *Soul Calibur 2* and *Tekken 4*. We caught all three in action, behind closed doors and actually *running* on PS2. Not in an *arcade* – that's *on* PS2. Believe it.

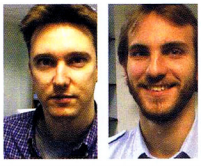
VEST IN SHOW: *Virtua Fighter 4*'s Akira shapes up to battle for PS2 supremacy.

DEVELOPER TIPS...

BURNOUT

As talented at games as we are, sometimes we just have to step aside and say: "Well, you made it, you bleedin' well go through three courses in clean runs, then." So Alex Ward and Paul Cross from Criterion did exactly that. While talking. And stirring their tea.

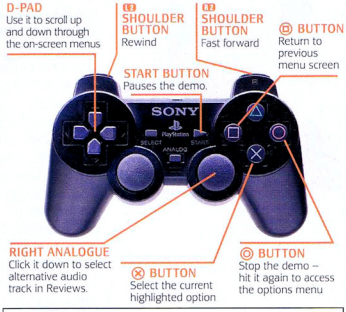
Keep a sharp eye out for some race-stealing short-cuts and Alex casually chatting about landmarks at 160mph.



CRITERION RIOT: Alex and Paul show PSM2 readers their secrets. Be afraid...

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your new white disc...



While you're watching Reviews, click down the Right Analogue Stick (R3) to hear what the PSM2 team think...

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#18 A BLOODY GOOD PUNCH-UP ON PS2

Hit 'im! Pull 'er hair out! Leave it Mitsurugi, you'll *kill* 'im! Finally we get three explosive beat-em-ups brutalising each other for total supremacy. *Oof!*

- **Name** Joel Snape
- **Age** 22
- **Occupation** Reviews Editor, PSM2 Magazine

For the love of Lenny. The shelves are already heaving with fighting games. Why the excitement about another *Tekken*, *Virtua Fighter* and *Soul Calibur*?

Because these are the big three – not apologetic updates, but full-blown sequels to the greatest fighting games of all time. This isn't *Smackdown!*'s imprecise pant-tugging, *DOA2*'s limited lady-ogling or *Capcom Vs SNK*'s last-gen retro tussling – this is beautiful, vicious don't-look-at-the-fish-while-I'm-hitting-you combat. Even non-fight fans'll be gagging to play these titles – and the beat-em-up'll be restored to its rightful status as apres-Guinness dispute-settler. Which would probably make anyone who was good at them king of the PSM2 office. Hmm...

You're scaring me slightly.

Good. Have a look at this issue's DVD – that's the first footage of the PS2 versions anyone's ever seen. They're already looking like spot-on conversions, but that isn't the half of it.

There's also clear evidence that the scrapper's being wrenched out of the traditional Survival/Time Attack/Versus mode rut. *Virtua Fighter 4* offers the interesting prospect of dressing Sarah Bryant up as a monk and *Soul Calibur 2*'s tipped to feature on-line combat alongside its Mission mode.

As for the eventual champion, we'd suggest *Tekken 4* will win out on name recognition – the addition of walls has left us underwhelmed so far, but Steve Fox continues to impress us. It's also likely to be out months after the other two in Japan, though, so the field's clear for *VF4* to shine with its hypnotising visuals, elegant counters and cunningly Jet Li-resembling monk.

We'd start saving for *Soul Calibur 2* as well. Simple but effective combos, improved dodging *and* the subtle, but effective, parry system? Beautiful. If you're anything like the PSM2 team, you're already cashing in all your beer money down the local arcade. But rest assured, for fight fans at home, PS2's the only choice. **PSM2**

"THE BIG THREE – NOT APOLOGETIC UPDATES, BUT FULL-BLOWN SEQUELS TO THE GREATEST FIGHTING GAMES OF ALL TIME"

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DON'T MISS

GAMES THAT DEFINE PS2...

METAL GEAR SOLID 2 pg46
JAK AND DAXTER pg54
SSX TRICKY pg108

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STAR LETTER
"IF A GAME IS A LOAD OF OLD COBBLERS, THEN THE AMOUNT OF WORK PUT IN IS IRRELEVANT"

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Dear PSM2
I wish to reply to Rahul Chauhan (Letters, PSM2# 15) and his critical view of your recent scoring of major titles, *Silent Hill 2* being his primary example. It's fair enough that Mr Chauhan thinks the game deserves a higher score than 88, but his reason – that the amount of work put into the game is not reflected in your score – is invalid. It shouldn't matter if a title was in development for five years with 1000 people working on it because it's the end product that counts. If a game is a load of old cobblers, then the amount of work put in is irrelevant. I thought your review score of 88 was spot-on. I'd be very sceptical about claims of 'huge amounts of work' put into what is a very linear game which plays remarkably like its prequel and only amounts to 10-15 hours of gameplay from start to finish.

If Mr Chauhan appreciates games with a lot of work put into them then I would like to draw his attention to *GTA3*. Although, like *SH2*, it's a sequel, it's a vastly different game to its predecessor. According to Mr Chuahan's rationale, this game probably deserves a perfect 100 on size and detail alone. But no, the reviewers at PSM2 gave it a well-deserved 92 after taking *all* relevant aspects of the game into account. I'm not brown-nosing here, as I often disagree with some of your review scores myself, but as you wrote in your reply to Mr Chauhan, "You might not agree with us every single time, but at least you can trust us." Keep up the good work.
David McCartney,
Dublin

For clarifying the PSM2 philosophy so eloquently for everyone, we'll send you *Pro Evo*, David. This, of course, has nothing to do with brown-nosing. We wouldn't be so vain... we think.

This is your chance to air your views on the hot potato of the moment: Got a PS2 for Christmas? How does it feel to be totally vindicated?

E-MAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

AWAY IN A MANAGER
Dear PSM2
I've only just bought my PS2 about two months ago and so have only purchased the previous two issues (*SSX Tricky* and *MGS2* covers) of your magazine. Already, however, I'm readily filling out my form so that I can have the mag delivered to my door.

Despite all this delirious content, though, something is still festering in my brain about console manager games. The front-runner at the moment appears to be *LMA 2002* which, although it's not out yet, I can still anticipate will contain the same problem as its predecessors on both PS2 and PSone. This niggling question is simply: "Why are the match engines always so poo?" I had *LMA 2001* for the PSone and I was unrealistically and frequently on the receiving end of halfway line goals and one-on-one's that the keeper *always* won because the likes of Bergkamp, Henry etc somehow took pleasure in running at the goalkeeper without bothering to shoot.

My main question, therefore, is really to ask whether you think PlayStation 2 is powerful enough to run the PC *Championship Manager* games, because the actual system that played the matches was top notch. If the PS2 can, why has no one thought about doing this?
Michael Tagg,
Newcastle

No news on a *Champ Man* port, but we can tell you that *LMA 2002*'s match engine is a massive improvement on *2001*'s. It's been tightened up – so those spawny goals will be minimised. We can tell you that one new feature is the sideline command – you'll be able to hairdryer your players from the dugout.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

BURNING ISSUE
Dear PSM2
I'm a loyal collector of your excellent magazine, but I'm sorry to say that I had to *burn* PSM2# 17. Why? Because I was too tempted to read your important revelation on *Metal Gear Solid 2*. I don't want to know any of the secrets and I'm looking forward to playing the game when it finally arrives.
Abu Taher,
Hayes

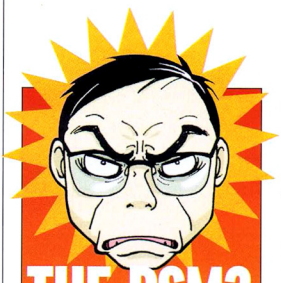
Er, you didn't have to burn the whole thing, Abu. Just the pages that caused you so much worry. Actually, there's nothing in there that would've ruined the game for you anyway.

OPEN UNIVERSITY
Dear PSM2
Imagine this, a student who earns barely enough to buy one game a month and still retain some beer vouchers, relies on your mag for its amazingly accurate reviews. Pretty much every issue up to PSM2# 15 had barely one review scoring over 90. Fancy then, to my shock horror, when from PSM2# 16, and indeed PSM2# 17, several games were stretching past your 90 mark. Was I to think you'd lost touch, that you'd followed other mags and gave perfect ratings to imperfect games?

I was foolish, as it proved, for I bought or rented each game which scored so high and, yet again, found them to be absolutely spot on. Everything you praised I agreed with and everything you criticised I nodded along with you. Great reviews, lads.

Now, it seems, my black box is proving to be worth its weight in gold as I herald an age of purely top class games dominating the shelves in my local games shop. Thank you PSM2 for honesty in a mag. Thanks PS2 for ruining my social life.
Gary Marlow,
Herts

Socially aware, that's us, Gary. From those in further education with cider and black stains on their army jackets to those who sleep in diamond and moonrock pyjamas – we encourage a thrifty attitude to gaming. If we wouldn't buy, why the hell should you? We'll learn ya.



THE PSM2 RAGE GAUGE
GRRRRRRRRR...
Dear PSM2
Why do all PS2 mags insist on giving rubbish games like *Tony Hawk's* or *Pro Evolution Soccer* 90+ when great games like *Soul Reaver 2*, *WRC* and *Agent Under Fire* get lower marks. it makes my blood boil. Please stop raving on about how great you think games are. I can sum them up in three words: They are rubbish.
Mr D Matts, Barlestone

GAME BOY ADVANCES
Dear PSM2
The advance of technology... It's a wonderful thing, but recently I've been hearing things like 'When is PS3 coming out?' and 'Now that we have video-TVs and DVD-TVs, when will Sony bring out a PS2-TV?' I know that we all like to hear about what's coming next, but we should also appreciate what we have now.

The fact that PS3 probably won't be out for another 3-4 years is not a

TEXT US! 07764 175887
Spelling? Grammar? Basic grasp of the English language? No need to bother with any of that when you've got the power of mobile texting.

Dear psm2. Do you know when moto gp2 is out in the shops. Thanks from bully. ■ Dear psm2 i am sick of people saying im not getn a ps2 because they r 2 dear but when n64 ,psx ,came out they were not £.199 an we get a dvd,128bit gra ■ HALLO THERE! I WOULD LIKE 2 SAY UR MAG IS FANTASTIC! I HAVE EVERY ONE OF THEM. MGS2 & SLH2 & DMC IS GOING TO KICK SOME SERIOUS

PRO EVOLUTION SOCCER
It's become a North or South of the river divide. Some are defending it to the hilt, others are walking away into the weak, skinny arms of *FIFA 2002*. Blimey.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

DROP KICK
Dear PSM2
Why don't you review PSone games anymore?
Sarah Marsh
Via e-mail
For the same reason we don't review biscuits and hats.

COURT OUT
Dear PSM2
NBA Hoopz is just *NBA Jam* from the SNES with better graphics. Is this really the future of PS2?
Gareth Bridge
Leeds
We warned you it was. And no, it's not.

DEAD HARD
Dear PSM2
Is it just me, or are games getting easier? I remember *Akira* for the Amiga... *(dissolves into misty-eyed nostalgia).*
Mark Ewing
Carlisle
Those were the days... bloody nightmare.

ALL STARS
Dear PSM2
Who's the best gamer at PSM2?
Nige
Via e-mail
We're all ace. Although Joel's been unbearable since he won EA's *SSX Tricky* title.

bad thing, it means that developers will concentrate on creating better titles for that excellent machine at the side of your TV. And it also means you won't feel ripped off after spending a couple of hundred quid on a console, only to find that there's a better one just around the corner (PC owners will know what I mean).
Lee,
Derby

It's not something we tend to dwell over either, Lee. Despite rumours of a generational acceleration programme from Sony to counteract Xbox, we still see a four-year minimum lifespan in PS2. If you're still concerned, then PSone continues to sell even now.

THE CHEEK'S IN THE MALE
Dear PSM2
When the two women wrote in complaining about the games industry being sexist (Letters, PSM2# 17) it's their fault for thinking that way. The way I see it is that girls at the age of 14-18 are more interested in boys and looking good. No girls I know sit down to have a nice gruelling game at *Resident Evil*, in England anyway.

It's not the games industry against women, it's just girls at a younger age aren't into games and it stays that way during their life.
Mr T Webb,
Portsmouth

Maybe you're not meeting enough girls then, Mr T. *Resi* seems to be one of the more popular games with our female readers. Time to chuck in that tar brush for an enlightening Maglite – you'll feel better.

NO FUTURE... ER, PLEASE
Dear PSM2
Is it just me, or is *Pro Evolution Soccer* absolutely terrible? Gameplay is slow, controls have a slight delay on them and the commentary is worse than before.

All Konami needed to do to improve on the fantastic *ISS* was make the graphics sexier, leave the gameplay alone (except perhaps the post-tackle stumble), add some better commentary and add depth to player stats.

They've tarted up the stats and general presentation, but then fiddled unnecessarily with the gameplay formula that worked with *ISS*.

So despite the welcomed introduction of the two-tier Master League, depth of edit options and player data, I'm afraid it won't be enough for me to persevere with it as the gameplay's flawed and inferior to *ISS*.

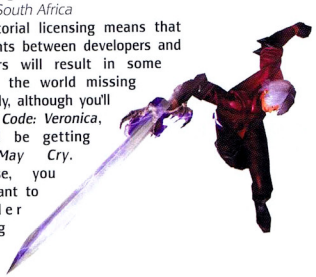
Gutted. Off it goes to the back of the shelf, or even to the shop for a trade-in. I'll stick with *ISS* thanks, 'cos the new *Pro Evo* is just like Chelsea – looked promising, high hopes for fans but failed to deliver.
Paul Littlejohn,
Via e-mail

If you're talking about the first PS2 *ISS*, Paul, then you're quite obviously mental. However, if it's the ol' reliable PSone version, then we can see where you're coming from. But even the most fanatical of PSone *Pro Evo* fans in the office have come round to the PS2 version, although not before pointing out the bleedin' obvious and stoving the commentary's face in. We agree with you on that point at least.

"I'LL STICK WITH ISS THANKS, 'COS THE NEW PRO EVO IS JUST LIKE CHELSEA – LOOKED PROMISING, HIGH HOPES FOR FANS, BUT FAILED TO DELIVER"

TERRITORIAL MISSINGS
Dear PSM2
Until recent times, your magazine has not been available here in South Africa, but when it was made available it immediately caught my attention. I was astounded by the way you gave your readers a free DVD with every Issue. Also I was glad to see that there's now a good selection of PS2 games available, but sadly only a quarter of those reach my country. I've tried everywhere, I can't find *Onimusha Warlords* or *Resident Evil Code: Veronica X* and it saddens me because I know what I'm missing out on. I'm a big fan of *Final Fantasy*, *Tomb Raider* and *Metal Gear Solid* series, but the chances are that they won't be available here in my country.
Stanley Segal,
Velddrif, South Africa

Territorial licensing means that agreements between developers and publishers will result in some parts of the world missing out. Oddly, although you'll not see *Code: Veronica*, you will be getting *Devil May Cry*. Otherwise, you might want to consider importing from the Net.



BACK ON SOLIDS
Dear PSM2
Metal Gear Solid 2: Sons of Liberty – what a great review of a great game in PSM2# 17. In the Covert Operatives section there was no mention of Decoy Octopus or Psycho Mantis – was this omission deliberate?

Do you think developers will go into so much detail in games that are currently in development – for example *Aliens: Colonial Marines*? Since the new generation of consoles there hasn't been much that's really caught my eye. It seems the developers concentrate so much on graphics they forget about the gameplay.
Chocolate Snake,
Via e-mail

Mantis and Octopus are both brown bread, and have no further part to play in the sequel. We've got big hopes for *Colonial Marines*, so we'll be bringing you more on PS2's *Aliens* instalment next issue.

LATE REVIEW
Dear PSM2
Being a virgin to PS2, I searched the shops for a decent publication to introduce me to this other place. I stuck PSM2 DVD# 13 in, thinking I was going to get something like what we'd come to expect on the PSone (horrible clanging menu wheels), but I was blown away

ASS WHEN THEY COME OUT!! ■ Dear p.s.m.2 is it possible 2 hook up a synthesiser 2 music generator so as 2 make life easier.if so is it via the usb input yours spikely kong ■ Whats the difference between the ps one and ps2 versions of weakest link? Is it just 15 quid! ■ Hi people mag•dvd dec issue great smackdown 3 looks great im skint so please send me a free copy thanx chris ■ WHATS HAPPEND 2 THE GETAWAY? I HAVENT SEEEN ANYTHING ABOUT IT LATELY! R U GONNA DO A REVIEW? ■ When is half life out ? Can we have some playable demos on the cover disc. Kinger.. ■ Hi people mag•dvd dec issue great smackdown 3 looks great im skint so please send me a free copy thanx chris ■ Just read ur jbi review. When wil they realise wrestlin fans want realism? The arcade action is such a let down. ■ Hey guys! Great job on the mag! Anyway, on your pro-dojo what difficulty is timesplitters done on? Thanks! Dave Line ■ How do u find the flowers 2make ur homemade perfume? Pls help as its driving me mad. ■ Have you got a Release date for MGS2.-all this waiting!!!-your

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2 CLINIC

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

#07: PS2 TECH UPDATE

Dear PSM2
Just thought that you might like to know that you can upgrade DVD Region-X to work with the new Sony remote. (Fact Pack, PSM2# 17).

Take a look at *www.dvdregionx.com*. It has codes to input the same way as you use Action Replay 2.
Phil Jones,
Via e-mail

Thanks Phil, for an extremely useful discovery for anyone who's invested in both bits of kit from our hugely popular feature.

Dear PSM2
In the PSM2 # 17 (wonderful issue) you make an unforgivable mistake that you must rectify. In the Fact Pack feature, you clearly state that DTS sound is nowhere near to being used in games. What strikes me the most is that both *NHL 2002* and *SSX Tricky* by EA have DTS sound in-game.

I can explain how EA managed it, choosing it over Dolby Digital 5.1. It's because of bandwidth and memory latency issues, and they used one of the most-powerful Vector Units to calculate the DTS algorithms in real-time.

So, if you plug a DTS receiver (even a nice Videologic Digitheater DTS) to your PS2 while playing *SSX Tricky*, you'll hear the snowboarders whoosh behind on your left and eventually passing in front of you.

Having DTS in-game is one of the revolutionary aspects we were waiting for from the Third-Place. PS2 pumping out DTS in-game is a good sign of things to come.
Daniel Deiana,
London

Groovy.

Dear PSM2
In numbers 40 and 41 of your Fact Pack feature, you mention a system configuration that doesn't seem to be there on my fairly recent PlayStation 2. Has it been removed?
Andy Duncan,
Carterton

Start up without a disc in. Press Ⓐ to get the System Version screen. Now move down to highlight PlayStation Driver and press Ⓐ to reveal your PSone Driver options.

with the way you've brought games reviews into the next interactive generation. Quality.
Chris Armitage,
Via e-mail

We won't stop there either, Chris. Our DVD continues to evolve, so expect some brilliant new features being introduced over the next few issues that really *will* blow you away.

REAL GUN KID

Dear PSM2
Are there any good *Time Crisis*-type shoot-em-ups planned for PS2?
Rory Wilson,
Glasgow

Capcom seem to have gone mad for the lamentable *Gun Survivor* series, so expect both *Resident Evil* and *Dino Crisis* to join the G-Con club. Namco are also releasing the excellent *Vampire Night*, which should keep you busy.

BRING IT OFF

Dear PSM2
Having pre-ordered *WWF Smackdown! Just Bring It* several months ago, I recently got my copy. Being a huge fan of the previous instalments you can imagine my anticipation.

I was immediately impressed with the new match types and entrances, and eagerly tried them out – fantastic. Right, on to the Story mode, looking forward to "battling through the daily grind of a full WWF season" as promised in the manual. It lasts a maximum of four matches! *Four* matches! Even worse, if your chosen character already holds a belt, your "full season" lasts for... *one* match! Call me old-fashioned, or tight-fisted, but I resent paying £45 for a game promising hours of gameplay which is over in ten minutes.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES...? XBOX WILL DESTROY US ALL... CONSOLE SLAGGING...

Are the developers that confident of the game's success that these faults are ignored? Shame. This game could've been truly marvellous.
Jim 'disgruntled' Cocks,
Nottingham

This isn't the first, and probably won't be the last, letter we've received from WWF fans who've been disappointed with *Just Bring It*. But will it stop any of you buying the next one? Answers on a postcard, please.

MISSING LINK

Dear PSM2
What's with Criterion not bothering with an i-Link option on the brilliant *Burnout*? If there was one racing game that was crying out for full-screen two-player battles, it was this one.

The single-player doesn't last that long, but it's the multi-player of choice round my gaff when we can't manage any more *Pro Evo*. So why just the split-screen option? Bloody wasted opportunity if you ask me.
Dara Sale,
Via e-mail

Did you see the state of the Criterion team in Accelerator, PSM2# 17? The poor sods were knackered. We're quietly confident it'll happen in the rumoured sequel, mind.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy to comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

Pro Evolution
MGS2
Smackdown!
What's new?
PS3

mag rocks.-Thanx jason. ■ DO YA REKON WWF JBI WILL GET NO 1 AT XMAS ROSS B ■ WHENS THE GETAWAY COMING OUT??? FROM

ANTONY ■ GIZZA JOB...FREELANCE P**STAKER, TOO UGLY TO BE UNEMPLOYED. P.S. WHO'S COAT'S THAT JACKET? ■ I THINK WWF SDJBI

SUCKS.LOOK AT THE GRAPHICS JUST LIKE PSI GRAPHICS ■ Hi 2 psm2 could u tell me where the hell is the 6 player hub 4 GT3,

hav 6 mates dyin 2 race each other, can u help ■ 89 DAYS TILL MGS2!wooooooo!!!nig eus snake ■ Just got PS2,

GT3,GTA3,PES, SSX. Oh my god i'm lost in my third place-your mag is top. Dave, Notts. ■ Can't. Stop. Playing. Need.

GTA3. Must. kill. Innocent. People. Losing. Sanity. Arrrgghh!. Paul, Lowestoft. ■ SINCE BUYING GT3 THE DAY IT CAME OUT I CAN'T

KEEP IT OUT OF MY PS2. I HAV JUST RECENTLY PURCHASED DA ASH ALBUM, FREE ALL ANGELS COS OF THIS WONDERFUL GAME

PLAYSTATION 2 MAGAZINE
PSM2

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ALONE SAT ROBIN HOOD...

...AND WONDERED WHERE HIS BAND OF MERRY MEN HAD GOT TO. SOMETIMES HE ALLOWED HIMSELF TO THINK OF THOSE TIMES, THE WAY CROWDS USED TO CHEER AND CALL HIS NAME. HOW DISTANT IT ALL SEEMED NOW, NOW THAT DUO JAK AND DAXTER HAD INVENTED THEIR NEW FORM OF GREATNESS. ROBIN PICKED UP THE PHONE, JUST TO SEE IF ANYONE WAS THERE.

THE END.

TIME FOR A NEW LEGEND.

PlayStation.2
THE THIRD PLACE

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WORLD OF LEATHER: From patent shoes to trench coats, *Max* is a place where black cowskin is de rigueur.

DARK ART: It's not long into Max's investigation into the death of his family that it all goes a shade Wicker Man.

›GAME UPDATE フルアヌキニラ

RIGHT PAYNE IN THE ASS

Cagey Rockstar, after an age of dithering, are finally pushing *Max Payne* into PS2's limelight. The questions are, why have they left things to the last minute, and why are we only getting review code?

As you read this you might have already seen copies of *Max Payne* flying off the shelves and into the hands of the unsuspecting. Don't, whatever you do, follow the crowd. It might just be a case of notorious control freaks Rockstar guarding their code right up until launch, then again it might be something slightly more suspect.

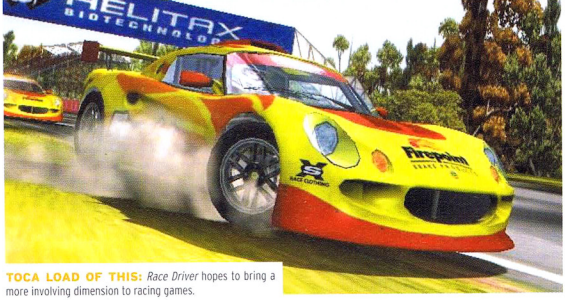
An almost identical situation happened with *GTA3* but, in that instance, PSM2 were at least shown the game up and running a whole month before we received review code. This time round, though: nada. All we've actually seen in action so far are two rolling demos. Not the kind of recommendation we'd like to give anyone before they fork out £40 for something that might be decidedly shod.

So hold onto your hard-earned and do your best not to get swept up in the fervour leaking out from the success of the PC version. Yes, the two styles of bullet time sound fantastic – one that kicks in while running, one when jumping – but whether they can be ported successfully from PC to PS2 is another matter entirely. Think there's being overly cautious? Think there's a sliver of corporate paranoia wriggling between our words. Well, if *Max Payne* does turn out to be a crock it'll only be the last in a long line of infamy. One memorable instance was the *Hidden and Dangerous* fiasco on DC. Not the most reliable code, even in its original state, the DC version included a sizable vehicle driving level that slowed to a terrifying 10-15 frames a second.

"ALL WE'VE ACTUALLY SEEN SO FAR ARE TWO ROLLING DEMOS"

The good news to come out of all this finger wagging and stern words is that PSM2 will be receiving review code at the start of our next issue. Rest assured we'll play it to death, see if it's everything the PC critics have raved about and then give you an honest, definitive verdict.

PSM2 RECKONS *Review code this close to launch? Watch your pocket money.*



TOCA LOAD OF THIS: *Race Driver* hopes to bring a more involving dimension to racing games.

›DEVELOPER INSIGHT フハワネニヲ

CODIES GO LARGE

Sport and war on the banks of the Thames as Codefest 2001 shows the shape of things to come.

November 22nd, 2001 saw PSM2 freezing its crown jewels off, ironically enough, opposite the Tower of London on a pleasure cruise with the people behind the excellent *MTV Music Generator 2*.

First up was *Prisoner of War*, looking shakey round the edges but presenting a fully playable level from Stalag Luft 3. We immediately went hands-on and discovered that the trick to not getting slammed in the cooler was to obey the rules of the camp. It's been clipped in size since we first heard about it – to five missions – but it's obvious that each one is still packed with a huge amount of detail.

A brief scuffle down an OCP-style corridor before *TOCA Race Driver* surprised us all by including a Story mode rather than the straight race we expected. There was definitely something compelling about seeing the driver evolve with each victory out on the track.

END OF THE SENTRY: Keep your nose clean and take any opportunity that comes you way in *PoW*.

"A PACKED YEAR FOR CODEMASTERS"

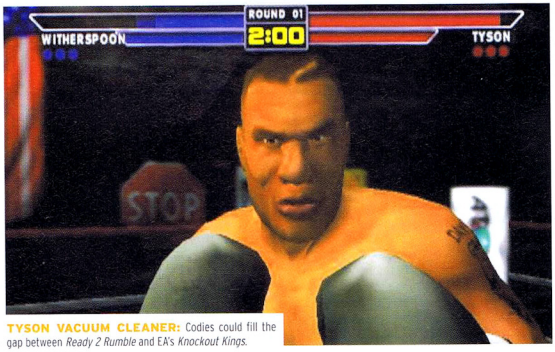
There was no sign of *Colin McRae 3* itself, just producer Guy Wilday and lead artist Rick Nath telling us that Colin's Ford Focus will now be made up of a phenomenal 13,000 polygons, while we were surprised to learn that the physics engine from *Colin McRae 2* will be carried over for the next incarnation – such was its quality.

Next up was *Mike Tyson Heavyweight Boxing*. It'll have 16 licensed heavyweight boxers, six illegal moves and 24 signature moves for each boxer. But what does it play like? Well, take all these options, map them onto a solid looking character models and you've got a real contender.

Lastly, Simon Prytherch – head of the HooDoo Studio – was showing off the revamped *LMA Manager 2002*. It's big: 722 clubs, 17,000 players, 28 countries, squads of 32, dugout commands that allow you to update tactics and make substitutions at any point during the match… Blimey. And Simon slipped in the fact that the next *LMA Manager* would be voice activated and that the team were also working on another, top secret, footie title.

We also heard rumours that the company might also be picking up *Soldier of Fortune: Gold* and *Star Trek Voyager: Elite Force* in the near future.

PSM2 RECKONS *A packed year for Codemasters, then, with real potential. No sign of a* Micro Machines *– that's* 'Machines', *not* 'Maniacs' *– on PS2 though. What's wrong with them?*



TYSON VACUUM CLEANER: Codies could fill the gap between *Ready 2 Rumble* and EA's *Knockout Kings*.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Industry sources tell us that Epic Megagames – the team behind the phenomenal *Unreal* series on PC and *UT* on PS2 – are working on a brand new title for Sony's console. Its name? The fate-inviting *13*. Let's hope it isn't unlucky for legendary Deathmatch guru Cliff Blezinski…

RELIABILITY 8/10

PSM2 RECKONS *Despite the swathe of FPS games heading for PS2, the mention of Epic always gets us excited. Let's hope they've sorted out the slowdown that plagued* Unreal Tournament's *PS2 multi-player mode.*

According to our sources in Tokyo, Sony's evaluating the possibility of releasing a PlayStation 2 network bundle sometime next year. The system would be sold with the Hard Drive and Ethernet peripherals built in for ¥39,800 (£225) – approximately ¥10,000 (£60) higher than its current retail price. Sony representatives have refused to comment.

RELIABILITY 7/10

PSM2 RECKONS *If Broadband games are going to take off, developers need to be aiming at a large installed user base. A cheap-ish, box-ready Broadband version of the console could be the solution.*

Worried about that green glow on the horizon? Don't be. We've heard it murmured that Capcom's working on the currently top-secret *Arc Legion* – a sort of *Dynasty Warriors/State Of Emergency* with machine guns and huge crowds of detailed enemies. Also in the Gates-spanking camp are SCEA. Their in-house team in Foster City are reportedly working on a game set to take on the hugely over-rated *Halo*.

RELIABILITY 9/10

PSM2 RECKONS *Microsoft's gargantuan console's never looked so small.*

Harmonix, the company behind the forthcoming bemani-meets-*Tempest* beatgame, *Frequency*, have recently been advertising for staff to work on – wait for it – *Frequency 2*. Advertising on its website, the company's looking for a Graphics Programmer and Lead Designer, so we're guessing that they're still in the planning stages. They're also looking for a Network Programmer, which suggests that the Internet option removed from the original will be reinstated. SCEA has yet to make an official announcement.

RELIABILITY 9/10

PSM2 RECKONS *Sony originally hoped to launch its Network Adaptor with the first* Frequency, *so an on-line sequel makes a lot of sense.*

There's a fine old tradition of movie-houses buying up the rights to everything vaguely popular, so don't get too excited when we tell you that *Devil May Cry*'s the latest hot tip for the celluloid treatment. John Woo's being touted as director – it might seem unlikely given his A-list status, but bear in mind that his next film's Teenage Mutant Ninja Turtles.

RELIABILITY 2/10

PSM2 RECKONS *We'll file that right next to* Duke Nukem, Parasite Eve *and* Doom, *then, shall we? Riiiight.*

Barbarian. Not the plural of the species. Not the Titus-based roaming beat-em-up that involves highly interactive environments and 11 selectable characters that resemble the extras of Red Sonja. Oh no. We're talking the original, the direct descendant of Palace Software's original two on the ZX Spectrum. A one-on-one beat-em-up that could well rival the forthcoming *Soul Calibur 2* in our fight frenzy affections. And guess who's publishing it? No really, you have to guess – if we told you, our posteriors would be pasture… so to speak.

RELIABILITY 9/10

PSM2 RECKONS *Goblins hauling our inert corpses away from our severed heads? It sounds too good to be true – brutal, uncivilised brawling. All we can say is that odds on, you'll be hearing a lot more about this come E3 2002.*

›US SOFTWARE NEWS シラヨン

STATES OF FANTASY

The Americans get an English language NTSC version of Square's epic adventure on PS2.

If you're reading this in the post-prandial lull on Boxing day, then *Final Fantasy 10*'s just hit US stores, a month ahead of schedule. It'll only ship in limited quantities, but retailer's supplies will be replenished into January.

Last July, the Japanese version sold 90% of the 2.14 million units shipped, and went on to become the first game to sell over 2 million copies. Its sales are now approaching the three million mark in Japan.

FF 11's currently slated for a July 2002 release in the UK, although the English version's clearly finished, and includes character voiceovers for the first time. You might remember Tidus actor James Arnold Taylor from such film classics as Team Atlantis and Dinozaurs. Or, you might not.

PSM2 RECKONS *We'll be getting an import copy so we can work out the plot, but come on Square – if they can have it, why can't we? S'not fair…*

WIN! THE MATRIX REVISITED

This is the film that made DVD players appealing to a tech-hungry mass audience – and now there's an even more comprehensive twin-pack version of *The Matrix* DVD, including a feature-length documentary about the making of this modern sci-fi effects fest.

So, thanks to our top buddies at Warner Home Video, we've got five copies to give away. Want one? Then answers on a postcard, if you please, to this binary-simple question:

Which '60s frazzled hippy group had a hit with *White Rabbit*?
a) Steps
b) The Smurfs
c) Jefferson Airplane

Send 'em to: **What Is The Matrix? PSM2, 30 Monmouth Street, Bath BA1 2BW.** The editor's decision is final, and anyone ringing us will have their call forwarded to sinister agents.

GLOBAL NEWS ワールド

STEALTH CLUB

After our exclusive review last issue, we have a look at how *MGS2* conquered half the planet.

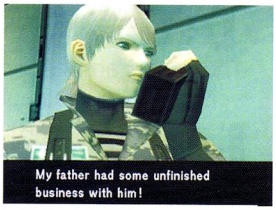
"You see this callus on my finger? That's from using so many highlighters to go through all the bugs. I use up at least two highlighter pens a day."

That was Hideo Kojima, speaking during the final rush to get *MGS2* ready for its US release. But it was worth it – within five days, it sold 640,000 copies, and Konami have now shipped a staggering 1.8 million copies to US retailers.

Given the choice, though, we'd have rather been in Tokyo, at the launch event that saw Kojima-san and character designer Yoji Shinkawa signing autographs and unveiling the Japanese garage kit alternative to Todd McFarlane's *MGS2* toy line. Again, it was one of the biggest launches ever, marred only slightly by Konami's warning to Asian pirates that illegal copies of the game circulating in Japan and Hong Kong wouldn't work on their PS2s.

PSM2 RECKONS *We're not the sort to get all moralistic, but it's a reflection on the pirates' characters that the first thing most of them did was splash the game's twist all over several Internet message boards, which is the kind of genius self-promotion you expect from barely sentient fools.*

FAN MALE: Kojima-san got the pop star treatment at the *MGS2* launch in Tokyo. He uses a lot of pens, too.



OLGA THE RAINBOW: Even plot-spoiling pirates couldn't dampen the US and Japanese releases.

UK SOFTWARE NEWS シフモカノ

TEKKEN 'EM ALL ON

Sony give a solid release date for *Tekken 4*, but unfortunately, it's not for the UK. Bugger.

Namco have confirmed plans to release *Tekken 4* for PS2 by March 2002 in Japan. Does this mean it'll be arriving in the UK shortly afterwards?

Probably not – since Sony have three huge beat-em-ups to release next year, they're likely to stagger the release dates, with *Virtua Fighter 4* arriving early in 2002, *Soul Calibur 2* coming second and *Tekken 4* probably due around – gah – *September*.

Astute followers of the Mishima Zaibatsu will've been sleeping in their arcades, but for everyone else – there's another new character. He's called Combot. And he's a robot whose abilities range from childcare to – surprise, surprise – mimicking every other character's moves. Apart from that, no real surprises in the roster, apart from Julia donning a pair of specs.

PSM2 RECKONS *Combot? Well, at least he's better than Mokujin...*

COMBOT: Good with kids and doing impressions.

JULIA: Hard but well-read - that's the new message.

BYTESIZE

HOLLAND: More than 1.3 million import PSones have been impounded by the Dutch authorities, after it was found that the cables attached to them contain unacceptable levels of cadmium. The element's been linked to kidney damage, although Sony have pointed out that this only happens if it enters the food chain – and that the laws relating to improper disposal of electrical goods are being badly interpreted.

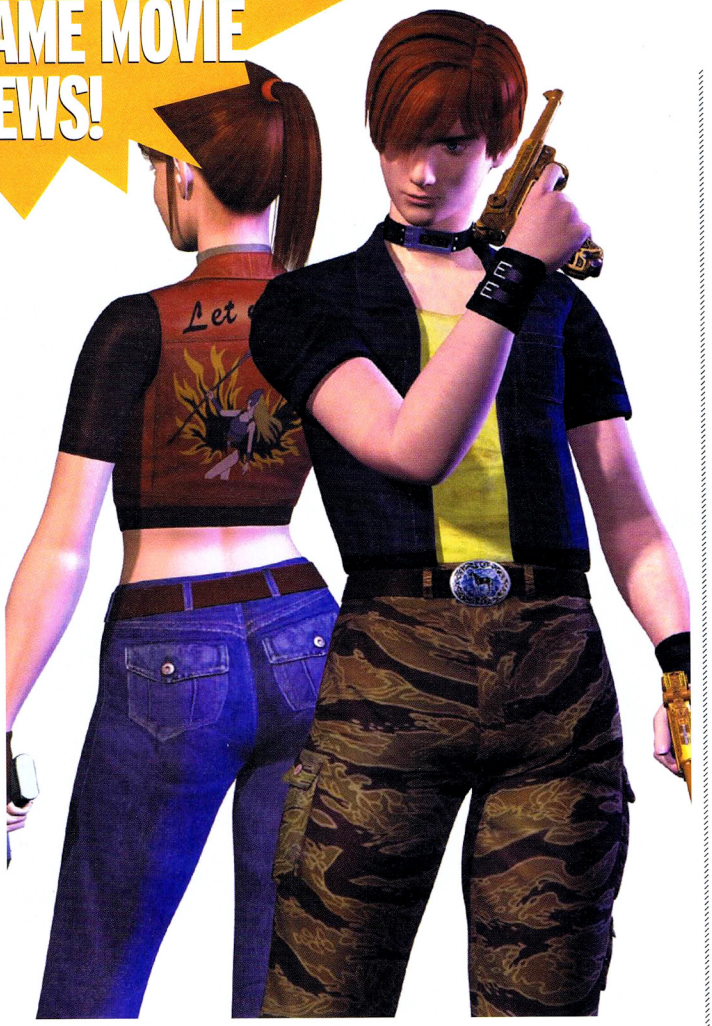
JAPAN: Square have announced that the monthly fee for access to its PlayOnline gaming service, set to open to the public in March, will be about ¥1,240 – about £7. That'll cover access to the entire service, including on-line games such as *Final Fantasy 11*. Square hopes to bring an estimated 200,000 users per year on board.

FRANCE: Ubi Soft have acquired the rights to produce games based on Charlie's Angels, although whether this includes Farrah Fawcett *and* Cameron Diaz versions isn't yet clear.

JAPAN: Capcom have released *Devil May Cry* Graphical Edition, one of those books full of cool character sketches and concept art that look ever so cool scattered across your flat. It's priced at ¥2,000, but the limited-edition copies featuring a special 'Stylish poster' have probably already gone.

AUSTRALIA: In what might be the world's first death by enjoying PlayStation, 19-year-old Richard Wells, was electrocuted when a huge wave smashed the window of a trawler off the coast of Queensland. He was playing on his PSone at a metal table when the incident happened. Three crew were also burned.

GAME MOVIE NEWS!



RINGIN' IT: Movie screensavers now available to download at lordoftherings.net.

›MOVIE NEWS フハワヌ

RESIDENT EVIL: GROUND ZERO

The much-awaited… bear with us… Paul Anderson cinema treatment of *Resi* looks set to attack our multiplexes in 2002.

With a US release slated for mid 2002, work on Resident Evil: Ground Zero – that title *surely* has to change – has nearly finished. The film's a prequel to Capcom's series, but cleverly, also nicks classic moments from the games – like the climatic scene on the underground train from *Resi 2*. Along with legions of zombies, it'll feature monster favourites like the Lickers – and it's rumoured that Milla Jovovich's best scene involves gunning down dozens of undead dogs.

Marilyn Manson's also confirmed his involvement with the film – in an interview with MTV.com, he said that he's more or less scoring the entire movie in an 'electronic style'.

Finally, the shady-sounding El Dorado recently claimed on ginger Jabba Harry Knowles' Ain't It Cool website to have seen the whole thing. Unfortunately, swathes of cynics pointed his love of Paul Anderson's Mortal Kombat as clear evidence that he was either mad or a studio plant, and ignored insights like 'That chick from The Fast and The Furious was great'.

PSM2 RECKONS *With Anderson at the helm, it's likely to be more schlocky than shocking. Nurse! Get the popcorn catapult!*

›LICENSING NEWS フハワヌ

TWO RINGS TO BRING THEM ALL

EA and Vivendi cross swords for the hearts of hobbit lovers worldwide.

Not satisfied with swallowing a huge amount of public cash with their already lucrative Harry Potter tie-in on PSone – despite a TV campaign that featured not one screen of in-game footage – warning, warning, warning – EA follow up with yet another cash scoop as they seal a deal between themselves and New Line Cinema – a subsidiary of AOL/Time Warner. The target of this insatiable passion to port film to console? None other than JRR Tolkein's Lord of the Rings.

By now there's a growing crowd of you out there that, like us, have already seen the first instalment of Peter Jackson's fantasy epic and are hungry for a chance to manipulate the fellowship for yourself. One problem, though. No games.

In an odd move by EA, the developers have chosen to delay their launch of the first episode in the trilogy – *The Fellowship of the Ring* – until June of 2002. PSM2 can only surmise that such a move is linked to the release of the DVD. Further details about exactly what we can expect when the game launches are thin on the ground, but we're convinced that the action will adopt a third-person style and won't be voiced by the distinguished, and expensive, cast of the film – just recall the sound-a-likes of *James Bond 007 in… AUF*.

But every Gandalf needs a Saruman to pit their wits against and EA have got Vivendi biting at their cloak tails and threatening to release a game five months before them.

In a licensing twist that results from the film having a different set of intellectual rights than the books, Seattle-based WXP Inc. are currently working on their own *Fellowship of the Ring*. Once again it's a third-person action/adventure that spans eight locations set along Frodo Baggins' journey from The Shire to Rivendell. With 24 sub-levels on the cards and a prospective release date of early 2002 it looks as though we'll be seeing this one well in advance of EA's title. The only doubt about it arises from how much it will alienate the LOTR purists. A demo of the Old Forrest level on show at E3 2001 had lava pools steaming away below the boughs of the enchanted trees – something that never appeared in the book.

PSM2 RECKONS *The hype from the film should put a fire beneath both EA and Vivendi, with gamers being treated to a pile of new shots and details in the next couple of months.*

HARD HOBBIT TO BREAK: See concept art of a Rider and Gandalf at Vivendi's website.

›SOFTWARE NEWS フハフヌ

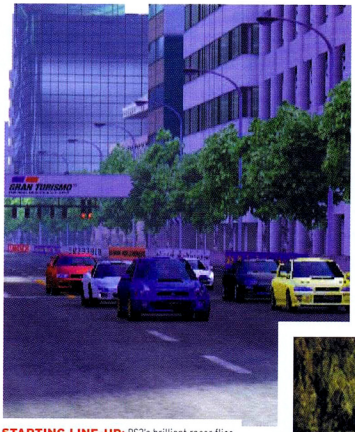
PLAYSTATION 2 CLASSICS

Missing one of these from your PS2 collection? Shame on you, but at least they're cheap now.

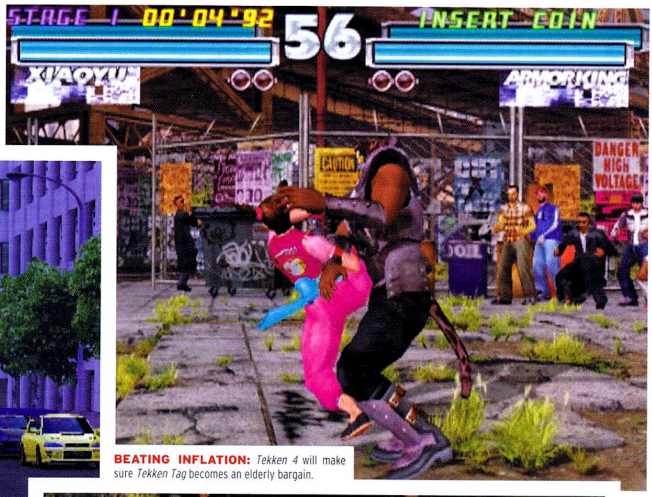
Following the announcement of another PS2 price cut in Japan, Sony continue to appeal to budget gamers with more cost-slashing quality. They've confirmed plans to release a line of PS2 software known as 'Mega Hits'.

Scheduled to begin next month in Japan and early next year in America, three games have been announced as part of the promotion, all of them relative corkers. *Gran Turismo 3*, *Onimusha* and *Tekken Tag Tournament* have all sold more than 1,000,000 copies worldwide, and will be released in Japan for around ¥3,800 – that's about twenty quid. Of course, further games'll be added throughout the year as the PS2 library grows.

PSM2 RECKONS *By our calculations, they've done this quicker than the Platinum range on PSone – possibly as part of the anti-other console onslaught. But Mega Hits? Sounds like one of those bargain bucket party compilation tapes. Still, there's no denying the quality of the titles on offer – just add SSX and TimeSplitters, and we'll be laughing.*



STARTING LINE-UP: PS2's brilliant racer flies past a million sales and gets cheaper.



BEATING INFLATION: *Tekken 4* will make sure *Tekken Tag* becomes an elderly bargain.

PRICES SLASHED: With its sequel not far away, *Onimusha* takes the plunge into value hell.

"GRAN TURISMO 3, ONIMUSHA AND TEKKEN TAG TOURNAMENT HAVE ALL SOLD MORE THAN 1,000,000 COPIES WORLDWIDE"

›OUT AND ABOUT フハフヌ

PSM2 GET TRICKY

We came. We saw. We conquered... and we almost missed the last train home because we couldn't see. EA grease us with drink, but still we triumph.

The scene – a bar in Soho. The event – a party thrown by EA to celebrate the launch of *SSX Tricky*. Including – ah-ha! – a tournament to determine who's the games industry's best virtual boarder.

As if there was any doubt. Post-hammering our fellow journos in the qualifiers, PSM2 was reeling with fruity cocktails by the final, but still managed a confident win thanks to a cheeky short-cut in the closing stages of Garibaldi's cliff run – remember last issue's tips? After that, there was nothing to do but tilt our hats at a rakish angle, wink at the ladies and stroll off down the street, clumsily juggling a fragile glass trophy. Rocking.

PSM2 RECKONS *It took us a while to work out what the hell the thing was in the morning, but we've proved that PSM2 are the nuts when it comes to games.*

DRAG FACTOR: Failing to observe an athletic outlook would cost the other entrants dear.

›PERIPHERAL NEWS フハワヌ

HARDWARE TARGETS

Get cash off granny for Christmas? Check out these peripherals that've sneaked into the office recently…

OLYMPUS EYE-TREK

PRICE: £299

For years, we've wanted to strap a TV to our heads, but we've always worried about neck strain. Thankfully, at a tiny 85g, there's no danger of that with the Eye-Trek, which – apparently – looks like a 52" set viewed from two metres away. It's got stereo sound and connects directly to PS2's AV Multi Out connector, and the picture's perfectly sharp. Everyone we tried it on swayed a bit when they played on it, then acted as if we'd just punched them in the stomach when we told them the price.

CALL: 020 7253 2772

I-LINK COMBO REPEATER HUB

PRICE: £50

For everyone who's been ringing us up to ask about playing their mates via i-Link – we'd suggest this beauty. The Hub's got six FireWire ports (they're the ones that connect to your i-Link port) and four USB ports, so it'll even work for connecting to Digital Cameras and Keyboards. Manufacturers SNNTech maintain that it's fine for *Gran Turismo 3*, and it includes one FireWire cable and a Power Supply. You can even stack loads of them together… should you want to. Give them a ring.

CALL: 01327 300610

SAITEK PX5000

PRICE: £19.99

Tired of memorising those pesky 10-strings? Then you *aren't playing the games properly*. After a bit of trial and error, we managed to program some simple combo 'macros' into the PX5000, activating combos at the touch of a button – but really, honestly, it's *cheating*, isn't it? And if you did it against your mates – the only time when it's really useful – they'd probably end up clouting you with it. Which could be nasty, because all the gubbins inside this thing makes it suitable for very strong people with hands like shovels. Not great for tiny kids.

CALL: 01454 451900

ACTION REPLAY 2

PRICE: £29.99

AR2 is a combination of scabby Memory Card lookalike and cunning Sony-baiting disc. Trapped on the disc are hundreds of codes which allow you to render all your games easy and pointless. While this sounds frankly stupid, there *are* moments in all games where we wish you could become invincible for a bit or could skip that really tricky level. And even if you love a really hard challenge, AR2 shares all the features of the slightly cheaper and miraculous DVD Region X, so you can play DVDs from anywhere in the world in full RGB (no green screen) quality.

CALL: 01785 810800

JONNIE'S FIVE

"Life is not a malfunction." Oh, Stephanie, beautiful Stephanie, if only my evil military creators had seen fit to equip me with a…" Eh up, the sparks are flying and titanium boy's got all hot under the bandana about another five games that have just slipped under the wire milliseconds before PSM2 heads to press. Now if we can just curb this abnormal fixation for Ally Sheedy we might get some work out of him. Mr Jabituya, the soldering iron!

1. FREEKSTYLE

Publisher: EA Big
Expected: Spring 2002
WHY? It's the same philosophy that made *SSX Tricky* so brilliant; screw reality, let's just have fun. Oh yeah.
SPECIAL FEATURES: With character names like Clifford 'The Flyin' Hawaiian, over 80 tricks and a plethora of short-cuts, this could well be the motocross title we've all been hankering for. Or not.

2. RUBU TRIBE

Publisher: Interplay
Expected: Spring 2002
WHY? Like *The Thing*, it's another game where you're reliant on the rest of your team/tribe accepting you as the boss.
SPECIAL FEATURES: The Rubu tribe have built their village on the back of a huge elephant-like creature called a Uut. As a result, they wander through a wide range of environments packed with critters out to eat them.

3. TRIBES 2

Publisher: Vivendi Universal
Expected: Spring 2002
WHY? It's a vast FPS that can be networked over the Net. The only thing keeping it in check? Sony's refusal to make a decision about the PS2's on-line capabilities.
SPECIAL FEATURES: The *Unreal Tournament* experience, but on a monumental level crammed with über weapons and unfriendly faces. Deathmatch at its finest and most bloody.

4. TD OVERDRIVE

Publisher: Infogrames
Expected: Spring 2002
WHY? It's another crack at doing a city racer and doing it well. If anyone can ace it, it has to be the veterans of the *Test Drive* series.
SPECIAL FEATURES: So far we've seen shots of four lusciously textured cities – including London and San Francisco, admired the paintwork of 20 super cars and spun the dial of the in-car radio that reportedly has selectable stations.

5. DYNASTY WARRIORS 3

Publisher: TBC
Expected: Spring 2002
WHY? Number one in the Japanese charts for an age, and now finally turning up in a PAL preview form over here.
SPECIAL FEATURES: Rideable elephants for this outing and an even greater number of assailants on screen at any one time. Sadly, the fog's still in there. A bind visually despite, it being all wispy and twee.

PS2

It's a new year's heave with the movers and shakers of 2002 eager to tear up PSM2's dance floor. Go mental!

For those of who've just joined the party... you've missed out on a rocking year for PlayStation 2. The good news? The back catalogue's packed with excellence and we're looking at another 12 months of heart-popping quality.

Which is exactly the kind of thing we dream about here at PSM2. Point to a gaming horizon and you'll see us silhouetted against it, peering over the edge like smiling catalogue models, taking bets on what's about to flatten us. But we're not secretive types, oh no...

So over the next 29 pages be prepared for a sensory overload of fresh imagery, pummelling revelations and everything you'll need to know about the biggest new releases due to hit the planet in 2002. We'll fill you in on when a game's coming out, where it's coming from, what the developer's have done before and why it's so damn good... It's all just a page away. Grab a can, sit back and relax – the future's in your hands.

THE PLAYERS OF 2002

The top ten companies rated on both quantity and quality of games due in the new year.

1. SONY

They built our beloved platform and'll be embellishing it with over 28 titles in the new year – just let that figure settle in for a moment... Predicted hits of 2002: *VF4*, *FF10*, *Tekken 4*, *Soul Calibur 2*, *The Getaway*, *Kingdom Hearts* and *Gran Turismo Next*.

2. ACTIVISION

When you're planning 18 titles for the new year and three of them have the prefix 'Star Wars', then there's little doubt you're onto a winner. Predicted hits for 2002: *Spider-Man: The Movie*, *Jedi Starfighter* plus another Star Wars titles said to be their 'coolest ever'.

3. INFOGRAMES

Still nothing definite on the *Driver 3* front (watch this space) but even without this big 'un, there's enough in the other 13 games to keeps us chipper for an eternity. Predicted hits of 2002: *EXO*, *Stuntman*, *Terminator* and *Driver 3* (if it happens).

4. EA

Nine confirmed titles for 2002 and that's before the Lord of the Rings license kicks into effect. Predicted hits of 2002: *Medal of Honor: Frontline*, *Aliens: Colonial Marines* and a new mountain biking game from the *SSX Tricky* team (yep, no *SSX* in 2002).

5. KONAMI

Not satisfied with giving us what will probably be the best game of the year, Konami add a staggering ten new titles to their already attractive line-up. Predicted hits for 2002: *Metal Gear Solid 2* (who'd have guessed) and *ISS 2002*.

6. EIDOS

With eight titles already lined up you can bet the combined forces of Eidos and Core will leave yet another indelible mark on PS2 in the new year. Predicted hits for 2002: *Deus Ex*, *TimeSplitters 2* and *Tomb Raider: Next Gen*.

7. ACCLAIM

The crew that brought us the 'Christ! My neck!' road test that was *Burnout* bulk out their PS2 catalogue with ten fresh titles. Predicted hits for 2002: *Turok Evolution* and that ever predictable sequel, *Burnout 2*.

8. CAPCOM

A lot of redirection of effort and investment away from PS2 for 2002 with Shinji Mikami concentrating on other platforms. Regardless, Capcom still confirm seven new games for PS2. Predicted hits for 2002: *Auto Modellista*, *Devil May Cry 2* and *Maximo*.

9. THQ

They've made plenty of cash from *WWF Smackdown! Just Bring It*, but what will they spend it on? Five spanking new games already confirmed with more on the way. Predicted hits for 2002: *Red Faction 2* and of course the obligatory, and some would say unnecessarily rushed, update of *WWF Smackdown!*.

10. CODEMASTERS

Codies, flaunting their wares at the recent Codefest 2002, proved that although they may be short on quantity, when it comes to irrefutable polish, they're got the moves. Predicted hits for 2002: *Colin McRae 3*, *Mike Tyson Boxing* and two undisclosed others.

2002 FACT PACK

- We've calculated that you can expect around 175 new titles for PlayStation 2 in 2002.
- Of that 175, we predict – on past experience – that around 45 will fall in the 70-89 range with approximately 10 grabbing our coveted 90+ honours.
- Sony come out on top in the overall number of releases (unsurprising considering they now publish for Square, Namco and Sega) with at least 28 games destined to hit the shelves between now and the end of December.

NEED a reason to get over-excited about 2002? Then you've come to the right place, as dangerous levels of expectation push PSM2 to the point of total meltdown – almost. It's going to be a year of technological revolution and a year that'll see you playing videogames in ways you've never dreamed of before. Feel good about owning a PS2.

In the dying days of 2001 we had our initial taste of the future with the arrival of *Tony Hawk's Pro Skater 3* and the DU-E100 D-Link. An unremarkable green plastic box, it instantly turned our PC into a transatlantic opportunity to thrash the Americans at Graffiti. Trust us, though – PS2's on-line connectability only gets more impressive as the new year rolls on.

Already we've seen screens showing off four characters attacking a camp of Orc's in *Final Fantasy 11*, with what appears to be two others launching magical attacks from a distant hill. If each one of these is being played by a different person on a separate networked console, then that's a monumental jump forward. Other on-line news will no doubt include updates on the episodic nature of *Tomb Raider: Next Gen* while hopefully more will be revealed about the team mechanics of *SOCOM: Navy Seals*.

Let's also not forget all the motion tracking software currently in development that'll make the bemani mats of *Stepping Selection* look like techno antiques, plus a voice recognition system that we've seen used to command everything from battle-clad troopers to intrepid German Shepherds. All that, and Sony will also be revealing plans for their Hard Drive as well as which titles will be taking advantage of this awesome shunt in processing power.

As we said, it's going to be an incredible year for anyone who owns a PS2, both for advances in technology and a shift up in the quality, atmospherics and speed of games. Come see what's in store...

Datewise all of the above should be happening around these times in 2002: Final Fantasy 11 – Japanese launch in March. Tomb Raider: Next Gen – November. SOCOM: Navy Seals – September.

PSM2 RECKONS

Pass us the predictorphone and tell the secretary to put those calls on hold...

NAME: DANIEL DAWKINS

POSITION: Staff Writer, PSM2
GAME OF 2001: *Tony Hawk's Pro Skater 3*

GAME OF 2002: *Kingdom Hearts* – It's the first time the House of Mouse has made a decent choice of development partner, and we're eager to find out how much Square have warped Uncle Walt's characters.
SLEEPER HIT: *Tomb Raider: Next Gen*. Not exactly a 'sleeper', but Core have to pull something impressive out of the bag to sustain interest in Ms Croft, and I think the fans are in for a shock.
HARD TARGET: The PS2 Plasma screen. A luxury option I know, but the chance of seeing *THPS3* monitor-crisp is just too much to resist.

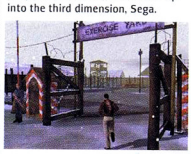
NAME: JOEL SNAPE

POSITION: Staff Writer, PSM2
GAME OF 2001: *Devil May Cry*

GAME OF 2002: *Soul Calibur 2*. My slavish devotion to all things punchy continues – but demonic weapons and that bloke with the nunchakus just edge ahead of *VF4* and the next *Tekken*.
SLEEPER HIT: *Dredd Vs Death* – it's been quiet so far, but Rebellion are coming at this from a fanboy perspective, and the landscapes, at least, look phenomenal. Roll on Strontium Dog...
HARD TARGET: Motion tracking. Still in the early stages, but pistol-whipping drug smugglers with the butt of a G-Con has a certain appeal.

NAME: MILFORD COPPOCK

POSITION: Art Editor, PSM2
GAME OF 2001: *Pro Evolution Soccer*
GAME OF 2002: *Virtua Fighter 4 – Tekken Tag* was a case of the Emperor's New Clothes, and *Tekken 4* is looking largely unchanged, so it's about time PS2 gamers got their hands on this brawler from the people that hauled the beat-em-up into the third dimension, Sega.



SLEEPER HIT: *Prisoner of War*. If Codemasters can get the advanced AI routines up and running, this could be the next level in stealth and show *MGS2* a thing or two. We want to be Steve McQueen.
HARD TARGET: Modem. Playing *Tony Hawk's Pro Skater 3* against the Americans is one thing, just imagine the squad-based/first-person heaven of *SOCOM* or *Medal of Honor: Frontline* networked...

NAME: DUNCAN BAIZLEY

POSITION: Production Editor, PSM2
GAME OF 2001: *Pro Evolution Soccer*
GAME OF 2002: *Frequency* – Stylised bemani experiences may not light fireworks under everyone's arse, but this hectic, beat-heavy riff on the classic *Tempest* could well beat *Rez* as the innovative experience you can crank the volume up for.
SLEEPER HIT: *Aliens: Colonial Marines* – With everyone aping *Half-Life*, this could bring something unique back to PS2 first-person shooters: fear. Stand or run? Regardless of the size of your arsenal, there's always a time to leg it.

HARD TARGET: Voice recognition comes way up the list thanks to the E3 demo of *SOCOM: Navy Seals* that we caught last year. Whether there'll be any thick regional accent filters, we couldn't possibly say.

NAME: JONATHAN BRYANT

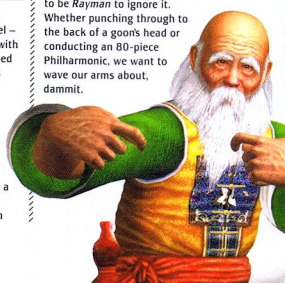
POSITION: Deputy Editor, PSM2
GAME OF 2001: *Project Eden*

GAME OF 2002: *TimeSplitters 2*. Went hands-on with the first level – fell in love. Faster than *Quake 3* with the added attraction of a revamped Story mode, better weapons sets and greater interaction with the environments.
SLEEPER HIT: *Falcone: Enter the Maelstrom*. Virgin have had a hard time of it in 2001, but if this one pulls off the combination of FPS action with space-based combat, they'll have a much needed hit on their hands.
HARD TARGET: Sound interaction devices once again. The idea of an RTS with the ability to command off-screen units with your voice makes us feel all wobbly inside.

NAME: MARCUS HAWKINS

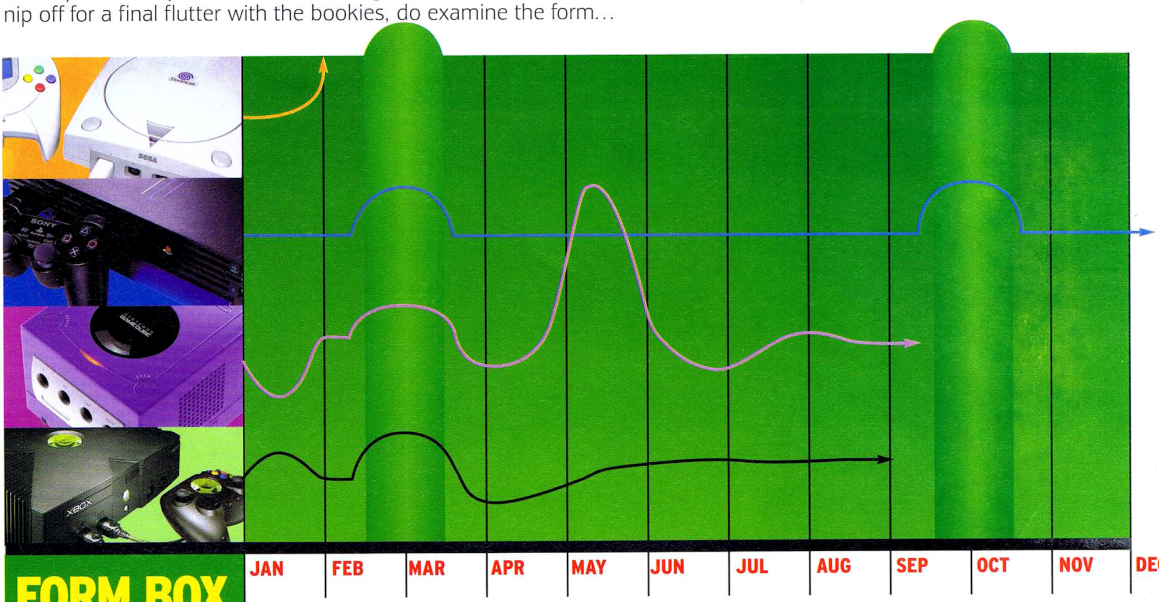
POSITION: Editor PSM2
GAME OF 2001: *Tony Hawk's Pro Skater 3* – Single-player, multi-player and networked gaming at its greatest. There've been some ugly scuffles over the DualShock here at PSM2. Even if you've never strapped on kneepads in your life, you'll love this to pieces.

GAME OF 2002: *Virtua Fighter 4*. Easily the most anticipated brawler for me. *Tekken's* beginning to wilt with age, but *VF4* seems to get better and better.
SLEEPER HIT: *Onimusha 2*. Peerless blade action with stunning visuals and *Resi*-style plotting. Capcom have proved in the past that their survival horror sequels have surpassed the original vision.
HARD TARGET: Motion recognition has so many possibilities you'd have to be *Rayman* to ignore it. Whether punching through to the back of a goon's head or conducting an 80-piece Philharmonic, we want to wave our arms about, dammit.



A YEAR AT THE RACES

Screw on those top hats, grab your field glasses, quickly neck that final flute of champagne and park your arse in PSM2's VIP box. Yes, ladies and gentleman, it's the main event, the steeplechase of the century, the one you've all been waiting for – the 2002 Shirley Crabtree Memorial Hurdle. But, before you nip off for a final flutter with the bookies, do examine the form...



FORM BOX

2002:
PSM2's Shirley Crabtree Memorial Hurdle
Going:
Good to Flimsy

1. Console: Dreamcast
Age: Three years
Owner: Sega
Lead Trainer: Yu Suzuki
Jockey: Sonic DeBushpig

2. Console: PlayStation 2
Age: 18 months
Owner: Sony
Lead Trainer: Hideo Kojima
Jockey: Dave Snake

3. Console: Gamecube
Age: Three months
Owner: Nintendo
Lead Trainer: Shigeru Miyamoto
Jockey: Luigi Plumber

4. Console: Xbox
Age: One month
Owner: Big Billy Gates
Lead Trainer: Bungie
Jockey: Halo Jones

FEB

A slow start for both the Gamecube and Xbox allows the PS2 to put several furlongs between itself and the competition. The much-fancied DC predictably veers for the rails and collapses in a wheezy heap. Attending game vets do the decent and put it out of its misery. Shoot it!

MARCH

The first hurdle for the three remaining consoles and it's one that makes Beecher's Brook look like picket fence. Xbox manages to gain some ground with its European launch but suffers from the revelation that *Munch's Oddysee* is – to quote an industry source – 'like *Pacman*'. PS2, on the other hand, hits its stride with titles like *MGS2*, *Deus Ex* and *Medal of Honor: Frontline* already in place. Gamecube, still absent from UK shelves, seems to have thrown a shoe.

JULY

The Xbox gains momentum but still can't compete with the trail of pounding triple-As Sony's console scatters behind it – *Aliens: Colonial Marines*, *TimeSplitters 2*, *Final Fantasy 10*... Even the lazy days of summer and the combined efforts of *Halo* and *DOA3* can't seem to slow this precocious filly. Still no sign of the Gamecube in Europe.

SEPTEMBER

Peter Molyneux puts a hefty wager on Bill's big console by developing both *Project EJ* and *BC* for it, but the reputation of the British code maestro can't claw back ground made by PS2 earlier in the year. Gamecube puts on a spurt with its eventual launch over here but it's far to late in the day to make an impact on the other two runners.

Even if PlayStation 2 slowed to a trot at this point it would still cross the line way before both of its competitors. Instead, it spits its bit and gallops into the final stretch with *Kingdom Hearts*, *Tomb Raider: Next Gen* and *EXO* spurring it on.

CHRISTMAS

We're on the final leg now, Xbox making ground but still having trouble hauling its vast bulk up the field, PS2 with a spring in its step from *Tekken 4* and *Colin McRae* beating off a late challenge from Gamecube with an imposing back catalogue and established platinum range... And into the closing stage it's PS2 leading by over a furlong from Xbox with Gamecube bringing up the rear. Only a global disaster can halt Sony's dream machine now...

THE WINNER'S ENCLOSURE

So, it seems the so-called 'console war' is a total misnomer as far as 2002 is concerned. Maybe by the start of 2003 PS2 owners will have something to worry about. But for now, and the next 12 months at least, we're looking at clear field with an indecent amount of strong titles champing at the bit.

"PLAYSTATION 2, WITH A SPRING IN ITS STEP FROM COLIN McRAE, BEATS OFF A LATE GAMECUBE CHALLENGE"

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

Virtua Fighter 4

INFO

- **DEVELOPER**
  Sega (AM2)
- **PUBLISHER**
  Sony
- **GAME TYPE**
  Fighting

ANTICIPATED FEATURES

- 400 unlockable items that can be used in the character customisation mode.
- 13 selectable fighters with the likelihood of one extra becoming unlocked after the ultimate battle – wonder who that could be...
- The inclusion of special moves and breakable segments of the environment.
- Ten colour combos for each character's two costumes.

WHERE IT'S AT...

- A highly polished version of the game demoed by Yu Suzuki himself at Tokyo Games Show 2001 means that the Japanese will undoubtedly be playing this weeks after we go on sale. Thankfully, UK *VF* fans will only have to wait until March 2002.

OUT JAPAN JAN 2002 UK MARCH 2002

VIRTUA FIGHT

"EVERYTHING YOU EVER WANTED TO KNOW ABOUT *VIRTUA FIGHTER 4* BUT

ER 4

WERE TOO PUNCH DRUNK TO ASK..."

Yu Suzuki, the man who dragged the beat-em-up into the third-dimension, brings the latest offspring of his remarkable genius to PlayStation 2.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

"You don't even use the controller, you just watch the characters and shout 'Go, go, go!' or 'Kick, kick, kick!' It's almost like a father watching his son or daughter running in sports day."

The words of Mr Suzuki himself chatting to journalists at the Tokyo Games Show 2001. The reason for his excitement? He'd just explained the workings of *Virtua Fighter*'s most innovative feature since its inception back in 1993. It's a bold move, but if there's anyone who can make this revolution, it's Yu Suzuki.

So, what's he talking about? How can you possibly play a beat-em-up without touching the controller? Well, it's all down to the Direct Training mode. Initially we were under the impression that this was going to be some kind of skill-based difficulty curve that taught the characters how to counter your attacks as you progressed. What we should have realised was that Suzuki wouldn't sully himself with something so straightforward, so simplistic. What you have instead is a Training mode that lets you coach an inexperienced fighter from scratch. Listen, here's how it works...

COACH AND HEARSES

Select one of the 13 fighters you fancy moulding in your image and throw their dumb, inexperienced hide into the training arena. They're a blank canvas hungry for fighting knowledge that only you can supply. And to do this, as is the way of all beat-em-ups, you have to try and cave their heads in. Opt to train an AI

CLOSE COMBAT

Press your face right up close to the screen and all you'll see is a mass of iridescent colours flickering before your eyes. Move back a bit and slowly the visual subtlety of *VF4* begins to wash over you. The real-time effects are the first thing that leap out. Walk a character across Lion's castle arena and watch as the snow compresses under foot, the drifts sliding away as you push or fall into them. It's a caress of irrelevant beauty.

FOLLOW THROUGH: Three of the 14 arenas have a breakable element to the perimeters, making ring outs more spectacular.

FALL GUYS: Kage's garden arena is littered with leaves that bob and swirl as fighters pass through them.

BEAM BEAUTY: Each arena has six different light sources. AM2 fiddle with the intensity of one and you get some lovely shadows.

SPECIAL LEADS: Open with one of the new killer moves and watch the fireworks fly. As meathead Wolf's demonstrating here.

"THE MOST DETA

ONE RING TO RULE 'EM ALL

- 1993 The first *Virtua Fighter* hits the global arcades and PSM2 runs out of change.
- 1994 Howd AM2 manage to turn round a sequel so quickly? A huge success.
- 1995 Two years later, sofa gamers get to take the VF experience home as the first titles released on 32X, while the Sega Saturn gets both instalments plus the arcade port of *VF Remix*.
- 1996 Sega try their original beat-em-up out on the PC market – the success of the sales prompts them to follow it up with *Virtua Fighter Kids* on Saturn. Also seen this year are *VF2* in 1998. Also seen this year are Fighter Animation on Game Gear and, of course, the third outing for the VF series down the arcades.
- 1997 *Virtua Fighter 3 Team Battle* arrives to a lukewarm reception in the arcades followed by an equally dull port over to Segas Dreamcast.
- 2000 Yu Suzuki concentrates his efforts on DC and *Shenmue*, leaving the VF series to languish for an astonishing three years before the next title finally turns up in the arcades.
- 2001 Finally, *Virtua Fighter 4* arrives on Playstation 2. What a journey...

version of Jacky for example and two of them will appear on screen at once – one controlled by you, one by your PS2. As you fight the trainee, Jacky will start to learn which tactics and moves you favour in different situations. Are you an aggressive combatant? Do you strike first? Do you always go for a leg swipe during recovery or favour jumping over an opponent and attacking from the rear? Each subtlety is mapped onto your Tamagotchi-like fighter making them faster and more skilled with every bout. And with over 160 moves per fighter, the options for creating a unique style soon mount up. Then begins stage two.

Once you're happy with how your character is handling themselves in the arena, you can customise their looks with over 400 unlockable items opened up during the game's single-player mode. Add a further touch of finesse with the colour options and then test your creation against other fighters in the Survival mode. It's here that yet another level of character depth makes itself apparent as the game stops mid-fight and seeks your opinion. Suzuki elaborates, "The game asks you questions like, 'What would you do now as Jacky? Do you throw or block?' You then chose one answer and the character learns to fight as you would."

"THE THING THAT'LL REALLY BUST YOUR HEAD OPEN IS THE BARE KNUCKLE MECHANICS OF POUNDING THE OPPOSITION"

Here's the best bit though, once you're completely satisfied with your combatant you can download them to Memory Card, take them round a mates house and set them against one of their own customised fighters. Forget the customary mini games like Tekken Bowl, this is almost a title in its own right. But the nuances of training don't end there...

FIGHT EXPRESS

As we've said before, the days of move lists and combos popping up on screen are long gone as far as *Virtua Fighter* is concerned. What you now get is a series of highly details tutorials that remarkably

WHERE WOLF? New moves will see characters dispatching each other all over the arenas. Some of the throws are beauties.

LED FIGHTER YET"

Just look at Jeffry's wardrobe – *Virtua Fighter 4* offers a greater variance in costume design than in any other beat-em-up before it, and the reasons for this seems to be twofold. The inclusion of the character customisation option is an obvious proviso for this mix 'n' match celebration, but it's the Direct Training mode that appears to be the real drive. If you can customise the way your automated character fights, then of course you'll be wanting to distinguish it from those trained by your mates. Along with the 400 items to play with in the Character Edit mode, there's also the opportunity to colour things bad with over ten variations in hue. Mind-blowing.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

GOWN AND OUT: The customisable costumes are like having an aggro Barbie doll.

JACKY ON ASSES: Brother of Sarah and *VF* veteran, Jacky, is in the WFT to nail the sinister Syndicate organisation. Heroic.

"IT'S ALMOST LIKE A FATHER WATCHING HIS SON RUN..."

Yu Suzuki gets emotional about his game's Direct Training mode – wouldn't you if you found you discovered a way to make the characters really learn your moves? *Hmmm...*

GANG SHEBANG

Gone is the rippling bulk of Taka-Arashi and his, frankly god-awful combat motivation – 'he wanted to show the world the power of Sumo'. Yeah, sure. Instead, we get a replacement and one extra character, bringing the total up to an impressive – but not overwhelming – 14. Here they all are...

AOI UMENOKOUJI: PSM2's Japanese cover star sparkles from the off. Surprisingly she's 47, with vital stats of 83/53/86.

SHUN-DI

JACKY BRYANT

PAI CHAN

LEI FEI

WOLF HAWKFIELD

LION RAFALE

VANESSA LEWIS

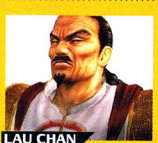
CLASSICS

Some faces have been with us since the very first game, and it's great to see how kind the years have been to them. Sources indicate that, once again, Dural returns...

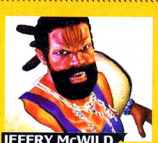
AKIRA YUKI

SARAH BRYANT

KAGE-MARU



LAU CHAN



JEFFRY McWILD

DURAL

BLOW BY BLOW

We know what you're gasping for – a chance to boot Akira in the spades or crack Vanessa's ankles from under her. You'll have to wait 'til March though – but just to keep you going...

AOI VS AKIRA

Aoi's father and Akira were sparring partners and she's followed her childhood hero into the WFT in order to test her skills. Here, she proceeds to kick his face off.

Akira opens with a heel palm quickly dodged by the nimble feet of Aoi.

Aoi retaliates with a special. Note the lighting effects kicking in - absolutely fantastic.

She expertly follows up with what looks like a Kosoto-gari Throw. Well, it does to us anyway...

Back up on her feet and attacking again with a Side Kick to the head. That. Has. Gotta. Hurt.

And there she is - victorious and not a hair out of place. That's the most important thing, eh?

JACKY VS SARAH

The American brother and sister who've been competing in the WFT every year. Sarah wants to regain her memory, and Jacky's trying to help her. So they fight. Each other.

The sibling scrap starts with Jacky taunting his slender-legged sister...

...then opting for a full charge attack in the opening minutes. Brothers, eh? Tsch.

Sarah blocks, knocking her shocked bro completely off-balance. Nice.

She then retaliates by launching an aerial attack - but spiky Jacky counters with a Circle Kick.

A dab to the shins scrapes yet another chunk off Sarah's bar. Looks like she's a gonner.

JEFFRY VS WOLF

Wolf's main motivation is a dream he had in which he saw the world laid to waste. He believes by fighting he can somehow avert this global disaster. Jeff likes fish.

Big boy bashage, as Jeff tells interloper Wolf to get off his tropical island. Fool.

It turns out to be a bit of a girlie start with some hand-holding and arm-twisting.

Then it's all-in as Jeff plays dirty and headbutts his opponent. It's akin to throwing, we tell you!

A pathetic retaliation is easily blocked, leaving Jeff in charge of the round.

A stamp to the skull guarantees Wolf'll have to work extra hard to gain the upper hand.

AKIRA VS WOLF

Ooh, grudge match time. Wolf still hates Akira, the winner of the second World Fighting Tournament. Akira doesn't seem to bothered. But he's still up for a fight.

Akira shows off the bicep that's about to punch Wolf through the godammed floor.

Learning from his encounter with Aoi, Akira's DualShock-wielding master launches a special.

The blow's so strong it throws Wolf onto his fat back. That'll learn him.

Wolf recovers, only to walk straight into a Heel Palm to the throat. He clearly hasn't learned.

A mid-punch is blocked by Akira's knee as he winds up an Overhead Punch. The rest is censored...

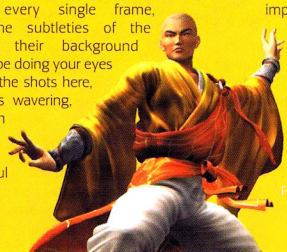
"THE LEVEL OF CHARACTER DEPTH MAKES ITSELF APPARENT AS THE GAME STOPS MID-FIGHT AND SEEKS YOUR OPINION"

include another two fresh features. First up is the ability to speed up and slow down the action so that you can get your timing spot on – dead useful for perfecting those larger combos. Then there's also the addition of the Trial mode. This has prompts flipping up next to your fighter advising you when to dash in for an attack, when to hold back and block. It may not be of great appeal to veterans of the series, but it'll definitely appeal to those fresh to the World Fighting Tournament.

Although training may hold the greatest surprises in *Virtua Fighter 4*, we all know where your true sympathies lie. That's why we've saved the best 'til last.

BATTERED CODS

We could waste time spouting hyperbole, enthusing about every single frame, commenting on the subtleties of the environments and their background animations, but we'd be doing your eyes a disservice. Look at the shots here, look at the elements wavering, moving, *evolving* in the distance and you can see that this is the most beautiful beat-em-up to date.

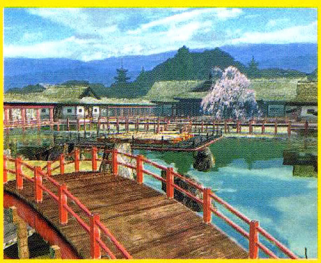


No, the thing that'll really bust your head open is the rib-buckling, bare knuckle mechanics of pounding the opposition to a pulp.

AM2 have decided to ditch the unpopular escape button from *VF3* returning, once again, to the tried and tested formula of punch, kick and guard. Don't be disheartened though, as somehow they've managed to increase the options available to you out on the fight floor. Recognisable charge and dodge attacks now sit alongside the excellent addition of a wall attack. Of the 14 selectable arenas, six have unbreakable walls that mean easy ring outs are no longer an option, five are open and the remaining three have destructible perimeters. You can't access hidden lower levels as in *DOA2*, but you are ensured a wider variety of moves when you get close to the arena boundaries.

Two other new features that've had us binding our hands in preparation are the inclusion of specials for each of the characters and a recovery move that allows you to avoid follow-ups when you're flat-out. But it's the physical presence of the fighters that's most impressive – their responsiveness to your commands, the weight of them on the screen, enhanced by a collision detection system that allows a foot to sink slowly in sand seconds before it lands a killer blow to the head of your opponent. This is going to be subtle violence at its most visceral. **PSM2**

We'll be reviewing Virtua Fighter 4 in our March issue.



LAKE REVIEW: The detail in the fighting environments are nothing short of stunning. Check out that water.

HEAVY PETAL: The atmosphere's incredible. Breeze effects give everything a real sense of movement. What next? Seasons?

JUDGEMENT DAY

Not much is known about the mysterious Syndicate that organises the World Fighting Tournament, but you can bet, from their six-point plan for world domination, that they're evil to the core.

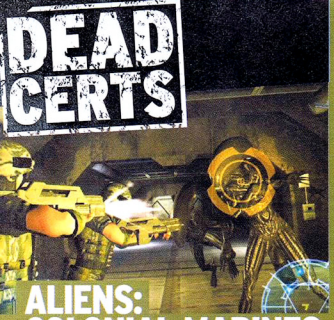
1. **Judgment: Belief in supremacy over others**
2. **Devil: Weapons research and development.**
3. **Wheel of Fortune: Plan to increase economic power.**
4. **Moon: Participation in international politics.**
5. **Tower: Highly structured and efficient organisation.**
6. **Death: Involvement in methods of mass destruction.**

PSM2 Reckons...

The Syndicate are using the WFT as a means of testing out the prototypes of their Dural cyborg. As soon as one of these machines wins the tournament, you can expect mass production and global devastation within weeks, just as Wolf's dream predicted. He's not such a shambles after all...

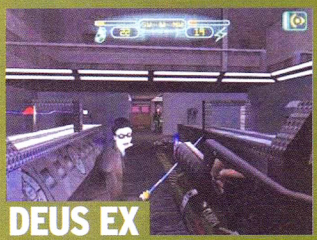
MORE NEW PS2 GAMES JUST OVER THE PAGE...

DEAD CERTS



ALIENS: COLONIAL MARINES

Using Aliens as a launch point, this game does feature squad-based action against the multi-mouthed xenomorphs, but it's light years away from the gung-ho bravado of Hudson, Hicks and Vasquez. Tenser than a plumper's g-string, the action we've seen so far is more akin to Ridley Scott's original vision of claustrophobic horror.

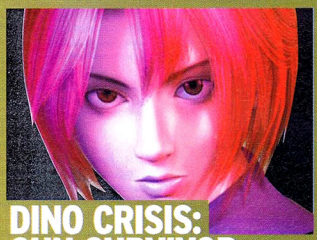


DEUS EX

With more branches than Superdrug, Warren Spector's conspiracy fest is the most organic first-person shooter ever. Kill one of you fellow cyber agents early on and you'll hear reference to your deed for the rest of the game. Lend a man your gun and he'll use it to waste his daughter's pimp. Complex? We're only scratching the surface.

ONIMUSHA 2

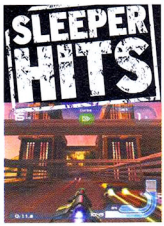
It's a case of anticipation of precipitation for the sequel. More eye-catching, pre-rendered horror in feudal Japan but with the added attraction of... rain. Not just fairy drizzle or a fleeting shower, but downpours of biblical proportions hampering every move hero Yagyuu Juyuubei makes in his hunt for the demon lord Nobunaga.



DINO CRISIS: GUN SURVIVOR

Zombie-blasting in first-person? Nah. Anyone who's been on the *Jurassic Park* arcade game knows you can't beat a T-Rex lurching out of the screen, and that's exactly what you'll get in the next *Gun Survivor*. It'll have to kick hard to free itself of the stigma of the earlier title in this decidedly bobbins *Resi* sub-series, though.

SLEEPER HITS

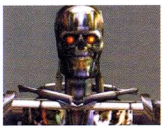


WIPEOUT FUSION

■ A slow grower of unlockable tracks and upgrades that finally combine to show off the next-gen pedigree of this future racer. Fast, sharply dressed and mind-scramblingly vast, it leaves past incarnations standing still.

DAVID BECKHAM SOCCER

■ Troubled by a poor showing on PSone, Rage could still do the license justice if they include all the alterations they're promising and get this out in time for the 2002 World Cup. If it's crap on the ball though, not even the man of the moment will make it count.



THE TERMINATOR

■ It's 2029, you're a member of the Techcom resistance movement – possibly even Sergeant Kyle Reese from the film – and it's up to you to infiltrate Skynet and send yourself, or one of your team, back in time to protect Sarah Conner. Another case of license over gameplay? We'll let you know...

WHEN?

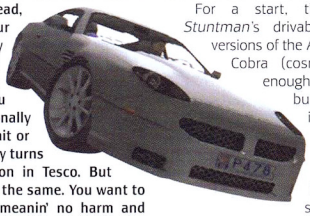
■ TURN TO PG44 FOR YOUR COMPLETE GUIDE TO GAME RELEASE DATES.

STUNTM

The makers of *Driver* want you to destroy

EXPECTED UK EARLY 2002

WHETHER it's watching Burt Reynolds hurdling a canyon in a rocket-propelled Caddy or Captain Lance Murdoch leaping over an eel tank with a locked safe on his head, there're times in your life when you seriously consider becoming a stuntman. Thankfully, sanity prevails, and you make do with occasionally breaking the speed limit or doing handbrake trolley turns around the jam section in Tesco. But somehow, it isn't quite the same. You want to be out there, never meanin' no harm and teachin' ladies plenty. And now you can.



Other games have done the stunt thing before, of course, but they tend to either do it as a sub-mode (*Wild Wild Racing*, *Lotus Challenge*) or be laughably bad (*Stunt GP*). Crucially, none of them have ever managed to give the impression that there's a *point* to all the bus-hopping. But *Stuntman* goes all out to do just that – and seems to be managing it in style.

For a start, there're the vehicles. *Stuntman*'s drivable line-up will offer versions of the Aston Martin and Shelby Cobra (cosmetically altered *just* enough to avoid legal hassles) but is also likely to include motorbikes, snowmobiles and tuk-tuks. Arguably even more important than *that* is the ability to smash the whole bleedin' lot into a smoking pile of scorched metal. The vehicle damage shunts *Destruction Derby*, *Burnout* and even the paint-scraping *World Rally Championship* off the road. Every part of the car, from the exhaust pipe to the radiator, has its own damage physics. A sideswipe might

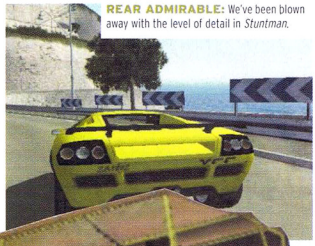
SCRAP MENTAL Reflections have built each individual vehicle from the engine up.

JEEP AND CHEERFUL: The bouncy military vehicles are ace fun to bomb around in.

ROLLOVER JACKPOT: Ramps and hydraulic jacks are crucial for spinning motors.

MONACO MUTINEER: The Bond-style level has some classic spy action moments.

CHASE HQ: You'll be required to interact with other vehicles in certain situations.



REAR ADMIRABLE: We've been blown away with the level of detail in *Stuntman*.

DVD ACTION We were the first magazine to exclusively show action from *Stuntman* on PSM2 #13's DVD back in September.

AN

DEVELOPER Reflections
PUBLISHER Infogrames

ANTICIPATED FEATURES
- 13 vehicles – including tuk-tuks, school buses and snowmobiles.
- Story and Stunt Arena modes.
- Six filming locations.

expensive cars for fun and profit.

dent a panel, but an ill-timed barrel roll could rip off an entire passenger door. Broken chunks of car stay on the ground as a potential traffic hazard, so that a rogue bumper could ruin your entire run.

Then there're the films. There're six, with steadily rising budgets and ever more complex stunts to perform. Almost every genre in which car and chicken crates collide has been covered – from gangster flick to spy thriller. Most are obvious homages to existing films – Dakota Scott And The Scarab of the Lost Souls is an Indiana Jones rip-off right down to the battered fedora. The stunt 'influences' are equally brazen – the Louisiana level includes a jump looking uncannily similar to that corkscrew river-leap from The Man With The Golden Gun.

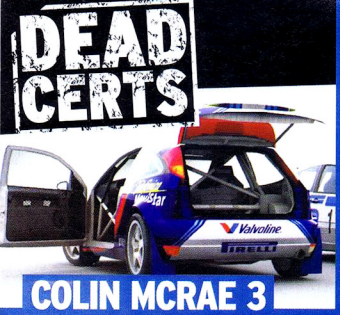
Of course, the ill-fated *Lotus Challenge* perfectly illustrated the problem with this sort of thing – breaking up stunts into manageable chunks makes things feel very disjointed. Thankfully, *Stuntman*'s Story mode should avoid this – you tackle each set of stunts as a single extended drive, attempting to fulfil 75 percent of the director's criteria. Each film involves five or six stunts, each of which typically involves around 20 segments. When completed, the stunts are spliced into a CG trailer – Dakota Scott's the only one we've seen, but it's impressively cinematic.

"ALMOST EVERY GENRE OF FILM IN WHICH CAR AND CHICKEN CRATES COLLIDE HAS BEEN COVERED"

At times, it seems a bit like a conventional driving game – smash cars, dodge helicopter fire – but it's the only game we can think of that actually encourages getting as close to explosions as possible. The handbrake and burnout controls'll be familiar to anyone who's played a *Driver* game, but some stunts require more specialised gimmicks – one involves firing off a hydraulic ram to flip your own car over. In an early build, the car physics weren't *quite* all there, but they're already satisfyingly solid. *GTA* fans'll be heartened to hear that you *can* run down bad guys (although presumably they're also stuntmen and therefore don't get hurt), and there's plenty of incentive to return for that elusive perfect run.

By completing stunts, you unlock cars and accessories for Stunt Arena mode. Ramps, jumps and flaming hoops are all standard stuff – but they'll involve impressing the director. Even more enticingly, the promised DVD extras are rumoured to include a sneak peek at Infogrames' yet-to-be-confirmed-but-certain-to-happen *Driver 3*. The only problem – there's no opportunity to leave your motor for a spot of Jackie Chan-style snuff stunt action. Maybe in the inevitable sequel...

DEAD CERTS



COLIN MCRAE 3

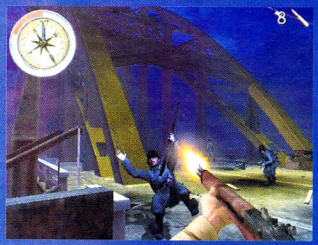
"The previous games were all about the cars," says producer Ricky Nath. "This time, we want the player to really connect with the feeling of being McRae, work with co-driver Nicky Grist and the Ford team as a whole." Not only that, but a new damage engine means you'll be able to smash the whole car...

JEDI STARFIGHTER

With a storyline that'll merge with Episode 2, a ship that's a vast improvement on the original's yellow space canoe and the option to play *every* mission in split-screen co-operative mode, this should be the Obi-Wan to the original's slightly timid Anakin. Send in the clones...

TEKKEN 4

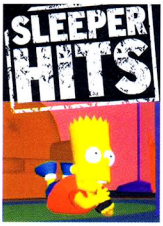
Not the quantum leap in nose-shattering we hoped for, but still a pocket-drainer down at arcade. We're starting to warm to British boy Steve Fox and his educated fists. Still not sure about those invisible walls, mind.



MEDAL OF HONOR: FRONTLINE

Lt Jimmy Patterson's back in a first-person shooter– but he's not fighting the damn war any more. With multiple ways to complete missions, you'll be in command of an OSS squad in scenarios designed to reflect the real-life carnage of Operation Market Garden.

SLEEPER HITS



SIMPSONS SKATEBOARDING

■ Take an established classic, rip off the basic premise then pack it with in-jokes. Springfield landmarks and Duffenbrau posters. It's a formula that worked moderately well for *Road Rage*, and a jaundiced version of *Tony Hawk's* ought to provide us with another half-an-hour of laughs.

VAMPIRE NIGHT

■ Garlic-stuffed hollow-points? Holy water pistols? The logic doesn't hold up, but the action's relentless in Namco's *Time Crisis*-with-fangs. Expect to be yelling pithy catchphrases along the lines of "How do you like your stake?" very shortly.

SPACE CHANNEL 5 V2

■ After the mind-bombing *Rez*, Tetsuya Mitzugushi returns to safer, but equally beat-led ground with a PS2-exclusive version of Ulala's continuing adventures. It's standard bemani stuff, but Michael Jackson returns after *Ready 2 Rumble* with another PS2 cameo.

MAXIMO

Obviously, this won't be the first time you've

EXPECTED UK FEBRUARY 2002

WHEN?

■ TURN TO PG44 FOR YOUR COMPLETE GUIDE TO GAME RELEASE DATES.

REMEMBER ***Daikamura*? Probably not – the name translates as Great Demon Ghost Village, but Capcom's 1985 arcade classic was released in the UK under the slightly catchier title of *Ghosts 'n' Goblins*. Still don't remember it? It involved a knight called Arthur flinging lances at spectral enemies, and it had some of the most atmospheric music you could compose from bleeps. It was also noted – in a world of extremely difficult games – for being *impossibly* hard. Yes, *that* one.**

According to Capcom, *Maximo* isn't so much a direct sequel to *Ghosts 'n' Goblins* (or the later *Ghouls 'n' Ghosts*) as an affectionate homage. Like Midway's *Spy Hunter*, it's made the transition to PS2 without losing the core gameplay values of jumping around and hitting things, while bundling in all the eye candy you'd expect. Classic moments have been given a next-gen gloss – so birds still swoop down to nick your stash of gold coins, but it's possible to literally knock the feathers off them with a well-timed slash. The spooky 'woo-oo' music's been replaced with a score that could've easily been jammed by the Mos Eisley Cantina band – during the first couple of levels, we were bouncing up and down in our seats.

The characters have been designed by Susumu Matsushita, the man behind Weekly Famitsu's covers – so they've got that Japanese edge that instantly makes Tidus cooler than Jak or Daxter. It's easy to look mean and chiselled in a suit of armour, but Maximo still manages it clad in nothing but a pair of pants. Take too many skeletal maulings, and your kit clangs to the floor, leaving our hero clad in nothing but heart-speckled boxer shorts.

Conversely, hack your way through a battalion of Ray Harryhausen extras, and you'll be rewarded with all manner of shiny kit. There's a swathe of power-ups to collect, from traditional fiery swords to, um, traditional icy

RIGHT BY YOUR SLIDE It wouldn't even be considered an arcade classic if it didn't have an ice level.

TEENAGE KECKS: Enemy strikes gradually wear our boy down to his trolleys.

SCUM BLOCK: The ice sword freezes opponents allowing you to smash 'em up.

THE ICE STORM: Secondary shield attacks depend on which weapon you have.

DVD ACTION Catch the eponymous bone-slasher as he wades through the first two levels of Capcom's adventure on this issue's DVD.

DEVELOPER Capcom
PUBLISHER Capcom

ANTICIPATED FEATURES
- 40 power-ups, moves and special abilities.
- More than 30 levels.
- We're promised 'dynamic level movement'.

played an arcade classic in nothing but your underwear...

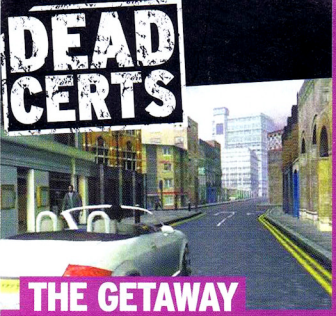
swords. They're always accompanied with explosive visual effects, so freezing zombies solid and then cleaving them in two, or hurling a sonic wave at an advancing boss always feels vaguely satisfying.

As for the difficulty level – it's still fairly tough. The environments deform, so you'll often have to leap away from an earthquake with little more warning than a gentle hum from the DualShock. The bad guys quickly progress from shambling sub-Thriller zombies to axe-flinging nasties, and it'll take actual fighting skill to finish them off, rather than a quick spinning attack – paying attention there, *Jak and Daxter*? At the end of each level, you're given a 'wish' – blow it on power-ups, and you've missed your chance to save the game. Combine a solid camera with an intuitive fighting system – a jab of R2 prompts Maximo to block incoming attacks, while ◎ lets him frisbee his shield at enemies – and you've got some of the most pure arcade fun to hit PS2 yet. Although the levels are linear and the puzzles are fairly basic, there's a wealth of hidden stuff to find. Complete a level as fast as possible and you'll see barely half of it – there's always another coin to collect or box to smash.

Our only reservation's the simplicity of it all – even stuffed with power-ups and clever effects, there's little more to the gameplay than bouncing along killing things. As we've already seen with *Spy Hunter* and – erk – *Gauntlet*, it takes more than playability to create a 90 percent-plus experience these days, and ring-tone swapping kids might demand more for their money. We're sure it'll be good fun – after all, Capcom don't make *bad* games – but will it be a classic? The jury's out – although we'll be doing our best to snag a some of the limited edition underwear to go with our *Ready 2 Rumble* shorts. The ladies love 'em.

"IT'S EASY TO LOOK MEAN AND CHISELLED IN A SUIT OF ARMOUR, BUT MAXIMO STILL MANAGES IT CLAD IN A PAIR OF PANTS"

DEAD CERTS



THE GETAWAY

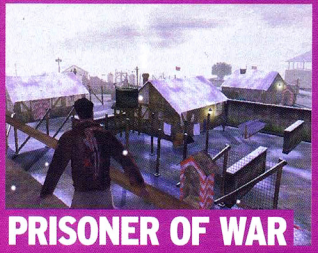
Fifty people, 40 hours of video footage and 30,000 reference photos – *The Getaway's* certainly well-researched, but the hype's ebbed slightly with each delay. Word on the street is that they're developing it as one of PS2's premier on-line titles – just don't tell Charlie Jolson.

TUROK EVOLUTION

Joshua Fireseed returns after dying in *Turok 2* – but can he reclaim the slightly faded franchise from his pesky niece and nephew and make killing dinosaurs cool again?

TOMB RAIDER

She's back, she's bad and she's ditched those impractical hotpants for something a bit more stylish. Core remain tight-lipped about the next *Tomb Raider*, but the chapter-based format sounds intriguing. Could this be the flagship for episodic gaming? More news in two months...



PRISONER OF WAR

"Open up Charlie tunnel!" When we visited Codemasters, the graphics in an early build weren't anything special, but the appeal of getting away with sneaky contraband-swapping and key-filching when the guards *know* you're there can't be underestimated. *Sim Shawshank Redemption*, anyone?

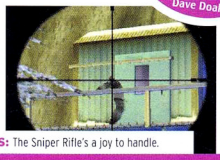
PS2 002

"WELLING OF PURE JOY"

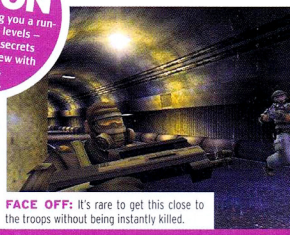
GUN, SET AND MATCH
Scoot up the timeline and the weapon sets get more and more powerful.

DVD ACTION
Next issue we bring you a run-through of early levels – revealing all its secrets – plus an interview with its creator, Dave Doak.

WHEN?
■ TURN TO PG44 FOR YOUR COMPLETE GUIDE TO GAME RELEASE DATES.



SPLITTING HAIRS: The Sniper Rifle's a joy to handle.



FACE OFF: It's rare to get this close to the troops without being instantly killed.

TIMESPLITTERS 2

DEVELOPER Free Radical

PUBLISHER Eidos

ANTICIPATED FEATURES
- 80 playable characters.
- Mission updates now appear mid-mission.
- New puzzle system.

It's the fastest first-person shooter we've ever played!

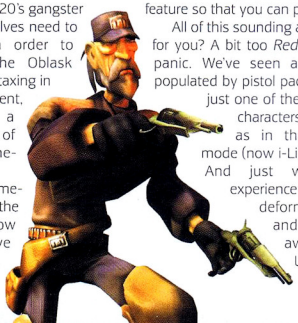
EXPECTED UK MARCH 2002

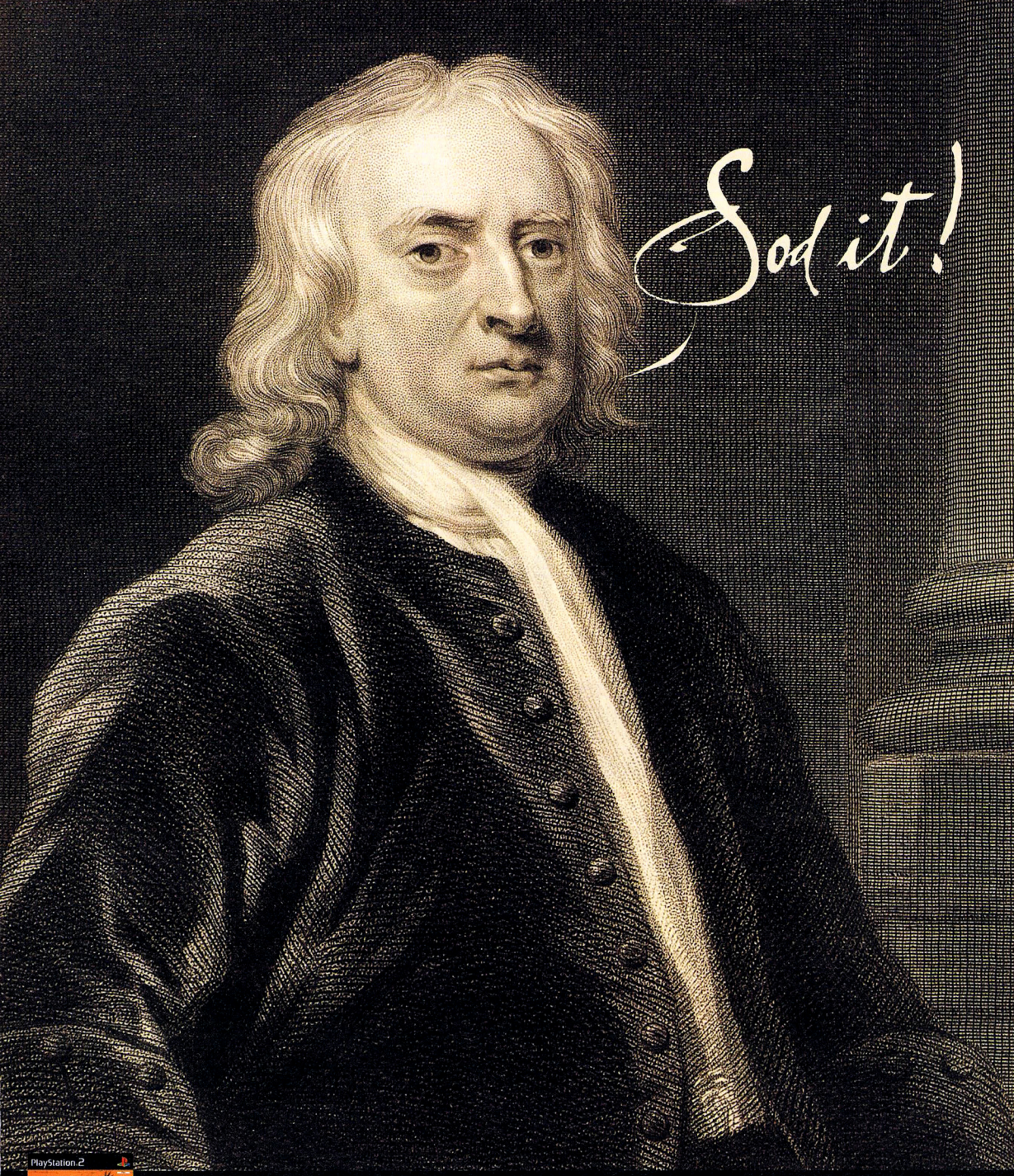
WE WERE prepared to be impressed when we went hands-on with *TimeSplitters 2* recently. What we weren't ready for was the welling of pure joy we felt as we sat in front of it. It was like an old friend had emerged from hiding, all freshly pressed and smelling sweeter than candyfloss sprinkled with hundreds and thousands. And you could tell by the faces of the Free Radical team present at PSM2's first plat, that they were rightly chuffed with their latest creation. Not only have they corrected all the faults of the original – no more unadorned health bar, no dodgy sniper sight and solid story – they've also managed to cram a bundle of new features into the sequel as well.

Props are the first thing you notice as you bound around the levels at a frightening pace. Filing cabinets can be opened, telephones answered, buttons pressed and fire-extinguishers punctured. But these aren't simple adornments to please the eye, they pretty much all serve a purpose. Mission updates are conveyed via the telephones in the 1920's gangster level while steam valves need to be shut down in order to progress across the Oblask Dam. Not incredibly taxing in the puzzle department, but it comes as a welcome injection of depth to the one-player game.

The all new flame-thrower is probably the best example of how much things have changed. Get hold of this and not only can you ignite your enemies – be they human or 'Splitters – you can also set fire to the environment and, if you're not careful, yourself. Rest assured, Free Radical have taken such hazards into account and have made sure that every level now has a water feature so that you can put yourself out.

All of this sounding a bit too serious for you? A bit too *Red Faction*? Don't panic. We've seen a Mexican villa populated by pistol packing monkeys, just one of the 80 unlockable characters you can play as in the multi-player mode (now i-Link compatible). And just wait 'til you experience the bullet trails, deformable scenery and the game's awesome score. Unbelievable.





Upset Sir Isaac Newton by defying the laws of gravity and pulling outrageous tricks up stairs and over buildings on your Airblade hoverboard. It's all in the attempt to rescue your kidnapped friend Oscar from the evil clutches of the GPC, a ruthless corporation determined to withhold anti-gravity technology in the year 2015.

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PlayStation.2

DEAD CERTS

According to our sister mag PC Gamer, 2002, for the PC-kidz, is going to be an interesting year, rammed with major sequels. This is clearly good for devotees of PS2 – with the increasing cost of development these titles are likely to launch on Sony's console in the new year...

HALF-LIFE 2

Still not announced, but rumours are pointing towards a release this year. With *Half-Life*'s pre-Christmas appearance on PS2, expect to see Gordon Freeman's bearded visage returning in 2002. Little's known about the sequel, but expectations are as astronomical as you'd expect from a game that's *still* winning awards three years on.

REPUBLIC: THE REVOLUTION

Out of all the titles here, this is the least likely to hit PS2. It's a huge, political wargame set in Eastern Europe, where you manipulate your populace through actions such as pop-star visits and Fight-Clubs (which increase your popularity with middle-class workers, apparently).

DEUS EX 2

Keep an eye on Austin-based developers Ion Storm. *Deus Ex: The Conspiracy* soon to be spinning inside a black-powerhouse, the port of the paranoia-heavy saga should be something of a no-brainer for Mr Spector et al. Basically, everything that was great with the first game, but meatier.

DUKE NUKEM FOREVER

Or *Duke Nukem Taking Bloody Forever* as it's referred to ruefully by the many fans of the homoerotically charged muscle-man's shotgun-totting previous adventures. In development since the start of the universe, and already confirmed for next-gen platforms, expect to be cracking wise-cracks from this epic-shooter in the summer of next year.

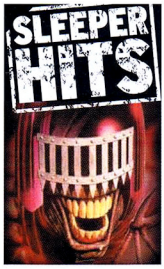
SOLDIER OF FORTUNE 2

With the original already popping up on PS2 in the States (to middlin' reviews), and *GTA3* getting away with barely a murmur from the tabloids, the scene's set for one of the most controversial games ever. It's a good shooter with, quite simply, the most graphic simulations of what bullets do to flesh ever seen.

THIEF 3

With Ion Storm Austin's experience in bringing their previous *Deus Ex* to PS2, their sequel to the critically-worshipped sneaker-series should make a similar trip. Its precursors were, put simply, the most sophisticated stealth-games on earth. (Yes, including *MGS2*).

SLEEPER HITS



DREDD VS DEATH

■ No sign of old stoney face yet, but if Rebellion 'do' Mega-City One as well as they did the original *Aliens Vs Predator*, this should be bloody great. And since they own the rights to all things 2000AD, it could be the start of something very beautiful...

MIKE TYSON HEAVYWEIGHT BOXING

■ The heavy hitters continue to sign up to Codies' bruise-em-up – recent additions to the roster include Larry Holmes, David Tua and Britain's Audley Harrison. But does anyone *really* care about Tyson? And how will it fair against EA's *Knockout Kings 2002*?

STATE OF EMERGENCY

■ If you bought *GTA3* (you should have) and you've tried the Pedestrians Go Nuts cheat (it's on pg 110), then it's hard to see how this'll be any different. Except for the hundreds of people on-screen at once, of course. Everybody go mental and riot! Er, right?

WHEN?

■ TURN TO PG44 FOR YOUR COMPLETE GUIDE TO GAME RELEASE DATES.

SOUL CA

Forget your meaty fists – the most powerful

EXPECTED UK MID 2002

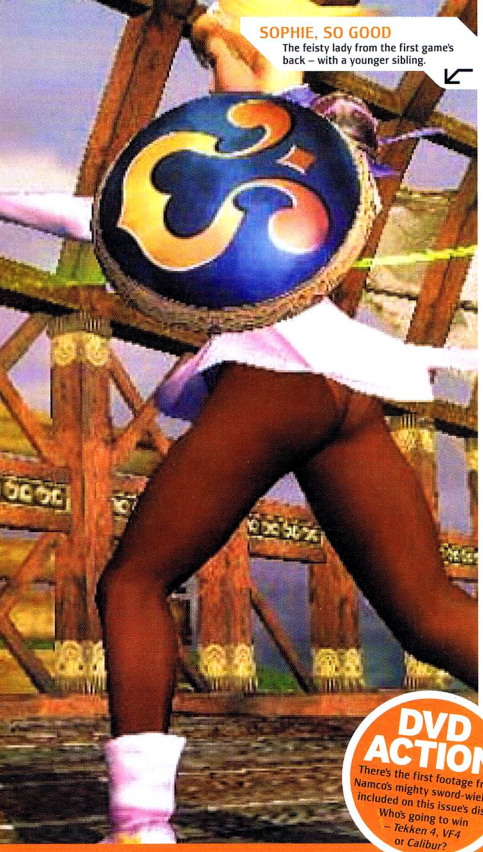
SOMEHOW *Soul Blade* never quite inspired the same popular devotion as *Tekken*. But when you heard that voice booming out: "Welcome to the stage of history!" over the Character Select screen, you knew you were in for something a bit more epic than a tawdry subway punch-up. You'd have been right, too – far from some vague 'big fighting tournament' plotline, it was a proper quest, featuring an RPG-tinged Story mode that blended seamlessly with the action. And, of course, battering people with huge swords is always a laugh.

Soul Calibur improved on the original to be the Dreamcast's best beat-em-up – and arguably better than *Tekken* – but it still wasn't *massively* popular, especially with arcade crowds. As Director/Producer Hiroaki Yotoriyama, of Namco's Development Dept # 1, says: "The game was appreciated mainly by hardcore users and not by casual users as I'd hoped." So the controls are being slightly reworked to make the game more accessible.

The four button layout (kick, block, horizontal slash, vertical slash) will remain, but many of the moves will be easier to perform. This isn't an attempt to dumb down the gameplay, but a way of making control more instinctive for beginners and veterans alike. In comparison to *Tekken's* finger-testing ten-strings and multi-part throws, *Soul Calibur's* rapid three-hit combos reduce combat to the essentials – speed, reflexes and timing.

The parry system's also being refined – nudging the stick towards the opponent while you're pressing block will be essential for the vital moments it leaves them off-guard. Like *Tekken 4*, the 3D aspect of combat's being emphasised – as Yotoriyama-san says: "Most 3D fighting games are still working in 2D, as both fighters are located on the same line."

With this in mind, the 'side strike' and 'run' moves will be more effective, making dodges,

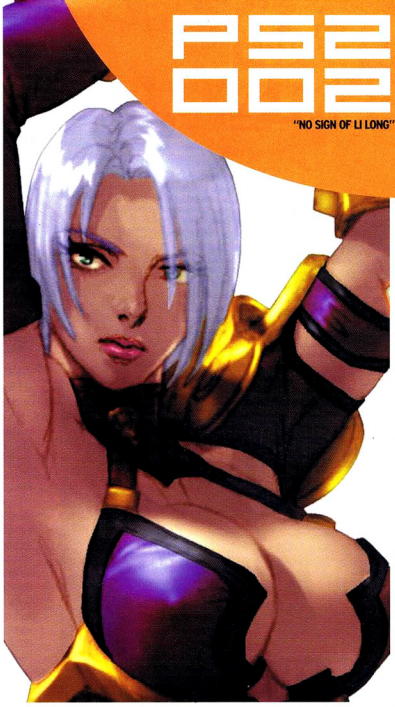


SOPHIE, SO GOOD The feisty lady from the first game's back – with a younger sibling.

VIOLENT KNIGHT: Nightmare's still got the Soul Edge - so who won last time?

TONFA AND AWAY: This tonfa-wielding girl's our favourite new character.

PRAISE THE SWORD: Expect that parry clash to be more frequent than ever.



DVD ACTION There's the first footage from Namco's mighty sword-wielder included on this issue's disc. Who's going to win – *Tekken 4*, *VF4* or *Calibur*?

"CALIBUR'S THREE-HIT COMBOS REDUCE COMBAT TO THE BARE ESSENTIALS - SPEED, REFLEXES AND TIMING"

LIBUR 2

DEVELOPER
- Namco

PUBLISHER
- Sony

ANTICIPATED FEATURES
- 10 playable characters initially.
- Arcade, Versus, Training and Mission modes.

weapon fighting game in the world's getting ready for PS2...

counters and back-stabbing central to a good ruck. And, of course, there's the ever-present threat of falling off those punishingly finite stages. But will they be jumping on the walled arenas bandwagon with *DOA2* and *Tekken 4*? "No, laying 3D elements on a stage is not relevant. A fighting game is about two fighters confronting each other. These are the basics." Hell, that's us told.

The arcade version of *Soul Calibur 2* should have hit Japan by the time you read this – it uses the System 246 board rather than the original *Calibur*'s archaic System 12, so it looks acres better than the last game. Handily, of course, the System 246 board's also based on PS2's architecture, so the developers should be free to spend time working on the new Mission mode. DC veterans'll recall this from *Soul Calibur* – a series of challenges along the lines of 'Fight in heavy wind' or 'Win without blocking', and packed with art, cut-scenes and costumes to unlock. The team's also busy thinking of sub-games to add to the mix.

There'll be ten fighters available as the game starts, but expect a slew of unlockable ones – *Soul Calibur* even included a guest appearance from *Tekken*'s Yoshimitsu. Old favourites like Taki and Mitsurugi return, alongside new characters like Cassandra (Sophitia's sister, apparently) and a fighting lady known as Talim.

Upsettingly, there's no sign of Li Long, Maxi or anyone twirling a pair of nunchaku – though there's a promising tonfa-wielding lass.

So, will *Soul Calibur 2* be the best fighting game on PS2? Too early to say. We haven't had a proper go on it yet, and it's difficult to tell whether the simplified handling's a blessing or a curse. We're not enamoured with *Tekken 4*'s walls but we'll give them a chance. And as for *Virtua Fighter 4* – those *birds*, those *fish*. Simply jaw-dislocating.

While we wait to deliver our considered opinion, we're petitioning Namco to include an on-line tournament mode like the one featured in Japan's version of *Soul Calibur*. We'd kindly suggest you do the same.

DEAD CERTS

SPIDER-MAN: THE MOVIE

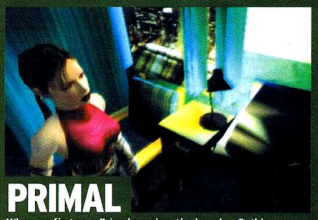
Delayed to coincide with the UK release of the film, Treyarch haven't wasted the extra time they've been given. Now Spidey gets even more room to manoeuvre as the action flows from external to internal environments. With over 35 levels, ten boss encounters plus a slew of hidden extras it should ensure Peter Parker gets a blockbusting entrance onto PS2.

THE THING

It's the trust and fear game mechanic that we're interested in. Keep your team of engineers and medics loyal and they'll help you repair damaged items and heal survivors of the Arctic team. Looks like Sony can add paranoia to their long list of feelings already shunted through their emotion engine.

COMMANDOS 2: MEN OF COURAGE

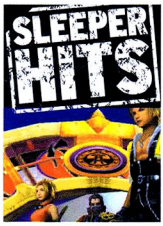
The game's already shifted a mountain of copies on PC and the addition of underwater, vehicle and night-time missions means that there'll never be a dull moment for the ten playable characters when it hits PS2. The thing that's most impressed us though, is that to receive the highest rating you have to play the game entirely in stealth mode.



PRIMAL

When we first saw *Primal* running, the looming Gothic architecture immediately located the protagonist, Jennifer Tate, somewhere in the past. Not so – she's a time traveller. Cursed by a freakish ability to turn into a demon she ventures into four other-worldly realms with her gargoyle sidekick Scree, in search of her supernatural origins. The best way we can think to describe the game would be *Jak and Daxter* in hell, but you can be sure that, despite all the darkness, it'll be a beauty to play.

SLEEPER HITS



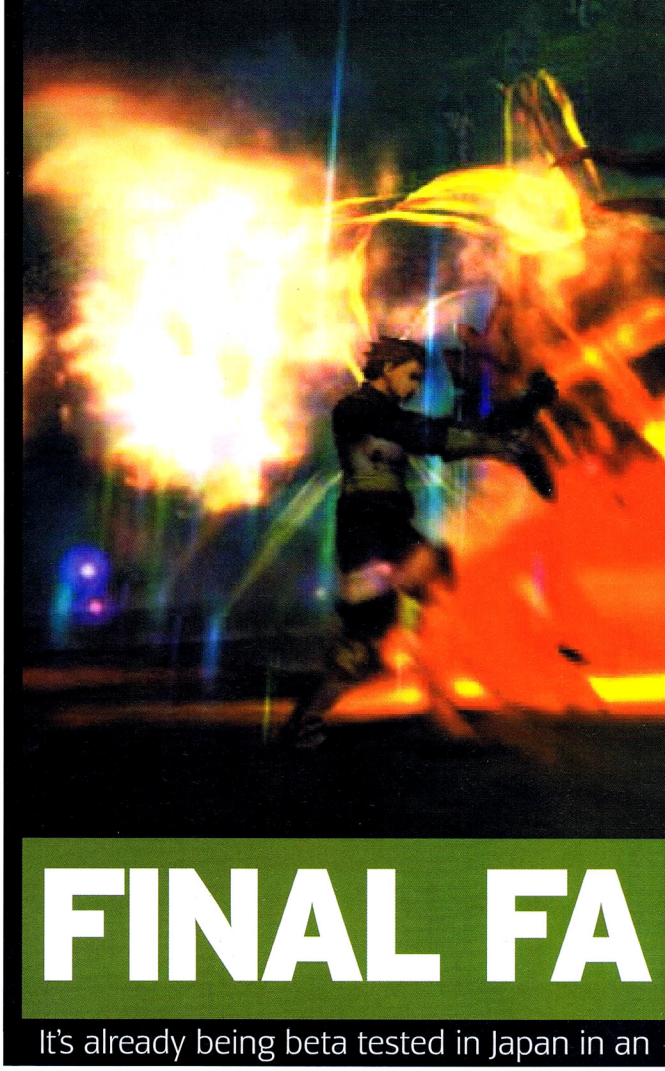
FINAL FANTASY 10

■ Even trolling through Japanese translations couldn't dull our enthusiasm for what was, and still is, the best RPG on PS2. Tortuous plot, emotive characters you actually care about, blinding CG and enough menu twiddling to keep the hardcore fans schtum.

We did have some concerns about the lack of freedom given the characters as they moved around the world of Spira, but after seeing the first in-game waterfall, or surviving the bloody Operation Mi'ihen, or summoning Bahamut, or solving the hidden section of a puzzle room, or winning that first match of Blitzball.. ah, you get the picture. This is an epic title that definitely deserves a few days locked away from the sun this summer.

The one thing we did miss out on with the import version were all the conversations you could strike up with the non-central characters populating the environments. It may just seem like small talk to some but, as with all the earlier titles, it really produces a sense of a living world just outside the horizons of the main protagonists. As such, we're expecting the already impressive depth of play to go even further with the arrival of the English translation.

One piece of advice, though, for anyone interested in picking this up when it hits the UK in July – take your time. We know we missed a load of stuff racing through the game for review and we know we never aced those elusive attack combos that arose from some careful weapons and sphere board management. Do this and you're ensured one of those rare gaming experiences that will stay with you forever.



FINAL FA

It's already being beta tested in Japan in an

EXPECTED JAPAN EARLY 2002

WHEN?

■ TURN TO PG44 FOR YOUR COMPLETE GUIDE TO GAME RELEASE DATES.

FINAL FANTASY 10

may not be due to hit the UK until the middle of next year, but Square are already nearing completion of its sequel. *FF11* marks a huge departure from its predecessors. All the previous RPGs in the series were story-driven; the player's involvement was largely set on rails, and the battles and puzzles were essentially obstacles to overcome so you could continue with the plot. But *FF11* has no such restrictions, and is a go-anywhere, do-anything 'massively multi-player' on-line experience, set in the *Final Fantasy* universe.

Thousands of players take part at once, and it's the interaction between them that's at the heart of the game. Yes, there are quests, side-plots and missions to achieve, but the main objective is to develop your character – building your skills, increasing your arsenal, and becoming a bigger fish in a world where everyone's striving to be top dog. Or dogfish.

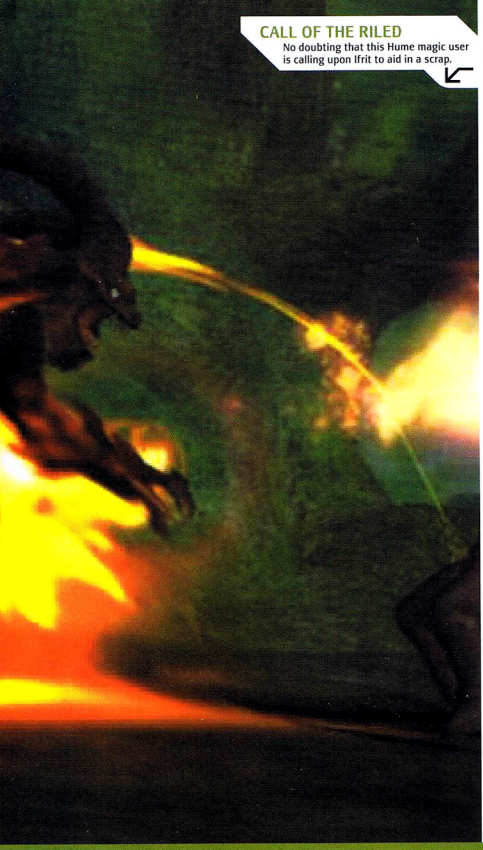
DVD ACTION

Have a look on PSM2's DVD that came with issue # 14. As well as amazing *FF10* scenes you can catch *FF11* in action as well.

To even get even a whiff of the game at the moment you need to live in Japan, and sign up as one of the limited number of beta testers. Luckily, we know a man who can, and managed to grab some early on-line hands-on insight.

Before you play, you need to create a character for yourself, and a huge amount of detail has gone into the creation system editor. So far, there are three races to play as: Humes – humans to you and us – are the all-rounders of the world; Elven are a tall, strong, pointy-eared race who make good fighters; and Tarutaru – cute, cuddly, Hobbity things – are handy when it comes to weaving magic.

You can choose to play as either male or female characters, and a simple-yet-complex



CALL OF THE RILED No doubting that this Hume magic user is calling upon Ifrit to aid in a scrap.

ORK CHOPS: Hume fighters are hardy enough to deal with Orks hands-on.

GENE COOL: Will you be able to customise each character in the finished version?

CHAT BOOM: As with any massively multi-player game, gassing is obligatory.

NTASY 11

DEVELOPER Squaresoft
PUBLISHER Sony

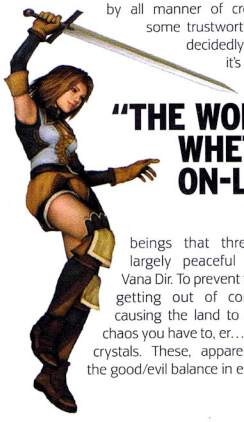
ANTICIPATED FEATURES
- On-line community gaming.
- Full character edit options.
- Almost total player interaction.

on-line capacity. This should be as global a fantasy as you can get.

set of attributes results in an a quite astounding array of possibilities.

The world is populated by all manner of creatures – some trustworthy, others decidedly not – and it's these evil beings that threaten the largely peaceful world of Vana Dir. To prevent them from getting out of control and causing the land to spiral into chaos you have to, er... find some crystals. These, apparently, keep the good/evil balance in equilibrium.

To ensure things run smoothly a team of dedicated gamesmasters are constantly working behind the scenes to keep the world populated with evil to fight, and to ensure that there are fresh adventures to take part in. And, of course, the world keeps on turning whether you happen to be on-line or not.



"THE WORLD KEEPS ON TURNING WHETHER YOU HAPPEN TO BE ON-LINE OR NOT"

Square have set up a subsidiary called PlayOnline to run this (and, excitingly, other future on-line games).

We haven't heard any solid decision on how you'll end up paying for the service, or when it'll be launched in the UK, but we'll be looking at the potential cost of on-line adventuring soon.

KINGDOM HEARTS

Square and Disney have teamed up to create an RPG, *Kingdom Hearts*, which should hit the UK later this year. It features a mix of Disney favourites and new characters created specifically for the game by *Final Fantasy 7* and *8* legend, Tetsuya Nomura.

A dark and magical adventure in the stylised 3D that made Square famous, it goes something like this: Sora, Riku and Kairi are three mates who live on an island. After being swept away by a violent storm they find themselves in three different worlds. As Sora, you meet up with Wizard Donald and Captain Goofy, who are searching for their missing king, Mickey. Joining them in the search, you find yourself up against the Heartless – sinister creatures from another dimension that can change form by stealing others' hearts and souls. On the way, you travel through worlds based on classic Disney movies, including Tarzan, Aladdin, Peter Pan, Pinocchio and The Little Mermaid.

OK, so it might sound a little barfy, but it's been two years in the making and Square and Disney have devoted a massive team of 100 people to the project. With such calibre behind it, you can be sure it's going to special.

YOU HEARD IT HERE FIRST

Just like the film industry, franchise is a constant buzzword as far as game publishers are concerned. If they made a mint with *Spam Wrangler 7* you can bet your favourite organ that someone, somewhere is already beavering away on *Spam Wrangler 8*. And while we're totally aware of your unquenchable thirst for all that is shrinked-wrap fresh, let's spare a moment to ponder those inevitables...

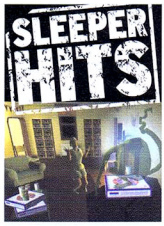
First out of the bag is the rumour of a *Gran Turismo* add-on destined for Euro gamers. No, not *Concept* – the futuristic bonus disc heading for the PS2 owning populace of Japan (see over there...) – but a whole new set of cars and tracks that should retail for something like £20 in the UK. Then there's the obvious gossip doing the rounds that indicates Yamauchi-san is already back in self imposed isolation sculpting the fabled *GT4*. It's gonna happen, trust us.

On the subject of Sony sequels we've also heard that there are plans for a *Vib Ribbon* revival with *Moji Ribbon* appearing towards the end of 2002. Keeping it company will be *Destruction Derby 4* and a beefed line up of Sega titles; *Virtua Tennis 2002*, *Virtua Cop 1 and 2* and *Virtua Golf* all destined for Sony's console – you heard it here first. In addition to this there's an indication that *Smash Court Tennis* will also be making a welcome return as will *Ape Escape*, although in a totally different form from the Japanese *Piposaru 2001* that was touted by many of the games press as being *AE2*. Not so. And who wants to lay bets that Naughty Dog, in the true tradition of the 'coot, make sure that Christmas 2002 sees the next instalment in their *Precursor Legacy*. Two-to-one odds at best...

In the land of the big independents there're plenty of stirrings about killer apps with Activision leading the crowd with talk of a Star Wars title featuring all the coolest characters from the film. We're praying for a Han Solo/Boba Fett space trading game that'll finally wipe *Elite* from our collective nostalgia. Then there's the secret project that new Crash coders, Travellers Tales, are working on. Possibly a sci-fi platform adventure – it's already causing an incredible level of anticipation in the PSM2 office.

Capcom will no doubt prove they can still run with the big boys with the welcome return of Dante in *Devil May Cry 2*, while EA and THQ scrap it out for our affections with an all new take on mountain biking, *FIFA World Cup* and the reprisal of Parker's groundbreaking role in *Red Faction 2*.

To finish with, let's not forget the franchise to beat all other franchises, the one that thinks only of the continuation of its species as it rolls like a brakeless sewage truck to its next inevitable instalment. Yes, you *will* see another *Army Men* title in '02. You 'eard it here first.



GHOSTMASTER

■ As Ghostmaster of a small New Hampshire town, it's your job to haunt spooky mansions, amusement parks, camping grounds. Frighten, give the willies to, and scare the living daylights out of the foolish kids who venture into them, manipulating them in such a way to solve the game's mysteries...

SOCOM

■ This third-person shooter sees you in the role of the Navy Seals, the elite US special forces, and will be among the first to offer co-operative and competitive LAN play. Missions take place in such exotic locations as Thailand, the Congo, Alaska, and 'Eastern locales' – wonder where that could be...?

EXO

■ Cyber-terrorists hack killer robots to send 'em haywire and take the US government hostage, and you've got two days to sort out the mess. The main thing is you get to drive futuristic, remote-controlled über-tanks with more weapons than an American homeowner.

WHEN?

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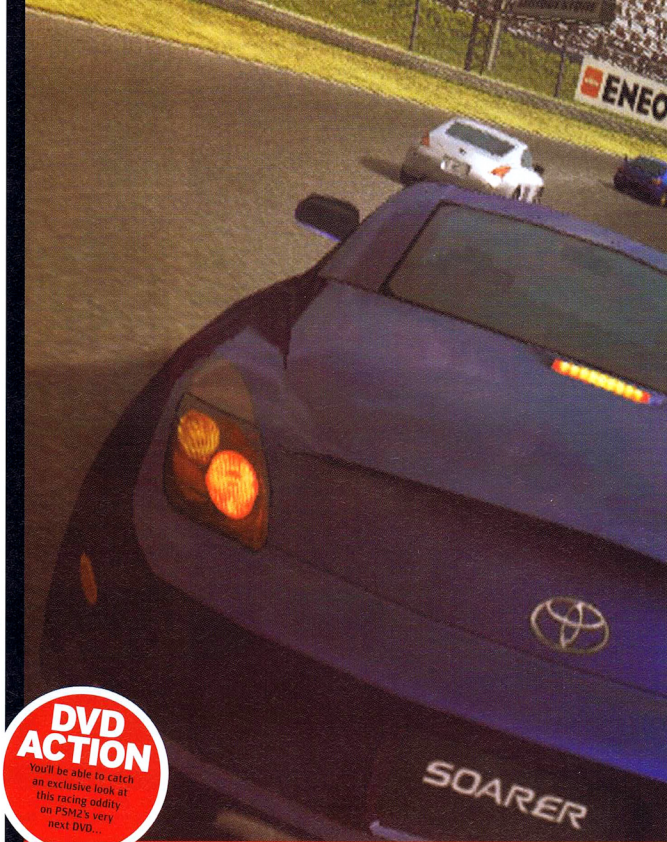


DVD ACTION

You'll be able to catch an exclusive look at this racing oddity on PSM2's very next DVD...

GRAN TU

The original's barely cooled its exhausts, and

EXPECTED UK TBC

HOLD on to your helmets – there's a new *Gran Turismo* around the corner. But this time you get to drive motors that don't even exist, yet are closely modelled on real-world designs.

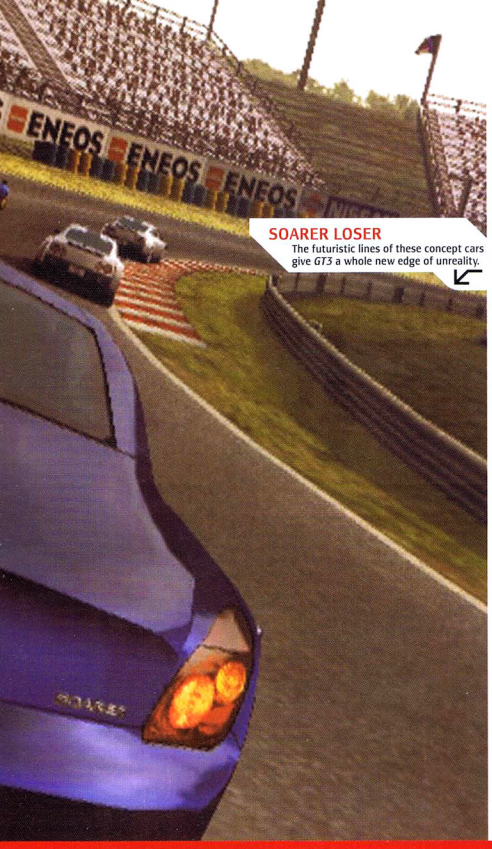
Confused? Well, Polyphony Digital's designers have once again worked closely with the car manufacturers. You get to drive the concept cars that were unveiled at the 2001 Tokyo Motor Show last Autumn – where *GT3* first made its debut. These concept cars are one-offs. Futuristic models that exist solely to show off what could be possible and showcase car builders' new technologies, but rarely ever make it onto the production line (the exception that proves the rule is the new VW Beetle).

Let's face it, *GT* is all about the unobtainable (just how else are you going to get your grubby mitts on a Lamborghini?) and so *Concept* takes it to its logical conclusion, putting you behind the wheel of dream machines that even the filthy, stinking rich will never get their hands on.

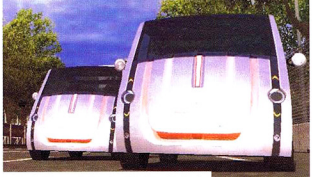
The game features supercars from Far Eastern manufacturers Daihatsu Honda, Mazda, Mitsubishi, Nissan, Subaru and Toyota. There were 20 cars in the version we played, though others are hinted at appearing in the final package.

You'll have already driven some of the cars in *Gran Turismo 3 A-Spec*, like Mitsubishi's Lancer Evolution VII, Mazda's RX8, and the Nissan Z Concept. And some don't feel hugely different from existing motors – Subaru's Prodrive Style is basically a tweaked Impreza with added bells and whistles, for example. But there're some real treats in store, too.

Honda's Dual Note uniquely features two engines. A 3.5 litre V6 drives the rear wheels, while the front wheels are powered by an electric motor. Not only does this result in near-perfect handling, but it's the only car to have a



SOARER LOSER
The futuristic lines of these concept cars give *GT3* a whole new edge of unreality.



WISTFUL DRIVE: The Toyota Pod expresses itself depending on its mood.

AT THE FORECOURT: Manufacturers see *GT Concept* as a virtual testing ground.

STEPPED OUT OF THE SALOON: There're a lot of potential motors in here.

FAMILIAR GROUND: You'll recognise the Tokyo R246 raceway from the original.

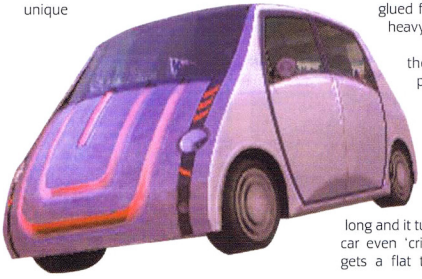
RISMO CONCEPT

DEVELOPER Polyphony Digital
PUBLISHER Sony

ANTICIPATED FEATURES
- Stand-alone budget version of *GT3*.
- 20+ concept cars.
- Five tracks from *GT3*.

we're already looking at the future of PS2's greatest racer.

unique interface. A battery level meter in the corner of the screen shows the remaining power for the electric motor. This is depleted when you put your foot down, but recharged by the petrol engine when you ease off the accelerator. Performance deteriorates markedly when the batteries run out of juice, and so this balancing act adds a unique handling aspect to this one particular car – and this car only. It is, indeed, a thing of beauty.



Toyota's Rugged Sports Coupé is an off-road sports car, and it's the fastest rally car in the game. It has solid suspension and oversize wheels, which helps keep it glued firmly to the road on the corner-heavy tracks.

Another Toyota car promised for the game, the Pod, isn't a particularly fantastic drive, but it's a rocking good laugh. The front end is dominated by an LED 'face', which changes to express emotion. Annoy it, by slamming the door too hard, for example, and it glows an angry red. Drive flat-out for too long and it turns blue with weariness. The real car even 'cries' from its headlamps when it gets a flat tyre (not that the 'no damage' model of *GT* would allow you to get flat). It has a tail which wags when it's happy, and can even communicate with other Pods it meets on the road, via a radio transmitter – we kid you not. Sadly, the Pod wasn't in the early version we played, so we'll be intrigued to see how these features are implemented in the finished package.

"IT'S NOT A SEQUEL TO GT3. IT'S MORE A GT-LITE, AND THANKFULLY HAS A LITE PRICE TAG, TOO, COSTING JUST ¥3,200 (AROUND 15 QUID TO YOU)"

With just five tracks (all ported across from *GT3*, though we did notice a few subtle changes) it's not a sequel to *GT3*. It's more a *GT*-lite, and thankfully has a lite price tag, too, costing just ¥3,200 (around 15 quid to you) in Japan when it's released on New Year's day. No news of a release outside Japan as yet – curse them – but we'll keep you posted...

PSM2'S 54 GAME

Over half-a-hundred new PS2 titles to expect in the coming 12 months. Dig in.

ALLY OF JUSTICE

Fighting criminals and monsters? Gaming standard. Doing it to please a television audience? Crikey. Design your own hero, but don't let the ratings slip...

CENTRE COURT TENNIS

Trying to sneak in ahead of Sega's *Virtua Tennis*, you'll be able to play as perfect likenesses of players – with the wrong names. Didn't hurt *Pro Evo*...

DRAGON RAGE

You'd expect razing villages to the ground and eating maidens, but you get magical powers and – mmm, chewy – snack-sized orcs. The novelty wears off quickly.

EVE OF EXTINCTION

Just when we thought brawlers were dead, along come Yuke's. The hero's weapon morphs into whips, staffs and swords, with fighting styles for each. You'll have to thrash your way through a sinister conspiracy that revolves around a corporation attempting to turn your girlfriend into a massive weapon. We're looking forward to this one.

DYNASTY WARRIORS 3

More 200-a-side combat in feudal China, this time with the thoughtful tactical addition of elephants. If you thought *horses* were a laugh...

BOMBERMAN KART

Karting *and* Bomberman? SNES fans'll remember both as four-player heaven, but can Hudsonsoft's latest live up to our fond memories?

KESSEN 2

Strategy, Braveheart-with-samurai fight scenes – and now hurricane and lightning magic effects. THQ's just picked this up, but Japan's already on to part three...

BLADE 2

Set to tie in with the summer 2002 sequel, we're hoping this one's a bit more exciting than the PSone clotfest. At least the main character looks like Mr Snipes.

ESPN WINTER X GAMES SNOCROSS

More snappily-titled frostbitten fun, this time featuring snowmobiles. It'll take itself a bit more seriously than EA's *Sledstorm 2*.

SVEN GORAN ERIKSSON'S WORLD CUP MANAGER

Lead our brave boys to World Cup victory and, um... is that *it*? How will 3DO extend this one's appeal beyond six matches?

CONFLICT ZONE: PEACEMAKERS

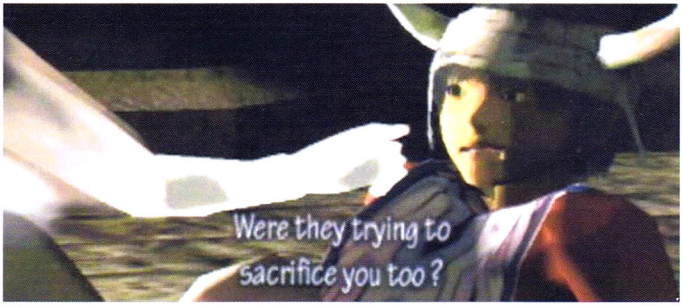
Hastily renamed following recent world events, you'll be kept informed about public opinion – so the idea's to save civilians, rather than firebombing them.

RLH

We've already seen one female character get her head ripped off in Interplay's latest, but some of the sprint sections are a bit *Dragon's Lair*, mind.

ROCKY

Sly Stallone's PS2 assault continues with a boxing game featuring likenesses of Apollo Creed, Ivan Drago and Clubber Lang. Let's hope it's a bit better than *Driven*.



ICO

Deceptively immersive action – huge environments and a brief, but enchanting plot make for one of the most interesting platformers we've seen, well, ever. In PSM2 # 17 we said: "Sony's adventure abandons mindless violence and strikes new ground for creative gaming. Less, literally, is more." Sony have promised some, as yet undisclosed, improvements for the UK PAL release, so expect this dream-like adventure to stir even more emotion in your engine.

ROBOCOP

With nothing to show of the franchise but a naff TV series, news of the FPS version didn't set our world alike. Here's hoping you can *be* ED-209.

STREET HOOPS

We're not convinced that it's possible to make an essential basketball game, but we're still hoping that this Activision offering's more *Tony Hawk*'s than *Shaun Palmer*.

EVIL TWIN

When we heard 'nightmare' and platformer in the same sentence, we thought of *Rayman – joke!* Ubi Soft are behind this dark tale of a boy named Cyprien.

FALCONE: INTO THE MAELSTROM

An ambitious combination of FPS and spaceship dogfighting for Virgin's next big title. You play the titular pirate, fighting against The Legion to regain his notoriety.

JIMMY NEUTRON: BOY GENIUS

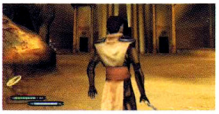
Cartoony gadget-based fun as Jimmy – the sickeningly cute Nickelodeon brat – and his friends Godard the Robot and Carl Wheezer save the world from evil forces. Shudder.

SHREK

In the very early stages of development – we're expecting *Rayman*-esque adventuring and platform-bouncing. Let's hope the breakdancing pigs make it in.

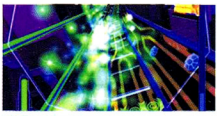
DEFENDER

Another classic picked up by Midway – not sure how they'll turn the mercury-quick horizontal scroller into a 3D blast, but they did alright with *Spy Hunter*.



FRANK HERBERT'S DUNE

Not to be confused with the Mega Drive strategy. Naff-looking third-person action adventure with *Tenchu*-inspired death moves to add a bit of – ahahah – spice.



FREQUENCY

Vector-based classic *Tempest* meets bemani in one of the best rhythm games ever, including 25 tunes from the likes of Orbital, Crystal Method and Paul Oakenfold.

NINJA ASSAULT

Remember the ninjas from *Time Crisis*? Now imagine a whole bleedin' castle full of 'em. And clockwork robots. No-one does GunCon better than Namco.

PROJECT MINERVA

Tactical squad action as you (well, a feisty lady called Alicia) lead a SWAT team through a series of missions. No UK publisher yet, mind.

PROJECT ZERO

Eschewing guns and bats in favour of a camera, Miku Hinasaki ventures into a haunted house in search of her brother. Think *Polaroid Pete* meets *Silent Hill 2*.

ALPINE RACER 3

Another System 246 arcade racer from Namco, with skiers and snowboarders competing together. *SSX* meets *Horace Goes Skiing*, anyone?

INFO SLAP

ANTZ RACING

Dodge nails and jam in a spinach leaf or sardine tin on wheels as you try to collect map pieces leading to Insectopia. Honestly, we *wish* we were making this up.

SHADOW OF ZORRO

Everything from spying to rescue missions in Cryo's stealth-adventure. Let's hope they're concentrating on the sneaking and swordplay rather than the 700 cut-scenes.

STARSKY AND HUTCH

Driving-adventure action with a theme by Lalo Schifrin? Sounds intriguing, although we're still wary about TV licenses after *Dukes of Hazzard*. Brrr.

JURASSIC PARK: SURVIVOR

There's *always* another bleedin' island – this one completely ignores the film's plot, and lets you fight dinosaurs and rescue colleagues from the safety of an ATV.

EVERYBODY'S GOLF 3

Expect more cute characters, more amusing taunts and a whole mess of chunder-inducing ball-cams in this sequel to PSone's best golf game.

DEAD TO RIGHTS

The best slo-mo diving and twin-handgun action we've seen since, um, *Max Payne*. Namco are one of those companies who never make terrible games.

GOOD COP, BAD COP

From Revolution Software – the makers of the hugely successful *Broken Sword* series – this has a unique, morally-driven structure to the gameplay. You take on the role of a cop called Ben Kellman out on the trail of the man who killed his father. You'll be presented with situations that'll effect his persona – kill a defenceless suspect and you'll start to move down a path towards bloody revenge, but uphold the law and you're more likely to arrest the guilty. There's going to be a real battle between this, *Max Payne* and *Dead to Rights*.

GRAVITY GAMES BMX

Based on the real-life BMX tournament, expect an even *more* light-hearted take on the genre than *Dave Mirra*'s. How'll it fare against *Mat Hoffman 2*?

SHADOW HEARTS

Paris, 1913, and British toffs are clogging up the gutters with body parts. Sacnoth's RPG promises a timed 3D battle system and one of the freakiest plots we've ever heard of.

SK8

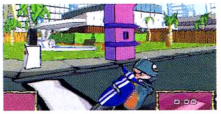
Due towards the end of 2002, Rage's take on extreme in-line skating'll feature former champions like Cesar Mora and a Park Editor.

XENOSAGA

A prequel to the (largely terrible) *Xenogears*, *Saga* features a lot of similar mechs, and a youthful cast much cooler than Harry Potter's.

SOLDIER OF FORTUNE

Working on the 'kids like gore' premise, *SoF*'s like *Half-Life* with the ability to blow the kneecaps, face or genitals off anyone crossing your path. And less good.



SCOOTY RACERS

With its cel-shading and acrobatic stunts, expect a skewed look at scooter racing. Developers Trecision have reportedly signed up with a major scooter manufacturer.

MAFIA

From the makers of Hidden and Dangerous where you drive armour-plated Studabakers for Mr Big – imagine *GTA3* meets *Driver* in gangland America..

LEGION

As an attempt to merge *Final Fantasy*-style gameplay and real-time strategy, *Legion*'s got promising Westwood offshoot, 7-studios, behind its re-telling of Arthurian legend.

SEAMAN

If you never saw the DC version, *Seaman*'s a surly ichthyoid Tamagotchi that gradually evolves given the right combo of prodding and vocal encouragement.

TENCHU 3

Rikimaru and Ayame return in the proper sequel to *Tenchu*, boasting nice rain, realistically lengthening shadows and smooth motion-captured stealth moves.

BARBARIANS

In three words – *Powerstone* with zombies. Uproot trees, rip metal off the walls and fling ox-carts at people in Titus' fighter with a mission-based Story mode.

DUSK TILL DAWN

Set just after the events of the film, you play as Seth Gecko who's been nicked and sent to a giant prison ship. Typically, everyone turns into vampires. The PC version's arse, mind.

THE LOST

Ironically enough, Ubi Soft's most promising title in ages seems to have got... lost. We liked the spooky, suicidal-mother-explores-hell plot, and creepy visuals.

MONSTERS, INC.

Based on the Disney film, it's a platformer along the lines of *Buzz Lightyear*. From what we've seen, the best thing about it could be the movie's trailer on the disc...

NO-ONE LIVES FOREVER

The response to the PC version was fairly lacklustre, but there's still something appealing about playing a lady-spy with exploding lipstick. Still, the first-person shooter market's incredibly crowded at the moment and this Austin Powers-esque spoof might be too lightweight to burst through the pack.

LOONY TOONS SPACE RACE

Catapulting itself aboard the cel-shaded bandwagon with an Acme Industrial Strength Rubber Band, it's *Wacky Races* with Yosemite Sam and Marvin the Martian.

DRAKAN

Spells, puzzles, hand-to-hand combat and aerial combat with a bloody great lizard make this an unusually good PC dragon-em-up. Nice weather effects, too.

BATTLE ENGINE AQUILA

Mechs, eh? Johnny loves 'em. And the rest of the team have a soft spot for watching them stomp around battlefields – much as they'll be doing in Infogrames' latest.

PRIDE

Fighting action based on the huge-in-Japan No Holds Barred tournament of the same name. Let's hope it outdoes the PSone's lacklustre *Ultimate Fighting Championship*.

DOWNFORCE

Racers set in the near future, eh? We can't get enough of them. This one involves disgruntled F1 dudes setting up their own illegal tournament in real cities. Brilliant.

PS2 002

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 AUTO MODELLISTA

Bubblegum colours and super-fast cars. This well-tooned racer has instantly screamed into our most wanted.

2 VIRTUA FIGHTER 4

We were charged by the first showing at TGS 2001, now all we want is to go hands-on and find out what's new.

3 ALIENS: COLONIAL MARINES

Shake 'n' bake with the interstellar TA as they grapple with double-mouthed horror. No sign of Ripley, though.

4 SOUL CALIBUR 2

The combat skill of Namco *and* Sega merged with the class of a series that's produced nothing but hits.

5 TIMESPLITTERS 2

A lot of talk about the improved graphics, but we'll reserve judgement until we've seen the multi-player running.

6 MOH FRONTLINE

WW2 veteran Jimmy Patterson polishes his para boots once more and lands the right side of enemy lines.

7 STUNTMAN

Slap the suspension until it pops through your wings and keep the popcorn-eating public rivetted to their seats.

8 THE GETAWAY

This one's already got our sovereign ring stamp of approval for its mob-handling of London's gangland.

9 STATE OF EMERGENCY

The city's been overrun by corporate bully boys, so go urban commando and take the fight back to The Man.

10 THE THING

From pole to hole as Captain Blake does his best to keep his head while all those around him are eating theirs.

OUR LEAST WANTED

You can take your game and...

WOODY WOODPECKER

Whos laughing now, eh? Half-an-hour in and even the classic union of 'pecker' with 'wood' couldn't raise a smile.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
Action Strategy	AS	Puzzle	Pz
Arcade	Ar	Racing	R
Beat-em-up	Bt	RPG	RPG
Bemani	B	Shoot-em-up	S
First-Person Shooter	FPS	Sim	Sm
Flight Sim	FS	Sport	Sp
Mech	M	Strategy	Str

JANUARY-MARCH 2002

Atlantis 3	Acclaim	AA
Baldur's Gate: Dark Alliance	Interplay	AA
Blood Omen 2	Eidos	AA
Centre Court Hardhitter	Midas	Sp
Commandos 2	Eidos	AS

DEUS EX

You're part human, part machine, part corporate gun nut. A mixed-up killer who's about to switch sides in the best PC title of its kind.

Downforce	Virgin Int.	R
Dragon Rage	3DO	AA
Evil Twin	Ubi Soft	P
ESPN Winter X Games Snowboarding 2	Konami	Sp
ESPN Winter Games	Konami	Sp
Eve of Extinction	Eidos	AA
Frank Herbert's Dune	Acclaim	AA
Giants: Citizen Kabuto	Interplay	AS
Go Dai	3DO	AA
Herdy Gerdy	Eidos	Pz
High Heat Baseball	3DO	Sp
Jimmy White's Cueball World	Virgin Int.	Sp
Jonny Moseley Mad Trix	3DO	Sp
Knockout Kings 2	EA	Sp
Lakemasters Ex	Midas	Sp
Legends of Wrestling	Acclaim	Sp
LMA Manager 2002	Codem'ters	Sp

MAX PAYNE

Bullet-time in games. Seems like everyone's having a go at it since Max went on sale. But, Take 2 appear to have nailed it better than anyone.

Maximo	Capcom	AA
Megarace 3	Acclaim	R
MoH Frontline	EA	FPS
Metal Gear Solid 2	Konami	AA
NASCAR Heat 2002	Infogrames	R
Parappa The Rapper 2	SCEE	B
Peacemakers	Ubi Soft	Str

REZ

Hit that perfect beat, laser that huge boss into a zillion pieces and nod along to the pounding break beats of Sega's weird bemani shoot-em-up.

Penny Racers	Midas	R
Pirates: Legends of Black Kat	EA	AA
Police 24/7	Konami	FPS
PRYZM: The Dark Unicorn	TDK	RPG
Rayman M	Ubi Soft	Pl
RLH	Interplay	AA
Rubu Tribe	TBC	AA
Salt Lake 2002	Eidos	Sp
The Shadow of Zorro	Acclaim	AA
Shadowman 2	Acclaim	AA
Shifters	3DO	AA
Simpsons Cheat Skater	EA	R
Sled Storm 2	EA	R
Space Race	Infogrames	R
Sunny Garcia's Surfing	Ubi Soft	Sp
Supercross 2002	EA	R
Tetris Worlds	THQ	Pz
Tiger Woods PGA Tour 2002	EA	Sp
WipEout Fusion	SCEE	R

APRIL-JUNE 2002

ALIENS: COLONIAL MARINES

The only FPS that can match the scene-by-scene tension of a *Resi* title by combining bicep-burning hardware with a real fear of what's after you.

Antz Racing	Empire	R
Ghostmaster	Empire	AA
Mike Tyson Boxing	Codem'ters	Sp
Need for Speed 2	EA	R
Robocop	Virgin Int.	FPS
Snowcross	Konami	Sp
Starsky and Hutch	Empire	AA

TIMESPLITTERS 2

The snowbound levels look incredible, and if the multi-player's as good as the original, there's a danger that the office will need a bigger swear box.

TOCA Race Driver	Codem'ters	R
Turok Evolution	Acclaim	AA

JULY-SEPTEMBER 2002

Curse: The Eye of Isis	Wanadoo	AA
Tonka Monster Truck	Infogrames	R
Colin McRae 3	Codem'ters	Sp
Final Fantasy 10	SCEE	RPG
Good Cop Bad Cop	Virgin Int.	AA
Gravity Games	Midway	Sp
World Sports Car	Empire	R

OCTOBER-DECEMBER 2002

Defender	Midway	Ar
Falcone: Into the Maelstrom	Virgin Int.	AA
Mortal Kombat 4	Midway	Bt

2002

Ace Combat 4	SCEE	FS
Barbarians	Virgin Int.	AA
Broken Sword: The Sleeping Dragon	TBC	AS
Conflict Desert Storm	SCi	AS
Dinos	Vivendi	S
Dredd Versus Death	Rebellion	AA
Dropship	SCEE	AS

EXO

It's all about cops in power armour lumping around a bleak future. The bonus is that it's squad-based, so expect some major tactical play.

Fireblade	Midway	S
Kingdom Hearts	SCEE	RPG
Monsters, Inc.	SCEE	Pl
Premier Manager	Infogrames	Sp
Red Card Soccer	Midway	Sp
Resident Evil: Survivor 2	Capcom	FPS
Stuntman	Infogrames	R
Superman	Infogrames	AA
Terminator	Infogrames	AA

TOMB RAIDER NEXT GEN

We'd happily have Lara dodging rozzers in the shadows, rather than leaping over dinosaurs and palm trees. This could be the shot that saves the series.

WTA Tour Tennis	Konami	Sp

TO BE CONFIRMED

1906 Arctic Odyssey	TBC	AA
Alpine Racer 3	Namco	Sp
Angel's Present	TBC	Sp
Ape Escape 2	SCEE	Pl
Armored Core 2	Ubi Soft	S
Austin Powers 2002	Take 2	AA
Battle Isle	Ubi Soft	Str
Black and White	TBC	Str
Blood: The Last Vampire	SCEE	AA
Casper: Spirit Dimensions	TDK	Pl
Circus Maximus	TBC	R
Dark Angel	Metro 3D	RPG
Dark Summit	THQ	Sp
Dead to Rights	Namco	AA

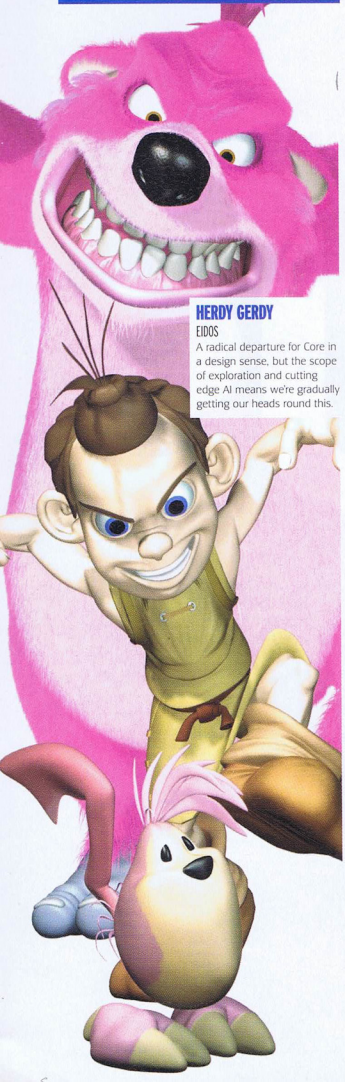
DAVID BECKHAM SOCCER

Hyped by the mainstream press. Our only fear is that in the world where 'license is king' everything else, like gameplay, might be overlooked.

Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	AA
Dusk Till Dawn	TBC	FPS
Dynasty Warriors 3	KOEI	AS
Eternal Blade	Mattel	AA
Everybody's Golf 3	SCEE	Sp
Football Manager	Virgin Int	S
Frequency	SCEE	B
Frogger	Konami	Sp

FINAL FANTASY 11

New screens depicting a party battling Orcs in real-time have left us deeply impressed. Is this just another *Ultima Online*, or something much greater?



HERDY GERDY

EIDOS

A radical departure for Core in a design sense, but the scope of exploration and cutting edge AI means we're gradually getting our heads round this.

Fusion GT	Crave	R
Galleon	Interplay	AA
Goemon Action RPG	Konami	RPG
The Great Escape	SCi	AA
Gumball 3000	SCi	R
Gunslinger	SCEE	AA

GT3 NEXT

One for the fans this – PSM2 believes this could be released at a low price point, so snaring some new devotees to Sony's flagship racer.

H2Overdrive	Crave	R
Headhunter	SCEE	AA
Hidden Invasion	Virgin	AA
Iron Storm	Wanadoo	FPS
ISS 2002	Konami	Sp
Jacques Villeneuve Racing	TBC	R
Jade Cocoon 2	Ubi Soft	RPG
Jekyll and Hyde	Cryo	AA
Jinx	Acclaim	P
Kengo 2	Ubi Soft	AS
Kinetica	SCEE	R
Knights	TBC	AA
La Femme Nikita	Infogrames	AA
Legion: Legend of Excalibur	Midway	AA
Malice: Kat's Tale	Vivendi	P
Master Rallye	Microids	R

THE LOST

A dead daughter held ransom by Satan and the nine circles of Hell her only path to salvation... Makes *Silent Hill* look like *Ape Escape*. Nice...

Mat Hoffman's Pro BMX	THQ	Sp
Men In Black 2	Infogrames	AA
Mini Golf Maniacs	Vivendi	Sp
Mission Impossible 2	Infogrames	AA
Monster Rancher 3	Tecmo	Pz
NCAA Final Four 2002	TBC	R

MOH: FIGHTER COMMAND

Earning their wings and soaring away from the FPS origins of the franchise, EA take to the skies and give you a chance to become a WW2 fighter ace.

NFL Quarterback Club	Acclaim	Sp
Ninja Assault	Namco	S
Okage: Shadow King	SCEE	RPG
Onimusha 2	Capcom	AA
Outcast 2	TBC	AA
Pac-Man World 2	SCEE	P
Picassio	TBC	AA
Playmobil Hype	Ubi Soft	P
Poplocrois 3	TBC	Str
Pride	TBC	Sp
Prisoner of War	Codem'ters	AS
Race of Champions	Activision	R
Resident Evil 4	Capcom	AA
Return to Castle Wolfenstein	Activision	FPS

PRIMAL

It's the *Jak and Daxter* of the shadow world with Jennifer Tate – half-babe/half-demon – taking the lead and a gargoyle called Scree playing sidekick.

Rhapsody 2	TBC	RPG
Roadsters 2	Titus	R

ROCKY

Yes, it's your chance to follow Rocky Balboa from carcass thumper to canvas jumper in Rage's take on Stallone's epic movie series.

Robin Hood: Defender of the Crown	TBC	AS
Saffire	TBC	AA
Settlers	Ubi Soft	Str
Shadow of Zorro	Cryo	AA
Sidewinder Max	TBC	FS
SK8	Rage	Sp

SEAMAN

It's official – the fish-faced life sim is on its way. Still no word on whether it's voice activated, but the news of the PS2 mic makes us think it will be.

Sky Gunners	TBC	FS
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	SCEE	AS
Soldier of Fortune Gold	Eon	FPS
Soul Calibur 2	SCEE	Bt
Space Channel 5: Part 2	SCEE	B
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Spin: Sprint Car Racing	TBC	R
Spyro next-gen	Vivendi	P
Star Wars: Racer Revenge	THQ	R
Star Trek Voyager: Elite Force	Eon	FPS
Street Hoops	TBC	Sp
Suikoden 3	Konami	Sp

STAR WARS: OBI WAN

No info on how this'll tie in with Episode 2, but we couldn't help but be impressed when we found out the light saber can be used as a projectile weapon.

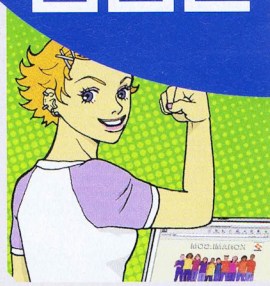
Sunny Garcia's Surfing	Ubi Soft	Sp
Tekken 4	SCEE	Bt
Tenchu 3	Activsion	AA
Test Drive: Underground	Infogrames	R
Thunderbirds	SCi	AA
Titanium Angels	SCi	AA
Tour de France	Konami	Sp
Tribes 2	Vivendi	FPS

THE THING

Despite SCEA trying to chuck a few spanners in the works, the 'trust and fear' twist to squad leadership promises this'll be an inventive use of the license.

Truck Maniacs	TBC	R
Twisted Metal Black	SCEE	S
Ultimate Fighting Championship	Crave	Bt
Vampire Nights	SCEE	S
Virtua Fighter 4	SCEE	S
Xenosaga	TBC	RPG
Zombie Revenge	Acclaim	FPS

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations.



DEVELOPER CONTACTS

Who to call when you're finding it hard to sleep because *Casper* has slipped.

3DO
0906 753 2244
www.3doeurope.com

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
0208 200 5777
www.argonaut.com

BAM!
020 6428 7802
www.bam4fun.com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

CODEMASTERS
01926 814 132
www.codemasters.com

CRAVE
020 8968 8088
www.crave.co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital.com

INFOGRAMES
0208 222 9700
www.infogrames.com

INTERPLAY
0207 821 6815
www.interplay.com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www.lucasarts.com

MIDAS
01279 858000
www.midasinteractive.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
0207 700 2119
www.titussoftware.com

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

VIVENDI
0118 920 9100
www.sierra-online.co.uk

20 REASONS WHY MGS2 ROCKS

Neat touches. Most games have a few but *MGS2* – out in the UK in February – has them in spades. Here's why we think its creator, Hideo Kojima, is a

GEN!US

1) THE BUBBLES THAT GET TRAPPED ON THE SCREEN

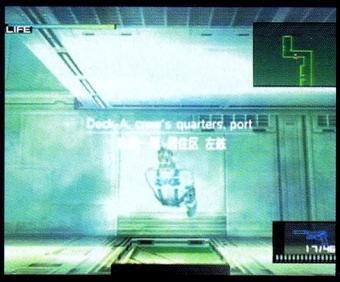
First of all we have to mention the fact that the whole underwater thing is totally brilliant. The way the water bends the light, the feeling of floatyness. But most of all the little bubbles that get trapped on the screen when you swim forwards.

It's like you're really following a man, underwater, with a camera. You can tilt left and right and watch them slide around the top of the screen. And let's not forget the dribbles that snake down the lens when you surface.

2) THE LENS STEAMING UP

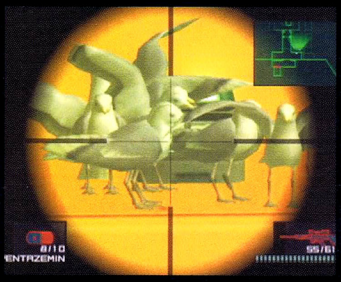
More fun with lenses. Wander around the nippy deck of the tanker for a bit then waft inside for a Bovril and the lens steams up. A few seconds later it demists.

Yet more proof that you are not *being* Solid Snake as you play but are merely driving him around with a joypad while viewing him from a remote flying camera attached to his head with a four-metre length of invisible string.



3) THE BIRDS

Hitchcock knew that in the right hands birds are a source of pleasure one moment and a bloody menace the next. As does Kojima. The outsidey bits of The Big Shell – the game's second playing environment – are riddled with the flying parasites. They flock. They peck. They leave vast tracks of cack which you can slip on and roll around in. Gunfire nearby will scare them away – gunfire rather closer will leave them dead. They say that 98% of all multiple murderers begin by killing animals. Oh dear...



4) PUMP THE GRIP BAR AND YOUR GRIP EXTENDS

The grip bar. Genius. Now you can dangle from window ledges and catwalks. And – just like in real life – your arms get tired. And you fall and hurt yourself. We should know. But did you know this? Dangle and grip 100 times and your grip bar gets longer. Snake gets stronger. It's a virtual gym. No more getting sweaty in the pursuit of a single chin and a tighter T-shirt. Let Snake take the strain instead.

5) THE GIRLY POSTERS

Early birds are stashed within lockers – giving the inquisitive a fleshy reward. Later on, though, the partial nudity is more widespread. And these are no ordinary 'spreads'. The pics are lifted from market-leading men's magazine FHM and bear the mag's logo. The result is that, deep within the bowels of The Big Shell, facing adversity from every angle, you come face to face with Louise Redknapp. Or Kelly Brook. Not now love, I'm busy...

6) THE GENIUS PUZZLES

Puzzles in an action game? How so? After flexing his puzzle muscle in the superb *Metal Gear Solid: VR Missions*, Kojima has applied his new found brains to *MGS2*. The result is some fiendishly clever positioning of vital objects, fully using the 3D world he has created.

Take this puzzle where ten bombs must be shot off a bridge before you can cross. Nine bombs are relatively easy (even the one miles away hidden by seagulls). But where is that tenth bomb? That would be telling...

7) THE MULTI-USES OF THE COOLANT

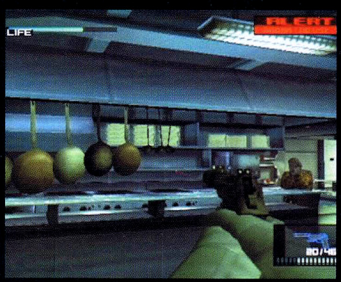
Sheer class. After introducing the coolant device (an ever lasting spray can of white freezing smoke) as a way to freeze bombs, Kojima then proceeds to use the coolant in other ways.

For example you can put out fires to access new areas. If you catch on fire yourself you can point it at your feet and spin round to put the fire out. You can wake guards up with it. You can even chase away insects with it, which is vital to protect those who might be scared of spiders...

8) SHOOTING THE PANS (AND THE ICE CUBES)

Neat touch city. You've probably all seen it but it's worth mentioning again. You can shoot the pans in the galley of the tanker. They not only 'ping' but sway too. And you can keep a guard enraptured for hours by shooting a pan (which he'll go and investigate) and then shooting another one (which he goes to instead). On and on. Backwards and forwards...

Also, while you're shooting inanimate objects do shoot the ice bucket on the bar in the crew's mess. Not only does the ice jump out of the bucket but it even melts. Veeee-*rrryyyy* slooo-*wwwlllyyyy*...



9) SHOOTING OUT THE RADIOS

In the original *MGS*, if one guard saw you, they all saw you. The exclams went up in an instant. In *MGS2* things are more realistic. Now if a guard sees you it's not the 'game over' scenario you might think.

His exclam will go up, he may even open fire – but until he takes his radio off his belt, holds it to his mouth and calls for help you've still only got this one guard to deal with. So you can knock him out with a dart to the head, or punch, punch, kick him and get away. Best of all (and one for real pros, this) you can shoot the actual radio on his belt *before* he spots you. Then when he tries to call for help his radio doesn't work. Brilliant.

10) HOLDING GUARDS UP

More guard taunting. Approach a guard from behind, undetected, then pull your gun at close range. The guard will slip into hands-up hold-up mode! From here you can slide around him with the shoulder buttons and point your gun at face or groin. Said guard will then visibly quiver with fear and hand over his dog tags (and often a handy ration or two too). Collect the set for a special bonus!

11) THE BIT WITH FIVE SQUILLION GUARDS

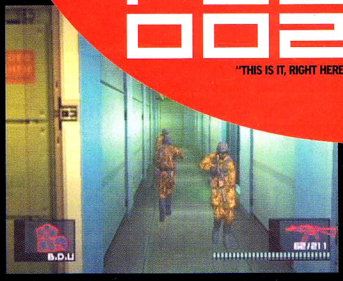
Originally not intended to be in the finished game (or even in the first footage) but this scene was such a hit they included it.

Here Snake meets *100* guards and has to sneak past all of them. Of course, not disturbing the assembled mass is the best idea but you can have great fun with them if you do. Try tranquillising as many of them as possible and see them fall asleep standing up! Or beat up a few then hide. They – quite literally – don't know what hit them. We're yet to successfully place a grenade among them though.

12) BEING DISGUISED AS A GUARD

Freedom at last. The liberating feeling of wearing someone else's clothing... Ahem.

After struggling through a particularly tricky bit you realise that you're not going to get past a special security check without being disguised as a guard complete with authentic Kalashnikov. So back you go, then return later and parade around in front of the enemy taunting them to spot you. "Look! It's me! You *fools!*" Etc.



13) THE BOSS BATTLES

The corridor and compound action of *MGS2* is merely a conduit to its superb boss battles. The plot lures you into a room-based face off with one of its star villains. And what brilliant battles they are.

Each boss goes through a series of attacks. They start off easy and their energy bar takes a pummelling. But the more knackered they get the more fierce they become. Vamp, for example seems an easy target at first, too busy showing off to avoid your bullets but later he flies around like a mad thing. Only judicious use of the grenades and Claymores will trick him into death. And when he is dead you'll have a mere whisker of energy left.

14) FLOATY THINGS

More underwater madness. As The Big Shell fills with water, formerly static objects take to the air. See bean cans bob past. Sheets of paper get airborne like a flock of escaping doves and fire extinguishers fly by like reject Close Encounters craft. Nudge them to send them tumbling on.

The physics, the gravity, it's all a joy to behold. Just make sure you don't drown while your arseing about. Not clever.

15) THE CODEC

Who you gonna call? Any time or place you can get on the horn and have a chat with your boss, your mates, even your girlfriend, Rose, is on tap for a natter.

It's all thanks to your Codec, your in-head telephone system and the fact that everyone who contacts you is automatically logged for redialing.

The amazing thing is that whoever and whenever you call they all have something relevant to say – a comment on the objective coming up, the recent events past or, in Rose's case, reminiscences of their relationship and how much she wants you to come home in one piece. We could listen to her for hours. Bless.

16) THE KEYCARD SYSTEM

OK, not the most original of game elements but one which is crucial to the *MGS2*'s whole structure and flow.

There are five grades of door and as you progress you're given higher access cards. The clever bit is that you find high level doors quite early in the game, meaning there's plenty of returning to previous zones and unearthing new areas and new pick-ups. It's brilliantly conceived. Your first reaction on getting a card is to plough on through the game but you can bet that before too long you're up against an obstacle that can only be removed by back-tracking to a previously discovered (and formerly inoperable) door.

17) THE 'BOOKS' AS DECOYS

Remember the saucy lady posters mentioned earlier? Well there're whole magazines filled with ladies to find too. Unfortunately, you can't actually peruse the spreads featured inside yourself but you can leave them lying around for guards to enjoy.

Pop one in the path of an oncoming guard and he'll emit an over-excited squeal and an exclam, then drop to his knees and begin gawking at the smut.

The lure of ladies is so strong that should an enemy be in hot pursuit he'll forget all about you once he sets eyes on a jazz pamphlet in his path.

18) HIDING IN CUPBOARDS

It's been a long time since most of us have hidden in a cupboard, but its part and parcel of the *MGS2* experience.

Avoid detection by making like an anorak. Slightly inquisitive guards will eye the locker with suspicion before assuming that no-one would be so stupid as to hide in a cupboard.

More agitated guards will approach the locker, muster their strength and fling the door open to reveal you trembling inside. Best of all, peek through the grill in the door, see them getting ever closer and feel your heartbeat (and the Dual Shock 2 rumble) get faster.

19) THE C4

The old favourite returns. An often overlooked part of the *MGS* world is the humble C4 package. Place it with ⓐ, detonate it with ⓞ. However, this simple device is an invaluable aid to *MGS2* success. Place C4 charges in a corridor, then if you get spotted in the room beyond you can lead your pursuers back through and detonate it in their faces. Problem solved.

Brilliantly, you can lay multiple C4 charges and they'll detonate in the order you placed them. Just keep hitting ⓞ to fire off your own special Steps-style Chain Reaction.

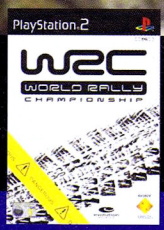
20) THE DIGITAL CAMERA

You get given a camera at the start of the game. Experienced *MGS* players will remember the special 'ghost' images of the development team to be found within the game. What special secrets does the *MGS2* camera hold?

Best run around taking pictures of absolutely everything just in case they have a special significance when you examine them later. Or why not capture the masked faces of every guard you've felled for posterity. If you want infinite replay value – this is it, right here.

World Rally Championship

From the 4,000 corners of the earth



14 countries. Hundreds of miles. Thousands of different corners.

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PlayStation.2

THE THIRD PLACE

www.wrc.com uk.playstation.com

AFTER THIS ISSUE WE'LL BE GLAD TO GET FAR AWAY FROM THE CULT OF GAME CHARACTER PERSONALITIES.

JONATHAN

It's been a bit like that. There're certain names that seem to carry a game into the charts regardless of how much we recommend that you don't bother. Still, at least we've been familiarising ourselves with the latest log-hopping muppets to grace PS2. Jak and Daxter have been swirling around our heads since the early announcement of Naughty Dog's *Project Y* and, at long last, we drop them in the PSM2 reviews acid bath to see what kind of shape they come out in.

They make a smart change from the usual orb-hoarders we've had to deal with. Do we really need another, say, *Gex* or *Spyro* when courageous efforts are being made to utilise PS2's power to fracture the gaming horizon? Take *Rez*. No, really. You've never seen anything that's so *desperate* to be admired. It looks fantastic, and shows *Rayman* up to be the crocked Monsieur he's gradually become, despite a cunning sideways step for the freak. Give us spectacular failure over a tired retreading any day of the week. It's good to know that there's still creative visionaries out there.

After our 2002 blowout feature, you'll be pleased to know that the incredible *Metal Gear Solid 2* isn't all you have to look forward to. We're warming the reviews tub up already. **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

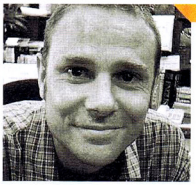
- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Ecco the Dolphin

Dan's been so still recently it's a miracle we didn't put him up in the loft with Grandad and the mixed fruit that Joel won monkey wrestling. Kids, eh?
daniel.dawkins@futurenet.co.uk

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy. Putting his head in the bass bin
- **HAVING FUN WITH:** Rez

Adamant that card tricks are 'nothing but lies perpetrated by the long-fingered on the weak', Duncan's gone down to the Magic Circle with a bat. Again.
duncan.baizley@futurenet.co.uk



JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Dropship

The funny thing is, if you laid out all Jonnie's pull-out-and-keep supplements on modern desert warfare, and it rained, they'd be *ruined*.
jonathan.bryant@futurenet.co.uk

JOEL SNAPE

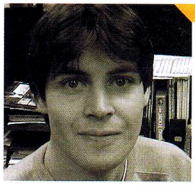
- **SPECIALIST IN:** Punch drunk gunplay
- **HAVING FUN WITH:** Jak and Daxter

Apparently, if we call Joel an 'Eco Warrior' just one more flippin' time, he's going to kick our faces off. It's nothing a fruit slice can't fix. Which is like life.
joel.snape@futurenet.co.uk

RICHARD OWEN

- **SPECIALIST IN:** Platformers
- **HAVING FUN WITH:** Rayman M

It usually takes a carefully laid trail of pebbles to tempt Rich to the top of a small flight of stairs. And this is for a man who thinks that Pop Idol's 'extreme'.
richard.owen@futurenet.co.uk



DAVID HARRISON

- **SPECIALIST IN:** Flight sims
- **HAVING FUN WITH:** UEFA Champions League 2001/2002

A fanatical Liverpool fan, Dave's recently returned from cheering on the council's Committee for the Advancement of Social Inclusion. He hates football.

JAMES WHITE

- **SPECIALIST IN:** DVDs and Wild Cherry
- **HAVING FUN WITH:** The Mummy Returns

Total Film's James doesn't take kindly to some tatty 'blockbuster' taking up the time he'd normally spend sweeping. Poor quality films come second to dust.
james.white@futurenet.co.uk

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハワヌキニラ

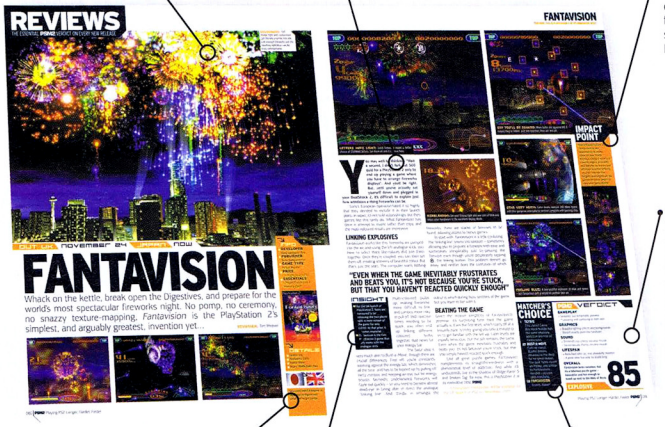
WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.



VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here – from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

›HONEST AND ACCURATE シワモカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

›HONEST AND ACCURATE シワモカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シワモカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 takes reviewing seriously. PSM2 is hard, but fair. 90+ scores are rare. Read the guide below.

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

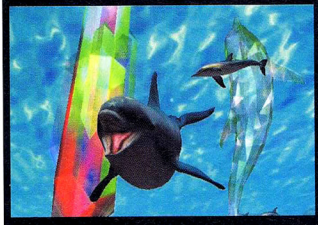
85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

DON'T MISS THESE:

PS2 REVIEWS

JAK AND DAXTER 054



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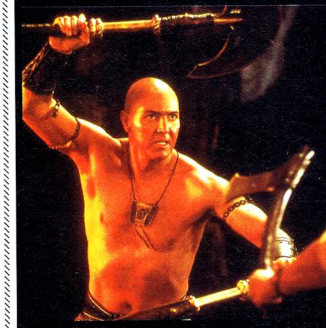


DVD REVIEWS
The Mummy Returns 080
Pearl Harbor 081
Star Trek 2: The Wrath of Khan 081
Cats and Dogs 081

OUT UK now

JAK AND D

"WE WANTED SHIMMERING WATER EFFECTS, DISNEY-QUALITY ANIMATION AND

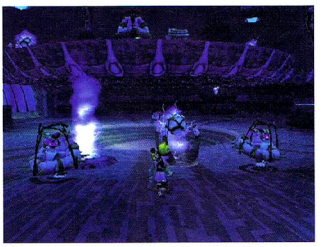
JAK AND DAXTER: THE PRECURSOR LEGACY

"A HUGE, INVOLVING GAME"

Naughty Dog's '*Mario* beater™' has been hyped to near-hysterical levels. Does Sony's platform revolution start here? Well, *nearly*... **REVIEWER:** Joel Snape

Never work with children or animals. Not because they're notoriously awkward but because anyone who isn't a child (or a dog) hates watching them. That's the trouble with the first hour of *Jak and Daxter* – in the exposition-heavy early segments, it's a struggle to care about the mute moptop and his gob-almighty companion. Pity, really, because once you've got past the cartoon histrionics and cliches, *Jak and Daxter*'s a huge, involving game.

Best get the tedious stuff out of the way first, then. The Precursors of the title are a long-dead tribe who've left all sorts of Indiana Jonesian technology behind them. It's activated by Eco, which comes in several varieties – and there's a posse of shady types intending to pervert its power for murky purposes. Daxter, being a comedy sidekick, takes an early goonstumble into a vat of the nastier type of Eco, transforming him from clumsy, irritating buffoon to snappily-animated, irritating meerkat-thing. Comedy's a subjective thing, and Daxter, while he smirks, grimaces and poses with all the grace of a Disney muppet, tends to substitute sheer volume for genuine humour. There's barely a hint of the wry cleverness that you'll find in *Fur Fighters* – sly in-jokes and 'adult' yucks are squeezed out by basic, shouty, child-friendly fun. From there on, he perches on Jak's shoulder while the stoic 'n' silent one bounces, clambers and does *Crash Bandicoot*'s spinning attack through 15 massive bloody levels.



SPIN CITY: Bad guys who twirl towards you but are vulnerable when dizzy? Don't tax that imagination, Naughty Dog.

"IN THE EXPOSITION-HEAVY EARLY SEGMENTS, IT'S A STRUGGLE TO CARE ABOUT THE MUTE MOPTOP AND HIS GOB-ALMIGHTY COMPANION"

INSIGHT

- If you actually jumped every time the word 'Jump' is repeated in House of Pain's *Jump Around* (103 times, fact fans), you'd only burn off about 30 calories – the same as a couple of plain Ryvita crackers.

Typically, each set of objectives starts in the same way. Jak and Daxter's sage-like mentor grumbles a bit, Daxter does his best Chris Rock impression – don't worry, you'll soon be using him as an impromptu weapon – then it's mechanic-lady Kiara's go. "Hmm... well, I *think* I can fix the rocket/shield/anti-grav ray." Fine. "But..." Don't say it. "... I'm going to need..." DON'T SAY IT. "... a number of power cells... that I've just made up." Gah.

From there, it's standard platformer maths. Each level's scattered with Precursor Orbs (swap 90 for a power cell), Flies (mash seven together, and they turn into a power cell), monsters (bash enough to collect 50 Green Eco lumps for an energy boost) and crates. Hundreds and hundreds of crates. Oddly, the early levels are the most tedious, revolving around collecting Orbs and doing good deeds for chubby villagers, with endless running about through lush-but-samey landscapes. The monsters don't add much variety – even in the closing stages, they're oafish lumps ▶

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Naughty Dog
- **PUBLISHER** Sony
- **GAME TYPE** Platformer
- **PRICE** £39.99
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- 15 huge stages, each involving multiple missions.
- No loading screens – just one huge environment.

AXTER: THE PRECURSOR LEGACY

BOSSES THE SIZE OF THE MOON. WE JUST WANTED SOMETHING MORE, DAMMIT"

POCKET ROCKET

After each of the more trying platform sections, there's a bit of kamikaze relief in the form of Jak's A-Grav Zoomer. Some flying bits are inspired, others fall oddly flat – swooshing through caverns is great, crop-spraying Dark Eco-infected plants feels a bit like, well, *gardening*. The standout moment's an entire level devoted to chugging around on the propeller-driven beauty – although if you're prone to motion sickness, it's probably worth glancing away from the screen occasionally.

TUNNEL OF LAVA: The tunnel sections are tricky – and the craft's inertia means you're only a slip away from flamey death.

CHOPPER LOAD OF THIS: The race mode's thrilling – especially with the ever-present threat of hitting a TNT bundle.

▶that never take more imagination to dispatch than a jumpy-spinning attack. It's only about half-an-hour in – uncannily, *Jak and Daxter* long enough for you to block out Daxter's wise-cracking – that the hardcore platform gaming starts. Suddenly, orbs are hidden in hard-to-reach locations or require cunning problem-solving.

Arguably the best level's the Lost Precursor City – an underground level ram-jammed with puzzles flagrantly stolen from every platformer in history. Some demand a flurry of DualShock dexterity, others only make sense after a spurt of lateral thinking. One or two – but not many – involve chasing animals around. Strangely, these are always the most tedious – not a good omen for *Herdy Gerdy* – and it's here that the clever visuals shoot themselves in the foot.

"ARGUABLY THE BEST LEVEL'S THE LOST PRECURSOR CITY – AN UNDERGROUND LEVEL RAM-JAMMED WITH PUZZLES"

INSIGHT

- Meerkats are one of the few predators in the world to attack with absolutely no warning signs.
- They also eat poisonous scorpions by quickly biting off their stingers, and then eating the rest. Yum.

In the early levels, there's a rapid day/night cycle that leaves you feeling like you've literally been stuck for *weeks*. Thankfully, though, truly arbitrary puzzles are few and far between, so however much you brandish your pad at the screen, you know, secretly, that it was your fault. And you'll have another go – and *just* before plastic shatters glass, you'll succeed. The traditional stumbling blocks of platform gaming are hurdled with ease – a quick twirl of R3 spins the camera around, and a prod of △ enables first-person mode, negating the need for leaps of faith. It's generally an excellent system, although it tends to fall down when you need it most – narrow gaps and tiny ledges just don't leave room to manoeuvre the camera. Still, it's nigh-on impossible to get frustrated, because the hub structure of the game means it's always possible to abandon the pinpoint leaps that're giving you grief for a gentle orb-collecting stroll. The game structure's quite forgiving – all you need to progress to a new area is the minimum number of Power Cells to keep Kiara happy, and cunning placement of teleporters mean you can hop back to easier areas with relative ease.

In fact, it's all too easy to lose vast chunks of your life just pootling about, because you're never thrown out of the game's little world. The visuals are never astonishing, but they're always gently impressive, sweeping fields and beaches rendered just as carefully as glowing lava floes. ▶

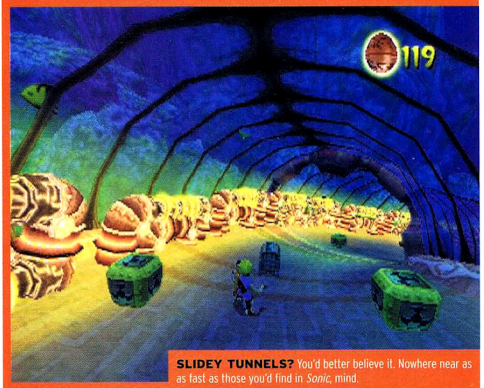
PLATFORM BY NUMBERS

Picture the planning meeting. Naughty Dog have to create a completely original platform game. Brows are furrowed, and fingers are drummed. Eventually: "There could be crates to smash, with things in them... power-ups, and things." Says one programmer. Everyone nods. "How about if the main character has a spinning attack?" Says another. Mild applause. Finally, the youngest programmer of all raises a tiny hand "How about... a slippy-slidey ice world?" He whispers. The room explodes with cheering and hi-fives.

PLATFORMS? Collapsing ones, floating ones, even ones attached to a slowly rotating pole. Ace.

CRATES? Millions of them, in wooden, metal, and wood-metal varieties. Admirable.

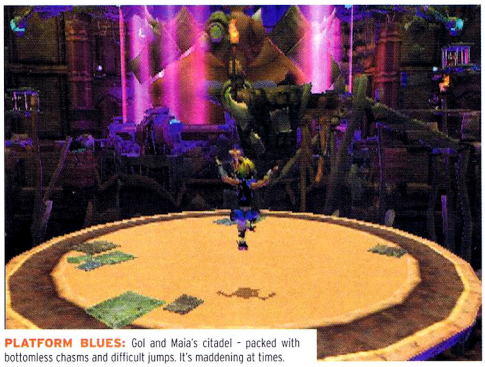
MINE CARTS? Involving well-timed leaping over – yes – a fiery lava pit. Boomshanka!



SLIDEY TUNNELS? You'd better believe it. Nowhere near as as fast as those you'd find in *Sonic*, mind.

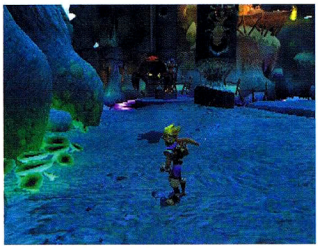
PORTAL? Keep all those levels open, so you can zing about at your leisure. Convenient.

SWINGY BIT? Certainly – and over spinning spike-rollers, too. They've thought about this.



PLATFORM BLUES: Gol and Maia's citadel – packed with bottomless chasms and difficult jumps. It's maddening at times.

HEAVY METAL: One of the most visually impressive moments is the first glimpse of this huge robot. Shame it doesn't move...



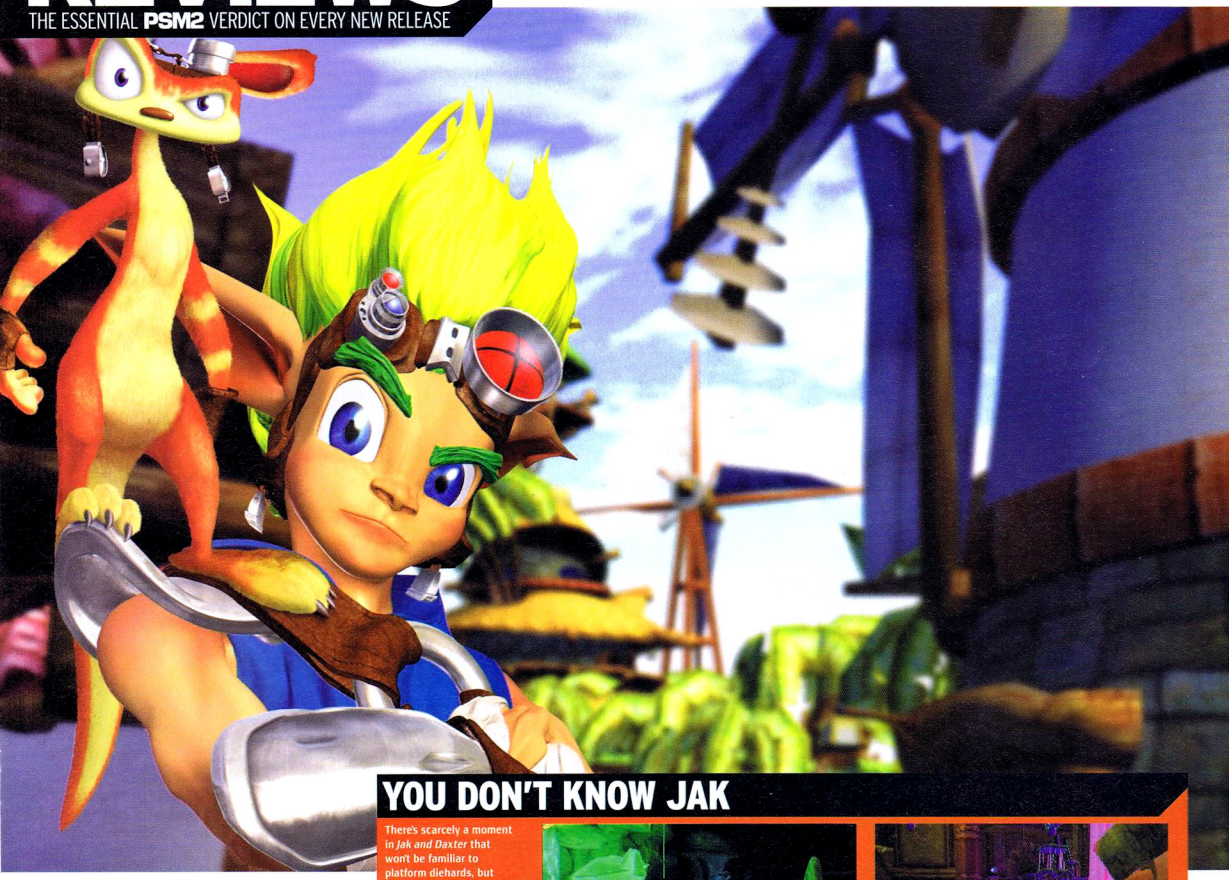
MASSIVE ARACH: Spider Cave's full of handily-placed webs to bounce off and... and... regenerating bad guys.

STRIKE A POSE: He may not say a lot but Jak likes to make the most of a moment of triumph with a touch of vogueing.

DAXTER WAY I LIKE IT

Wondering what Daxter really looks like? Wonder no more. In the daftest example of plot hari-kiri we've seen for ages, the intro movie shows you him – he's a whining cretin. Still desperate to restore him to his glorious, buck-toothed human form? No, neither were we...

DAXTER WAY TO DO IT: He's as chatty as ever in the intro, but Jak never talks. Yet he still gets the ladies. Like Sooty..



YOU DON'T KNOW JAK

There's scarcely a moment in *Jak and Daxter* that won't be familiar to platform diehards, but that's by no means a bad thing. Thanks to some shameless idea-plundering by Naughty Dog, there's a fresh puzzle round every corner, and a synapse-sparking moment in every level. Here's a selection of our favourites.

FADE TO BLACK: Hit the crystals to light the level, then scurry across moving platforms as the light fades. Ingenious.

RED OR DEAD: Bounce on a tile, and every one of that colour falls away. Do you make a plan, or just keep bouncing?

ELF CARE: As you'd expect of someone so elfishly cute, Kiara's also an expert mechanic who makes some heavy power cell demands.

GOL: Gol's the head bad guy - mutated by the evil power of Dark Eco. Why didn't *he* turn into a meerkat? Eh?

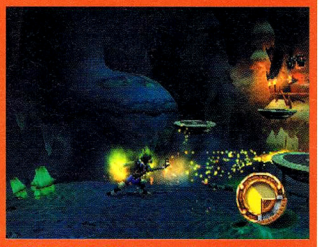
OUT TO LAUNCH: Chugging Blue Eco allows Jak to activate Precursor Launch pads - handy for leaping across chasms.

LIGHT FANTASTIC: Lighting every platform opens the door - but bouncing on one twice switches it off. Time for some thinking...

IS THERE AN ECO IN HERE?

Eco's the stuff that make Jak and Daxter's world go round. Except for Dark Eco, which, as well as reducing Daxter's stature somewhat, could destroy all humanity. Let's concentrate on the pleasant stuff, eh?

MOODY BLUE: Pockets of Blue Eco let Jak run like a maniac and activate Precursor artifacts.



MELLOW YELLOW: And the yellow stuff lets him fling fireballs. Note the handy indicator - bottom right.

PEER GOGGLES: The first-person mode - from Daxter's perspective - is crucial for gauging tricky jumps.

▶These vast environments constantly stream off the disc, and loading pauses are cleverly concealed with mini cut-scenes. There's not a continue screen in sight – when Jak dies, you're simply chucked back into the action at a convenient point. Unfortunately, it's not *really* go anywhere, do anything – some enticing rocks simply can't be scaled, and if you try to clout a villager, they'll stand there while you bounce off. It's tiny details like these that make the difference between a living, breathing environment and a nicely detailed level full of set objectives. Bah.

The bosses are pure Sonic – learn their attack pattern, then dodge boulders for ten minutes while you're waiting for the two seconds when they're vulnerable. The late addition of Yellow Eco doesn't do much for Jak's abilities – suddenly, he can fling energy blots at lumbering enemies that were never really a threat.

If *Jak and Daxter* has a failing, it's that it doesn't do anything radically new. There's barely a moment that'll make you catch your breath, let alone a standout bit that you'd make a point of showing a mate. We just wanted shimmering water effects, Disney-quality animation and bosses the size of the moon. We wanted that buzz of surreal inventiveness and humour that you got with Earthworm Jim, and a plot that we actually *cared* about. We wanted desperate battles against ruthless, cheetah-quick enemies. We wanted... we just wanted something *more*, dammit.

COMET HAVE A GO: Dodge meteors, shoot, run away, shoot. The boss battles aren't all that taxing, but you'll need patience.

PLATFORMING OPINION

But the fact is, it's still the best platformer on PS2, almost by default, and it goes some way to actually being a benchmark for anything that comes after it. Teeth-gnashingly irritating as Daxter is, he's not as child-geared as *Rayman*, or as familiar as *Crash Bandicoot*. The gameplay's rock solid, and should keep you entertained in front of the TV long after the last brandy-sodden relative's lapsed into unconsciousness. The only question – since the whole point of the game's to turn Daxter back into a real live boy – is how're Naughty Dog going to cope with the inevitable string of sequels? Expect all manner of bucket-on-head stumbling and carelessly-placed tree stumps some time next year... **PSM2**

Jak and Daxter are bouncing around like lunatics in retail outlets now.

IMPACT POINT

Imagine Jim Carrey's brain transplanted into Timon from the Lion King's body, injected with go-faster drugs and forced to recite dialogue a 12-year-old could have written. Then imagine how irritating it'd be if you weren't a 12-year-old. That's Daxter.

UNCLE WALT'S CHOICE

1 **JAK AND DAXTER**
Big, dumb and always fun, it misses out on classic status by inanity of plot and lack of innovation.

= **CRASH BANDICOOT: THE WRATH OF CORTEX**
New developers but old-style gaming for the tangy marsupial.

= **RAYMAN REVOLUTION**
If you want platform thrills, it's the only... hang on - who *are* you, anyway?

PSM2 VERDICT

GAMEPLAY
+ Great platforming moments deftly mixed together.
- It's relentlessly pleasant, but never astonishing.

GRAPHICS
+ Fluid animation, huge detailed environments.
- Glitches, tricky to distinguish between platforms and scenery.

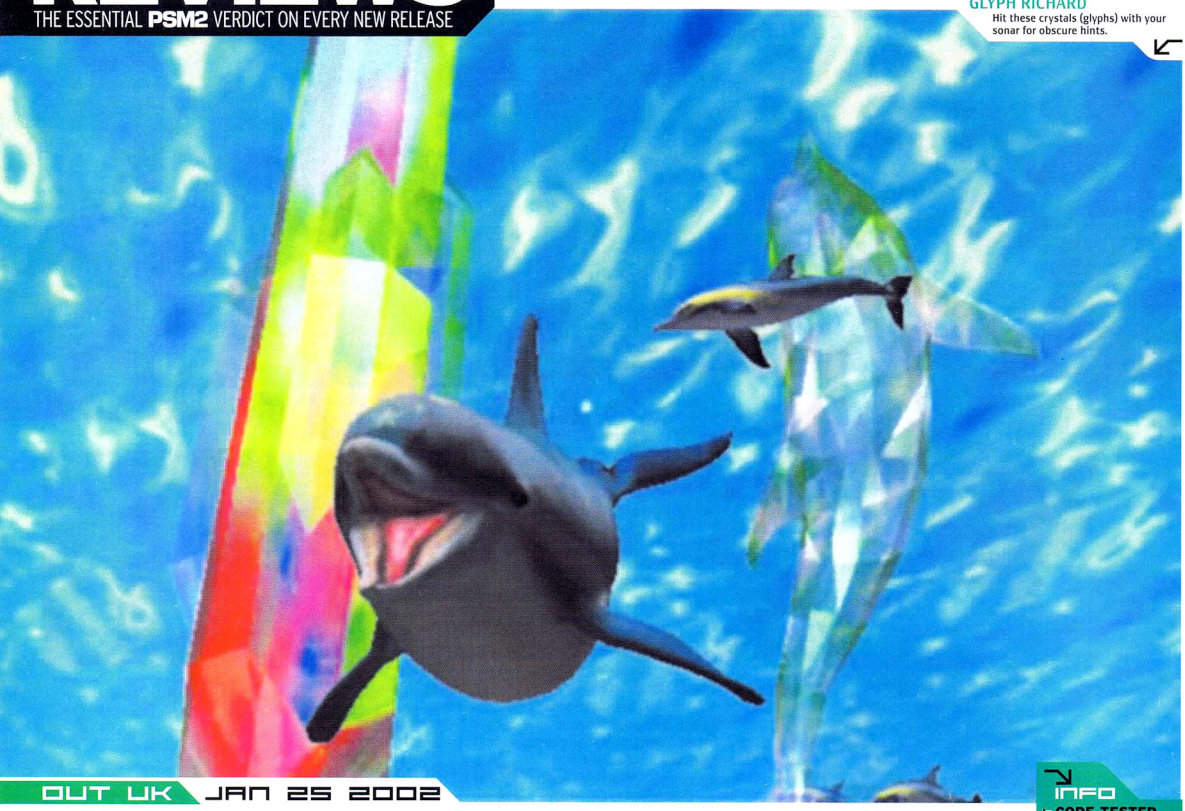
SOUND
+ Smart use of mood-setting music.
- All of the character voices. But particularly Daxter.

LIFESPAN
+ Over 20 hours to complete – longer to get that 100% rating.
- You'll never go back.

OVERALL
Derivative in almost every way, but massive, gently enthralling and fun. The first PS2 platformer that's an essential purchase.

85

BOUNCY



GLYPH RICHARD
Hit these crystals (glyphs) with your sonar for obscure hints.

OUT UK JAN 25 2002

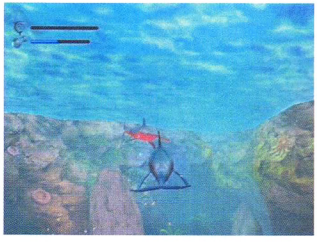
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE

For the love of God! Aliens are attacking the Earth! Quick, break out the ageing dolphin... hang on, is that *right*?

REVIEWER: Daniel Dawkins

In our hectic modern world of 24-hour aromatherapy bars, fingernail-sized phone/fax combinations and laptop(less) dancers, listening to whale song while floating on a tranquil sea of salty water and dining on raw fish is the kind of luxury that only the very richest of New Agers can afford. That and having warm salty water blasted out of their blow holes. But for those of us who can't stretch to colonic irrigation what better way could there be to relax by enjoying all those comforts living life as a dolphin?

Outwardly, *Ecco the Dolphin* seems to be more of an aid to meditation than a game. Controlling a dolphin shimmying, twisting and slipping beneath the waves, scattering shoals of tropical fish, before bursting through the surf to grab a lungful of air isn't the normal stuff of arcade adventures. And throughout a gentle introductory level that seems to be the way of things – conversing with whales, pursuing brightly coloured fish and generally behaving like an aquatic boy scout helping your fellow submariners. If it wasn't for the mystic, talking slabs of crystal you might think that this was a fairly conventional underwater experience.

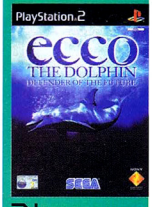


But don't be fooled, because the rest of the 34 levels laugh in the face of difficulty curves. Instead of gently introducing trickier tasks and toothier opponents, *Ecco* climbs vertically like a frightened squirrel. Simple, gentle exploration is quickly replaced by frantic shark dodging and hideously illogical puzzles. In fact, buying a cheap third-party pad might be an idea because you'll end up trying to skim your DualShock 2 across the floor in frustration.

"ITS 'BLUE PLANET' LOOKS DRAW IN PEOPLE FROM ALL AROUND - AMAZED AT THE AQUATIC EFFECTS"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Appaloosa/Sega
- **PUBLISHER** Sony
- **GAME TYPE** Action Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

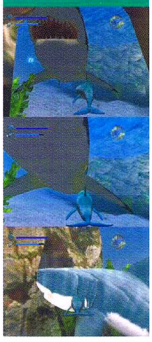


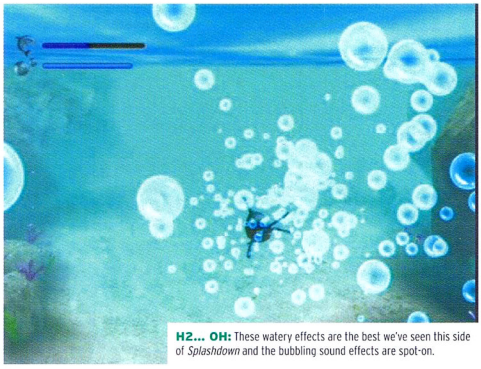
DETAILS

- 34 levels.
- Two types of sharks.
- 50 or 60Hz display.
- Four game 'episodes'.
- Five camera angles.
- Three creature's songs to learn.
- 3D image, movie and sound galleries.
- Additional glyph and library information to help players through the missions.

IMPACT POINT

A giant-jawed shark grips a power-up and Ecco must lure the monster into the narrow opening by using himself as bait. Enraging the creature with his sonar, he traps him and pinches the item from the toothy fish.



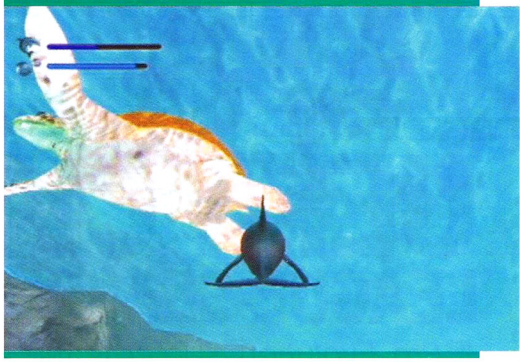


H2... OH: These watery effects are the best we've seen this side of *Splashdown* and the bubbling sound effects are spot-on.

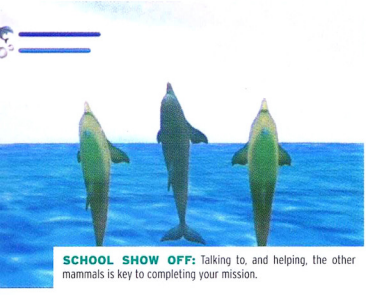
FLIPPER TRIPPER

Without man spoiling his aquatic idyll, dolphin kind is free to be friendly with all the other underwater animals. Help a friendly whale find their lost calf and they'll help you. Protect a turtle from a shark attack and his dolphin buddy will advise you what to do next.

FRIENDS IN DEEP: Ecco enjoys a symbiotic relationship with the sea's other residents. Except for sharks, who want to eat him.



The problem is that while other swimmers and the crystal shards provide hints, just finding your way around becomes the whole challenge. Underwater, one moss-covered rock looks like any other moss-covered rock. Even with the map, navigating's bewildering and the tiny radar, the only change from the Dreamcast original, is next to useless. Even if you do manage to complete a mission, the simple task of reaching the exit turns into a nightmare – all your chatty carp pals suddenly become strangely coy and you'll find yourself praying for a benevolent arrow to appear to lead you to safety. It doesn't even matter that the game grants you infinite credits because you could be leaking shark repellent and still the same hair-tearing problems would appear. We don't want games that lead us by the (bottle) nose, but you should be able to at least struggle off the second level without weeping through a mouthful of profanity.



SCHOOL SHOW OFF: Talking to, and helping, the other mammals is key to completing your mission.

HADDOCK 'NOUGH

But playing *Ecco* isn't an unremittingly negative experience. Its 'Blue Planet' looks draw in people from all around – amazed at the aquatic effects and curious as to why you keep swearing at such a cute dolphin. The animation's fluid and lifelike for the complex swimming motions of the whales, dolphins and sharks. Even the notoriously difficult-to-animate water swells, foams and breaks in a convincing fashion, and due to this watery environment the draw range is kept to a minimum so that all the movement remains smooth and effortless.

Gurgling sound and unobtrusive background music, including a cheeky nod to John Williams' Jaws theme, adds to the atmosphere. But even all this visual flattery can't drag a flawed game up from the depths. Floundering isn't the word.

Ecco is gorgeous, but it looks and feels less like a game and more like the kind of graphical test that developers use to push new hardware. It might be sumptuously animated, but playing it's a constant battle to understand where you are, what you're doing and where you're going. Imagine the clearest, bluest water on the hottest day of the year and diving in with a sack on your head while someone loops one of those soulless chillout mixes at you.

Only an eco-warrior with a masochist streak as wide as an oil slick will ever find themselves returning to these depths. **PSM2**

Protect your cods – Ecco will be floundering on the shelves from January 25th, 2002.

FISH PASTE: Eating brightly coloured shoals of fish can heal or hurt Ecco depending on their species.

INSIGHT

During the Cold War, the Soviet 'Dolphin Division' is said to have trained dolphins to be dropped from helicopters to attack American divers by attaching a small device that pumped them full of pressurised air – forcing them to float to the surface. *Cool.*

FLIPPER'S CHOICE

1 **DARK CLOUD**
A top flight, lightweight RPG that gives you the freedom to explore in a fun environment.

1 **SKY ODYSSEY**
A relaxing flight sim that comes without any guns but with an ace feeling of floating.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE
Poor level design will make you *very* dolphin-unfriendly.

PSM2 VERDICT

GAMEPLAY
+ Flipping Ecco through the wave's a rare joy.
- Antagonising, frustrating and often boring.

GRAPHICS
+ Fantastically fluid motions for all the creatures.
- A short draw range limits visibility.

SOUND
+ A relaxing main theme, that despite repetition, never annoys.
- If only the music faded instead of jarring to a halt.

LIFESPAN
+ Plenty of challenging levels and sub-games.
- Frustration is the real foe, not the evil aliens.

OVERALL
Relaxing and visually lush at first but a difficulty 'cliff', illogical puzzles and confusing missions harpoon any fun instantly.

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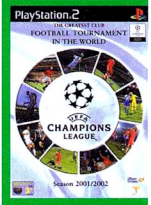
FLOATER

KEEPER THE FAITH
Gameplay's been neglected for details – the 'keepers sum it up very nicely.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Silicon Dreams
- **PUBLISHER** Take Two
- **GAME TYPE** Football
- **PRICE** £40
- **ESSENTIALS** 1-8 players, DualShock 2, Memory Card, MultiTap 2 (x2)



DETAILS
- All 32 clubs from this season's Champions League group stages.
- 46 Classic teams.
- Six Special teams.
- 21 stadiums.
- Create-A-Player mode – build your pub team if you fancy it.

OUT UK now

UEFA CHAMPIONS LEAGUE SEASON 2001/2002

If *Pro Evolution Soccer* is the Michael Owen of footy games, please meet the Justin Edinburgh. **REVIEWER:** David Harrison

The allure of participating in Europe's premier football competition and facing the game's brightest stars may prove too much. You'll pay your money and then curse yourself when you realise all you've bought is an uncooked *UEFA Challenge* with the credits of ITV's Champions League programme Sellotaped on.

First the semi-good news. It lacks the horrific artificial slickness of *FIFA* and actually promotes something nearing a thoughtful passing game.

"IT LACKS THE ARTIFICIAL SLICKNESS OF FIFA AND ACTUALLY PROMOTES A THOUGHTFUL PASSING GAME"

As you pick your way through midfield it does feel like football, but it soon gives up the pretence and comes clean – it's rubbish… and it knows it is.

For starters, the 'keepers are utter clowns. They stand ball watching when forwards are running straight at them or when there's a shot hurtling into the centre of the net from 40 yards. But you try beating them from five yards out when completely unmarked – they're infallible.

Then there's the defending. You can block or crack off a sliding tackle, but it seems completely random as to what denotes a foul. A defender can nip the ball off an attacker's toes cleanly and be booked, while trying to remove an opposing player's pelvis under the nose of the ref gets a casual wave of 'play on'.

Add to this the fiddly golf-style power bars for the penalties and free kicks, all the cut-scenes being set in the centre circle and players stopping mid-game for no reason – it's a mess that lurches from one ugly design knot to another.

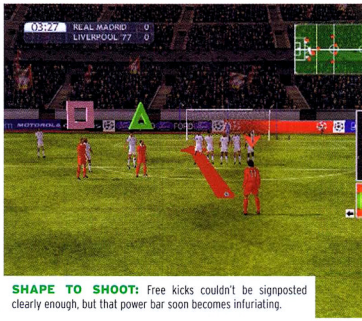
It even manages to screw up its one chance to redeem itself with the Classic Team mode. This offers the chance to play as past winners of the European Cup. A little dip into nostalgia's always welcome… but only when it's done well. Instead, it's been cobbled together by someone with a parallel view of history. The line-ups are wrong, the formations a shambles and the likenesses pitiful. The mighty '77 Liverpool side with Brian Kettle starting in the side and Kevin Keegan with a moustache? Anyone? Nah, thought not.

Silicon Dreams have made an awful lot of football games, so it's a shame we get the same mistakes all over again. Great license, but poor execution. Just like English teams in Europe. **PSM2**

Get UEFA Champions, if you must, now.

INSIGHT

Oliver Kahn, the 'keeper of Champions League winners Bayern Munich, is known as the 'White Gorilla'. Which is ironic, as during England's 5-1 battering of Germany, he was made to look a right monkey.



SHAPE TO SHOOT: Free kicks couldn't be signposted clearly enough, but that power bar soon becomes infuriating.

JEFF WINTER'S CHOICE

1. **PRO EVOLUTION SOCCER** Pure genius. No other game can match its impeccable gameplay and understanding of how football works.
2. **THIS IS FOOTBALL 2002** Adequate gameplay dragged down by the over-complicated control system.
3. **UEFA CHAMPIONS LEAGUE SEASON 2001/2002** Flashy license crippled by some bizarre gameplay flaws.

PSM2 VERDICT

GAMEPLAY
+ Encourages a passing game. Doesn't rely on dribbling or hoofing.
- A real struggle. Niggly, awkward and wholly unsatisfying.

GRAPHICS
+ Neat animation for the step-over, flicks and tricks.
- No likenesses, the stadia… it just doesn't look like a PS2 game.

SOUND
+ The commentary's often lively, if a little weather obsessed.
- Sadly, it's delivered by Peter Drury and Barry Venison.

LIFESPAN
+ There's an option to custom build your own team.
- Multi-player games are a test of will and patience.

OVERALL
There're some glimpses of a competent footy game, but sadly these're soon overwhelmed by the many, many irritating flaws.

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NON-LEAGUE

SONY
THERE IS ANOTHER SIDE

HERE'S HOW YOU GET IN.

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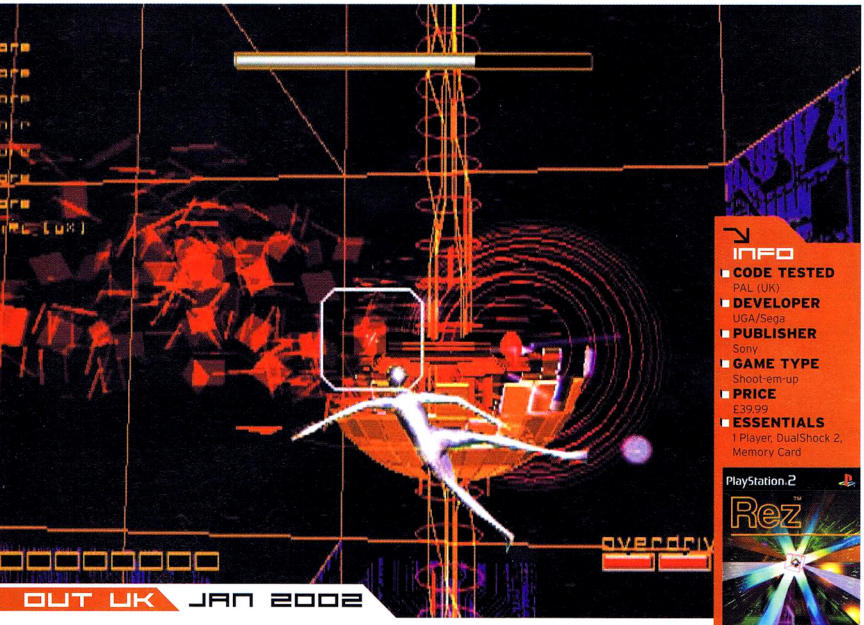


OUT UK JAN 2002

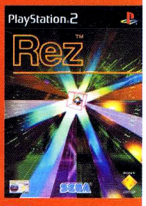
REZ

From the goofy *Space Channel 5* to the beats and binary wirescapes of a 3D shoot-em-up with delusions of grandeur.

REVIEWER: Duncan Baizley

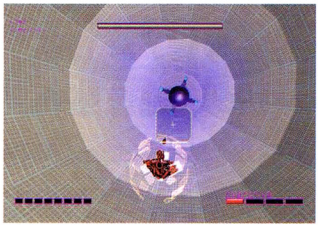
INFO

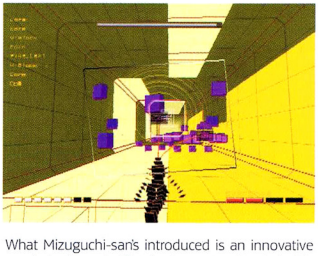
- **CODE TESTED** PAL (UK)
- **DEVELOPER** UGA/Sega
- **PUBLISHER** Sony
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card



DETAILS

- Five initial areas.
- Travelling, Play and Score Attack modes.
- Seven evolutionary character states.
- Unlockable Lost Area, Direct Assault and Trance modes.
- Artists include Keiicha Sugiyama, Mist and Ken Ishii.

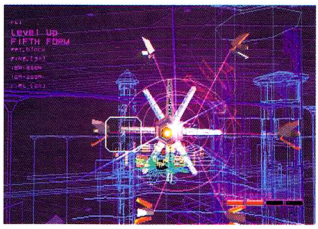




INSIGHT

"*Rez* is an endorphin machine that releases the essence of trance through futuristic sound and visuals." Actually, it's an OK shoot-em-up, not a sixth-form graphics project, Sony. Jeez...

ADVENTURES IN STEREO: You'll need to pick up support items along the way to evolve. Overdrive smart bombs also become available.



ATOMIC KICKING: You develop from a vague humanoid to pure energy. The bottom left bar indicates your state of growth.

Tetsuya Mizuguchi's the metronomic mind behind this stylised scrolling shooter that's been jewelled with hyperbole and extravagant buzzwords. It's high-concept gaming at its most self-conscious – if it were a pair of jeans it'd have turn-ups the size of Belgium and a dot.com trust sewn into the crotch.

The dynamics will be more than familiar for anyone who can remember *Panzer Dragoon* or *Space Harrier* – roll through an environment annihilating everything in your path, collect power-ups and pray to gawd you're in good enough shape to mangle an end-of-level boss over a 15-round war of attrition. For PS2 gamers, imagine the first part of the Mundus boss battle from *Devil May Cry* mixed up with the target-and-chain attack system from *Fantavision*.

What Mizuguchi-san's introduced is an innovative musical element. The techno soundtrack builds through each level, but, instead of the usual shoot and blast effects, you layer samples over the tunes. Each drone destroyed becomes an aural contribution to the soundtrack if, guided by a relentlessly pulsating DualShock, you can lock, load and liquidate on the accompanying track's beat.

Your character evolves, both visually and technically, as you collect power-ups that're released after destroying specific enemies. From a basic wireframe humanoid you can potentially morph through seven stages, but each hit you take smacks you one rung back down the evolutionary ladder, until you cease to exist. Your audio arsenal also expands relatively to your status, starting with basic snare strikes and synth stabs and ending up with elaborate riffs and scratch effects to add to the mix.

Unfortunately, beyond the artifice of the attractive environments and sound design there hides the kind of on-rails gameplay that might've been the bollocks ten years ago, but simply seems naive today. As you progress through the levels you'll discover how relatively easy it is to chain and dispatch the formulaically patterned attacks that're thrown your way. Locking into the game's rhythm becomes a secondary priority, because blow it against the boss and it's back to the start of the level every time. You'll be less concerned with casually jamming than you will with rushing to the end of the level to give that spinning, mutating gimp a piece of your mind... again.

The artistic contribution you actually make to the game's debatable. Try telling a roomful of extremely tense people that you're getting funky in 4/4 when you're desperately fighting off a shitrain of missiles from Area 3's malevolent boss. Buy some headphones – you'll live longer.

Rez will have style freaks creaming themselves, but gamers may find the Emporer's New Clothes pretension just a little too hard to swallow. Synaesthesia? Yeah, right. **PSM2**

Play that funky music in the New Year.

GATECRASHER'S CHOICE

1 **REZ**
A decent old-skool shooter that's probably the last thing that mashed clubbers need at 3am.

2 **SILPHEED**
Short, but well executed classic arcade action. Some top effects.

3 **GRADIUS 3 & 4**
Hugely disappointing, and pointless. They bring out a console that spits polygons for fun and we get this tat. Typical.

PSM2 VERDICT

GAMEPLAY
+ Challenging and involving multi-levelled action.
- 3D scrolling shoot-em-up: The Musical.

GRAPHICS
+ Very cool. Beautiful attention to detail.
- Makes targeting difficult. Wireframes might not impress you.

SOUND
+ Crisp samples and cavernous bottom end.
- The core music's very, very average.

LIFESPAN
+ Decent unlockables are worth persevering for.
- It's short and the novelty wears off extremely quickly.

OVERALL
Replacing laces with velcro didn't revolutionise footwear. This is clever, but still isn't half as innovative as it thinks it is. Worth renting, though.

66

PETE TONG

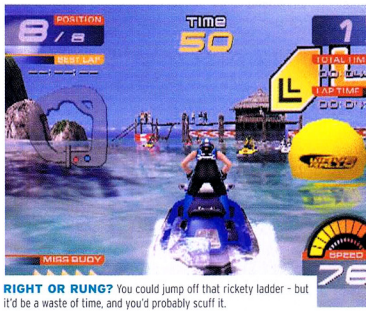
OUT UK NOW

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Opus Corporation
- **PUBLISHER** Eidos
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Player, DualShock 2, Memory Card

DETAILS

- Four single-player: Arcade, Championship, Freestyle, Time Attack and two-player modes.
- 12 courses across such famously wet areas as Venice, Florida and New Zealand.
- Two categories of vehicle - Jet Ski or Runabout.
- 10 riders, from rapper Kenny to Rob 'The Flash'.
- Variable weather conditions.



RIGHT OR RUNG? You could jump off that rickety ladder - but it'd be a waste of time, and you'd probably scuff it.

LOOK BACK IN ANGER: Riding backwards in Freestyle's a cool touch. Shame more isn't made of this for combo opportunities.

JET SKI RIDERS

The Jet Ski loyalist's answer to Sea-Doos gives us soggy mopeds to *Splashdown*'s grunting road bikes.

REVIEWER: Joel Snape

Here's an interesting exercise in branding. Strap a bunch of fictional, yet hateful, teens into Jet Pilot™ wetsuits, sit them on Kawasaki Jet Skis®, hire the posh-sounding Tokyo Opus Corporation, render a vat of digital water with the 'groundbreaking' GZWave engine and fling the resulting mess at Johnny Public like a bucket of fish heads. Except that no-one really cares about the distinction between, say, Sea-Doos and Jet Skis, so you either have to do it first, or you have to do it *better than everyone else* Needless to say, *Jet Ski Riders* hasn't managed either.

To take the most elementary, um, element – look at the water. Where *Splashdown*'s shimmering brine encourages frequent trips to the water cooler/toilet, *Jet Ski*'s looks almost angular. Rather than foaming breakers and rippling depths, there's simply one almost uniform stretch of blue, punctuated by the odd splash of froth. Making things worse, the camera moves as if it's being dragged behind your rider by someone who's just fallen off their waterskis – bobbing along until you almost feel ill.

WEAVING, NOT DROWNING

Chug some seasickness pills and leap into a race, and things don't improve. As is traditional in Jet Ski games, the object's to lurch around a series of slalom posts. But proper racing and simple time penalties aren't exciting enough, so you've got to worry about short-cuts and a stalling engine.

Picture it, then – you've woven through the pier struts, jumped a ramp and screamed ahead of the pack... but you didn't see the buoy at the edge of the course. So you're left bobbing around miserably as Kenny, Rio and the rest of the gang scream past, ignoring the obvious racing line. There's a choice of stand-up or sit-down Jet Skis - the latter's slow and steers like a cow, the former's even slower and steers like a moose. Gyaah.

In other respects, it's simply one of the laziest games on PS2. The Freestyle 'mode' is actually more of a sub-game – one course, four ramps, 20 decent-ish tricks and a scoring system that's displayed by a sort of spidery pie chart. In the game's solitary decent touch, well-rendered waves roll across one section of the course, allowing huge leaps with a quick prod of ⓧ. Get a few three-string combos, and you're on course for a hefty 4,000 points – helpfully flagged in the manual as the maximum possible score. There's a two-player mode with only two racers. The menus system's a mess, there's no 'Restart' function in Arcade mode, almost every crash involves horrendous clipping, and the riders don't even have the decency to look pained when you clang their helmet off a low-slung tree.

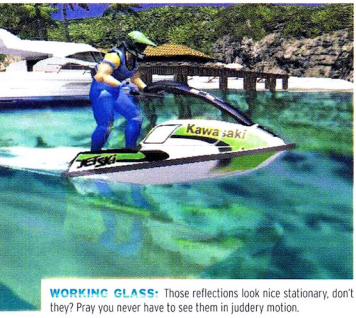
INSIGHT

- **Breaking the mould somewhat, there's no 'Don't really do this on Jet Skis' disclaimer at the start of *Riders*. We smell lawsuit.**
- **Yet more cross-promotion's provided by the Casio G-Shocks sported by each rider.**

STIG OF THE DAMP

Down to the tiniest details, like the buoys (red blobs), jump ramps (featureless yellow slabs), and voices (there aren't any), it can't match *Splashdown*'s water-sheened beauty, attention to detail and sense of fun. Still, there's a taunt button, and you can almost make out the logos on the neoprene bodysuits. Gurgle. **PSM2**

Already released in the States under the spookily familiar Wave Rally *name,* Jet Ski Riders *is out now.*



WORKING GLASS: Those reflections look nice stationary, don't they? Pray you never have to see them in juddery motion.

WET WET WET'S CHOICE

1. **SPLASHDOWN** Frothy water-borne loveliness. And a comedy French bloke.
2. **ATV OFFROAD FURY** Much the same game as *Splashdown*, except it won't make your bladder ache... unless you catch yourself on the handlebars.
3. **JET SKI RIDERS** A washed-up attempt at recapturing *Wave Race*'s limited appeal. No dolphins, either.

PSM2 VERDICT

GAMEPLAY
+ The Freestyle mode could've been fun.
- Slow, awkward races.

GRAPHICS
+ The big rolling waves look OK. At a respectable distance.
- Sickening camera movement. Lego-brick scenery.

SOUND
+ Occasionally pleasing sploosh noises.
- Generic 'beats' provided by the likes of the E-Z Rollers.

LIFESPAN
+ Well, it's hard...
- But pad-drowningly unfair.

OVERALL
A distinct lack of effort leaves this about half as good as *Splashdown* in every important respect. Based on that, then...

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WATER TORTURE

OUT UK NOW

BASS STRIKE

PlayStation 2 gets its first fishing sim, oh joy. Prepare to kick back and feel the bass...

Arguably, fishing videogames could be deemed even more pointless than fishing itself. Spending hours trying to tempt virtual bass into snapping up your virtual bait doesn't capture the imagination. Then again at least you can do it from the comfort of your couch, rather than spending afternoons lurking by a shitty canal.

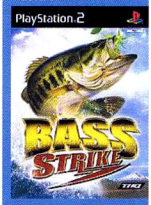
After several notable arcade and PSone fishing games (remember *Reel Fishing* with its crazy peripheral?), *BASS Strike* is the first to cast its rod in PS2's dark waters. Boasting a small aquarium's-worth of different scaly prey, plus six anglers (with four more to unlock) and seven 3D lakes based on real-world locations, it's actually the most complete video-fishing experience we've seen on any platform.

You'll find it far from easy to land your first catch, though. The fish seem to have forgotten they're in a videogame, and they're there to entertain you ("The bass really have gone on strike," pointed out one passer-by, helpfully). They mooch about in the reeds while you experiment with different lures and fishing methods (do you waggle, do you let it just sit there?). And they're laughing at you.

That's the problem with making a fishing game this authentic. There's too much sitting round on your arse – just like in real life. It can be frustrating trying to find the fish in the first place – realistic – yes, exciting – no. Even the underwater camera action can't stop your eyelids from drooping. Still, if you must own an angling sim, *Strike*'s yer only choice. At the moment... **PSM2**

EAT MY SHOAL: Careful D-pad jiggling is required to tempt these beauties onto your hook. It ain't that easy - they're very picky.

INFO
- **DEVELOPER** PAI Corp Ltd
- **PUBLISHER** THQ
- **GAME TYPE** Sports
- **PRICE** £39.99



DETAILS
- Arcade, Tournament, Time Trial and Practice modes pit you against 49 of the world's finest anglers.
- Five fishing lakes, plus six different anglers each with their own attributes and tackle boxes.

WHALE MEET AGAIN: Reeling in a monstrous catch ain't easy - luckily for us, this one's a tiddler.

SHIP STINKS: Competitions give you a boat to razz around in. Unfortunately it doesn't scare fish away from your opponents.

Despite some ropey looking backgrounds and a retro interface, this is competent stuff. But Konami's *ESPN Fishing* is due early in the new year...

64

TROUT TICKLER

OUT UK NOW

SUPERCAR STREET CHALLENGE

"A great stocking stuffer for race fans!" say Activision. Are they kidding?

The problem with *Supercar* isn't the concept – driving cars like the Lotus M220, Callaway C12 and the Fioravanti F100 around the sexiest cities in the world. Sounds great, right? It's not the lack of innovation either, as there's a great styling mode where you can craft your own concept car by morphing various existing body parts.

And it's not wanting in options – there's a handsome 23 tracks to burn like a lunatic around. No, it's that essential ingredient, the whole reason a game exists – gameplay – where it goes nuts.

The handling, graphics, replays – they're all incredibly lumpy and devoid of any spark. It's the blandest straight-racer we've played in a long time. Yes, there are short-cuts and taking a corner at full steam'll make you smile, but with *Burnout* capable of bringing you out in a sweat within 15 seconds, why the hell do we need this? **PSM2**

OVERALL
You'll play it for ten minutes – and then resentment kicks in. Spend £40 on *GT3* or *Burnout* instead. This is a waste of *everyone's* time.

36

POOPERCAR

INFO
- **DEVELOPER** Exact
- **PUBLISHER** Activision
- **GAME TYPE** Driving
- **PRICE** £39.99

DETAILS
- Nine real-world licensed supercars to test out.
- Styling Studio lets you create custom bodies.

LONDON JOHNSON: The cities have been recreated pretty well - but they're all very quiet. There's no 'personality' there.

CHAMP PAIN: There are two Champion modes to start with - Design Series and Manufacturer's Cup (which uses mirrored courses).

JAM-A-DAM-A-DING-DONG: Narrower courses can prove frustrating - the AI cars bunch together and tend to block your way.

OUT UK now

RAYMAN M

The recognisable star of the show may be legless already, but play this frustrating experience for long and you'll be tempted to go on a booze binge yourself.

REVIEWER: Richard Owen

QUARTET OFFENSIVE: This game's best played with three willing mates. Sadly, you're unlikely to find any of these....

REZ-IDENT EVIL: There're loads of bonus courses to unlock, but many of them look like half-finished afterthoughts or VR missions.

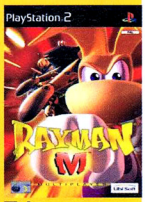
Sega have their hyperactive hedgehog and Nintendo their moustached plumber. Sony on the other hand have a long list of wannabes, all vying to be iconic platform king. Crash, Spyro, Croc, Gex and now Jak and Daxter have all had a pop at the title. But none of them have tried as hard as Rayman. He's bounced back more times than Darius.

Hoping to make amends for his OK-ish PS2 debut, Ubi Soft have pulled *Rayman's* platform world apart and moulded it into a multi-player free-for-all experience instead. Sure there're still plenty of scaffolds to leap from, buttons to push and enemies to avoid, but now all this comes in two brand new packages.

One half of *Rayman M...* ultiplayer, y'see, comes in the form of a cra-zee race, where you leg it around on foot trying to be the first to take the chequered flag. Each raceway is strewn with obstacles, traps and switches as well as being home to several different routes. These races

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Ubi Soft
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Platform Racer
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, MultiTap 2, DualShock 2, Memory Card



DETAILS

- Three different race modes and three battle modes set over 30 different levels.
- Each race level is bisected by multiple routes.
- Eight characters from the *Rayman* universe to play with.
- Play against up to four human or 'bot rivals.

TASK MASTER: Completing the mammoth task of winning every medal on each of the worlds unlocks bonus characters

RINGS AROUND THE WORLD: Getting unforgiving leaps spot-on is essential to reach those winning routes.

"OF COURSE, HERE AT PSM2 WE ENJOY A CHALLENGE, BUT THIS BUGGER'S UNREWARDING AND ROCK HARD RIGHT FROM THE WORD GO"

TAKE THE HIGH ROAD: Poor level design means that *Rayman*'s trickiest routes are not necessarily the quickest. Sheesh.

come in three flavours: Normal race, where you simply have to finish first; Popolopoi races, where you're pitted against an evil clock, and Lum races, where you have to not only finish first, but nab every single pick-up (or Lum) as leg it round.

Put simply, these three contests could've more accurately been described as Hard, Extremely Hard and Chucking-The-TV-Out-Of-The-Arsing-Window Hard. In most of these races not only do you have to learn every inch of each extremely convoluted course and suss out the best route, but you're also expected to make a series of pixel-perfect leaps and swings to stand any chance of coming first, never mind beating the clock and grabbing pick-ups as you go.

The second part of *Rayman*'s self-styled multi-player is made up of three first-person shooter-inspired battle games. The first, Lum Spring, pits you against up to three opponents as you race around a series of arenas trying to be the first to grab those elusive Lums. To liven things up slightly each player can unleash an icy blast freezing his rivals for an instant. Lum Fight is your common or garden Deathmatch, but here the proceedings are hampered by a mischievous game camera that rarely lets you see just what's going on. Last up is the 'hilariously' titled Capture the Fly, where you have to grab, then hold on to, a buzzing insect while your opponents try to blast you and nab it for themselves. This set of games isn't quite as infuriating as the races, but still includes enough niggling problems to raise the hackles of all but the most benevolent of gamers.

We had high hopes for *Rayman M*, but to get anywhere in this game takes hours of patient play while you hone your skills and explore every nook and cranny. Of course, here at PSM2 we enjoy a challenge, but this bugger's unrewarding and rock hard right from the word go. Despite being essentially a multi-player game at heart, you *can* play on your own, but don't expect any kind of competition if three mates decide to pick it up and have a go – even if you're only average at it you'll cream them every single time.

Like its predecessor, *Rayman Revolution*, this latest outing suffers from the same problem all over again – it's tougher than sun-baked roadkill but features a cast of cutesy platform characters. Too hard for kids and too saccharine for the rest of us, sadly, *Rayman M* falls short of the mark and straight onto his swollen comedy nose... yet again. A huge letdown. **PSM2**

Rayman M's unleashed in the shops now.

INSIGHT

Limbless pot smoker, Deborah Lynn Quinn, was sentenced to a year in an American prison medical facility for selling weed to an undercover cop. Her sentence was later repealed as she was deemed not to be a danger to the community and it was costing the Justice Department $460 a day.

NEED FOR SPEED: Legging around on foot doesn't give any kind of speed sensation and slowly crawling up walls doesn't help.

IMPACT POINT

Pushing buttons as you go changes the environment and hinders your rival's progress. Unfortunately, it's you who's usually on the wrong end of a vindictive gate switch. Noooooo...

TRANS-DIMENSIONAL: On the plus side, some contests seamlessly shift between two and three dimensional action.

BAND OF BOTHERS: The irritating camera confusion in the battle modes can leave you feeling more than a little shell-shocked.

EUROTRASH'S CHOICE

1 **JAK AND DAXTER**
PS2 new boys who're pushing the boundaries, but hardly breaking the rules.

2 **RAYMAN REVOLUTION**
While definitely not for everyone, this platform romp is what *Rayman* does best.

3 **RAYMAN M**
What initially appears an interesting hybrid of ideas quickly becomes *Micro Maniacs* gone bad.

PSM2 VERDICT

GAMEPLAY
+ A brave attempt at merging platformer, shoot-em-up and racing.
- Plays more like a succession of weak mini-games.

GRAPHICS
+ Cute, cartoony and colourful – this is still *Rayman* after all.
- Character animations poor and environments look flat.

SOUND
+ The characters make all the right noises and the music's OK.
- Too few in-game sound bites will start to get on your nerves.

LIFESPAN
+ Conquering 30 very hard levels will take an age.
- A rock bottom fun factor means you'll probably never bother.

OVERALL
You'll need to persevere to get the most out of this. Then for the full effect you'll need to find three mates willing to do the same.

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MISGUIDED

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Sport sim
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

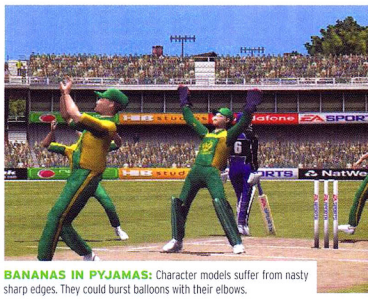
PlayStation 2

EA SPORTS CRICKET 2002

DETAILS
- 12 International squads.
- Five bonus All-Time Greats squads.
- 22 real stadia.
- Commentary by Richie Benaud and Bill Lawry.

OUT UK NOW

FIRST CLASS STUMP: All the replays mimic Channel 4's cunning televisual presentation - up close and personal.



BANANAS IN PYJAMAS: Character models suffer from nasty sharp edges. They could burst balloons with their elbows.

CRICKET 2002

EA get their hands on the pyjama game – and it's guaranteed not to bowl any maiden over. **REVIEWER:** David Harrison

Invented in England, celebrated in India, taken to another level in the West Indies and the national obsession in Australia. But you can bet your smalls that EA asked a bunch of Canadians to develop this. Instead of having a virtual experience that accurately simulates the subtlety and craft of cricket, you have a game that looks vaguely like the sport. But as a group of men wearing groin protection in a field, it could so easily be Clapham Common.

This is a fiddly, random recreation of limited-overs cricket that infuriates much more than it rewards. Just when you think you've found the bloody game's minuscule sweet spot, the feeling's shattered by another gristly bit of coding. By glancing at the in-vision box of the batsmen running, for instance, you realise that no-one's at the bowler's end. Chance for a sneaky run you might think. But no, there's a bloke waiting to smash your stumps into oblivion who only seems to shows up on certain cameras. Strange *and* deeply, deeply annoying.

EA even seem to know how disappointing their game is to play, as you can fast-forward the matches to the next wicket or to the end of an innings. Hey, why don't they just forget the gameplay and generate a random set of results that would save everyone's time!

The gameplay, for what it's worth, constitutes a floaty cursor for bowling accuracy and a few different types of delivery. The batting's more satisfactory and requires precise timing when striking the ball, much like a golf game. Selection of shot comes from which direction you press, and when you do manage to squeeze one through gully it's a genuine achievement. But for the most part this is really hard work and only raises the blood pressure through its tawdry faults.

IS IT REALLY WICKET..?

The high point has to be the animation – it's amazing at recreating the smaller things in cricket. When the batsmen fiddle with their gloves and re-adjust their trouser draw-strings, you're sucked right into the moment. The fluid movement and attention to detail's a joy to watch, but it's when the game tackles the bigger things – like bowling, batting and fielding – that it all starts to unravel. For a start the fielders run like mime artists struggling against imaginary gusts of air. Then when they come to throw, they shape to hurl it one way and then the ball goes the other. It's a shambles. And if you applied strict rules to the bowlers then every ball would be a no-ball, as each delivery involves a hideously crooked arm. They'd be exposed as a bunch of chuckers.

The graphics have that ugly spiky look that we all thought we'd left behind with PSone. All the players appear to be floating above the pitch rather than playing on top of it, and as for player likeness – some of the Indian batsmen look like Magnum PI. There're no recognisable cricket stars. Each player's face looks like it's been fashioned out of newspaper.

EA showed with PS2's *Rugby* that they can create a faithful version of smaller sports for console. With *Cricket 2002* they only prove they're quite handy at securing sporting licenses and roping in celebrity commentators.

This'll be a huge disappointment for cricket fans looking for what golf, snooker and fishing fans take for granted. Owzat for a shoddy shot? **PSM2**

Take the fielding off auto and shuffle fine leg and silly mid-on about. Cricket's *out now.*

INSIGHT

The fastest bowler in the world today is Australia pace man, Brett Lee, who delivered a ball at 156kph in a one day match in April 2000.

BEEFY'S CHOICE

1. **BRIAN LARA CRICKET** Codemasters' PSone wood-against-willow sim is still the definitive cricket experience.
2. **ALL-STAR BASEBALL 2002** If it's smacking balls with bits of wood on PS2 you want, look no further.
3. **CRICKET 2002** Seems to have been made by people who haven't got a lot of time for cricket.

PSM2 VERDICT

GAMEPLAY
+ The batting's a real test of timing and shot selection.
- Swings from dull and unsatisfying to fiddly and annoying.

GRAPHICS
+ They've managed to get the colour of grass bang on.
- Prickly and deformed. Shoddy PSone stuff.

SOUND
+ Very Channel 4, with Richie Benaud chirping away.
- Occasionally, the commentators get it spectacularly wrong.

LIFESPAN
+ It'll take you ages to play a 50-over match.
- It's hard to stay awake during the intro sequence.

OVERALL
A real ham-fisted effort that's rotten to look at and tedious to play. It's a top order, middle order and tail end collapse.

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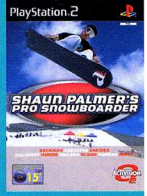
STUMPED

OUT UK NOW

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Dear Soft
- **PUBLISHER** Activision
- **GAME TYPE** Extreme Sports
- **PRICE** £44.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card



DETAILS

- Eight courses, including Aspen, Kirkwood and the Donner Ski Ranch near Lake Tahoe.
- Ten pro snowboarders including Snowboarder Magazine's Rider of the Year, Tara Dakides.

BRAND ON THE RUN: The tasks involve picking up various logos from sponsorship tie-ins as you go through your run.

WORTH TWO IN THE PUSH: In easily the best mode, you simply out-score your opponent to gradually force them off-screen.

SHAUN PALMER'S PRO SNOWBOARDER

It's a colder *Tony Hawk's Pro Skater* – with all the cool bits taken out. Weird. **REVIEWER:** Oliver Hurley

So, you're halfway down the side of a Colorado mountain, you've just pulled off a 900 Melancholy through a grind into a Sick 360 Method, and you're feeling pretty special. And then it hits you like a yellow snowball spiked with gravel: *Shaun Palmer's Pro Snowboarder* isn't just *Tony Hawk's Pro Skater on Powder*, it's *Tony Hawk's Pro Skater on Powder* without any... of... the...fun.

Following the success of the *Tony Hawk's* series, Activision are unleashing a whole host of extreme sports titles under their O_2 brand, each based around the field's leading exponents. Hence Shaun Palmer and his snowboarding mates popping up on PS2 and Mat Hoffman oiling his chain for 2002.

If you're a fan of Activision's other 'Pro' games, the controls will feel immediately familiar – they're transplanted directly from the Hawkster's game. The structure remains the same too – the main mode, Career, allows you to unlock extra tracks and characters by nailing high scores, collecting tokens hidden around each course or executing particular stunts.

So far, so samey. The key difference, of course, is that rather than having the freedom of movement and flexibility of tricks afforded to skateboarders, you're stuck with a relentless plummet downhill combined with distinctly non-thrilling courses. While a *THPS* game generally innovates and includes heaps of novel touches, *Shaun Palmer's* simply a shamelessly derivative and unimaginative homage.

Rather than trying to compensate for the limitations of being on a snowboard instead of a skateboard, this feels overwhelmingly claustrophobic and, ultimately, dull. Sure, there're skidoos dotted around each course that, once ploughed into, magically return you back up the slope, but it's a clumsy and dissatisfying system.

UP ON THE ROOF: There's plenty to interact with - including tricking off motors and barrelling through people's front rooms.

INSIGHT

There're already three *THPS* titles out there. Expect *Mat Hoffman's Pro BMX* sequel, the forthcoming *Kelly Slater's Pro Surfer* and *Shaun Murray's Pro Wakeboarding* to turn up soon. Somebody make it stop!

What you really want's the sheer adrenaline rush of the *SSX* games, which prove that being limited to a downhill dash doesn't necessarily mean limited fun.

The selection of modes and options is distinctly unsophisticated. With the basic Career mode are the self-explanatory Freeride and poor Create-A-Character modes. There's also a smattering of two-player games, the best of which is Push, in which one player is gradually forced off the screen by the vertical split moving across, depending on who pulls off the highest scoring tricks.

In its defence, the chilly environments are detailed in an icy sheen-kinda way, even if all that snow becomes a bore after a while. But even this detail ain't enough to overcome the simple fact that *Pro Snowboarder* suffers from a crippling lack of originality.

If this had attempted to take a lateral path, instead of simply rehashing what *Pro Skater* had already done far more successfully, it could've been an enticing proposition. As it is, though, it's *THPS* with the wheels lopped off – a game that only winter sports zealots could love. **PSM2**

Shaun's out now. But he isn't very 'radical'.

THE EAGLE'S CHOICE

1. **SSX TRICKY** Frantic downhill trickery, knee-buckling racing and brilliant characters. Genius.
2. **ESPN WINTER X GAMES SNOWBOARDING** Stacked with so much detail it forgets that it's supposed to be playable fun.
3. **SHAUN PALMER'S PRO SNOWBOARDER** Don't believe anyone who says this is 'brilliant'. It's not.

PSM2 VERDICT

GAMEPLAY
+ Diverse selection of stunts. Intuitive control system.
- Little more than a poor man's *Tony Hawk's*.

GRAPHICS
+ Solid-looking environments.
- All starts to look a bit samey after a while. Very dull.

SOUND
+ Sound effects are understated but pleasing enough.
- Soundtrack features the usual punk-metal racket.

LIFESPAN
+ Lots of stuff to unlock. The two-player Push mode is a laugh.
- It's too familiar – chances are you'll soon tire of it very soon.

OVERALL
Completely derivative and lacks the flair and sheer playability of both *SSX Tricky* and *THPS3*. An extreme sports game too far.

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SNOWED UNDER

OUT UK FEBRUARY 22

LEGENDS OF WRESTLING

No, you can't smell what it's cooking – but can a homage to old-school wrestling offer anything more exotic than Mr Nanny talking about his 24-inch pythons?

REVIEWER: Joel Snape

ENTER THE DRAG QUEENS: Pressing ⊗ Ⓐ or Ⓑ as you walk down the ramp lets you hi-five or taunt the audience.

CUP O' SUPLEX: The animations and impacts with the mat are all reassuringly solid. "That's gotta hurt!" Trust us, you'll say it...

INFO

- **CODE TESTED** PAL
- **DEVELOPER** Acclaim
- **PUBLISHER** Acclaim
- **GAME TYPE** Wrestling
- **PRICE** £39.99
- **ESSENTIALS** 1-4 players, MultiTap, DualShock 2, Memory Card.

PlayStation.2

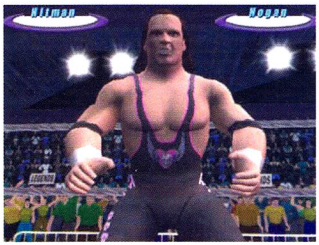
DETAILS

- 42 wrestlers.
- Match analysis from Captain Lou Albano and Jimmy Hart.
- Create-A-Wrestler, Career & Exhibition modes.

"Hey, is that one Stone Cold Steve Austin?" No, that's George 'The Animal' Steele. He used to dye his mouth green, and he once ate the padding off a turnbuckle. "Oh. Is *that* one Stone Cold Steve Austin?" No, that's the Dynamite Kid. He was the British Bulldog's tag team partner until he got paralysed. "Right." Pause. "Is *that* one..." No! *None* of them are Stone Cold Steve Austin! Honestly. Some people.

Let's make one thing clear – if you're not a diehard wrestling fan, the appeal of *Legends* is going to be fairly limited. If, on the other hand, you're familiar with pops, marks and juicing (cheers, punters and cutting yourself, in that order), you're going to love it. In comparison to *Just Bring It's* artificially padded line-up – as if anyone cares about Albert – there's barely a duff note on the roster. From Bret Hart to Jimmy 'Superfly' Snuka – Mick Foley's childhood hero – every one's a genuine legend. Younger fans are catered for by Rob Van Dam and Jerry Lawler, signed up before their current deals with the WWF. But do they *act* like the real thing? Good question.

Rather than imitate *Smackdown!'s* speedy, arcade-style bouts, *Legends* uses a more thoughtful, ponderous system. Grab an opponent, and you're given a second or two to decide what



NOT IN MY BACKYARD: The arenas are a bit more 'rustic' than *Smackdown!'s* - in Texas, the matches take place on a mud floor.

DQ THINK I'M SEXY? You can't score a pin if the ref's distracted, but there's never any danger of disqualification. Pity.

to do with them – but depending on what you choose, one of you gets a golf-game-style timing bar, allowing you to either extend or counter the move. Confused? Right – say you've got them in a full nelson. They've got a split-second opportunity to turn it into a jawbreaker, but if they *miss*, you can hit them with a dragon suplex, and (in theory) press ◎ to turn it into a reverse bridging pin. *Still* confused? Suffice to say, it's a moon mile away from *Smackdown!'s* haphazard batter-□-to-counter pad-mashing, and well worth the effort of getting to grips with.

Almost every move's got its own reversal animation, from a basic chop to a sleeper hold, and seeing two good players counter each other's like watching a classic Flair/Hart confrontation. It's worth spending an hour or two just checking out the move animations in Create-A-Legend – we're especially fond of the somersault-stunner.

In a nod to the semi-faked nature of wrestling, Career mode's as much about impressing the fans as winning matches. In the middle of a screen, there's a Match Excitement bar, built up by high spots (like a leap off the turnbuckle), combos, ref bumps and the use of weapons, but drained by repetitive moves. At the end of every match, your popularity rating goes up or down, and when you're famous enough, you'll be able to challenge for a regional title.

Winning bouts also lets you add to your repertoire of moves – so while your options are limited at first, you'll quickly be linking powerbombs and sharpshooters. The only problem is, this still doesn't *quite* alleviate the tedium of paying what's fundamentally the same match again and again. The wrestlers have recognisably different styles – Nikolai Volkoff never mounts the turnbuckle, but he's incredibly resilient – but you're still restricted to single, survival or tag matches. Even Jimmy 'Superfly' Snuka fought in a ▶

INSIGHT

- Following an accident in 1986, Kerry Von Erich – one of the game's characters – wrestled with a prosthetic foot.
- Jimmy Hart used to tour with the Beach Boys – and briefly managed US comedian Andy Kaufman during his feud with Jerry Lawler.

"COMPARED TO JUST BRING IT'S ARTIFICIALLY PADDED LINE-UP THERE'S BARELY A DUFF NOTE ON THE ROSTER - EVERY ONE'S A GENUINE LEGEND"

PAD ABOUT THE BOY: Hammering ◎ to recover's a bit of an arcade throwback, but at least you can turn the obvious prompt off.

PLUMP UP THE VOLUME: We're not sure why the One Man Gang's in there, but King Kong Bundy's a ferocious sight.

EXCELLENCE OF EXECUTION

Bizarre as basing your control system on *Swing Away Golf* might sound, *Legends* is faithful in its recreation of good chain wrestling. Each move has to be countered or extended at a critical moment – so, for instance, a vertical suplex can be blocked just before you leave the floor, or turned into a mid-air pinning attempt. Observe, as Mr Hulk Hogan and Mr Terry Funk show off.

BATTLE OF THE GROIN: The Hulkster clamps Funk's head between his thighs.

UP AND OVER: In one alternative, Terry fights free with a back drop.

SLAM DUNK THE FUNK: But here, he takes a vicious powerbomb. The combo could stop here...

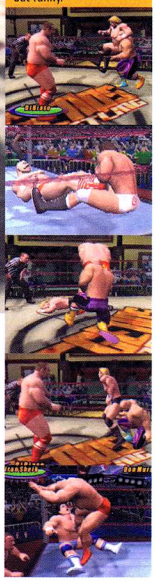
STAMP COLLECTOR: But the Hulkster could press ◎ to hold onto the Funker's legs.

OUT FOR THE COUNT: Or he could go for a double-leg pin. Terry could counter this...

T FOR TWO: After extensive fiddling, we're pleased to report that you *can* create Mr T – legendary, but not actually in the game. Phew.

IMPACT POINT

Tinkering with the editable move sets so that The Iron Sheik displays an near-psychotic urge to mash his opponents' spuds – accompanied by a comedy squeaking noise each time is fantastic. There's even an option to tip opponents upside-down, hang them off the turnbuckle and put curly-toed boot to inadequately-shielded groin. Childish, but funny.



"WRESTLERS ACTUALLY CRAWL TOWARDS THE ROPES TO BREAK SUBMISSION HOLDS – AND STAY DOWN WHEN THEY'VE BEEN HIT WITH A CHAIR"

▶cage occasionally, and Terry Funk's hardcore matches are *actually* legendary, so why haven't they been included here? It's here that *Legends* loses out to the comprehensive *Smackdown!*

Acclaim were behind the underrated *WWF Warzone*, as well as a couple of ECW titles – and the experience has left its mark. Long-time grapple fans'll recognise touches like the option to beckon a tag partner in without actually tagging. It's also possible to do moves from the ring apron – insane piledriver onto concrete, anyone?

That bloke who *never stops writing to us* should be ecstatic to learn, that yes, there's blood – bust open an opponent and they'll stagger around leaking haemoglobin all over the ring. Brilliantly, there's even a sub-set of special moves that are only possible when you're holding a weapon, including the brutal Van Daminator.

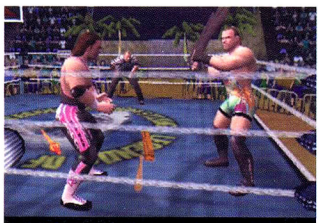
Then there's the myriad little things it does *slightly* better. The crowd – or at least the first three rows – are 3D. Wrestlers actually crawl towards the ropes to break submission holds. *Everyone stays down when they've been hit with a chair.* Paying attention, Yuke's?

Ironically, *Legends* and *Smackdown!* almost perfectly mirror the distinct styles of wrestling they're based on. *Smackdown!'s* an MTV-generation spectacle with the emphasis on special moves, speed, gimmick matches and loud entrances. *Legends*, in contrast, feels slower and more deliberate, focusing on real grappling skill.

The mark at the bottom of the page reflects our affection for '80s heroes like Ted DiBiase and Ricky Steamboat. If you've never heard of 'em, feel free to knock five percent off it. Likewise, if your idea of good technical wrestling's a Swanton off a ladder, knock off another five. But if you've ever sat wrapped in a He-Man duvet, screaming at Bret Hart to watch out for Mr Fuji – for Christ's sake, ref, he's got the salt! – then this'll keep you in a nostalgic haze for days. **PSM2**

Legends of Wrestling powerbombs into shops towards the end of February.

SHEIK, RATTLE AND ROLL: Keep your opponent away from the ropes, and they're more likely to tap out. Pretty clever...



BY MEANS CHAIR OR FOUL: Every weapon connects with a satisfying crunch – and the Van Daminator's a nice touch.

HULKMANIAC'S CHOICE

1 **WWF SMACKDOWN! JUST BRING IT**
Comprehensive match types and Create-A-Wrestler options liven up a slightly lazy sequel.

2 **LEGENDS OF WRESTLING**
A bit more variety could've made this a contender, rather than a worthy second place.

3 **ALL-STAR PRO WRESTLING**
Shocking, Japan-only muscle-mush.

PSM2 VERDICT

GAMEPLAY
+ The chain-wrestling system's a brave innovation.
- Although it's upsettingly sluggish at times.

GRAPHICS
+ Solid and weighty, with smart animation and facial detail.
- Occasional clipping.

SOUND
+ Unintentionally funny 'eeks' and 'owws' from the tough guys.
- Most of the theme songs are completely wrong.

LIFESPAN
+ Plenty of diversion in the Create-A-Legend mode.
- Lack of match variations makes Career a bit tedious.

OVERALL
For veteran 'smart marks' – fantastic. For Rock-idolising kids – boring. For everyone else – a worthwhile game that lets you throw bins at people.

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GRUNTY

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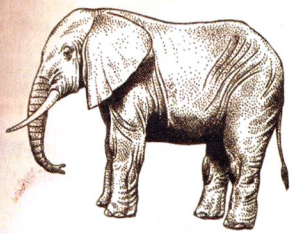
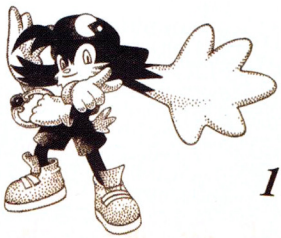


40% Ears
100% Memory

20% Ears
100% Cute



60% Ears
100% Superhero

PlayStation.2

Klonoa's not your everyday superhero, but then he's not from your everyday world. He inflates enemies like balloons and uses them as space hoppers. His giant ears propel him to dizzy heights in this surreal world. He's a new breed of superhero and he's back. Just don't call him big ears.

www.uk.playstation.com

PlayStation.2

OUT UK NOW

POLAROID PETE

Time to get grubby with PS2's first snap-em-up. Quirky ain't the word...

REVIEWER: David Harrison

Alright, this isn't your average PS2 game. It's not that special or innovative, but it really is *different*... which isn't always necessarily a good thing. Cleaning the toilet with your fist is 'different', but as we all know, you still end up with crap on your hands.

As the title suggests, the game revolves around 'Polaroid' Pete Goldman, a 2D man with a dream. He wants to win the Pulitzer prize for his photographic journalism. To fulfil his ambition he must complete several reporting assignments snapping Japan's wildest events for the Planet Times. These assignments make up the game's levels. The Planet Times Editor has specified a particular shot he wants from each trip – after that it's up to you to get as many 'interesting' photos as possible.

The game sees Pete scrolling relentlessly across a 2D background with flying trains, aliens and monkeys all freaking out in an attempt to attract Pete's eye. The more images he captures, the more points he gets, if they're framed well he's rewarded with a 'cool' rating and more film to feed your camera.

It's not exactly your usual gaming premise, but it actually plays like old-skool shoot-em-ups, with the oncoming targets creeping across the screen and your finger banging the shoot button. There's also a flash button to highlight objects lurking in the shadows and a zoom function for long-distance shots, but for the most part it's a test of your aim and your observation skills.

It's simple and, up to a point, effective. There's so much going on in each level that it's impossible to take it all in on the first run through – so it is addictive in short bursts. Each area's incredibly cluttered and has a degree of trashy charm. It's not every game that has grown men fouling public swimming pools and couples, ahem... *getting it on* in a zoo. So once you've grasped the basics it's easy to fall into a hypnotic rhythm of snapping and avoiding trouble.

DIRT FILTER: Most of the gags are related to bodily functions, sex, frogs or UFOs. Unfortunately, they're not funny. Just scary.

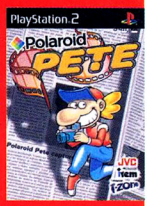
CAMERA LIGHT-ACTION

While there's no denying that it's fun, after about 30 seconds you'll realise it's also an extremely lightweight experience – you could probably find a comparative buzz eating a bag of crisps.

And that's not its only problem. First up, there's no reason why it should be a PS2 game.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Irem
- **PUBLISHER** JVC
- **GAME TYPE** Snap-em-up
- **PRICE** £29.99
- **ESSENTIALS** 1 player, Memory Card, DualShock 2



DETAILS

- Nine levels.
- Nine bonus levels.
- The game's been endorsed by the ailing Polaroid company.
- Photo album option which allows you to save your best pics to Memory Card.

INSIGHT

- **It's no surprise that *Polaroid Pete* resembles an old-skool shoot-em-up, as developers, Irem, were also the people behind the original *R-Type* arcade game.**

ZEISS GEIST: Use your zoom function on ⓡ to pick out distant objects for bigger bonuses. Those bats might be worth a few.

EVENT HORIZON: Expect to have to deal with a lot happening at once. With crowds like these you have to be ready to snap instantly.

The graphics, although quirky, look ancient – it's about as cool as going to a disco with your dad. Next up is the control system, which has you using the left Analogue to aim the camera and control Pete at the same time. This prevents you from simultaneously taking key snaps and eluding danger, which is a fundamental of basic gameplay.

The other problem is Pete himself – he's rubbish. He looks like a cross between a Furry Freak Brother and an elderly Status Quo fan, complete with drainpipe jeans and satin tour jacket. He's insane, an embarrassment and, quite probably, a pervert.

FLASH IN THE PAN

For a game like this to be successful, it has to make up for its complete lack of presentation, visuals, sophistication and cool with astonishing, addictive, *Tetris*-sized gameplay. Unfortunately it fails miserably. Not even the cheaper price – a sliver under 30 quid – can make *Polaroid Pete* any more tempting.

If your girlfriend bought you this for Christmas, she's clearly trying to tell you something. Leave. Now. **PSM2**

Try to avoid red-eye. Polaroid Pete's hitting the High Street any second...

DAILY SPORT'S CHOICE

1. **SILPHEED** A scrollin' blaster with that extra dimension, but still lacking the longevity.
2. **POLAROID PETE** Tries hard to appeal to your funny bone, but is far too lightweight. Has 'for all the family' written all over it.
3. **GRADIUS 3 & 4** It's arcade perfect but *Gradius* has its time and place. And that was ages ago and a long way away from here.

PSM2 VERDICT

GAMEPLAY
+ Easy to get involved with and semi-addictive.
- Floaty-lite. Doesn't exactly stir the soul.

GRAPHICS
+ Droll enough to create an air of surreal humour.
- Stubbornly 2D. Hardly a test for the Sony hardware.

SOUND
+ Matches the visuals in terms of giddiness.
- Soon grates. There's only so much quirkiness you can take.

LIFESPAN
+ It's not as easy as it looks.
- Lacks the lustre to merit any commitment.

OVERALL
A bizarre revisit to 2D shoot-em-ups which lacks enough substance to make it worth much of your time.

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EXPOSED

OUT UK NOW

LEGO RACERS 2

Lego's junior karter really is doing it for the kids, which, frankly, surprised the hell out of us.

As offensive as a plate of jelly, this mini-racer isn't going to rock your world in any way shape or form. But this could be perfect for the Bob the Builder fan in your life. Your PS2's about to become a family affair.

The backbone of *Lego Racers 2* is the Adventure mode – scoot around the Lego world looking for racing challenges. Win these, and you receive upgrades for your little Lego motor as well as unlocking new races, tracks and entire worlds. The main modes structured in a nice 'n' simple way – complete stage, defeat boss and receive stuff. Even a six-year-old can cope with the almost non-existent learning curve. Which is just as well, because this is about as kid-friendly as PS2 gets.

It looks like Lego – bright, blocky and shiny – and runs at a convincing rate. But, like the depth of gameplay, things will get very familiar, very quickly. The soundtrack might just tip you over the edge after prolonged exposure as well.

We did have fun fast-forwarding the cut-scenes, so that the little Lego people sounded like camp mice on helium, but that lasted about nine seconds. After that it's down to the multi-player mode to save the grown-ups from keeling over with apathy. It only caters for two players, but does include a Tournament and Battle mode – it should keep siblings at each others throats for at least a weekend, we reckon.

This is solid fun for younger gamers – the racing's decent, if unsophisticated, and the construction options will encourage the little tykes to build their own machines. But £40? If you make games for kids, make 'em affordable, eh? **PSM2**

ROAD BLOCKS: The environments won't draw any gasps of admiration - they simply do the job of letting you drive round them.

INFO
- **DEVELOPER** ATD
- **PUBLISHER** Lego Software
- **GAME TYPE** Driving
- **PRICE** £39.99

DETAILS
- Adventure mode.
- Create a Lego car and driver feature.
- Fully destructible cars and scenery.
- Golden Brick upgrades.
- Four worlds: Mars, Dino Island, Arctic and City.

BRIGHT YOU ARE, THEN: Some of the lighting effects are remarkably effective - you need them to cheer up these dull courses.

SPOILER ALERT: You can chose from basic motors to ludicrous custom dragsters that give you grip as well as a decent top speed.

Very young, very short and very easy. This is ideal for tots and older children looking for a challenge other than hiding Daddy's car keys and torturing the cat.

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CONSTRUCTIVE

OUT UK NOW

VIVA ROCK VEGAS

The Flintstone's primitive technology makes an unwelcome appearance on PS2. Oh, our aching sides.

It's not like we've been all waiting for a Flintstones mini-racing game. It's not even the real Flintstones, it's just the fat bloke from the Full Monty with a wig. It's supposed to be light-hearted fun, but the handling and pathetic course design make playing this a chore.

It's about as much fun as rubbing bleach into your eyes. This game looks like it was knocked out in about ten minutes before the developers had to go out and sell a bit more of their integrity and self respect.

As you'd imagine, the handling of these neanderthal carts is appaling. Once you actually approach anything that you could remotely describe as racing speed, you'll be snapping your DualShock's Analogue sticks off before you can get the lumbering things skillfully round many ludicrous corners. It's like trying to turn a beached oil tanker.

Things don't improve much in the multi-player matches. Hilariously ram your opponents! Beg to be given the bomb so that you can get out of this shocking excuse for a game! There's even a weapon that claims to slow other cars down for a short period – we didn't notice the difference.

Like the film – this is a low grade cash-in on a pretty dumb idea. Avoid. **PSM2**

OVERALL
Utterly rubbish. We wouldn't even suggest exchanging mud and pebbles for this. Might look good in a rockery, though.

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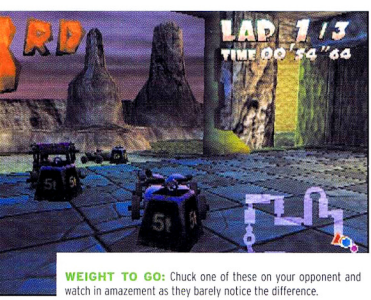
ARCHAIC

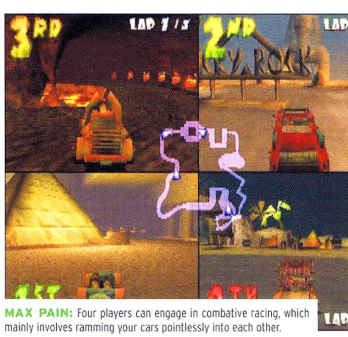


WEIGHT TO GO: Chuck one of these on your opponent and watch in amazement as they barely notice the difference.

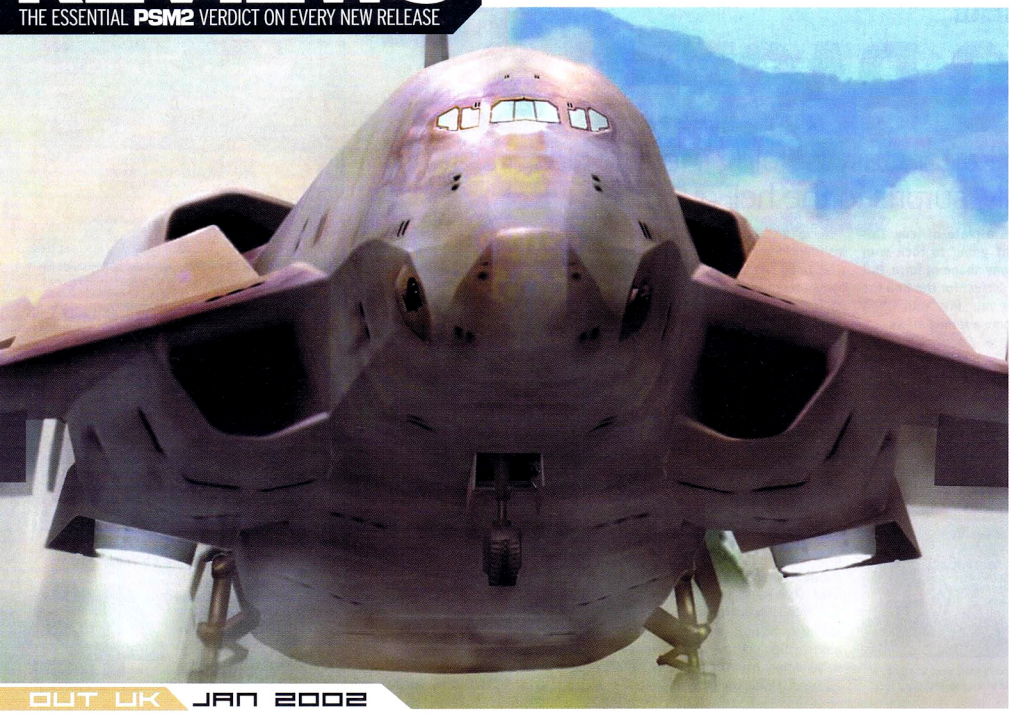
INFO
- **DEVELOPER** Toka
- **PUBLISHER** Swing! Entertainment
- **GAME TYPE** Driving
- **PRICE** £39.99

DETAILS
- 1-4 players.
- Single Race, Championship and Grandslam modes.

LET'S GET READY TO RUBBLE: Fred, Barney, Wilma and Betty all feature. The cartoon wasn't funny, and neither is the handling.



MAX PAIN: Four players can engage in combative racing, which mainly involves ramming your cars pointlessly into each other.

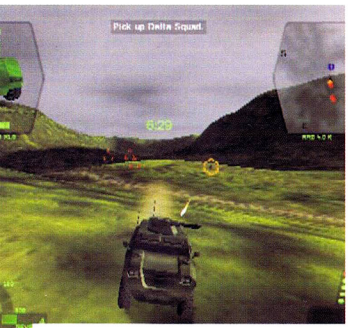


OUT UK JAN 2002

DROPSHIP UNITED PEACE FORCE

Sony's eerily resonant combat sim lets you dish out Daisy Cutter diplomacy in foreign lands. Brilliant! Er... isn't it?

REVIEWER: Bomber Bryant



TUCK YOU UP: Missions in the Ibex assault vehicle see every ground-based enemy going bumper to bumper with you.

There're always two distinct camps when it comes to complex controls: those that embrace the need to use six fingers continually and those that just want the 'one button kills all' setup. If you favour the latter, *Dropship* will bring you out in hives the minute you pick it up. It's a nightmare of quick flick button action that'll have your digits twitching like a suburban net curtain.

Admittedly you only get your fingers knotted when behind the controls of one of the airborne craft, but it still puts an instant barrier between itself and those who prefer something more pick-up-and-playable.

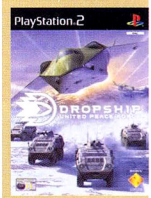
Take it from us, this is about as easy as trying to lift a bowling ball with the cheeks of your arse. Get your head around the complex controls, do a stint in all five of the training exercises, and you'll still only be marginally prepared for trying to handle your vehicle under fire. There's a learning curve of sorts, but the speed with which you move from being a high-flying delivery boy to combat veteran is shockingly fast. If you're a sticker, though, and the kind of person that found *Thunderhawk* and *Top Gun* a blast, then there's plenty of core action to be found beneath the camouflage exterior of *Dropship*.

MIX MASTER

First off, the sheer scope of tactical options offered to the player is outstanding. Within the first hour you'll have already encountered the controls of a lifter-class Dropship, the driving seat and gun turret of the Ibex assault vehicle and high-speed thrills of the A-9 Fury Interceptor. It's a tattoo of military hardware that just keeps on coughing up new experience after new experience. Then there's the matter of being able to control two

INFO

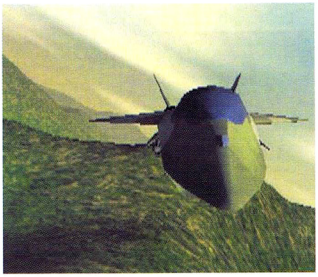
- **CODE TESTED** Final Code
- **DEVELOPER** Studio Camden
- **PUBLISHER** Sony
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card



DETAILS

- Four campaigns made up of five missions.
- Theatre of operations spanning 40km by 40km.
- Five craft to control: three airborne and two on the ground.
- Training academy.
- Troop management system that allows you to control two ground units from the air.

BOFF DROPS: The Mk2 defence Dropships pack a much meaner punch.



NICE SCREAM: The Fury is the fastest and most manoeuvrable of the dropships. Great engine noise too.

MARKY MK1: Poor engines on the lifter cause the screen to judder with realistic effort at vital points in this mission.

ground units – called bugs – from the safety of your cockpit. Drop them out of your cargo hold and you can direct them to attack vehicles and installations by hitting R1 to designate targets and ◎ to engage. We've been hoping that Studio Camden would keep their promise and include this feature since we first previewed it back in January 2001, and they have. There's just one fundamental problem… you'll be lucky if you'll ever see this feature in action.

Campaign 2, Mission 1 – somewhere in the skies over Columbia. PSM2 are piloting the Fury, intent on taking out a drug baron's private army before he destroys the UPF's supply craft. Wave one: three fighters. Wave two: six fighters. Wave three: another six fighters. Wave four: five fighters and six bombers directly attacking your base. Not the kind of numbers you'd bat an eyelid at if this was a standard shoot-em-up, but *Dropship* isn't that kind of game. It's a control-heavy flight sim that has you concentrating on your throttle as much as your targeting systems. It's the kind of game that really shouldn't leave as much of the action as it does up to you. Yes, you've got a wingman in the guise of Commander J Chan Lau, but he's about as useful as sequins on a flying suit when there're multiple bandits about. And to top it all, you constantly run out of ammo and have to try and reload under fire. Which is just *wrong*.

We did finally complete the mission, but the pain involved was completely disproportionate to the amount of fun we had. Pity, because there's a lot here that does entertain.

"IT REALLY SHOULDN'T LEAVE AS MUCH OF THE ACTION AS IT DOES UP TO YOU"

As we said earlier, get comfortable with the controls, and the handling of the airborne craft becomes instinctive, with the switch from flight to hover modes being the most impressive feature. And mission structures are such that they force you to do a bit of both on a regular basis.

The unadulterated good looks are another positive. Jet flares blurring the expansive backgrounds, explosions the size of power stations, con-trails whipping in every direction… It all adds up to an incredible definition of reality – from the inertia of the vehicles to the enemy AI.

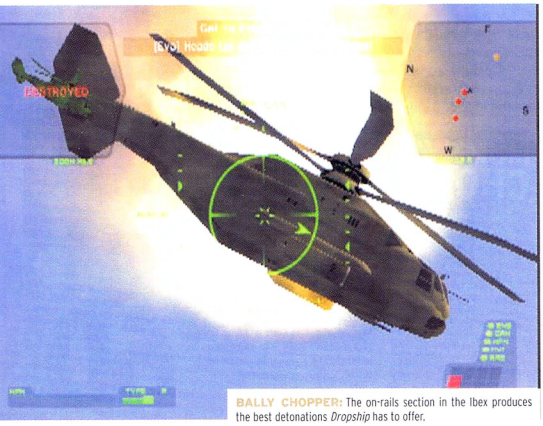
We can also report that things do get a damn sight easier and a lot more varied once you ace the killer mission at the start of Campaign 2.

It's just a shame that you have to suffer so much before finding out just how rewarding *Dropship* can be. **PSM2**

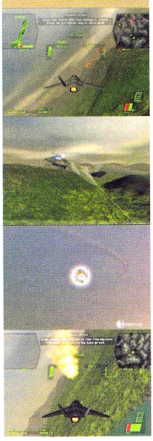
Do you wait another month for the flight sim action of Ace Combat 4 or favour mixing it up with Dropship at the start of 2002?

IMPACT POINT

They don't tell you this in the game, but the most effective way to deal with aerial enemies is to double tap ◎ once you get a lock to launch two missiles simultaneously.

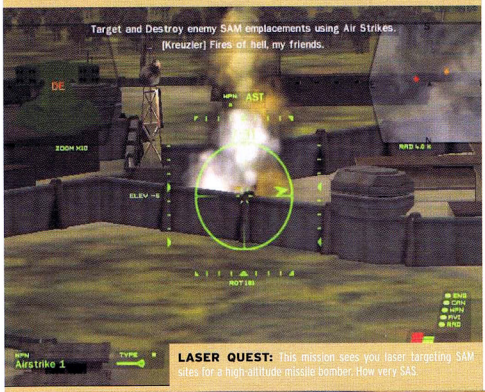


BALLY CHOPPER: The on-rails section in the Ibex produces the best detonations *Dropship* has to offer.

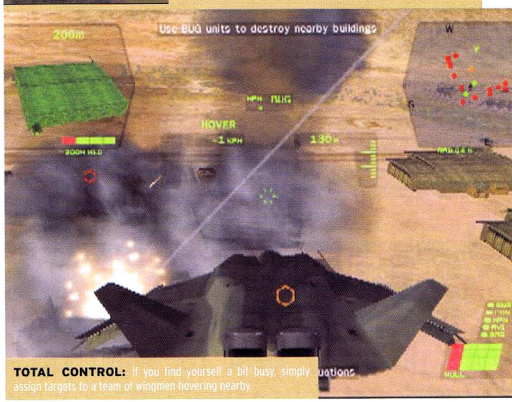


GROUND CONTROL

The main draw of *Dropship* has to be the different ways it approaches combat. So, as well as the flying, hovering, driving and gunning stuff until it ignites, you'll also get to test you skills in laser painting targets and controlling ground troops from a safe distance.



LASER QUEST: This mission sees you laser targeting SAM sites for a high-altitude missile bomber. How very SAS.



TOTAL CONTROL: If you find yourself a bit busy, simply assign targets to a team of wingmen hovering nearby.

INSIGHT

It's not until well into the second campaign that you discover why your wingman, Commander J Chan Lau, is so crap at his job. It appears that he 'successfully' recovered from Post-Traumatic Stress Disorder a few years prior to the events of 2050.

PEACENIK'S CHOICE

1. **ACE COMBAT 4**
   The best form of militaristic combat on PS2 so far.
2. **DROPSHIP**
   A brave attempt at combining both air and ground combat, let down by tricky controls and vicious difficulty curve.
3. **THUNDERHAWK: OPERATION PHOENIX**
   The next best thing if you like you combat to hover and float.

PSM2 VERDICT

GAMEPLAY
+ One of the most complex games of its type.
- A real effort for even the most hardened flying ace.

GRAPHICS
+ Huge landscapes and convincingly built vehicles and structures.
- The troop animations make you think of rubbish puppets.

SOUND
+ The sound of allied craft roaring past can rattle your tackle.
- Wingman chatter makes you want to cause a friendly fire incident.

LIFESPAN
+ Big levels and multiple updates to missions.
- You'll be stuck on some way too long.

OVERALL
An explosive title that tries and succeeds at doing something new, only to screw it up by having a level of difficulty that frustrates.

75

UP AND DOWN

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

PAIN IN THE AXE: Flashy fights and some posh CGI can't rescue this stuffy adventure.

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

OUT UK now

THE MUMMY RETURNS

It's probably best to wrap up well – the curse of ancient Egypt's back to wreak yet more havoc on the modern swashbuckler.

REVIEWER: James White

STARRING Brendan Fraser, Rachel Weisz, John Hannah, Arnold Vosloo, Oded Fehr, Alun Armstrong, Dwayne Johnson
DIRECTOR Stephen Sommers
CERTIFICATE 12
PRICE £24.99

1999 was supposed to be the year that *Star Wars* arrived back on the scene, sweeping all before it. And while *The Phantom Menace* scared up some impressive box office change, two other films grabbed the glory. One was the heavily hyped and Keanu-starring sci-fi stunner *The Matrix*. The other was *The Mummy*. Pre-release reports suggested it smelled heavily of cheese – a basic Boys Own adventure with some flashy new effects. And it was – but it was a whole lot more as well. Audiences embraced the classic Indiana Jones-style throwaway action and laughed at the jokes. Brendan Fraser emerged as a quality leading man and even Rachel Weisz looked good.

JUST DESERTS

Inevitably, a sequel was always going to be on the cards. This time, it was a little more telegraphed – with an impressively cut trailer that whet appetites and convinced the crowds it was a riot of zombie pygmies and mummified warriors chasing through London. Oh, and that a little-known wrestler called Dwayne would be in it. But did it deliver? Er... no. It was more of the same, but bigger, with plenty of zombie action to keep the fans happy. Doors were smashed, buses trashed and ancient relics clashed. But as for that Dwayne bloke (or The Rock as he's better known), two minutes, a grunt and an appalling CGI scorpion monster at the end just didn't cut it. Audiences felt duped into watching what was clearly a teaser for The Rock's own Egyptian epic, *The Scorpion King*. And while fans of the first film's eye candy were sated, there was a distinct feeling that Sommers was trying a little too hard to please, basically taking all the elements of the original and tweaking them. So instead of a huge sandstorm, we got a huge water wall. There were two villains, and the Mummy (Vosloo) got more in the way of help – from babe girlfriend, Patricia Velasquez.

A ROCK AND A SCARRED PLACE

Fraser manfully struggles to keep his head as the lantern-jawed hero, even though he's saddled with a family. Weisz outdoes herself with a game attempt at getting in on the action with some impressive *Crouching Tiger*-esque blade work, but the O'Connell child seems intent on nailing every award going for the most irritating young spud in the history of cinema. John Hannah's pretty much the same as he was in the original, but he's appealingly klutzy and even gets a little bit more dramatic depth.

There's no denying that certain set-pieces – the bus chase through London, the pygmy battle in the jungle – try to obliterate all memory of the original in a brash mess of explosive CGI, but no matter how much post-production you throw at a weak sequel like this, you're never going to remove the unfortunate odour of a modern stinker.

Hopefully someone will realise that it's not good to but the strain of 'franchise' on an idea that has the legs of a little old man. **PSM2**

INSIGHT

- **Rachel Weisz and Patricia Velasquez trained for five months for their fight.**
- **The bus chase meant closing Tower Bridge for three nights' filming.**
- **Shooting in the desert was halted several times due to huge sandstorms.**

MUMMY'S CHOICE

1 **THE MUMMY**
Boris Karloff wraps things up as the iconic bandaged stumbler.

2 **THE MUMMY**
Sommers' original re-invention and where the modern madness started.

3 **THE MUMMY RETURNS**
Pants, to be honest. Mummy, or not.

PSM2 VERDICT

EXTRAS

Director's commentary | An Exclusive Conversation with The Rock | Spotlight On Location | Egyptology 2001 | The Chamber of Doom | Music video | Outtakes | Visual and special effects | Trailer | Production notes | DVD-ROM: Unlock the secrets to *The Scorpion King* | Exclusive access to the movie production | The Mummy Returns game demo.

OVERALL

Masses of extras can't disguise the fact that this is an over-expanded extension of a very thin franchise. Brash, but extremely dusty.

60

DESICCATED

Kobal Collection/Paramount

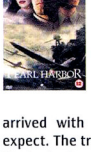
OUT UK NOW

PEARL HARBOR

A date that will live in infamy. A film that might just do the same...

REVIEWER: James White

STARRING Ben Affleck, Josh Hartnett, Kate Beckinsale, Cuba Gooding Jr, Jon Voight, Ewan Bremner, Alec Baldwin, James King
DIRECTOR Michael Bay
CERTIFICATE 12
PRICE £19.99



OK, so who honestly thought that one of America's biggest tragedies would be best handled on film by the men who brought us *Armageddon*? Oh, all right. Put 'em all down again. Touted as the must-see movie of summer 2001, *Pearl Harbor* arrived with all the flair and bombast you'd expect. The trailers were out months in advance, the budget was spiralling – at $135 million, this is the most expensive movie ever made – and the director was blowing up whole battleships. Still, when the movie finally pulled into these shores, the reaction was – to put it kindly – mixed.

BOMBS AWAY

From those who believed it to be one giant damp squib that goes on for far too long, to those who pointed out that it contains probably one of the greatest action sequences yet filmed, the argument about its merits raged long and hard. But then, what were we all expecting? Bay's not known for his incredible depth, grip on pathos and characterisation. He's known for big scenes, sunsets, huge explosions and heroic figures. But *Pearl Harbor* wanted to be both a romantic epic and a war movie, which sadly means that it was, for at least two thirds of the story, in the wrong hands. It all depends if you buy the Affleck/Hartnett/Beckinsale love triangle, which gets the most cursory development before Bay breaks out the torpedoes. A cute first meeting, shoddy dialogue and a sex scene do not create a successful illusion of romance.

In aiming to draw the same cross-gender crowd that *Titanic* attracted, *Pearl Harbor* falls between two very big stools and never quite recovers. Still, 90 minutes in, Bay's speciality kicks in and everything goes boom. For 20 kinetic minutes, you're on the edge of your seat, jaws agape as ships sink, planes soar and bullets fly. Then they go and ruin it all by tacking on another half-an-hour, with a mildly entertaining raid and wrap-up of the love stuff. The actors do their best with the material, trying to make the romance angle work, but you just get the sense that Bay (and executive producer Jerry Bruckheimer) is skipping pages, looking for the next target to destroy.

INSIGHT

- The 300-strong Japanese attack fleet was created using just nine planes and computer trickery.
- The actors playing military personnel had to attend a boot camp.
- The film had a $5 million world premiere at the site of the attack.

PLANE SAILING

Still, if it's spectacle you're after and nothing more, you can't really go wrong with this. The attack may lose a little on the small screen, but it's still incredibly impressive. And with the bonus of DVD sourcery, you can skip exactly to the parts you want to watch... which'll be the killin' rather than the kissin'. Plus, with the crystal-clear picture, you'll be able to enjoy all those explosions all over again. Freeze-frame lets you study the effects and try to work out what's computer generated and what's real (near-impossible thanks to the level of the special effects on show here) and you can rewind the greatest hits. Rubbish film, then, but worth checking out for the attack alone. PSM2

AUTO PILOT: Not really worth all that sloppy hugging for 20 minutes of explosions.

HARBOR'S CHOICE

1 **TORA! TORA! TORA!** The seminal Pearl Harbor movie.
2 **IN HARMS WAY** The US ponders while Kirk Douglas leads the war effort.
3 **PEARL HARBOR** Slushy love triangle against a backdrop of exploding ships.

PSM2 VERDICT

EXTRAS

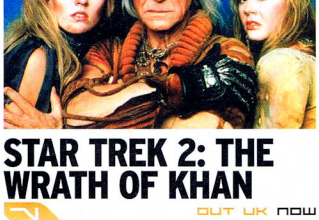
Journey to the Screen The Making of *Pearl Harbor* Pearl Harbor: The Japanese Perspective Faith Hill music video Trailer A limited disc that would really benefit from one or two more extras – what about a director's commentary?

OVERALL

One incredible scene of destruction shouldn't justify putting yourself through this ill-conceived attempt at an epic, but it nearly does.

56

BOMBASTIC



STAR TREK 2: THE WRATH OF KHAN

OUT UK NOW

STARRING William Shatner, Leonard Nimoy
DIRECTOR Nicholas Meyer
CERTIFICATE 15
PRICE £19.99

Widely considered to be the best of the 'original crew' movies, *Khan* has it all: a pantomime villain (a scenery-chewing Ricardo Montalban), superb effects, a classic vengeance storyline and eminently quotable lines – "My last phlegm I spit at thee" – cribbed from classic literature. Plus, William Shatner in his pre-fatso days and Spock dishing out the advice like a good-un'. It's not only the Trek fans who can enjoy this – anyone who likes a good scrap in space will get something from it. Altogether now: KHHHAAAAN! Shame about the lack of extras, though. PSM2 **85**

CATS AND DOGS

OUT UK NOW

STARRING (Voices) Alec Baldwin, Tobey Maguire
DIRECTOR Lawrence Guterman
CERTIFICATE PG
PRICE £19.99

The trailer made it look like one of the funniest films of the year, and many of the gags are hilarious. Unfortunately, it suffers, depending on your age, from being a kids' film that (unusually in these post-*Toy Story* days) is just that – for kids. Long sequences of aah-isn't-the-liddle-puppy-cute and not enough sly wit. But there's still Mr Tinkles, one of the greatest animal villains ever put on screen since Blofeld's puss. Clawing his way through the role, the malicious moggy steals every scene from the decidedly dull dogs. Cat lovers might get the hump at the sentiments but dig the cat ninjas. PSM2 **70**

ALSO RELEASED

THE MATRIX REVISITED

Released Out Now **Cert** 15 **Price** £11.99

Thought the original *Matrix* disc was lacking in extras? *Really?* Here's a disc that's ALL extras. It's also available to buy with the movie. PSM2 **80**

RUSH HOUR 2

Released Out Now **Cert** 12 **Price** £19.99

Jackie Chan and Chris Tucker reunite for more cross-culture comedy, fist-flying action and plenty of wisecracks. It'll please Chan devotees. PSM2 **70**

MONTY PYTHON'S THE LIFE OF BRIAN

Released Out Now **Cert** 15 **Price** £19.99

Brian remains one of the best comedies ever, with more witty lines, laugh-out-loud moments and sheer madness than one film should have. PSM2 **95**

THE GHOST AND THE DARKNESS

Released Out Now **Cert** 15 **Price** £19.99

Michael Douglas and Val Kilmer go lion hunting in period Africa. Corking action from writer William Goldman, but just don't mention the acting. PSM2 **72**

WAYNE'S WORLD

Released Out Now **Cert** PG **Price** £19.99

Credited with bringing in an entirely new set of catchphrases into existence, this remain a gut-buster. The Queen rendition's legendary. PSM2 **84**

ANGEL SEASON ONE

Released Out Now **Cert** 18 **Price** £79.99

Buffy's tortured other half gets his own show, and turns into a Batman-style detective. For Buffy fans who want something a little more... grown up. PSM2 **78**

COMING SOON

FINAL FANTASY: THE SPIRITS WITHIN
21st January
£24.99

MEMENTO
14th January
£24.99

ROLLERBALL (SPECIAL EDITION)
21st January
£19.99

Kobal Collection/Paramount

Kobal Collection/United Artists

JUST GOT YOUR PS2?
THEN GET THIS!
MAX
NOW PS2 MENTAL!
PlayStation MAX
NOW PS2 MENTAL!
NEW FOR 2002
NEXT YEAR'S TOP GAMES REVEALED!
AYE AYE CAPTAIN
DAVID BECKHAM SOCCER
The England star's new PSone kickabout gets the full MAX treatment
007 AGENT UNDER FIRE
Bond is back and better than ever. Fab first-person spy action REVIEWED!
PLUS!
Tony Hawk's 3
Capcom Vs SNK 2
18 Wheeler
Baldur's Gate
Robot Wars
AND MORE!
DUMB AND DUMBER
JAK & DAXTER
Is this the end for Spyro and Crash?
RAYMAN M
We give this multiplayer
WWF SMACKD
JUST WI
WIN A PS2 SE
BY THE LOVELY
PLUS LOADS OF
RUNNERS-UP PRIZ
YOUR COMPLETE GUIDE TO PS2
THE BEST GAMES REVIEWED
WATCHING DVDs
THE ULTIMATE GAMING SET-UP
THE BEST ADD-ONS
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EVERY UK RELEASE RATED!
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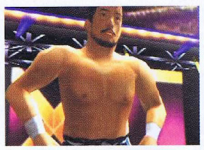
AT ALL GOOD NEWSAGENTS*
(*AND CRAP ONES)

PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP



WWF SMACKDOWN! JUST BRING IT

An inevitably dominant showing from the king of muscle and canvas. We're not convinced that it's as good as it could be and, judging by the letters that're starting to flood in, neither are a lot of you.

BURNOUT

It's not often that you need a quiet lie down after playing an arcade racer, but Criterion's spectacular white line hugger does just that. Huge impacts and dubious morals deliver an eye-drying driving experience that works brilliantly.

STAR WARS: STARFIGHTER

Anything to do with the release of the Episode 2: Send In The Clowns trailer being released? Possibly, but this still remains a choice shoot-em-up, despite featuring daft banana ships rather than lovely X-Wings.

GUN SURVIVOR 2: BIOHAZARD CODE VERONICA

The original *Resi* G-Con shooter tends to get conveniently forgotten when fans discuss the classic series. So, is this sequel an improvement? Not really, no.

CHARTS FOR MONTH ENDING NOV 23

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			WWF Smackdown! Just Bring It	THQ	Yukes
2	1	2	1	Grand Theft Auto 3	Take 2	DMA Design
3	2	2	1	FIFA 2002	EA	EA
4	NEW ENTRY!			Burnout	Acclaim	Criterion
5	3	5	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
6	10	7	3	Crazy Taxi	Acclaim	Acclaim/Sega
7	9	6	2	Red Faction	THQ	Volition
8	17	3	2	Extreme-G 3	Acclaim	Cheltenham Studios
9	6	3	2	Resident Evil Code: Veronica X	Capcom	Capcom
10	NEW ENTRY!			Airblade	Sony	Criterion
11	8	2	8	Age of Empires 2: The Age of Kings	Konami	Microsoft/Ensemble
12	4	2	4	Time Crisis 2	Namco	Namco
13	4	3	1	This Is Football 2002	Sony	Team SoHo
14	7	2	7	Spy Hunter	Midway	Paradigm
15	15	7	2	Formula One 2001	Sony	Studio Liverpool
16	RE-ENTRY			Star Wars: Starfighter	Activision	LucasArts
17	11	2	11	Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis
18	NEW ENTRY!			Lotus Challenge	Virgin Int.	Kuju Entertainment
19	18	13	2	SSX	EA	EA Canada
20	16	2	16	Smuggler's Run 2: Hostile Territory	Take 2	Angel Studios

JAPANESE TOP 5

1	NEW ENTRY!			Pro Baseball Japan 2001	Konami	Konami
2	NEW ENTRY!			Gun Survivor 2: Biohazard Code Veronica	Capcom	Capcom
3	1	2	1	Actual Combat Pachislot	Sammy	Sammy
4	2	3	1	Shin Sangoku Musou 2	KOEI	KOEI
5	4	2	4	Time Crisis 2	Namco	Namco

US TOP 5

1	NEW ENTRY!			Devil May Cry	Capcom	Capcom
2	NEW ENTRY!			Grand Theft Auto 3	Rockstar	DMA Design
3	1	3	1	Madden NFL 2002	EA	EA
4	NEW ENTRY!			Tony Hawk's Pro Skater 3	Activision	Neversoft
5	NEW ENTRY!			Spy Hunter	Midway	Paradigm

GRAN TURISMO 3

Still holding steady, *GT3* remains high on the reasons-for-actually-buying-a-PS2 list. It may not have the same cheap thrills as *Burnout*, but for those who demand handling, realism and tinkering, this is The Daddy of all racers. Brrrmmmmm…

AIRBLADE

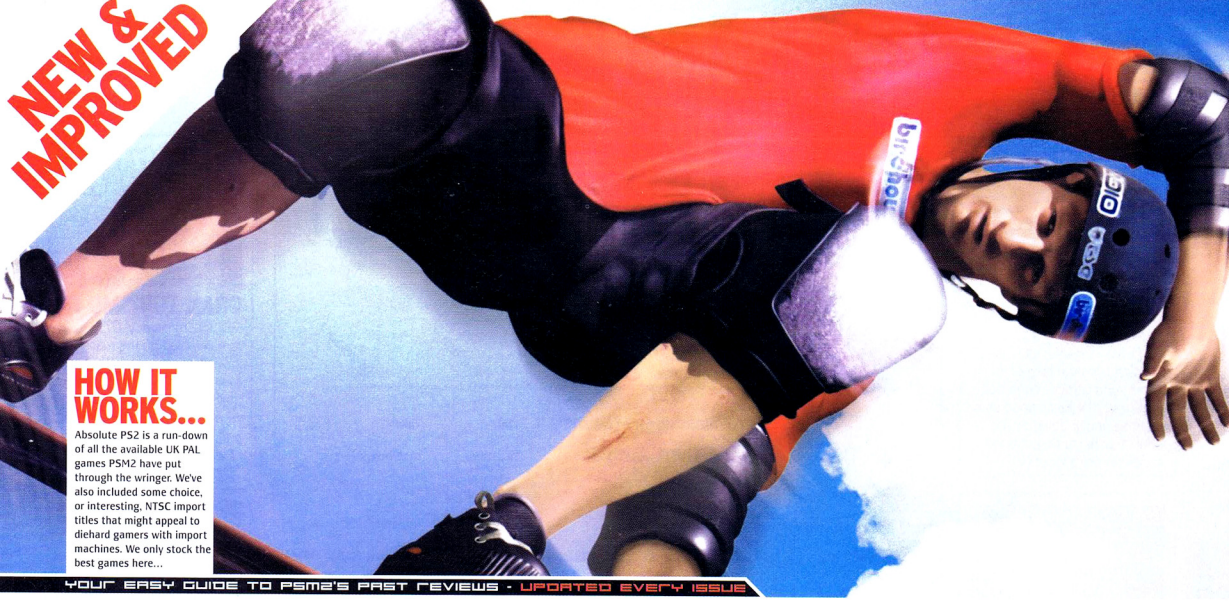
It looks fantastic. Huge environments that scream quality and some solid level design still can't cover up the fact that this is a fairly limited and linear adventure. The lead character's a bit of a knob and the plot's not convincing.

LOTUS CHALLENGE

Until *Stuntman* blows a Colt Seavers-sized hole in the early 2002 release schedules, this'll have to do ya. A bunch of old and new Lotus motors, some fairly bland racing and the kind of stunt 'challenges' that we'd rather not have to bother with.

TONY HAWK'S PRO SKATER 3

On the evidence of the amount of on-line games we've come across, American skate nuts have gone crazy for *THPS3*. Not that it means they're any good at it – our Dan demolished three of 'em at Trick Attack.



NEW & IMPROVED

HOW IT WORKS...

Absolute PS2 is a run-down of all the available UK PAL games PSM2 have put through the wringer. We've also included some choice, or interesting, NTSC import titles that might appeal to diehard gamers with import machines. We only stock the best games here...

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game-buying minefield. Check before you, er... cheque.

ACTION-ADVENTURE

7 BLADES
Publisher> Konami
Version> PAL **Issue**> #11 — 72
An inventive, action-lead game that'll delight fans of Hong Kong cinema and satisfy slash-em-up fiends.

AIRBLADE
Publisher> Sony
Version> PAL **Issue**> #16 — 77
Not compelling enough as a story and not deep enough to offer limitless trick potential. Frustrating but fun.

ALONE IN THE DARK: THE NEW NIGHTMARE
Publisher> Infogrames
Version> PAL **Issue**> #15 — 66
A perfectly decent survival-horror romp that decided to dump any pretensions of originality for lumpen familiarity.

BALDUR'S GATE: DARK ALLIANCE
Publisher> Virgin Interactive
Version> PAL **Issue**> #17 — 70
Everything *Gauntlet* isn't. Fast, good looking and addictively fun to play. Shame about the lack of adventuring.

BATMAN VENGEANCE
Publisher> Ubi Soft
Version> PAL **Issue**> #17 — 48
Despite the lush cartoon atmospherics, it's a potential super-game turned super-villain thanks to daft level design.

DEVIL MAY CRY
Publisher> Capcom
Version> PAL **Issue**> #15 — 90
Blindingly gorgeous and cracking to play, but it lacks the long-term appeal of an all-time classic.

DNA: DARK NATIVE APOSTLE
Publisher> Virgin Interactive
Version> PAL **Issue**> #16 — 37
Looks ragged and frustrates by making you work hard for very little gain.

EXTERMINATION
Publisher> Sony
Version> PAL **Issue**> #09 — 78
Action, gunplay and panic, despite an unoriginal story.

GIANTS: CITIZEN KABUTO
Publisher> Interplay
Version> PAL **Issue**> #17 — 80
Big, breezy and largely original. Wins you over with humour, good level design and the novelty of playing as three sides.

GRAND THEFT AUTO 3
Publisher> Take 2
Version> PAL **Issue**> #16 — 92
The amoral allure might attract, but attention to detail keeps you hooked. Hugely impressive.

ICO
Publisher> SCEA
Version> NTSC **Issue**> #17 — 85
Sony's adventure abandons mindless violence and strikes new ground for creative gaming. Less, literally, is more.

MDK2 ARMAGEDDON
Publisher> Interplay
Version> PAL **Issue**> #09 — 76
Some inventive ideas let down by basic design flaws.

METAL GEAR SOLID 2
Publisher> Konami
Version> NTSC **Issue**> #17 — 96
BEST ACTION TITLE Near perfectly balanced and worth every bit of the hype. Solid gold.

ONI
Publisher> Take 2
Version> PAL **Issue**> #07 — 62
Hi-tech combat lost in dull environments littered with crates.

ONIMUSHA
Publisher> Capcom
Version> PAL **Issue**> #07 — 80
Staple survival horror gaming, with the emphasis on carnage not tension. Horrible borders, though.

OPERATION WINBACK
Publisher> KOEI
Version> NTSC **Issue**> #08 — 68
Compelling, but nowhere near *MGS2*.

RESIDENT EVIL CODE: VERONICA X
Publisher> Capcom
Version> PAL **Issue**> #13 — 80
This revisit to the zombie hell is familiar, but scary, stuff.

RUNE: VIKING WARLORD
Publisher> Take 2
Version> PAL **Issue**> #13 — 56
Visually inept at times, but still enough fun to interest.

SILENT HILL 2
Publisher> Konami
Version> PAL **Issue**> #15 — 88
If you can accept the short duration and swallow the bleak veneer, the emotional impact is unrivalled.

SOUL REAVER 2
Publisher> Eidos
Version> PAL **Issue**> #17 — 78
A total revamp that re-establishes all the reasons why we loved it the first time round. Not fresh, but still tasty.

THE MUMMY RETURNS
Publisher> Vivendi
Version> PAL **Issue**> #17 — 46
Flawed controls and stilted gameplay make this more like The Neverending Story than the ripping yarn it's supposed to be.

WARRIORS OF MIGHT & MAGIC
Publisher> 3DO
Version> PAL **Issue**> #09 — 24
Stinks. Bad level design's only the start of many problems.

X SQUAD
Publisher> EA
Version> PAL **Issue**> #06 — 59
Average. Bland graphics and poor puzzles don't help, either.

ADVENTURE

ESCAPE FROM MONKEY ISLAND
Publisher> Activision
Version> PAL **Issue**> #12 — 82
No nerve-frazzling reactions required – just a bit of thought and a sense of humour. Addictively gentle.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 — 78
Fast-paced action with excellent, but foggy, game structure.

PROJECT EDEN
Publisher> Eidos
Version> PAL **Issue**> #14 — 86
Manages to pull off a rare combination of brains and guns while never falling short on looks.

ARCADE

CITY CRISIS
Publisher> Take 2
Version> PAL **Issue**> #16 — 62
The lack of variety extinguishes the long-term appeal.

CRAZY TAXI
Publisher> Acclaim
Version> PAL **Issue**> #10 — 80
Undeniably an incredibly addictive, but short, arcade hoot.

GAUNTLET
Publisher> Midway
Version> PAL **Issue**> #10 — 32
Multi-player's the best way to get the most from the new PS2 *Gauntlet*, but you'll all suffer together.

GRADIUS 3 & 4
Publisher> Konami
Version> PAL **Issue**> #02 — 29
An arcade-perfect conversion of a dull shoot-em-up.

SPY HUNTER
Publisher> Midway
Version> PAL **Issue**> #14 — 79
It won't set the world alight, but *Spy Hunter*'s a beautifully crafted, knockabout thrill with an undeniable sense of style.

SILPHEED
Publisher> Working Design
Version> PAL **Issue**> #03 — 51
A firework of a 3D scrolling blast-em-up that burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

BLOODY ROAR 3
Publisher> Virgin Interactive
Version> PAL **Issue**> #11 — 79
Not much depth, but lots of explosions, acrobatics and fun.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001
Publisher> Capcom
Version> PAL **Issue**> #17 — 83
Don't buy if you're going to complain about the 2D blockiness. Otherwise, this is the best flatland fighter ever.

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 — 83
Comic bosoms are no substitute for solid two-player scraps.

GUILTY GEAR X
Publisher> Virgin Interactive

Version> PAL **Issue**> # 17 **78**
If *Capcom Vs SNK2*'s a cup of tea, then *Guilty Gear*'s a Red Bull – energising, but it'll never replace the classic.

KENGO
Publisher> Ubi Soft
Version> PAL **Issue**> #09 **60**
This could've been something special, instead it's dull.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of an elderly series.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

THE BOUNCER
Publisher> SCEE
Version> PAL **Issue**> # 11 **66**
A passable evening's rented entertainment, or a last resort for a dull weekend. Just don't blow 40 quid on this.

WWF SMACKDOWN! JUST BRING IT
Publisher> THQ
Version> PAL **Issue**> # 16 **80**
More a next-gen tweaking of *Know Your Role* – essential for grappling fans and worthwhile for everyone else.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny and genuinely impressive moments.

JUNGLE BOOK GROOVE PARTY
Publisher> Ubi Soft
Version> PAL **Issue**> # 10 **50**
Tiny Disney fans will enjoy it, however briefly.

PARAPPA THE RAPPER 2
Publisher> Sony
Version> NTSC **Issue**> # 16 **78**
The sherbert-flavoured antidote to everything bleak on PS2.

DRIVING

4X4 EVOLUTION
Publisher> Take 2 Interactive
Version> PAL **Issue**> #08 **40**
An essentially dull SUV racer.

ARCTIC THUNDER
Publisher> Midway
Version> PAL **Issue**> # 16 **58**
As an arcade game, it's the one you'd turn to if *Street Fighter* was broken and *Tekken* was surrounded by bikers.

ATV OFFROAD FURY
Publisher> Sony
Version> NTSC **Issue**> #09 **70**
A pity SCEA couldn't have compromised on the realism.

BURNOUT
Publisher> Acclaim
Version> PAL **Issue**> # 15 **88**
An ideal foil to *GT3*'s smart-arsed sensibilities with all the thrills *Ridge 5* didn't deliver… and then some.

C.A.R.T. FURY
Publisher> Midway
Version> PAL **Issue**> # 12 **65**
Relentless in action, but dodgy graphics let it down.

DRIVEN
Publisher> bam! Entertainment
Version> PAL **Issue**> # 17 **46**
Dumb, vacuous, tired and ultimately shallow.

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> PAL **Issue**> #01 **57**
Over-realistic handling makes it damn-near unplayable.

EXTREME-G 3
Publisher> Acclaim
Version> PAL **Issue**> # 13 **60**
Close, but absolutely miles away at the same time.

FORMULA ONE 2001
Publisher> Sony
Version> PAL **Issue**> #09 **84**
A rewarding challenge for any race fan willing to rise to it.

HEAD 2 HEAD

QUIZ

> THE WEAKEST LINK

Publisher> Activision
Version> PAL
Issue> # 16
PSM2 VERDICT 60

PRESENTATION:
The bitter-lipped Anne Robinson is every bit as formidable in the virtual world as this one. Activision have laboured to produce a next-gen version of the TV show that captures the quiz's nasty atmosphere.

GAMEPLAY:
Making cash in a limited time gives this a distinct advantage over the um-ing and ah-ing of *Millionaire*. The questions are revealed in multiple choice format… gradually. Guessing doesn't pay.

MULTI-PLAYER:
Just round-up seven players and one DualShock 2 and it's game on. Much like the show itself, the vicious voting system allows you to exact a terrible, if slightly sulky, revenge on those that you feel deserve it. Brilliant fun if you're a bit mashed.

LIFESPAN:
There're supposed to be 100,000 questions here, whether that's a cunning use of permutations of the same answers, we don't know. The depth of the multi-player suggests that this might come out when relatives visit… if only for revenge.

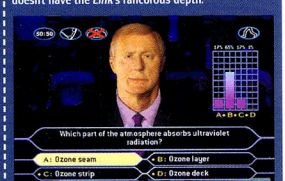
> WHO WANTS TO BE A MILLIONAIRE 2

Publisher> Eidos
Version> PAL
Issue> # 17
PSM2 VERDICT 53

PRESENTATION:
A lot's been made of the fact that Chris Tarrant spent many hours having the bags under his eyes pain-stakingly scanned, and it shows. Shame, then, that he fills most of the screen, but at least there's an audience.

GAMEPLAY:
Everything from the show's included, so only those without televisions will be surprised with its format. Everything feels familiar, but at the same time you know all this effort's only for a virtual cheque.

MULTI-PLAYER:
Go head-to-head against an opponent or plug in a MultiTap for that fastest-finger-first experience with four players. The team options kind of dilute the experience and it's all about the questions. This doesn't have the *Link*'s rancorous depth.



LIFESPAN:
1000 new questions have been added by the show's actual question writers. That's not an awful lot of time before those dreaded repeats pop up and you're winging your way to virtual luxury. The multi-player's fun, but gets tedious after a while. Which is a shame.

BRAIN FORECAST

There's no way we can honestly tell you that we play either of these every day. In fact we dig them out, well… never. Both these shows are familiar and they might just do the job if you've got a stubborn parent who wants to know why buying a PS2 will benefit the whole family. We can only imagine an hour or two of fun around Chris Tarrant, but the very nature of *The Weakest Link* – along with its superior number of questions – make this our quiz game recommendation. Goodbye… etc, etc…

F1 2001
Publisher> EA
Version> PAL **Issue**> # 15 **84**
Accessible but with enough depth to keep F1 veterans busy.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
A poor quality title – basically a PSone game on PS2.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #07 **66**
Fine – just don't expect too much of it.

G-SURFERS
Publisher> Midas
Version> PAL **Issue**> # 16 **49**
Poor-man's future racer. Ooh, that framerate…

GRAN TURISMO 3
Publisher> Sony
Version> PAL **Issue**> # 13 **93**
BEST RACING TITLE *GT3* is a near-perfect game – which astounds and challenges in equal measure. Everyone reading PSM2 should have played it by now. If not, you need to find out what you've been missing…

GTC: AFRICA
Publisher> Rage
Version> PAL **Issue**> # 16 **74**
Lovely to look at, but the gulf between UK and Japanese development times is evident.

LE MANS 24 HOURS
Publisher> Infogrames
Version> PAL **Issue**> # 12 **73**
Good fun, but just can't compete with the all-conquering *GT3* in an already crowded field.

LOTUS CHALLENGE
Publisher> Virgin Interactive
Version> PAL **Issue**> # 16 **60**
Cloying controls, poor racing and frustrating challenges.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Some nice touches compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
Motorbike racing experience with convincing handling and gorgeous details. If you like your bikes, this is beautiful.

MX 2002
Publisher> THQ
Version> PAL **Issue**> # 14 **78**
It's not quite the complete fusion of mud-splattered racer and daredevil sim that it tries to be.

MX RIDER
Publisher> Atari
Version> PAL **Issue**> # 15 **62**
A decidedly ordinary addition to an ordinary racing genre.

NY RACE
Publisher> Wanadoo
Version> PAL **Issue**> # 17 **40**
Not so much heart-stopping as tooth-grinding. Manages to enrage and bore at the same time…

PARIS-DAKAR RALLY
Publisher> Acclaim
Version> PAL **Issue**> # 15 **60**
An intriguing racer with uninspired and tepid presentation. Four ordinary racers rolled into one.

PENNY RACERS
Publisher> Midas
Version> PAL **Issue**> # 16 **43**
A bright and solid dinky racer hard-shouldered miles before the finish by its split personality. Cheap, though.

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
A diverting racer that doesn't take itself too seriously.

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for.

RUMBLE RACING
Publisher> EA
Version> PAL **Issue**> # 10 **76**
Arcade-style knockabout racing at its idiotic best. Undoubted fun, but for how long?

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Not enough one-player depth to really engage.

SMUGGLER'S RUN 2: HOSTILE TERRITORY
Publisher> Take 2
Version> PAL **Issue**> # 17 **77**
Proof that putting a brick on the accelerator isn't all it takes to make a great driving game. Too intense and samey.

SPLASHDOWN
Publisher> Atari
Version> PAL **Issue**> # 16 **75**
It sweeps you up and suddenly drops you flat. High-adrenaline racing can't atone for the lack of innovation.

STAR WARS: SUPER BOMBAD RACING
Publisher> Activision
Version> PAL **Issue**> # 11 **45**
A seriously flawed karter despite having a diddy Darth Maul.

STUNT GP
Publisher> Titus
Version> PAL **Issue**> # 16 **38**
There're a few good sarnies in the *Stunt GP* lunchbox, but we can't be arsed to play this again and neither will you…

TEST DRIVE: OFFROAD WIDE OPEN
Publisher> Infogrames
Version> PAL **Issue**> # 16 **44**
No originality – it's more reliant on luck than skill.

THE SIMPSONS ROAD RAGE
Publisher> EA
Version> PAL **Issue**> # 16 **76**
Better than *Wrestling*, but feels lightweight next to *Crazy Taxi*.

MORE REVIEWS OVER THE PAGE…

TOKYO XTREME RACER
Publisher> Ubi Soft
Version> PAL **Issue**> # 13 **38**
No taunts, betting and revving up at the lights. Weak.

TOP GEAR DARE DEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars.

WACKY RACES
Publisher> Infogrames
Version> PAL **Issue**> # 11 **63**
Perfectly solid, looks nice, but thoroughly uninspiring racer let down by some really annoying flaws..

WILD WILD RACING
Publisher> Rage
Version> PAL **Issue**> #03 **71**
Frustrating controls and some dead-stop scenery collisions make this an exasperating ride.

WORLD RALLY CHAMPIONSHIP
Publisher> SCEE
Version> PAL **Issue**> # 17 **87**
If you're a rally fan, a racing fan... hell, a PS2 fan, you really should buy this. looks ace and there's loads of challenge.

FIRST-PERSON SHOOTER

HALF-LIFE
Publisher> Vivendi
Version> PAL **Issue**> # 16 **90**
BEST FPS TITLE Don't let this great game pass you by, but the new Decay co-op mode isn't value enough for old pros.

JAMES BOND 007 IN... AGENT UNDER FIRE
Publisher> EA
Version> PAL **Issue**> # 17 **88**
The Live And Let Die of Bond games – every element thrown in so fast you can't help but enjoy it. Poor multi-player, though.

QUAKE 3 REVOLUTION
Publisher> Bullfrog
Version> PAL **Issue**> #08 **85**
Bridging the gap where *Unreal* ends and *TimeSplitters* begins.

RED FACTION
Publisher> THQ
Version> PAL **Issue**> # 11 **88**
A brave attempt at innovation ends in an entertaining action adventure that's not without flaws.

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
Great multi-player, challenges and Level Editor.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL Issue> #07 **82**
Excellent single-player mode. It's just a shame that it fails so badly in multi-player.

FLIGHT SIM

ACE COMBAT 4: SHATTERED SKIES
Publisher> Namco
Version> NTSC **Issue**> # 17 **80**
Superb in places with some genuinely thrilling moments. Still doesn't add much to a tired genre, however.

SKY ODYSSEY
Publisher> SCEE
Version> PAL **Issue**> #08 **79**
A rarity on PS2 – a game almost entirely free of action. Hugely addictive with a real sensation of flight. Chilled.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Awkward controls, tiny arenas and spiteful difficulty.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big respect from us.

RING OF RED
Publisher> Konami
Version> PAL **Issue**> # 10 **74**
Lush battles, loads of strategy – a bit like chess but with huge robots.

HEAD 2 HEAD

SKATEBOARDING

ESPN X GAMES SKATEBOARDING

Publisher> Konami
Version> PAL
Issue> # 15
PSM2 VERDICT 61

PRESENTATION:
The detailing in the playable skaters and background's deeply impressive. Shirts flap in the breeze and passers-by get on with their lives. Unfortunately, the pop up's terrible and the framerate gives you a headache.

GAMEPLAY:
There's plenty to get stuck into if you're willing to attempt some advanced exploration. It's just a shame that they've lifted the *Tony Hawk's* formula wholesale, and the feel of the game's uneven – lacking a truly intuitive control system.

MULTI-PLAYER:
Two-players can get involved in a Versus Attack mode, but with the 'orrible glitching in the single-player mode you'll struggle to manage this without blinking an awful lot.

LIFESPAN:
As with *THPS3*, there's an awful lot to do here, but you're stuck with only six levels. The extra decks and custom board parts encourage you to grind that impossible wire into the hidden mansion if only to get your money's worth. It's too average for repeat plays.

TONY HAWK'S PRO SKATER 3

Publisher> Activision
Version> PAL
Issue> # 17
PSM2 VERDICT 96

PRESENTATION:
The levels are bold and brilliantly designed with plenty of well-defined realism. Character models move effortlessly – especially when clutching a bleeding shin after an ambitious combo ends in disaster.

GAMEPLAY:
If you've never played *Tony Hawk's* before, this might scare the shite out of you. The manual roll and Revert systems enable complex moves that'll astound, and once you've got into it, this game just dishes out more. It's about as satisfying as it gets.

MULTI-PLAYER:
With six two-player modes and an on-line capacity of four-player battles in Trick Attack, King of the Hill, Slap!, Horse and Graffiti, you can even embarrass people you probably won't ever meet.

LIFESPAN:
Even if you haven't a friend in the world you'll play this until the disc warps. Failing that, get on-line. If not, get a mate round and start the kind of two-player rivalry that makes console gaming so great. Or just play the soundtrack. Or create your own skater. Or...

KING OF THE HILL

Tony Hawk's Pro Skater 3 loves you. You won't be rewarded with so much for such a small price. The unlockables are fantastic, it looks incredible and it goes further than any other game to entertain and challenge you. This is the benchmark by which other games should be compared... *especially* skate games. Konami should've known better than to take on a classic that's come so close to being perfect. Imagine if Activision attempted to take on *MGS2* with the Mr Men. Exactly.

ROBOT WARLORDS
Publisher> Midas Interactive
Version> PAL **Issue**> #08 **46**
A derivative title that packs enough tactical thought to amuse, but it's still very average.

ROBOT WARS: ARENAS OF DESTRUCTION
Publisher> BBC
Version> PAL **Issue**> # 16 **63**
Panic action that'll leave you grinning. But you'll end up dreading the sluggish menu management.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #07 **84**
BEST MECH TITLE Delivers high-intensity battling in spades until its premature conclusion. Buy it just to get the *MGS2* demo though.

PLATFORMER

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher> Vivendi
Version> PAL **Issue**> # 17 **66**
Competent next-gen reworking of Crash's 32-bit past glories that fails to innovate.

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A lame game launching on the back of a successful film.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Stunningly basic and enormously dull... even for kids.

FREAK OUT
Publisher> Swing! AG Media
Version> PAL **Issue**> # 13 **79**
BEST PLATFORMER Falls short of greatness due to a repetitive structure and short lifespan.

GIFT
Publisher> Acclaim
Version> PAL **Issue**> # 12 **51**
Yawn. They said they wanted to kick moribund platformers up the arse and then settled for mediocre.

KLONOA 2
Publisher> Namco
Version> NTSC **Issue**> # 10 **73**
Visually beautiful with wel-machined gameplay, but it doesn't break the mould.

PORTAL RUNNER
Publisher> 3DO
Version> PAL **Issue**> # 16 **55**
Masks solid platforming and rewarding puzzles behind infuriating controls and unbalanced level design.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. *Rayman* is only almost great for either set of gamers.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of cutesy features that's worth a second look.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun – enough to stand up and be counted with *Tetris*.

KURI KURI MIX
Publisher> Empire Interactive
Version> PAL **Issue**> # 10 **78**
Frustrating, but painfully addictive. Proves that puzzle games don't have to involve slotting blocks together.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
Addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game.

THE WEAKEST LINK
Publisher> Activision
Version> PAL **Issue**> # 16 **60**
A cash-in with pride that actually stinks of quality and does the job properly. Still a ropey gameshow, mind.

WHO WANTS TO BE A MILLIONAIRE 2
Publisher> Eidos
Version> PAL **Issue**> # 17 **53**
Not an essential purchase. If you're having a party and don't fancy Trivial Pursuits then rent this.

RPG

DARK CLOUD
Publisher> Sony
Version> PAL **Issue**> # 11 **81**
Derivative in places, but still manages to mould the tired RPG genre into something refreshing and fun.

EPHEMERAL FANTASIA
Publisher> Konami
Version> PAL **Issue**> # 12 **80**
Ephemeral Fantasia runs the RPG gauntlet and comes out smelling of entertainment rather than drudgery.

ETERNAL RING
Publisher> Agetec
Version> PAL **Issue**> #02 **35**
An uninspired, sluggish RPG. Very poor.

FINAL FANTASY 10
Publisher> Squaresoft
Version> NTSC **Issue**> # 14 **90**
BEST RPG Stunning CGI, revised battles and the usual life-consuming plot. The UK version's out in July 2002 – start saving now.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG with facile gameplay.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
Play through it a few times to really appreciate it.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #07 **70**
A game with massive aspirations, unfortunately let down by shoddy graphics and a camera that'll drive you to genocide.

SHOOT-EM-UP

ARMY MEN AIR ATTACK: BLADE'S REVENGE
Publisher> 3DO
Version> PAL **Issue**> # 11 **47**
A decent arcade shoot-em-up that encourages you right to the end, but it looks terrible and it's very linear.

ARMY MEN: GREEN ROGUE
Publisher> 3DO
Version> PAL **Issue**> # 11 **18**
Repetitive, flawed and utterly lamentable. Don't bother.

ARMY MEN: SARGE'S HEROES 2
Publisher> 3DO
Version> PAL **Issue**> #09 **40**
A lazy banged-together rehash of established concepts.

FUR FIGHTERS
Publisher> Acclaim
Version> PAL **Issue**> # 10 **86**
Rammed with stuff to do, humour and significant extras that you won't find on other formats.

MOTOR MAYHEM
Publisher> Infogrames
Version> PAL **Issue**> # 15 **63**
Big, dumb knockabout fun that plays like a diet *Twisted Metal*.

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 **77**
Short, sharp play won't keep you buzzing indefinitely.

SILENT SCOPE 2
Publisher> Konami
Version> PAL **Issue**> # 16 **67**
A few extras and link-up play add some depth, but after an evening with this you'll have had your fill. Rent only.

STAR WARS: STARFIGHTER
Publisher> Activision
Version> PAL **Issue**> #09 **85**
Atmospheric, exciting, and full of explosions – everything a Star Wars game should be. Bit repetitive, though.

TIME CRISIS 2
Publisher> Sony
Version> PAL **Issue**> # 16 **78**
A fantastic coin-op conversion that eclipses the original in every possible way.

THUNDERHAWK: OPERATION PHOENIX
Publisher> Eidos
Version> PAL **Issue**> # 14 **70**
Once mastered, it's an explosive charge into occupied territory. Definitely lives up to its impressive legacy.

TOP GUN: COMBAT ZONE
Publisher> Virgin Interactive
Version> PAL **Issue**> # 16 **67**
Falls way short of its high-flying pretensions due to a limited, low-level, mission structure.

TWISTED METAL: BLACK
Publisher> Sony
Version> NTSC **Issue**> # 13 **80**
Fast and frenetic – we like the way this sick carnage plays.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
It's basic and linear, but get into it and it's surprisingly fun.

WDL WAR JETZ
Publisher> 3DO
Version> PAL **Issue**> # 11 **29**
Halliwell-thin and totally inadequate gameplay.

SIM

ALEX FERGUSON'S PLAYER MANAGER
Publisher> 3DO
Version> PAL **Issue**> # 15 **65**
Thorough and insightful like the man himself, but also likely to get up your nose after a while.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
Enough depth to stimulate for quite some time – but it's still capable of running itself without any help from you.

SPORT

ALL-STAR BASEBALL 2002
Publisher> Acclaim
Version> PAL **Issue**> # 10 **72**
A quality two-player game of hardball.

DAVE MIRRA FREESTYLE BMX 2
Publisher> Acclaim
Version> PAL **Issue**> # 14 **76**
Bugs aside, this still has some impressive moves on PS2.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #07 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
A jolt of bemani can't save it from looking tired.

ESPN NATIONAL HOCKEY NIGHT
Publisher> Konami
Version> PAL **Issue**> #09 **68**
A solid, realistic ice hockey sim that's bang up to date. Marred by a reliance on character stats.

ESPN X GAMES SKATEBOARDING
Publisher> Konami
Version> PAL **Issue**> # 15 **62**
A flawed compromise of reality and fantasy. Despite some inspired touches, this is for skate nuts only.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
The unforgiving learning curve may put the curious off. Go for *Tricky* for maximum thrills.

FIFA 2002
Publisher> EA
Version> PAL **Issue**> # 16 **69**
A more realistic feel and enticing multi-player thrills don't make up for flawed play and patchy presentation.

INTERNATIONAL LEAGUE SOCCER
Publisher> Eon
Version> PAL **Issue**> # 12 **07**
Rubbish game, repackaged and aimed at young fans. Arse.

KNOCKOUT KINGS 2001
Publisher> EA
Version> PAL **Issue**> #07 **79**
Incredible character models are compromised by some nasty graphical glitches.

MADDEN NFL 2002
Publisher> EA Sports
Version> PAL **Issue**> # 15 **87**
If you own *Madden 2001*, it's definitely time for a trade-in.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #07 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

NBA LIVE 2002
Publisher> EA
Version> PAL **Issue**> # 17 **70**
Squeakier plimsolls and legible tatoos don't enhance a roster update. A shameless reflection of money in sport.

NBA HOOPZ
Publisher> Midway
Version> PAL Issue> #07 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for an ageing arcade game?

NBA STREET
Publisher> EA
Version> PAL **Issue**> # 11 **74**
A funky take on basketball that fails to explore its wilder ideas. Still, it's hard-hitting instant fun.

NHL 2002
Publisher> EA
Version> PAL **Issue**> # 15 **70**
The gameplay's tight and the visors shiny. A competent update that occasionally loses itself up its own gimmicks.

NHL HITZ 2002
Publisher> Midway
Version> PAL **Issue**> # 16 **72**
Not as po-faced as *NHL 2002*, but still a belting title that transcends its steep learning curve.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Skimps in the areas it should be concentrating on, and isn't much more functional everywhere else.

PRO EVOLUTION SOCCER
Publisher> Konami
Version> PAL **Issue**> # 16 **95**
BEST FOOTBALL TITLE Divine gameplay and crisp graphics capture the passion and pain of real football. Near faultless in execution bar the rubbish commentary.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
Anything that looks this good and makes you laugh demands attention.

RUGBY
Publisher> EA
Version> PAL **Issue**> # 10 **80**
Although not exactly flawless, this plays a damn fine – if a little simple at times – game of rugby.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
A diverting mini-game packaged up as the real thing. Absolutely awful.

SSX TRICKY
Publisher> EA
Version> PAL **Issue**> # 16 **95**
Brilliant. Edgy, funky, cool with outrageously compulsive gameplay and riotous effects.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
A very relaxing, chirpy game of golf. If you like a round with ludicrous cartoon characters, then this is for you.

THIS IS FOOTBALL 2002
Publisher> Sony
Version> PAL **Issue**> # 14 **71**
Deceptive playability and with some excellent detailing, but the occasional flaw limits the long-term appeal.

TIGER WOODS PGA TOUR 2001
Publisher> EA
Version> PAL **Issue**> #08 **72**
It captures the feel and emotion of golf perfectly – shame that the number of levels and characters are so limited.

TONY HAWK'S PRO SKATER 3
Publisher>Activision
Version> PAL **Issue**> # 17 **96**
A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike. A ghetto superstar that keeps on giving.

UEFA CHALLENGE
Publisher> Infogrames
Version> PAL **Issue**> # 12 **56**
The occasional neat touch gets strangled by stilted animation and odd ball movement. Shame.

VICTORIOUS BOXERS
Publisher> Empire Interactive
Version> PAL **Issue**> # 14 **80**
This realistic boxer falls just short of greatness, held back by some bizarre bugs. Still a hard-hitting challenge, mind.

WORLD CHAMPIONSHIP SNOOKER 2002
Publisher> Codemasters
Version> PAL **Issue**> # 14 **76**
Beautifully crafted snooker sim which captures the atmosphere and realism of this gentle ball game.

STRATEGY

AGE OF EMPIRES 2
Publisher> Konami
Version> PAL **Issue**> # 15 **76**
Not a beauty by any stretch of the imagination, but over-flowing with tactical subtlety and brain-warping challenge.

KESSEN
Publisher> EA
Version> PAL **Issue**> #05 **74**
Takes Japanese strategy into the major league.

UTILITY

MTV MUSIC GENERATOR 2
Publisher> Codemasters
Version> PAL **Issue**> # 10 **90**
If there's music in your soul, this disc belongs in your PS2.

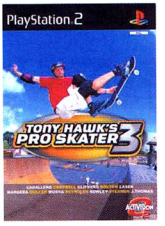
Absolute PS2 is fat with games, updated every issue to include all the games you should be considering and all the lemons that you should steer well clear of. You shouldn't even consider a purchase until you've got the only opinion on PS2 gaming that matters.

SHELF LIFE: THE FIVE PAL GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of joy to your bloodshot eyes...

01 > SSX TRICKY
Probably the most complete PS2 experience. If it's not brand new, then it's completely revamped. We want to marry it.

02 > PRO EVOLUTION SOCCER
Buy a MultiTap 2, *now*. Splitting a defence in two has never felt so real. Pure football in every sense.



03 > TONY HAWK'S 3
Absolute genius. Masses of tricks, characters, modes, extras *and* it's on-line. Think you're good? See Pro Dojo on pg96.

04 > GRAND THEFT AUTO 3
Deviant, anti-social and a right mischievous little bugger. Which is probably what makes it so ace.

05 > GT3
Not a radical departure from *GT2*, but it's gorgeous, insanely fast and handles beautifully. The perfect driving dream.

RING IT ON!

THE FANTASY CLASSIC COMES TO THE SCREEN

VINNIE JONES KICKS OFF, TONY SCOTT TALKS SHOP & THAT'S A WRAP ON 2001 – ALL IN THE NEW ISSUE OF TOTAL FILM

ON SALE NOW!

PUB QUIZ EXTRAVAGANZA!

You wouldn't be reading PSM2 if you weren't already overly blessed with huge brains. But how huge? Flex those PS2 trivia muscles for tat.

Ahhh. As another year draws to a close, right-thinking people all over the world retire to the boozer for a few sleeves of happy-juice. But how to occupy your game-addled brain in the post-Christmas lull? With talk of current events or football? No. You want to relax and unwind by testing your knowledge of games with a series of posers cunningly devised by PSM2's cabal of experts.

You could fill in the quiz at home – but for the full effect, we'd suggest grouping some mates around a table in your local pub, whispering answers to one another and casting furtive glances to either side as you sip at pints of head-mush. And for the pub quiz champ, there's a very special prize – but more of that over the page...

ROUND ONE

DAN'S GAMING LADIES

Dan loves ladies. Talking to them, looking at them, occasionally even giving one a shy peck on the cheek. And after a fifth of Scotch, it scarcely even matters whether they're *real* or not. Decipher his cryptic clues for a point each.

1 A MONOTREME FOUND THROUGHOUT AUSTRALIA, COVERED WITH SHARP SPINES AND ABLE TO SURVIVE A RANGE OF TEMPERATURES. MOSTLY NOCTURNAL.

2 HER NAME TRANSLATES AS 'GHOST' IN JAPANESE. NICE PURPLE BARNET, TOO.

3 KNOWN FOR HER SUICIDAL TENDENCIES – AND FOR BEING AN INSTRUMENT FROM THE STRINGED FAMILY.

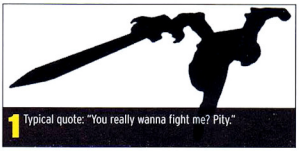
4 HOW DO YOU SOLVE A PROBLEM LIKE THIS ONE? BY, UM, REPEATEDLY SHOOTING HER, OF COURSE.

5 SHARES HER NAME WITH A POPULAR CHILDREN'S DRINK. BY 'ECK, PETAL...

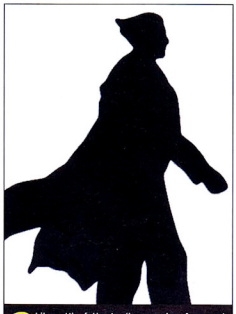
ROUND TWO

JOEL'S MEN IN BIG COATS

Not even four pints down, and Joel's already talking about what a cool pimp he'd be if he had a great big shiny leather coat and rock poodle hair. Identify the following examples of his bizarre obsession for a point each.



1 Typical quote: "You really wanna fight me? Pity."



2 Likes: His father's disapproving face and collecting sneakers.

3 Likes: Chasing beautiful women, and his cherished guitar collection.

4 Likes: Red. Dislikes: Weakness of the heart.

5 Typical quote: "I'll show you the true extent of my power!"

ROUND THREE

DUNCAN'S SAVAGE BEATINGS

Six pints in, there's nothing Duncan likes better than taking a shitty game into the car park and giving it a good going over. But which titles got the following verbal shoeings in PSM2?

1 "...HE MAY BE ON THE BOX, BUT IS HE ACTUALLY IN THE GAME? MY ARSE IS HE... IT'S SICKENING COMMERCIALISM AT ITS MOST ABHORRENT. WE WOULDN'T RECOMMEND THIS AT GUNPOINT..."

2 "...IF THERE'S EVER BEEN AN ARGUMENT AGAINST GENETIC EXPERIMENTATION IT'S THIS - WE'D RATHER DANCE BLINDFOLDED THROUGH A ROOM OF CRUSHED GLASS TO SHAGGY'S MR BOOMBASTIC. ON OUR HANDS."

3 "...IT'S SO UNIFORMLY DULL THAT WE SUSPECT IT'S A DELIBERATE PLOY - PLOUGH INTO A CONCRETE STANCHION DURING A SPONTANEOUS BOUT OF NARCOLEPSY, AND YOUR OPPONENT COULD ACTUALLY GET BACK INTO THE RACE..."

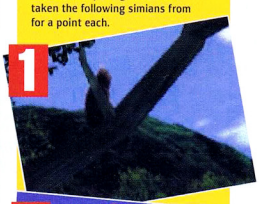
4 "...FINALLY, SET FIRE TO THE WHOLE LOT, BURY IT IN PEAT AND COME UP WITH SOMETHING ORIGINAL. BLOODY HELL..."

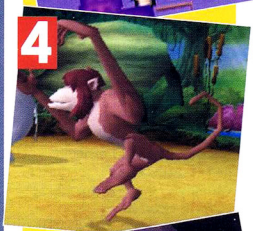
5 "...'YOU NEED MORE PRACTICE,' IT ADVISES, BEFORE SENDING YOU TO THE HI-SCORE TABLE - WHICH, INEXPLICABLY, ASKS FOR YOUR HOROSCOPE BEFORE LETTING YOU CONTINUE. 'TRY USING THE PROTON TORPEDO THERE,' SUGGESTS A HELPFUL ONLOOKER, MOMENTS BEFORE YOU BRAIN THEM WITH A JOYPAD..."

ROUND FOUR

MARCUS' MONKEY MAGIC

Eight pints in, and Marcus is fondly reminiscing about his favourite monkeys from old games: "There wash Timmy from *Monkey Island*, an' Jojo Jr, an', an'..." "Donkey Kong?" pipes up a helpful Milf. "He wash an APE!!" screams Marcus, lashing out wildly and falling off his chair. Identify the games we've taken the following simians from for a point each.

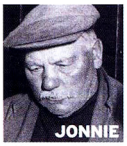




ROUND FIVE

SIX DEGREES OF JONNIE BRYANT

Kobal/Corbis/Allstar



"Ish alla conspiracy," slurs Jonnie, filling yet another beer mat with indecipherable biro scribble. "It all links... they're all in it together." Identify his tenuous gaming links between these real and fictional characters for a point each. Note: most involve *less* than six degrees.

SOLID SNAKE...

...AND WOLVERINE

BILL CLINTON...

...AND TREVOR NELSON

TONY HAWK...

...AND LIAM NEESON

MACY GRAY...

...AND MICHAEL JORDAN

JOE PANTALONIO...

...AND KYLE MACLACHLAN

MILF'S MEMORY CARD BONUS ROUND

BONUS ROUND

While we move onto the brandy and pipes, Milf entertains us by scrawling well-known Memory Card icons on the back of a crisp packet. "I store them in my brain," he explains, helpfully. Fortunately, you don't have to make do with his smokey bacon flavoured doodlings – a point for each one you correctly identify.

WIN! A GREAT BIG PILE OF TAT!

Sadly, we can't offer you a minute at the beer taps or a bottle of cut-price champagne for victory in the PSM2 pub quiz. But we *can* offer you a gigantic stash of all the stuff we found hidden in our office. There's games, t-shirts, peripherals... Trust us, it'll be worth money one day.

The rules are simple: Answer as many questions as you can, then send your entry to **Time, Gentlemen, Please!** PSM2, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

- The closing date for entries is January 31st, 2002.
- The winner gets everything pictured here – *and more* – bundled into a box and sent to their house.
- Sorry, but no correspondence will be entered into. And the Editor's decision is utterly final.

I WANT A BIG PILE OF PSM2 TAT!

ROUND ONE DAN'S GAMING LADIES

1 .....
2 .....
3 .....
4 .....
5 .....

ROUND TWO JOEL'S MEN IN BIG COATS

1 .....
2 .....
3 .....
4 .....
5 .....

ROUND THREE DUNCAN'S SAVAGE BEATINGS

1 .....
2 .....
3 .....
4 .....
5 .....

ROUND FOUR MARCUS' MONKEY MAGIC

1 .....
2 .....
3 .....
4 .....
5 .....

ROUND FIVE SIX DEGREES OF JONNIE BRYANT

1 NUMBER OF LINKS: ☐
HOW? .....

2 NUMBER OF LINKS: ☐
HOW? .....

3 NUMBER OF LINKS: ☐
HOW? .....

4 NUMBER OF LINKS: ☐
HOW? .....

5 NUMBER OF LINKS: ☐
HOW? .....

BONUS ROUND MILF'S MEMORY CARD BONUS ROUND

1 .....
2 .....
3 .....
4 .....
5 .....
6 .....
7 .....
8 .....
9 .....
10 .....
11 .....
12 .....
13 .....
14 .....
15 .....
16 .....
17 .....
18 .....
19 .....
20 .....

TIE-BREAKER (IN 12 WORDS OR LESS)
I LOVE *HIC* TAT BECAUSH... .....

NAME: .....
ADDRESS: .....

POSTCODE: .....
TELEPHONE NO: .....

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロ/ヒント
トクセンジョウホウ

HERE AT PSM2, WE HAVE A COMMITMENT TO PRACTICE WHAT WE PREACH...

JOEL

Even if that means getting an empty-except-for-one-boozy-lunatic train back home at 3am with an oddly-shaped trophy and the beginnings of a hangover.

Other mags might think that it's enough to play a game for half-an-hour, bash out a review, stick it in a drawer, then cut 'n' paste some half-arsed tips straight off the Net a month later. PSM2, on the other hand, believes in doing things properly. So if, for instance, we're writing tips for *SSX Tricky*, we're quite happy to go and prove how good we are at it by trouncing a stack of less worthy journos in EA's own *SSX Tricky* tournament.

If we're telling you where to find the secret packages in *Grand Theft Auto 3*, rest assured we've sought out every last one, mainly by playing the game until our natural criminal tendencies are amplified to 'Made it, Ma! Top o' the world!' levels. And, of course, if Dan's telling you how to get all the endings in *Silent Hill 2*, then you know he's currently a shivering wreck, being administered laudanum and electroconvulsive therapy in the 'special' hospital just over the road.

For the hundreds of Mr T fans that wrote in asking where to find his hit single *Mr T, Mr T (He Was Made For Love)*, bad news – he's disappeared back into the Los Angeles underground, where, if you have a problem, and no-one else can help, you can find him nursing a beaker of milk at his local malt shop. Taking his place is our new Teach Yourself Japanese course – PS2-style. Because we care about games – and about you. Awww. **PSM2**

NEED HELP?
Are you cack-handed at *Kessen*? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

FLY GIRL: Make a good enough job of the Story mode levels to unlock new playable characters.

›THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

Haven't the will power to never to buy a rubbish game again? Find strength in PSM2's tips resolutions.

AIRBLADE

No cheats as yet for Criterion's hoverboard-em-up – but plenty of incentive to complete the levels...

Unlock Naomi
Get a Grade B in the Downtown Level.

Unlock The Insider
Get a Grade B in the Storage Level.

Unlock Stunt Attack
Complete Story mode.

Unlock Oscar
Get a Grade A in all levels.

Unlock JJ Sawyer
Get a Grade S in all levels.

SMUGGLER'S RUN 2

More fun than swathing a rock of crack in clingfilm and hiding it somewhere uncomfortable? You betcha. Increase your level of criminality by pausing the game and enter the following codes.

Warp Speed
L1, L1, L2, R2, →, →, →

Invisibility
R1, L1, L1, R2, L1, L1, L2

Low Gravity
L1, R2, R2, L2, R2, R2,

Slow Motion
R2, L2, L1, R1, ←, ←, ←

TIP OF THE MORNIN'
SSX TRICKY

To play as musical maestro Mix Master Mike, go to the main title screen and hold L1+R1, then press ⊗,⊗,→,⊗,⊗,↓,⊗,⊗,←,⊗,⊗,↑. You'll hear a ping to confirm that the code's been entered correctly – then just select any character, and he'll appear on the course, complete with decks and a funky vinyl board.

PRO TIP Mike has the Uber moves of whichever character you pick – we'd suggest JP for his windmill combo.

MUZZLE TOFF: Join the bullet aristocracy with a bag full of infinite ammunition. Mmmm... killin'.

HALF-LIFE

Enter these codes on the in-game cheat menu.

Infinite Ammo
↓,⊗,←,○,↓,⊗,←,○

Alien Mode
↑,△,↑,△,↑,△,↑,△

Invincibility
←,□,↑,△,→,○,↓,⊗

Invisibility
←,□,→,○,←,□,→,○

Slow-Mo
→,□,↑,△,→,□,↑,△

Xen Gravity
↑,△,↓,⊗,↑,△,↓,⊗

NEW SCIENTIST: The Black Mesa complex will have to start a heavy recruitment drive after this.

NHL HITZ 2002

Noticed those signs the spectators are holding? They're cheats for the game. Enter the following codes on the matchup screens for the usual array of hilarious effects.

WHAT A SWELL PARTY: No game's complete without a Big Head mode – you crazy, crazy EA!

	□	△	○	
First to seven wins:	3	2	3	←
Snow:	1	2	1	←
Win fights for goals:	2	0	2	←
Huge puck:	3	2	1	↑
Ignore last code:	0	1	0	↓
Big head team:	2	2	0	←
Pinball mode:	4	2	3	→
Big puck:	1	2	1	↑
Huge head player:	3	0	0	↑
Domino effect:	0	1	2	→
Big head player:	2	0	0	→
Always big hits:	2	3	4	↓
Infinite turbo:	4	1	3	→
No crowd:	2	1	0	→
No puck out:	1	1	1	↓
More codes:	3	3	3	→
Skills versus:	2	2	2	↓
Huge head team:	3	3	0	←
Rain:	1	4	1	←
Tennis ball:	1	3	2	↓
No fake shots:	4	2	4	↓
No one-timers:	2	1	3	←
Show hotspot:	2	0	1	↑
Show shot speed:	1	0	1	↑
Late hits:	3	2	1	↓
Bulldozer puck:	2	1	2	←

EDUCATIONAL PSM2! ゲストヒント

OTAKU SPEAK

LEARNING JAPANESE WITH THE AID OF PS2 GAMES

#1 Snowboarding with Kaori

Yosha! Ikuzo!
Alright! Let's go!
Kore yabaitte...
This is dangerous...
Chotto! Chikasugiru yo!
Hey! You're too close!
Ki o tsukete!
Be careful!
Korokoro!
I'm tumbling!
Itai!
Ouch!
Dame da, konna gear
This gear is useless...

NEXT MONTH
Fighting with Akuma – best known for his mean spirit in *Capcom Vs SNK 2*.

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

Remember, you *have* to enter the M code first, or the others won't work.

Grand Theft Auto 3 (M)
ECB276E0
1445B464

Inf health
1C21EB38
D60EE7A5

Inf armour
1C21EB3C
D60EE7A5

Max cash
1CC89A50
17E9C70C

Cops on foot have no AI
1C8B31E8
1456E7A5
1C8B31FC
1456E7A5
1C8B3110
1456E7A5
1C8B3124
1456E7A5

Turn off car damage
1C8D6680
1456E7A5

Crazy cars
1C8D7858
1456E7A5

Turn off motion blur
1CB259DC
1456E7A5

Freeze game time
1CB23240
1456E7A5

Disco road mode
1CB25928
1456E7A5

All weapons at hideout
1CC89A58
1456E781

Uzi ammo
1C21EA28
1456E7AE
1C21EA2C
1456E7AE

Time Crisis 2 (M)
EC8784F8
1456E60A

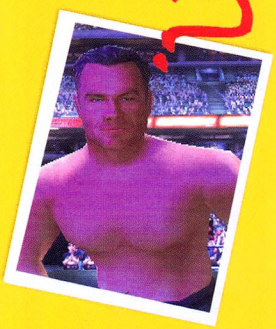
PLAYER 1	PLAYER 2
Shotgun Arcade Story Mode *Do not use with Machine Gun code* 4CF19D28 1456E7A1	**Shotgun** Arcade Story Mode *Do not use with Machine Gun code* 4CF19D58 1456E7A4
Machine gun Arcade Story Mode 4CF19D28 1456E79F	**Machine gun** Arcade Story Mode 4CF19D58 1456E79E
Inf time Arcade Story Mode 4CF19BCC 14560105	**Inf time** Arcade Story Mode 4CF19A2C 14560105
Inf lives Arcade Story Mode 4CF19BC8 1456E7A1	**Inf lives** Arcade Story Mode 4CF19A28 1456E7A1
No reload Arcade Story Mode 4CF19D2C 1456E79E	**No re-load** Arcade Story Mode 4CF19D5C 1456E79E

PRO TIPS

"TEST AN EXPERT"

TEST MR ASS

Sadly replaced by 'The One' Billy Gunn, Mr Ass is reduced to tipping games for a living.



TELEPHONE THING: You'll have to look out for that final swing to reach the helicopter.

WWF SMACKDOWN!

Dear PSM2,

I need some help. I've just bought *Smackdown!* for the PS2. I've enjoyed the series throughout the years but *Just Bring It* is a bit strange. The Story mode's very poor, win three bouts and win the WWF title, then keep starting a new game defending the title and fighting the same people. This continues until you get beaten or fed up. Please could you tell me what I'm doing wrong. Are there better storylines or is that it? Have I not activated something?

Mark Thomas
Via e-mail

'Fraid that's it Mark – you *can* activate more complex storylines depending on what responses you choose at certain points, but you'll never get more than a couple of matches. Disappointing – but get the most of it with cunning reference to the secrets guide on pg95. *Well, I'm a man's man ... and I'm an ass man.*

SSX

Dear PSM2,

What actually happens when you complete a character's trick book in *SSX*? You said that you get a halo above their head – does that mean they are perfect or something? Lastly could you please tell me how I trigger the switch in Pipedream to get to the secret room – ever since I saw it on the course hints I've been trying everything but I can't find it.

Sam Jewell
Via e-mail

We've said it before, *but one last time*. Veer to the extreme right as you approach the vertical drop into the underground section, then hit the black snowflake you'll see with a frontflip. From there, grind the rail into the *left* bowl, and skim round the edge until you drop into the secret area. As for the halos, that's all they are. You've perfected the character. *I love to love 'em, I love to kick 'em, I love to shove 'em, I love to stick 'em.*

AIRBLADE

Dear PSM2,

I can't get to the helicopter at the end of the second (downtown) level of *Airblade*. I go to the top of the Hotel, jump off the ramp, swing up to the telephone wires and grind them. Then I jump off the end of the wires but I never seem to reach the helicopter. I've also tried pressing grab when I'm near the helicopter. What am I doing wrong?

Paul Green
Via e-mail

Ahh... you might have missed it, but there's one more tiny swing to do before the chopper. Hit ◎ as you leave the telephone wires, and you'll reach it easily. *So many asses, so little time. Only a tight one, can stop me on the dime. I'm a lover, of every kind. The best surprises always sneak up from behind.*

DEVIL MAY CRY

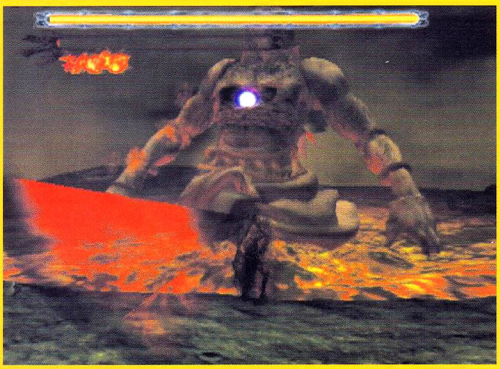
Dear PSM2,

I've got *Devil May Cry*, and it's fairly easy – except that I'm having a hell of a time beating the final boss, Mundus. I'm getting really, *really* frustrated – help!

Andy Somerville
Via e-mail

In the *Space Harrier-style* bit, there's nothing to it – hammer the button as quickly as possible, use Devil Power when he's defending, and head for the bottom left of the screen when he flies at you.

The second stage is a bit frustrating, because he tends to cheat a lot with homing missiles and the like. Basically, you'll want to stay on the outer circle of rock – it's too easy to drop in the lava from the platforms – and charge your Sparda powers as quickly as possible. When the dragon heads pop up, whack them with your sword for a quick health boost, and otherwise just concentrate on the orbs. If you've got an Untouchable star, save it until he's nearly dead, when he uses unavoidable homing missiles, then finish him off. You didn't think to save one? Then you're going to have to time your jumps very carefully indeed. *Oh yeah ... buns of glory, buns of steel, your lies won't give away the truth of how I feel, 'cause I'm an ass man ...*



I DON'T LIKE MUNDUS: *Devil May Cry*'s final boss has driven scores of you to distraction.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd... possibly. If you've got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

スコラシサ

TOP GUN: On all levels that contain multiple aircraft bogies, the best solution is to wipe out all the planes by flying low to the ground, then pulling down on the stick to get a missile lock to destroy them.

UEFA CHAMPIONS LEAGUE: Always try to use the ⓡ button for tackling, since the referees are so harsh you're risking a booking for anything remotely slidey. Even on the most lenient referee setting you'll go for an early bath.

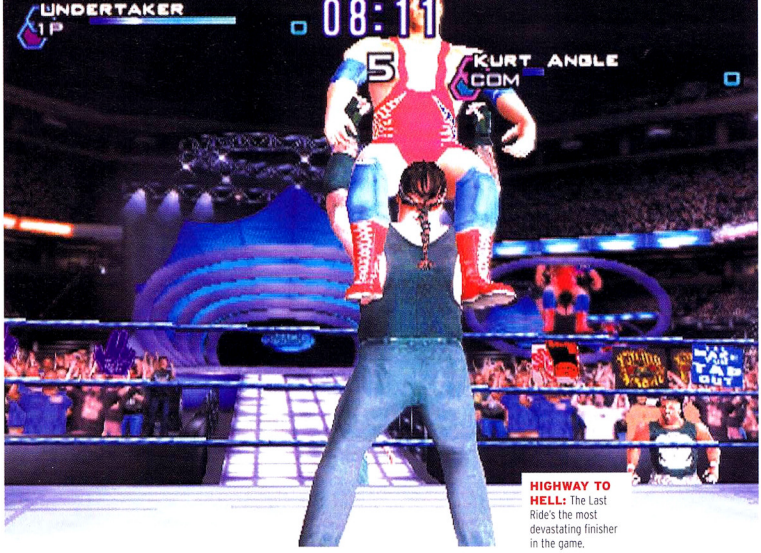
JAK AND DAXTER: To kill the incredibly frustrating Dark Eco plants, fly through them *slowly*. If you zip over the botanical buggers at top speed, the Green Eco won't affect most of them and they'll grow back. Gnnnnn.

BURNOUT: It's possible to 'chain' multiple burnouts together, but you can't ever let go of ⓡ2. Generally, pick a car like the Muscle and drift all your turns, then head down the white line into oncoming traffic.

MGS2: Once you've got the Directional Microphone, try pointing it at unusual areas for strange results. Alternatively, press ⓡ1 and ⓡ2 while you're talking to people for some cheeky comments.

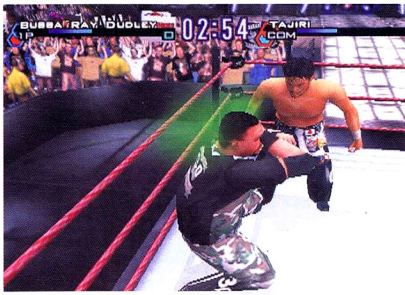
POLAROID PETE: In the fairground, you can open two bonus levels by taking pictures. One's of the elephant's trunk popping out of the tent behind the train, and the other's of the roller coaster doing a loop.

DRIVEN: Unlock all cars on Car Selection screens with ↑,↓,→,→,←,↑,↑,↓. Unlock all tracks on Track Selection screens with ↑,↑,←,↓,←,→,→,↑. Unlock the medium/hard arcade championships: →,←,↑,→,↓,↓,←,←.



HIGHWAY TO HELL: The Last Ride's the most devastating finisher in the game.

CROWDED HOUSE: Sadly, Spike can't crowd surf on *Smackdown!*'s cardboard hordes.



BREATH OF IRE: Taijiri's even got the dreaded green mist attack - it's not that devastating, mind.

›SMACKDOWN WITH THE KIDS! トクセンジョウホウ

WWF SMACKDOWN! JUST BRING IT

Still not happy with the cast of sweaty grapplers? You'll be needing our guide to unlocking more, then.

FOLEY IS ODD: Mick Foley's back with long hair - strange, considering his recent crew-cut.

The Story mode's changed slightly in *Just Bring It* – instead of playing through a continuous story with one wrestler, the idea's to play through a series of short events with a variety of different grapplers. Unfortunately, each 'story' feels very similar – but here's the path you need to take for each secret wrestler.

MICK FOLEY

- Turn down the tag title shot.
- Attack whoever calls out the current champ – and win.
- Show up on stage when you get called out, and accept the match.
- Choose the match type. At the outcome, whichever match you choose will become unlocked and playable in Exhibition mode.
- Purposefully lose the title match at Wrestlemania.
- At this point, Foley will come out and randomly decide that you should have a Hell In The Cell rematch. Beat Austin to win the title, unlocking Foley, the Wrestlemania arena and the smart Theatre Mode.

AL GORE: Sadly, Rhyno can only do the Gore from two feet away. What's that all about?

TAIJIRI

- Turn down the Tag Title shot.
- Talk trash to whoever calls out the current champ.
- Tell Michael Cole that you were 'simply messing with them'.
- Go to Regal's office and turn down the European Championship match.
- Regal will instead insert you into a match with Tajiri. Win it.

RHYNO

- Turn down the Tag Title shot.
- Attack and beat down whoever calls out the current champ.
- Win the match.
- When you get called out, stay backstage. Michael Cole will tell you that William Regal is looking for you.
- Instead of finding Regal, go straight down the stairs, and over to Earl Hebner, by the vending machine.
- Ask Earl to referee your Hardcore Title match.
- Beat Rhyno in a Falls Count Anywhere match.

JERRY LYNN

- Turn down the Tag Title.
- Talk trash on the mic, to whoever calls out the champion.
- Tell Michael Cole that you were 'just messing'.
- You'll enter the first-person mode, but instead of finding anyone, just stand still for two minutes.
- Vince will place you in a Battle Royal – win it.
- You'll be placed back in first-person mode. Again, let the time run out.
- Vince will put you into *another* Battle Royal. Once again, win it. Just so you know, the best way to do this is stay out of fights, and don't, whatever you do, use any Smackdown moves until it's just you and one other person left in the ring.

TINY TERROR: Spike's still sporting his classic 'tache, and going out with Molly. Damn you, WWF.

SPIKE DUDLEY

- Agree to form a tag team.
- Choose your partner.
- Win your first match, and hope you don't get any of the more annoying gimmick matches.
- When the six-man tag is announcer, ask your partner who he wants to be the third man in the team.
- Once you enter first-person mode, go through the main door, and take the first door on the left (opposite the vending machine).
- During the cut-scene, choose to help Spike and Molly.
- Win the table match.
- Win the Tag Title match. **PSM2**

FRED DURST

To access everyone's favourite 40-something bald rapper, you'll need to reach a score of 15 in a Slobberknocker exhibition match. The secret here is not to waste time weakening the opponent, or anything, since one hit with a Tombstone powerslam (↓↘→+◎ on a groggy opponent) will flatten anyone for an easy pin, and a Last Ride or Chokeslam usually causes a knockout.

DURST CASE SCENARIO: Frederick's got the best intro in the game - love that Caddy.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEW LEAGUES

The Dojo's always on the lookout for new talent, so if you reckon you're a bit good, send in your scores – we're looking for your achievments in: **World Rally Championship** and **Agent Under Fire**.

WIN! **ACTION REPLAY** Look. We know you're a modest lot, but we like to know who we're giving away our, frankly, marvellous Action Replay kit to. Send us a picture of yourself, or you're not winning anything. Go on...

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

To get in the dojo, just send us a completed entry form with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is:
Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.

This time, the closing date for entries is **Thursday 31st January** – get those entries in. And if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. **Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.**
2. **Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.**
3. **Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.**

SSX TRICKY

Uber boards, full stats and the best characters seem to be a standard in this league – but we're expecting scores to be hitting the millions by next issue...

TOP SCORES

Snowdream	878,310	Craig Taylor
	764,000	Gareth Russell
	652,440	Carl Musgrove
Elysium Alps	637,090	Craig Taylor
	628,200	Gareth Russell
	590,660	Carl Musgrove
Merqury City	615,650	Gareth Russell
	595,610	Craig Taylor
	585,975	Carl Musgrove
Mesablanca	515,870	Craig Taylor
	380,081	Gareth Russell
	368,530	Carl Musgrove
Tokyo Megaplex	464,690	Craig Taylor
	449,245	Gareth Russell
	384,495	Carl Musgrove
Pipedream	861,420	Craig Taylor
	855,900	Gareth Russell
	848,380	Carl Musgrove
Garibaldi	705,870	Craig Taylor
	680,081	Gareth Russell
	668,530	Carl Musgrove
Alaska	664,690	Craig Taylor
	649,245	Gareth Russell
	584,495	Carl Musgrove

TOP TIMES

Snowdream	2'07"66	Carl Musgrove
	2'10"12	Daniel Hurtley
	2'12"10	Andy Lyle
Elysium Alps	4'59"10	Gareth Russell
	5,21"30	Carl Musgrove
	5'23",63	Andy Lyle
Merqury City	3'28"76	Gareth Russell
	3'29"43	Carl Musgrove
	3'32"54	Andy Lyle
Mesablanca	2'22"76	Carl Musgrove
	2'25"43	Gareth Russell
	2'29"54	Andy Lyle
Tokyo Megaplex	464,690	Carl Musgrove
	449,245	Gareth Russell
	384,495	Andy Lyle
Aloha Ice Jam	1'40"75	Carl Musgrove
	1'41"32	Gareth Russell
	1'45"34	Andy Lyle
Garibaldi	2'39"54	Carl Musgrove
	2'40"43	Gareth Russell
	2'46"65	Andy Lyle
Alaska	4'23"93	Carl Musgrove
	4'26"34	Gareth Russell
	4'30"22	Andy Lyle

CRAZY TAXI

ARCADE MODE

$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning
$23,321.17	Aaron Conway
$20,459.36	Jamie Corey

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
109 Wins	Lee and True Ogre	Jamie Cory
90 Wins	Jin and Julia	Dan Atherton
89 Wins	Gun Jack and Jack-2	Frank Donham

TEKKEN BOWL

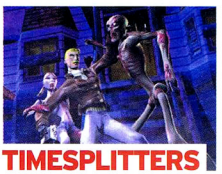
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han
300 Points	Jack-2 and P-Jack	Craig Evans

TIME ATTACK MODE

2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han
3'28"24	Jin and Jun	Matthew Brown
3'56"70	Paul and Heihachi	Darren Heron

SSX CHAMPIONS LEAGUE

	TOP SCORES		TOP TIMES		
Snowdream	487,750	Mathew Bevan	Snowdream	1'48"15	Daniel Hurtley
	429,190	D. Mackay		1'52"22	David Mulholland
	400,170	Paul Woodall		1'53"80	B. Henriquez
	364,000	Daniel Hurtley		1'53"72	Lu-Hai Liang
	352,360	Marc McKeown		1'53"83	Marius Cheek
Elysium Alps	704,950	Richard Dixon	Elysium Alps	3'49"95	Paul Redman
	682,950	Mathew Bevan		3'49"99	David Mulholland
	656,805	Paul Woodall		3'52"72	Lu-Hai Liang
	608,200	Gavin Haywood		3'55"14	Iain Jackson
	570,560	Marc McKeown		4'01"48	Daniel Hurtley
Merqury City	568,845	Paul Woodall	Merqury City	2'31"66	Marius Cheek
	515,500	Mathew Bevan		2'40"62	David Mulholland
	486,975	Gavin Haywood		2'43"20	Lu-Hai Liang
	446,040	Marc McKeown		2'45"09	Paul Fletcher
	439,240	Ryan Smith		2'55"30	David Barnard
Mesablanca	506,870	Mathew Bevan	Mesablanca	2'16"09	David Mulholland
	380,081	M Dodsworth		2'16"21	Daniel Hurtley
	368,530	Marc McKeown		2'22"82	Jack Pope
	357,100	Paul Woodall		2'23"01	Amanda Offord
	328,225	Ryan Smith		2'24"12	David Mulholland
Tokyo Megaplex	467,715	Paul Woodall	Tokyo Megaplex	2'44"90	David Mulholland
	464,690	Mathew Bevan		2'46"14	David Hipperson
	449,245	Gavin Haywood		3'07"11	Marius Cheek
	384,495	Paul Woodall		3'09"53	Daniel Hurtley
	364,755	Daniel Hurtley		3'15"98	David Mulholland
Pipedream	676,360	Paul Woodall	Aloha Ice Jam	1'33"29	Mike Williams
	665,720	Mathew Bevan		1'38"70	David Mulholland
	661,420	Paul Fletcher		1'41"22	Marius Cheek
	637,531	Gavin Haywood		1'44"60	Paul Redman
	636,450	Justin Hope		1'44"77	Lu-Hai Liang
				1'52"27	Daniel Hurtley



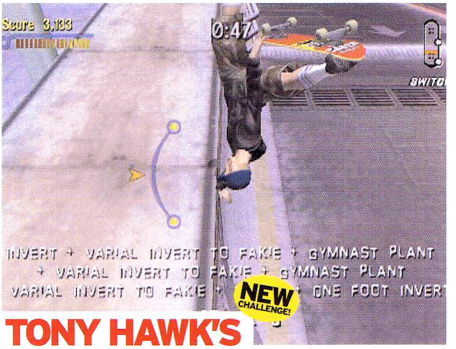
TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE		TIME ATTACK MODE	
100 Wins	Daniel Drysdale	1'14"72	Jan M de Vlas
47 Wins	Stephen Rutter	1'17"27	David R Holt
43 Wins	James Cosgrove	1'24"42	Miles O'Owyers
31 Wins	David Johnson	1'25"97	David Peacock
28 Wins	Uche Okike	1'27"94	Alan Conell



TONY HAWK'S PRO SKATER 3

Ah – bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY

1,304,050	Daniel McBride
1,120,110	Douglas Furnace
774,322	Chris Wade
769,505	Paul Gutteridge
702,623	Andy Townsley

CANADA

921,022	Daniel McBride
900,212	Douglas Furnace
821,001	Paul Gutteridge
801,576	Chris Wade
754,323	Jonny Fairclough

RIO

734,032	Daniel McBride
765,432	Chris Wade
324,003	Douglas Furnace
223,032	Josh Bradbury
334,049	Jonny Fairclough

SUBURBIA

679,039	Daniel McBride
681,030	Chris Wade
600,433	Douglas Furnace
567,451	Paul Gutteridge
348,032	Jonny Fairclough

AIRPORT

304,022	Daniel McBride
234,045	Douglas Furnace
205,212	Chris Wade
201,024	Paul Gutteridge
190,465	Jonny Fairclough

TOKYO

567,021	Daniel McBride
452,021	Douglas Furnace
345,223	Chris Wade
320,123	Andy Townsley
299,234	Jonny Fairclough

L.A.

745,343	Daniel McBride
431,658	Chris Wade
422,122	Douglas Furnace
310,409	Paul Gutteridge
292,324	Jonny Fairclough

CRUISE SHIP

802,452	Daniel McBride
672,214	Douglas Furnace
602,231	Chris Wade
421,454	Paul Gutteridge
390,321	Jonny Fairclough

SKATER ISLAND

783,212	Daniel McBride
456,324	Douglas Furnace
456,355	Chris Wade
452,334	Paul Gutteridge
419,034	Jonny Fairclough

IN THE DOJO

›PLACES FOR FACES

AMANDA OFFORD
Birmingham

Amanda sent us a video with GT3 100% complete, saying 'My husband didn't have dinner for two days! Hee hee!' We'd suggest he learns to cook. Sharpish.

PAUL WOODALL
Dudley

Upset that he didn't win last issue, Paul fastened his bindings and tried again. See? If at first you don't succeed, and all that... well done, Paul – top work.

MARIUS CHEEK
Devon

That's the steely gaze of a man who knows his plow turns. Marius' Mesablanca run ranks among the sweetest downhill dashes we've seen in a while.

DANIEL BRUCE
Huddersfield

Look. This stops right now. Daniel's 1003 wins took him 12 hours (remember, you *can't pause it*) and we don't recommend anyone tries bettering him.

ADAM STREETER
Purley

Adam's *Ridge* times earn him a place in the dojo – even though he's looking down his nose at us like a sinister Bond villain.

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

GRAN TURISMO 3

Fancy competing on *GT3*? Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'29"641	Amanda Offord
0'29"641	David Mulholland
0'29"641	Paul Woodall
0'29"641	Iain Jackson
0'29"641	David Barnard

MIDFIELD RACEWAY

0'59"749	Amanda Offord
0'59"749	David Mulholland
0'59"749	Paul Woodall
0'59"749	Iain Jackson
0'59"749	David Barnard

SMOKEY MOUNTAIN

1'09"820	Daniel Hurtley
1'09"820	David Mulholland
1'09"820	Paul Woodall
1'09"820	Iain Jackson
1'09"820	David Barnard

TRIAL MOUNTAIN

1'09"820	Amanda Offord
1'09"820	David Mulholland
1'09"820	Paul Woodall
1'09"820	Iain Jackson
1'09"820	David Barnard

SWISS ALPS

1'21"764	Amanda Offord
1'21"764	David Mulholland
1'21"764	Paul Woodall
1'21"764	Iain Jackson
1'21"764	David Barnard

EASY RIDER: We've selected basic courses and an 'easy' car so everyone's equal...

WWF SMACKDOWN! JUST BRING IT

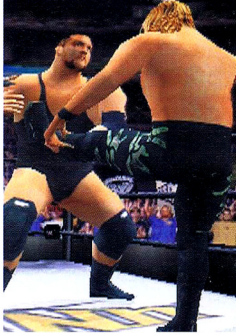
NEW CHALLENGE!

SLOBBERKNOCKER

18 Wins	Daniel Slade
17 Wins	Stephen Hawke
16 Wins	Anthony Taylor
15 Wins	David Bryce
14 Wins	Hans Bridgeman
13 Wins	Kate Beckett
12 Wins	David Slater

FASTEST WIN

0'20"	Daniel Slade
0'25"	Anthony Taylor
0'31"	Stephen Hawke
0'39"	David Bryce
0'56	Hans Bridgeman
0'61	David Slater
1'02	Kate Beckett



MOTO GP

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock
0'54"599	Nick Reader
0'57"290	Matt Kerrigan

OUTER PASS

0'54"152	Adam Streeter
1'04"244	Roger Wilkinson
1'12"526	Nick Reader
1'13"333	Matt Kerrigan
1'15"390	Ed Dawson

ABOVE THE CITY

1'02"578	Adam Streeter
1'12"615	Roger Wilkinson
1'18"510	Kevin Peacock
1'22"673	Nick Reader
1'23"345	Matt Kerrigan

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"756	Roger Wilkinson
1'54"860	Kevin Peacock
2'04"520	Nick Reader
2'07"900	Matt Kerrigan

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 38mins	Doug Bradbury
1h 42mins	Keith Townsend

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty – and make sure you're as good as you think you are.

ENTRY FORM

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

I've got the following scores...

Game	Score

Name.....
Age.....
Address.....
.....
.....
.....

My message to the world is...
.....
.....
.....
.....
.....

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑ (Now put me on your DVD!)

THE ALL NEW T3

- IMPROVED TECHNOFILE SECTION
- MORE IN-DEPTH GROUP TESTS
- MORE PRODUCT REVIEWS
- FRESH NEW LOOK

In the issue

Xbox: the definitive review

LCD TV round-up: which should you choose?

Eurofighter: its cutting-edge systems technology explained

Three ultimate hi-fi set-ups

PLUS The world's best technology news and reviews

- ON SALE WEDNESDAY 19th DECEMBER

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TONY HAWK'S PRO SKATER 3

PART 1 IT ALL STARTS HERE

If you can't nail that elusive Sick score in LA, or find the hidden pirate ship in Skater's Island, pay attention – here's everything you *didn't* know about *THPS3*. And more.

TONY HAWK'S PRO SKATER 3

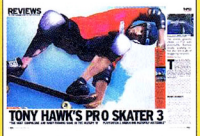
AIM OF THE GAME

Perfectly pitched for beginners, sufficiently fiendish for experts – *THPS3* grows to match your expertise. On the basic level, all you've got to do is complete a number of set tasks and unlock new courses. On the highest level, you've got to nail every last objective, stat point and secret deck – throwing in half-million point combos with casual aplomb. It may sound difficult – it *is* difficult – but with PSM2's hardcore guide you're on the fast track to four- wheel mastery.

JUST THE TRICK

If manual rolls look 'a bit fiddly' or reverts 'too demanding', you may as well scrawl the word 'defeat' on the flip side of your *THPS3* disk with a rusty truck spanner. Whatever happens, don't ignore the Training mode, trust us.

WHAT WE SAID...



PSM2 ISSUE #17 XMAS 2001

"This is a ghetto superstar. A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike – if you've got the patience."

WHAT WE SAY NOW

Gnhnnggn... can hardly talk. Can hardly move. Too much turkey, too much *Tony*. This is so good, it hurts.

96

10 THINGS YOU SHOULD KNOW...

KEY SKILLS: INTERMEDIATE AND ADVANCED

Look, we're going to assume a basic degree of competence, but just for the record, we'll recap the key skills before moving onto the juicy stuff. Don't get ahead of yourself – you can't nail killer combos without implicit mastery of the basics.

1 OLLIES

Quite simply, hold ⊗ longer to Ollie higher and gain speed. Hold the D-pad forward (↑) while ollieing to exit a half-pipe or bank – another crucial skill.

2 STOPPING

To stop dead still, hold back until the skater puts their foot on the floor, then rotate left and right using the rear diagonals. If you can't stop and turn in an instant, you can't line up for precision leaps.

3 LOOKING

Stop, and use the right Analogue to look around in full 3D, the perfect way to spot hidden SKATE letters and secret tapes.

4 INTROS

Watch the Intro movies carefully – they drop crucial hints about each objective.

5 TRICKS

As you probably know, every direction of the D-pad activates a different trick. So while ← and ◎ gives you a kickflip, → and ◎ gives you a heelflip, with variations for each of the eight basic D-pad directions. Same goes for grabs and grinds. As a basic rule, use flip tricks on the flat, grabs in the air. You'll never link a grind combo using a grab. Think about it.

6 SPINNING

Hold L1 or R1 to spin faster. Simple, but true.

7 SWITCH STANCE

Change your stance by tapping R3 – Switch Stance tricks earn extra points.

8 NOLLIES

Tap R2 to move into the Nollie position (perform tricks off the nose of the deck) and earn extra points – vital during killer combos.

9 MANUALS

Quickly tap the D-pad ↑ then ↓, or ↓ then ↑, to perform a manual roll or nose wheelie. With this technique, you can link tricks between obstacles, or simply chain together flatland moves. Train yourself to instinctively tap ↑ then ↓ (or vice versa) after every flatland move.

10 REVERTS

Tap R2 or L2 immediately after landing a half-pipe or ramp trick to swivel 180, allowing you to link into a manual roll and continue the combo – a new feature for *THPS3*. Again, train yourself to tap R2 followed quickly by ↑ then ↓ after *every* ramp move. Practice in Single Session or Training mode.

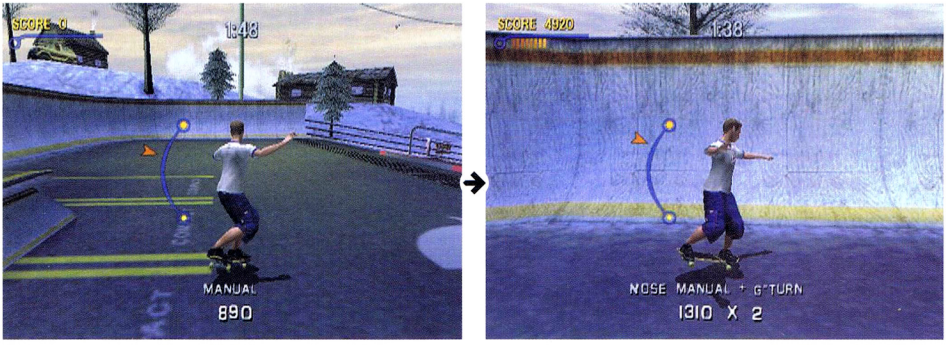
10 THINGS YOU DIDN'T KNOW...

NOW LET'S MOVE UP A GEAR...

OK, time to assume you're now so familiar with the basic *Pro Skater* skills that you're ollieing in your sleep. Here we'll take you through areas of the game which might seem a little more alien – Manuals, Hidden Moves, Hidden Combos and the like – as well as revealing a few of the game's many secrets...

1 MANUAL ROLL REVERTS

While performing a Manual Roll, you can tap L2 or R2 to swivel 180, alternating between regular (right foot on tail) and goofy (left foot on tail) stance. Handy for flatland combos.



2 STATS EDIT

Between Career Mode levels, you can tinker with your stats to match the objectives. So, for example, on a flatland level like Canada, maximise your manual roll ability by sacrificing some hang time or air points. As soon as you begin a Career Mode level, find as many Stat points as you can (there are five per level), to make the remaining tasks easier.

3 TRICKS EDIT

You can check on your Special moves by pausing the game, and edit your trick set at the end of each level. Every time you 100% a level (complete all objectives), you earn a new special trick slot, up to a maximum of ten.

4 AGGREGATE SPECIALS

Set the button combination for each Special Move in a logical order e.g. have one grab move activated by tapping ← then ↑, and one flip move activated by tapping the same – so you won't forget your specials during the heat of a combo. We like to set special grinds to ↑ and ↓, or ↓ and ↑ – you'll always land in a manual roll if you cock up. Keep your special trick assignment logical – 90 degree facing taps for flip moves, for example.

5 DO SPECIALS EARLY

For some bizarre reason, some people only activate special moves when they're high in the air, or long into a grind. Experts activate the move as soon as possible, instantly spinning out of a ramp with a time-consuming 900, or ollieing directly into a Rowley Darkslide. This way, it's possible to slot two or more special grinds onto the average rail. Know the button tap combinations implicitly – eased by aggregation.

6 HIDDEN MOVES

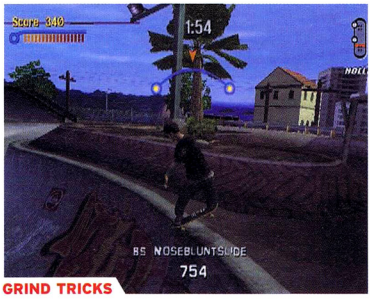
There are a number of hidden moves involving multiple button taps. Observe:

OLLIE TRICK 1

TRICK: Fastplant/Boneless/Beanplant – ↑, ↑ then ⊗
USE: Each skater has their own variation e.g. Hawk does the Fastplant, Steamer does the Beanplant. They let you jump higher than a normal ollie, reaching previously unaccesible areas.

OLLIE TRICK 2

TRICK: No Comply – Tap ↑ and ⊗ simultaneously
USE: Normal ollies don't score points, No Complys do. Handy for combos.



GRIND TRICKS

TRICK 1: Nosebluntslide – ↑, ↑, ⊙.
TRICK 2: Bluntslide – ↓, ↓ ⊙.
USE: Score more points than regular grinds.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

7 HIDDEN COMBOS

Certain moves can be tweaked or modified mid-flow to earn extra points. The system applies to grinds, flips, grabs, inverts, stalls and flatland moves, allowing for much more radical combos than in *THPS2*. Here's the full list:

GRINDS

All hidden combo grinds can be started from a 50/50 (△, no D-pad direction) and modified according to the following rules. Remember that once you commit to your front or back truck, you can't switch back.

STARTING MOVE:
50/50 or NOSESLIDE
MODIFIER:
Nosegrind (↑ + △)
Nosebluntslide (↑, ↑ + △)
Noseslide (□, □)
Overcrook (○, ○)
Crooked (↑, ↓ + △)
Simply alternate between Nosebluntslide, Noseslide, Crooked and Overcrook grinds for maximum scores.

STARTING MOVE:
50/50 or Tailslide
MODIFIER:
5-0 (↓ + △)
Bluntslide (↓, ↓ + △)
Tailslide (□, □)
Feeble (○, ○)
Smith (↓, ↑ + △)
Alternate between Bluntslide, Tailslide, Feeble and Smith grinds for maximum scores.

FLATLAND MOVES

To begin, make sure your character has a flatland move in his Special trick roster – a street skater like Rodney Mullen has by default. Don't assign Truckstand, To Rail, Casper, Anti-Casper, or Handstand as flatland special moves, as these can be achieved using the Hidden Combo modifiers. You can begin a flatland combo with any flatland move, except the One Wheel Nosemanual and Sproing. Oh, and you'll need a full Special bar to get the combo going.

Whatever flatland trick you're performing, you can leap to the following modifiers.

STARTING MOVE:
Any flatland move.
MODIFIER:
Anticasper (←, → + △)
Casper (→, ← + △)
Handstand (→, → + ○)
Truckstand (→, → + △)

And from the following starting moves:

STARTING MOVE:
Casper, Anticasper and Truckstand
MODIFIER:
Handstand (→, → + ○)
Handflip (← + □)
To Rail (←, ← + △)
Rail Flip (← + □)

STARTING MOVE:
Casper
MODIFIER:
Casper Flip (← + □)
(Repeat for maximum effect)

STARTING MOVE:
Truckstand
MODIFIER:
Truckspin (→, → + △)
Truckstand Flip (← + □)

The possibilities are endless. Pop as many variations as you like before returning to the four key moves (Anticasper, Casper, Handstand, and Truckstand) to start again. Complex, but rewarding.

INVERTS

To perform an Invert, tap two D-pad directions and press △ before reaching the lip of ramp. A full list can be found in the Edit Tricks menu. Modifiers below:

STARTING MOVE:
Any Invert
MODIFIER:
Gymnast Plant
(←, → + △)
Varial Invert to Fakie
(→, ← + △)
Invert
(→, → + △)
One Foot Invert
(←, ← + △)

STALLS

Check the Edit Tricks menu to learn stalls, and modify them as follows:

STARTING MOVE:
Any Stall
MODIFIER:
Disaster (←, → + △)
Axle Stall (→, → + △)
Boneless (←, ← + △)

GRABS

Grabs are activated by pressing ○, and score more points the longer they are held. Here're the modifiers:

STARTING MOVE:
KICKFLIP
MODIFIER:
Kickflip to Indy
(← + □, → + ○)
Kickflip to Crail
(← + □, ↑ + ○)

FLIPS

Flips are activated by pressing □. The modifiers, then:

STARTING MOVE:
Various
MODIFIER:
Beni Fingerflip
(Benihana, ↑ + □)
Double, Triple Kickflip
(← + □, □, □)
Double, Triple Heelflip
(→ + □, □, □)
Double, Triple Impossible
(↑ + □, □, □)

INVERT THE KILL: Every consecutive linked Invert's worth half the points.

8 THE BALANCE METER

Understand the balance meter for unlimited scoring potential. Balance is cumulative, so if you're tipping forward on a manual roll when you go into a grind, you'll still be tipping forward on the manual roll when you come off the grind. Anticipate the problem, and gently tap the D-pad back (↓) to redress your balance before you land, or vice versa.

Grind tricks use a separate balance meter from manual rolls, operating from left to right, not top to bottom – and are also cumulative. Above all, apply common sense. If a lip arches round a bend, you'll need to tap in the countering direction to keep your grind balance. Balance is best redressed using persistent, minute D-pad taps, not heavy, panicked depressions. So tap, tap, tap, alternating quickly between ↑ and ↓ (or ← and → on a grind) on the D-Pad as required to keep the meter centered. Practice is king.

WOBBLE YELL: The rail's turning right, so you want to be tapping left - easy.

9 THE SCORING SYSTEM

THE FACTS

The score value of each trick depends on its difficulty, so while a basic kickflip's worth 100, a special move like a 900's worth – a quite remarkable – 6000.

When you link tricks in combination using manual rolls and reverts, the individual trick scores are tallied and multiplied by the number of moves in that chain.

For example, a five trick run, with an individual value of, say, 5000 points would be worth 5000 x 5=25,000 points in combination. Geddit? You can boost the individual value of each trick by spinning, holding the grab for longer and performing the move over an acknowledged gap.

Every 180° iteration boosts the value of that trick – so a 900° trick scores 6x the points. Every time you repeat a trick during a combo, its value drops incrementally.

WHAT IT MEANS

A good run should be varied, and cover a wide cross-section of terrain. Tricks should never be repeated, and skaters should use as many Special Moves as possible.

Alternate between ramp and flatland tricks, using plenty of grinds to maintain your speed. In Canada, for example, try the following route from the starting position:

1. Kickflip to 50/50 on small rail
2. 180 Heelflip to Nose Grind on adjacent fence, hidden combo into Crooked Grind
3. 180 shove it into Manual Roll, 180 ollie to Nose Wheelie, head towards the quarter-pipe to perform a 720 Melon Grab, revert, Manual Roll
4. Head towards the downward sloping rails, Rowley Darkslide Special Grind, ollie the rail gap into a Bluntslide, off the rail onto a Manual Roll, off the bank into a 900 Laser Flip... and so on. The only limit is your imagination.

Above all, keep a keen eye on the balance meter, know your Special Moves intimately and alternate between Grind and Aerial tricks. There's no substitute for practice, and never place limits on your own ability – the world's best players land 5,000,000 point combos without breaking into a sweat.

THE TARGET

Set yourself achievable goals. As a novice player, just practice big, multiple rotation grabs and basic Manual Roll-into-Grind combos – 10,000 points would be a good beginner's target. Intermediates should work on linking flatland combos into Ramp Tricks followed by reverts into further flatland moves, aiming for the 50,000 point mark, before breaking the 100,000 barrier.

Practised players should work on introducing Special Moves into their combos, and gain an implicit understanding of the balance meter – take 300,000 points as your target. Veterans should know the course inside out, learn pre-defined 'lines' to maximise use of the scenery and understand the hidden combo system implicitly. One million point combos are perfectly achievable.

10 INSIDE JOKES

In Canada, on the house by the wooden gantry, there's a guy taking a whazz. If you get close enough, you can hear him say: "Wow. It freezes before it hits the water". Keep your eyes peeled for similar comedy moments in each level.

CAREER MODE

F.A.Q.

How do I grind the molten bucket in the Foundry?
First of all, collect a few character stats and build up your Ollie status. Wait for the bucket to rotate over the molten steel, and use the bank on the upper platform to build up speed, doubling back on yourself to leap off the small 45° bank before the bucket and make the leap.

How do I free the satellite dish in Suburbia?
You've got to grind the rooftop cables, clearing the debris. Climb the building by the pool (the one with the banks and stairway gantry) and use the roof as your launch point.

How do I visit 10 countries in the Airport?
In the glass departure lounge, there're huge flags flanking either side of the room – five per side. Use the wall-side banks to leap onto the perimeter rail and grind around – balancing carefully – to knock over the flags.

How do I get the Sick score in LA?
You'll need to be a combo king and follow this route. From the start, double back on yourself, trick off the ramp, revert manual roll, ollie onto the curvy walls, manual roll to the right, grind the outside tremor rail...

Manual roll to the circular pool, special grind around it, manual roll to the nearby mini half-pipe, pull an aerial move, revert manual roll, pull an aerial/lip move on the other side of the halfpipe...

Manual roll to the circular pool, grind and repeat. With perfect balance, a 500,000 point score is possible first go – 200,000's a respectable start.

How do I get Gold in Tokyo?
An easy way to score high, is to perform back-to-back aerial special moves linked by revert manual rolls for a simple 90,000 points. After every two specials, use a grind trick to build up speed and start again. The banks near the starting point are a good location. High scoring specials include the 900, Backflip and McTwist.

How do I release the life boats on the Cruise Ship?
Not as difficult as you'd think. Simply grind the power box next to the moaning lifeboat attendant, in a similar fashion to the valves of the Foundry.

SECRET AREAS

In true *Tony Hawk's* tradition, almost every level in the game has a super-secret area. You can spend rewarding hours trying to find them or, if you prefer, cheat like a pie-munching mongrel. Your choice, then...

FOUNDRY
Unjam the five valves (located on the perimeter walls) to unlock the secret area. It's behind the starting point.

CANADA
Grind the rooftop switch to activate the hidden ramp leading to a huge half-pipe. This is the only route to the hidden tape.

RIO
Break the fence on the outside of the level to unlock the secret area.

SUBURBIA
Once again, this is the route to the secret tape. Help the thin man by finding the axe, and use the quarter-pipe to vault into the secret area. Use the backyard area to leap into the house, or locate the secret rooftop half-pipe.

AIRPORT
Ollie the right-hand reception desk and enter the baggage conveyor – you'll emerge, after being X-rayed, outside next to a chopper. Grind its rotor and it'll take off. Familiar, eh?

SKATER ISLAND
There's a gap on the gangway between the two huge bowls, where a pirate's flag is hanging. Ollie across and grind it to unlock the secret area.

LA
Grind all four tremor rails to start the Earthquake and access the highway. Furthermore, grind the curved banks – not forgetting to ollie the small gap – by the tower stairs gap to drop the floor grates and reach a mini half-pipe. Crucially, this will also drop the grates on the rooftop building before the highway – a key location for hidden stat points and decks.

TOKYO
From the staring point, double back on yourself and leap onto the curved rails leading to an upper platform (where the medal ceremony takes place). Steady yourself, and grind the upper left-hand side of the level until you break the advertising sign support cords. It'll crash down revealing the fantastic secret area. To discover a hidden half-pipe, enter the bowl area and leap off the left-hand side onto the observation decks. The half-pipe is on the roof.

SECRETS

To unlock the secrets, you'll need to complete the Career Mode with 100% objectives. (All level goals and Gold in each competition). You'll also unlock real-life skater videos – Rodney Mullen's is just bloody incredible.

1. **Darth Maul** *Complete the game with one character.*
2. **Wolverine** *Complete the game with two characters.*
3. **Warehouse Level** *Complete the game with three characters.*
4. **Officer Dick** *Complete the game with four characters.*
5. **Private Carrera** *Complete the game with five characters.*
6. **Burnside Level** *Complete the game with five characters.*
7. **Ollie, the Magic Bum** *Complete the game with seven characters.*
8. **Kelly Slater** *Complete the game with eight characters.*
9. **Roswell Level** *Complete the game with eight characters.*
10. **Demoness** *Complete the game with ten characters.*
11. **Neversoft Eyeball** *Complete the game with 21 characters. Yes, 21.*

CHEATS

Type the following in the Cheat Menu if you really want to spoil the game. You will, you know.

Backdoor – Unlock all cheats.
Yohomies – Unlock all levels.

You can turn the codes on and off by pausing the game.

ROAD CLIP: Enter 'Peepshow' to unlock all the movies - you won't believe Mullen's...

SECRET CREATE-A-SKATER CHARACTERS

Type in the following names at the Create-a-skater option to unlock special characters and new customisation features.

NOTE: These skater names have yet to be tested in the PAL version.

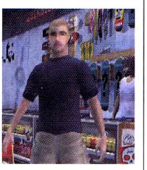
Dave Cowling
Type his name.
Nice beer hat.

Issac Burns
Type 'Grass Patch' to get this short bloke.

Aaron Cammarata
Type 'Eastside'.
A level designer.

The Pouncer
Type 'Crashcart' for this big NY feller.

Pimpin Frank
Type his name.



Peter Day
Type 'Pete Day' for bald ex-pat.

Matt Duncan
Type 'Gorilla' for 7'0" skater.

Joel Jewett
Type his name to get the President of Neversoft.

Nolan Nelson
Type 'Braineaters' for a grim surprise.

Rastapopolous
Type his name to get the skate shop guy.

Chris Ward
Type his name.
Like the Green Goblin.

Lisa Davies
Type her name.
Cool duds.

Stacey D
Type her name.
Has a great Girl deck.

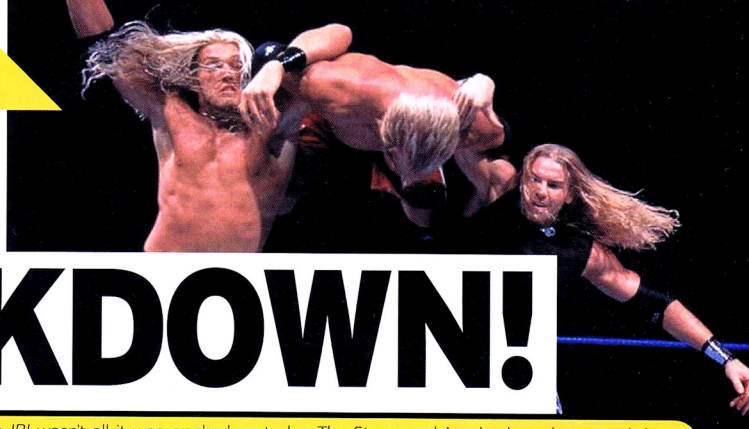
Mighty Nic
Type in 'Nicole Willick'.
Has a blue panda board.

Riley Hawk
Type his name.
Son of Tony Hawk.

Spencer Hawk
Type his name.
Younger Son of Tony Hawk.

William Pease
Type his name. Has a beanie under his 'elmet.

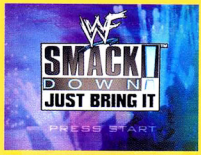
Benjamin Scott-Pye
Type '062287' for this 14-year-old dude.



WWF SMACKDOWN!

PART 1 JUST BRING IT

Alright, so *JBI* wasn't all it was cracked up to be. The Story mode's a backward step and the whole thing's a bit short. Thank PSM2, then, for introducing you to a whole new wrestlin' cast.



AIM OF THE GAME

A mere 43 wrestlers? Tchah. That's what we thought when we first played *Just Bring It* – especially since most of the Alliance were missing. However, we hadn't banked on the cunning of Yuke's. See, thanks to the most comprehensive Create-A-Character options *ever* and the new Story mode, there're at *least* 60 more wrestlers to play with.

GRAPPLE PIE

In Story mode, you can collect cards with new movesets and parts – most of which correspond *exactly* to famous wrestlers which THQ doesn't hold the license for.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Not so much a sequel as a next-gen tweaking of *Know Your Role* – essential for grappling fans, and worthwhile for everyone else."

WHAT WE SAY NOW

The Story mode lasted us a day – but the Create-A-Wrestler potential's kept us going for *weeks*. Nice one.

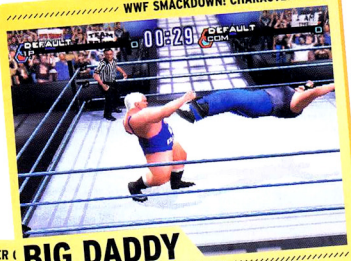
80

COLLECT THE SET!

Ah, Panini stickers – sadly missed in these Pokémon-ridden times. Revive the art by cutting our wrestlers out, sticking them on card and doing 'swapsies'.

Don't forget, if you're entering our compo to win a PlayStation 2 signed by Lita, be creative. If we get one Mr T or Big Daddy, there's going to be trouble. Actually, Joel will get into the crawl space again, and he's a bugger to get back out.

WWF SMACKDOWN! CHARACTER CARD

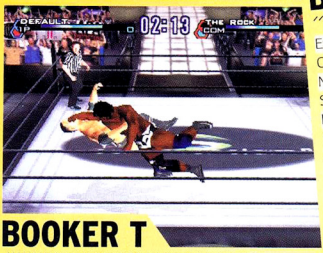


BIG DADDY

Eyes	1
Cheeks	1
Mouth	1
Skin	1
Hair	24
No Sleeves	72
Alphabet	Big Daddy
Underwear	59
Socks	28
Boots	34

Moveset: **Albert's**

WWF SMACKDOWN! CHARACTER

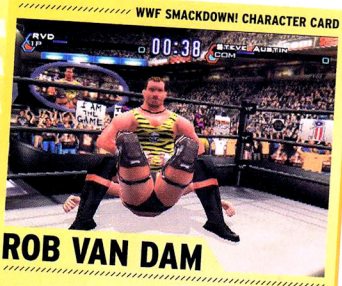


BOOKER T

Eyebrow	5	(Brightness -77)
Eye	17	(Shade 23, Brightness -33)
Cheeks	12	
Mouth	24	(Brightness -76)
Head	1	
Eyes	4	
Nose	4	
Jaw	39	
Skin	4	
Body	4	
Skin Colour	7	
Hair	60	(Brightness -44)
F. Hair	36	(Brightness -44)
B. Hair	34	(Brightness -44)
Underwear	3	(Shade -127, Brightness -11)
Hand	17	(Brightness -103)
Both Kneepad	2	(Brightness -51)
Right Kneepad	46	(Brightness -38)
Facial Hair	23	(Brightness -44)
Boots	58,	**Type 001**, (Length29, Brightness -24)

Moveset: **Unknown 02 NCBT**

WWF SMACKDOWN! CHARACTER CARD



ROB VAN DAM

Eyebrow	18
Eye	15 (head:1, Eyes:4, Nose:1, Jaw:2)
Checks	20
Mouth	11
Skin	8
Hair	24 (78, 6, -7)
B-Hair	91 (-8, 70, -62)
Underwear	001
No Sleeves	29
Tights	1 (31, 0, 0, -127, -58)
Tights	55 (22, 0, 0, 0, 0)
Pattern_C	35 Place it in the middle of his chest
Hand (Both)	8 (0, 0, -111)
Boots	34 (29, 0, 0, 0, 0)
Accessories	5 (0, 0, -102)
Facial Hair	62
Kneepad (Both)	1 (0, 0, -127, -44)

Moveset: **Unknown 4 ERV**

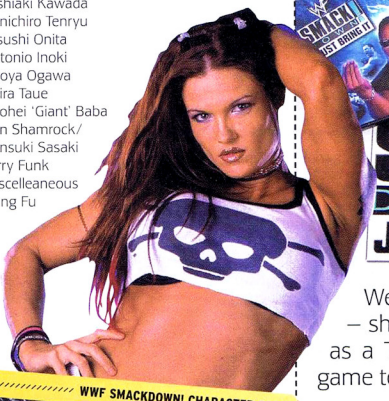
BODIES MOVIN'

If you're making a character whose moveset isn't in the game – like the fallen-from-favour Bret Hart – you'll have to get creative. Spend all your ability points unlocking moves, note which ones you need (like the Sharpshooter) but don't save. Reload your character, and buy the moves you want – spend the remaining points on Attack ability.

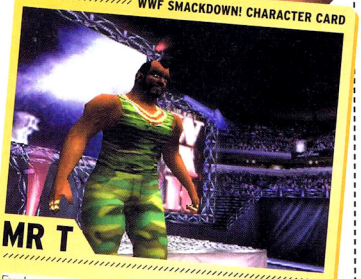
SIXTY OF THE BEST

There are 60 Unknown movesets to unlock. If you can't identify them from their finishers, try looking at their initials.

1 **NCDP** Diamond Dallas Page
2 **NCBT** Booker T
3 **EMA** Mike Awesome
4 **ERV** Rob Van Dam
5 **ELS** Lance Storm
6 **NCSO** Sean O'Haire
7 **NCBK** Billy Kidman
8 **NCHH** Hurricane Helms
9 **WGM** Grandmaster Sexay
10 **WS2** Scotty 2 Hotty
11 **WXP** X-Pac
12 **EJC** Justin Credible
13 **WAS** Al Snow
14 **WVV** Val Venis
15 **WGF** Godfather/Goodfather
16 **WTM** Taka Michinoku
17 **WFU** Sho Funaki
18 **WDB** D'Lo Brown
19 **WKK** K-Kwick
20 **WER** Essa Rios
21 **WBM** Big Bossman
22 **WGG** Gangrel
23 **ZAG** Andre The Giant
24 **WSM** Shawn Michaels
25 **ZSS** Sgt Slaughter
26 **ZBB** Bob Backlund
27 **WRD** Road Dogg
28 **CRF** Ric Flair
29 **CKN** Kevin Nash
30 **CSH** Scott Hall
31 **CBG** Goldberg
32 **CST** Sting
33 **CHH** Hulk Hogan
34 **CJJ** Jeff Jarrett
35 **CSS** Scott Steiner
36 **JIDA** Jun Izumida
38 **MEX** Miscelleaneous Luchadore
39 **NJMC** Masahiro Chono
40 **ZOSH** Shinya Hashimoto
42 **NJHT** Hiroyoshi Tenzan
43 **NJKM** Keiji Muto
44 **NJMN** Manabu Nakanishi
45 **NJYN** Yuji Nagata
46 **NJJL** Jushin 'Thunder' Liger
47 **MGS** Great Sasuke
48 **NJKK** Kendo Ka Shin
49 **NOVD** Vader
50 **NOMM** Mitsuharu Misawa
51 **NOKK** Kenta Kobashi
52 **NOJA** Jun Akimaya
53 **AJTK** Toshiaki Kawada
54 **AJGT** Genichiro Tenryu
55 **JAO** Atsushi Onita
56 **PAI** Antonio Inoki
57 **PNO** Naoya Ogawa
58 **PAT** Akira Taue
59 **PGP** Shohei 'Giant' Baba
60 **LKS** Ken Shamrock/ Kensuki Sasaki
61 **DLTF** Terry Funk
62 **CHKF** Miscelleaneous Kung Fu



WWF SMACKDOWN! CHARACTER CARD



MR T

Eyebrow	10
Eyes	1
Cheeks	1
Mouth	4
Skin	5
Hair	25
F. Hair	61 (Brightness -60)
Facial Hair	21, 27 (Brightness -60)
Accessories	14, 16, 17
Rings	17
No Sleeves	28
Pants	6
Boots	39
Moveset:	Unknown 35 Scott Steiner's set

WWF SMACKDOWN! CHARACTER CARD

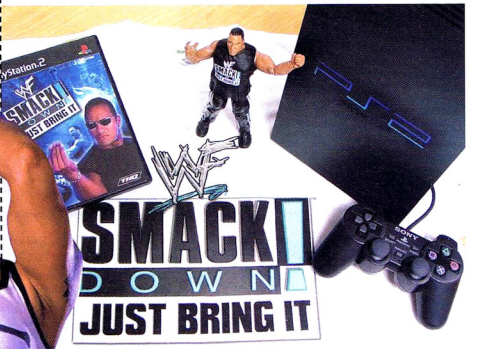
GIANT HAYSTACKS

Eyebrows	9
Eyes	1
Cheeks	1
Mouth	1
Skin	1
Hair	13
F. Hair	51
Facial Hair	25
Vest	30
Boots	34
Hand	17
Moveset:	Unknown 23 Andre the Giant's set

NEXT ISSUE!

We'll be bringing you Hurricane Helms, Kendo Nagasaki and Tommy Dreamer in the next part of our Create-A-Wrestler. If you've got a favourite you'd like us to put together for you, then send them to the usual address. Joel loves it, y'know.

WIN! A SIGNED PS2!



We've got a PS2 signed by the lovely Lita – she of the low-slung trousers – as well as a T-shirt, plastic Rock and copy of the game to give away. Want some? Here's how.

CELEBRITY DEATHMATCH

The fact is, we're bored of watching these chiselled professionals bodyslam each other. We want to see Batman going up against Anne Robinson, or Pete Waterman giving Monkey a good kicking. So here's the deal: create a celebrity wrestler – or even a celebrity tag-team, if you want – and we'll give the stuff to whichever one impresses us most. Points will be awarded for inventiveness, humour and resemblance.

Name:

Eyebrow:
Eyes:
Cheeks:
Mouth:
Skin:

Hair:
F. Hair:
B. Hair:
Facial Hair:

Accessories:

Upper body clothing:

Lower body clothing:

Xtras:

Moveset:

VS

Name:

Eyebrow:
Eyes:
Cheeks:
Mouth:
Skin:

Hair:
F. Hair:
B. Hair:
Facial Hair:

Accessories:

Upper body clothing:

Lower body clothing:

Xtras:

Moveset:

YOUR DETAILS

NAME:

ADDRESS:

POSTCODE:

DAYTIME TELEPHONE No:

THE RULES

We want a description of how to create your wrestler, so that we can share it with all PSM2's readers. Make it like the ones on the opposite page – although you can include a moves list if you want.

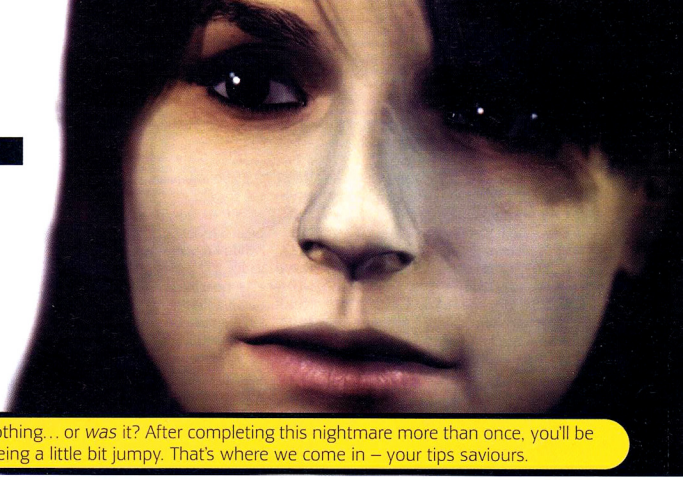
Send the description, along with a picture of the wrestler you've made in *WWF Smackdown! Just Bring It*, to...
Surely That's A Foul, Ref!
PSM2 Magazine,
30 Monmouth Street,
Bath BA1 2BW.

The closing date's **January 31st, 2002.**

The Editor's decision is final, and anyone questioning him will be suplexed through a table. Sorry, but we can't return photos.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



SILENT HILL 2

PART 3 WHAT WAS THAT?

Nah. It was nothing... or *was* it? After completing this nightmare more than once, you'll be excused for being a little bit jumpy. That's where we come in – your tips saviours.

AIM OF THE GAME

Thanks to the benevolent tips spotlight that PSM2 has cast through the pervading darkness of *Silent Hill 2*, you should be well on your way to unlocking the final mysteries of Konami's deeply disturbing adventure. There're four endings, plus a little something extra to collect – but you'll have to do a little more than eat your way through boxes of cereal with a high sugar content to get them. Survive for all four endings and Imamura-san rewards you with a side-splitting dog 'joke'. Well, what would you expect from such a sick puppy, eh?

WHAT WE SAID...

PSM2 ISSUE #15 NOV 2001

"It's slow, flawed and ambiguous. But we were terrified. A masterpiece of storytelling, if you can swallow the bleak veneer. The most powerful experience on PS2."

WHAT WE SAY NOW

Second time through the chainsaw was a blast, but you'll have to be patient if you want all the revealing endings.

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Which ending you get depends on some key decisions you make during the game. How you decide to play as James Sanderland is up to you. Do you hack through regardless of the other characters, or do you make a real attempt to discover the truth at the heart of the nightmare? We've given you pointers on how to get the different endings and mirrored each solution should you be nervous enough not to put yourself through the Hill mill more than once. Chicken...

'MARIA' ENDING

This is the ending that most of you will get the first time you complete the game. To experience this let James spend a lot of time with Maria, doing all that she says and attempting to protect her from harm. Near the very end of the game James will witness a replay of the last conversation Mary had just before she died. If you go to the end of the corridor and through the other door before the dialogue ends you will get the 'Maria' ending.

Problems getting there? Read our spoiler to find out what you're missing.

SECRET BIT...

The 'Maria' ending sees James confront Mary, apologising for spending too much time with Maria and taking so long to find her. Unfortunately Mary isn't that receptive and doesn't want James to move on and have a happier life and so transforms into an horrific demon. Women, eh? After James has slain the demonic Mary he returns to the lake where he bumps into Maria. After a bit of chit-chat James reveals that he's killed Mary and wants Maria to leave Silent Hill with him to start a new life together. Maria agrees and hands James Mary's real letter which allows our tortured hero to let go of the past. They both pop off to James' car to start their new life.

A happy ending? Well, as James was killing the demonic Mary, he was also symbolically slaying the manifestation of his inner turmoil and guilt over Mary's death. This enables him to try and start a new life with Maria. But this isn't a great choice – Maria is merely a darker manifestation of Mary. As her petrifying fucking cough suggests, he'll have to watch her slowly die as well. By succumbing to Maria's temptation James is also succumbing to the deeply dark forces of Silent Hill.

'LEAVE' ENDING

To achieve this ending James must spend as little time as possible with Maria and stay focused on finding Mary. Re-reading Mary's letter and staring at her portrait once in a while also helps.

You'll know you're witnessing the 'Leave' ending if the following happens...

SECRET BIT...

In the final boss confrontation, James pegs it to the final area to find what he thinks is Mary. But it isn't – it's actually Maria pretending to be Mary. Not best pleased, James puts her to one side, but then Maria gets the bump for being rejected and finally shows her true hideous self. The final fight commences.

Once James has dispatched Maria he finds himself at Mary's bedside. James finally has the chance to speak to his wife and explain his grief. He spills out his heart apologising for killing her in an attempt to end her suffering and admits he has contemplated suicide. Acknowledging his pain Mary forgives him, tells him to go on with his life and gives him her real letter.

As the letter is being read, we see James and Laura leaving the cursed town. James now has the resolution to his guilt that he returned to Silent Hill to get. Bless.

'IN WATER' ENDING

This is a heartbreaker, so crack out the Kleenex. During the game James must examine Angela's knife, read the suicide diary found on the hospital roof, listen to the conversation on the headphones and spend a lot of the game running around injured without healing. If he manages to do all that, the game deems that James is acting in a suicidal manner and is generally ready to cash in his chips. If done correctly then this will happen...

SECRET BIT...

As James confronts Maria's true form in the final sequence, she realises that he wants to end his own life so he can join his dearly departed wife, Mary. Maria wants to scupper this romantic notion and reckons that if she murders him she can drag him down to hell for an eternity of discomfort.

So she attacks him.

Maria he also wins the fight to kill himself. Bonus. In the ending sequence we see James finding himself at the scene of Mary's original death. Despite her pleas for him to go on and have a fruitful life, James has other plans. He picks up Mary, carries her to his car and drives into the lake, killing them both. Give us a smile, cheeky.

'REBIRTH' ENDING

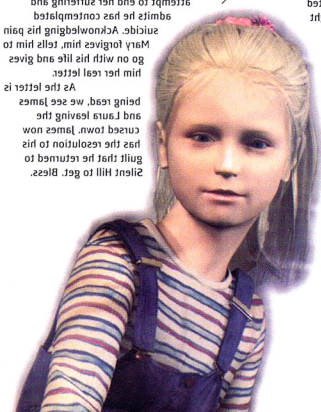
You'll only get this ending if you're completing the game for at least the second time and you must collect all four ceremonial items that appear in various locations throughout the game. Once James is in possession of these, he has the ability to speak to the evil powers that control Silent Hill. James reckons that using these he can gain the help of the ancient gods to try and resurrect Mary. And this is what happens...

SECRET BIT...

After defeating Maria's true evil form, James returns to the boat and rows to a remote island in the centre of the lake. We learn that James believes he was brought back here to learn of the presence of such powers that will enable him to be reunited with Mary.

James re-enacts the ceremony to appease the evil powers of Silent Hill with the aid of a book called the Crimson Ceremony. As he undertakes the ritual it becomes clear he intends to become a follower of evil demon Samael in order to get what wants, even it does involve residing in Silent Hill forever and losing any grip on sanity.

You might recognises the name Samael – it was the followers of this evil power who were responsible for the mess caused in the original Silent Hill.



'DOG' ENDING

Once you've viewed the 'Rebirth' ending, start a new game and a Dog Key can be found in the dog house on Nathan Avenue behind Jack's Inn. Use this to unlock the Observation Room found on the third floor of the Lakeside Hotel. This is what you call a 'joke' ending. Apparently.

The future of electronic entertainment

EDGE®

Issue 106 on sale December 29

It's easy being the best in a market of one. To see how PS2 stands up against Xbox and GameCube, don't miss the latest issue of **Edge**. On sale now

PLAYSTATION | PS2 | DREAMCAST | PC | XBOX | GAMECUBE | GBA

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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

OFFICIAL SSX Tricky COMPO!

SSX TRICKY

PART 2

PSM2 RECENTLY BEAT every other magazine in the UK to claim the title of *SSX Tricky* champions. Heed our advice, then make us whimper by sending in times that beat ours effortlessly. Sob.

AIM OF THE GAME

This issue, we're moving onto the classic tracks. Some short-cuts will be familiar to veterans – but most have undergone minor tweaking that makes them harder, yet more rewarding, to tackle. Other short-cuts are completely new, taking advantage of the improved grind physics that we've already dealt with.

TRICKY LIKE GLUE

Don't forget that you can still win a snowboard by being the greatest trickster (on Pipedream) or speedster (on Alaska) – send us a video of your best run if you want a chance. Pull on those bespoke racing gloves, and we'll see you on the slopes.

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"Like an estranged lover, *Tricky*'s returned slimmer, fitter and more alluring than ever. You might see the similarity, but you won't stop falling in love again."

WHAT WE SAY NOW

We're not sleeping until we break that million on Alaska. We're so close we can smell it. Must... break... million...

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SNOWDREAM

A nice and easy course for beginners, Snowdream's been completely remodelled with lots of obvious short-cuts and huge grinds. It's here that you can really get to grips with the new grind physics – check out every billboard and railing for tell-tale linking cables.

KEY FOR ICONS

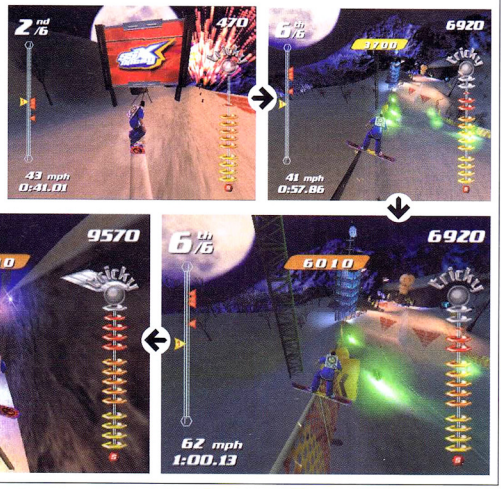
TRICKY | FAST | SLOW | HARD | POINTS | EASY

PIPE GRIND

■ Right at the start, there's a fat pipe off to the left. It's surprisingly fiddly to hit properly, but there's a handy trick opportunity as you hit the snowblower at the end.

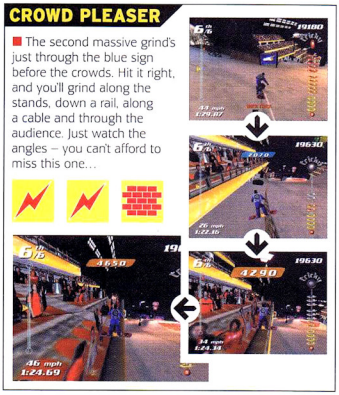
CABLE RUN

■ After the pipe, take a hard left to hit the first of several easy grinds. There're three cables starting each, so you can afford to be off-centre. Too much boost, and you'll fly off the course when you hit an angle. Keep it slow, and just nudge ◎ on the straights.



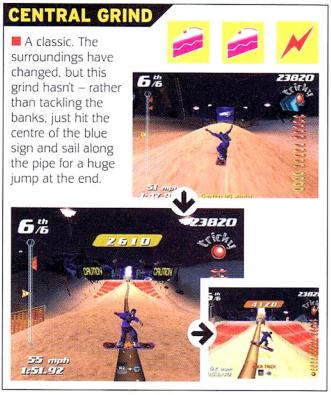
CROWD PLEASER

■ The second massive grind's just through the blue sign before the crowds. Hit it right, and you'll grind along the stands, down a rail, along a cable and through the audience. Just watch the angles – you can't afford to miss this one...



CENTRAL GRIND

■ A classic. The surroundings have changed, but this grind hasn't – rather than tackling the banks, just hit the centre of the blue sign and sail along the pipe for a huge jump at the end.



ELYSIUM ALPS

Elysium's all about endurance – if you make an early mistake, there's still plenty of time to recover against anyone but an expert. What with all the glass and sheer drops about, you can't afford to lose your nerve, but stay calm, concentrate on your jump timing and you'll be fine.

CLIFFSIDE GRIND

■ At the start, veer right through the first sign before you hit the annoying flippers. You'll come out in deep snow near a vertical drop – turn slightly left to hit a huge grind along a set of signs. There's an alternate entrance point after jumping off the cliff, but it isn't as quick.

SIGN GRINDS

■ If you're after points, go down the centre of the wide open section for two huge jumps and easy snowflakes – but for speed, look out for the lengthy grind. It starts on the left, but the sudden turn to the right's an absolute bastard – drop your speed, or you'll bounce off Eddie's shocked face.

TAKE THE HIGH ROAD

■ The dreaded cliff run's still there – but now it's possible to get back on if you mess up one of the early jumps. To hit it, swing left between two red signs in quick succession, and then jump early on all the red paint. If you miss any gaps, look out for the horizontal trees – boost along them and they'll catapult you back on track.

CHEEKY SIGN SMASH

■ In the last stretch, every advantage is crucial – and if you're up against a human opponent, you can't afford to miss this opportunity. In the run-up to the glass barriers, boost up the bank and smash this sign to skip a tight corner.

BRIDGE MAGNET: See that grind off to the left there? Don't bother - it's pointless.

MESABLANCA

The fastest course in the game, it's almost possible to tackle Mesablanca as one extended short-cut. The mine cart rails are the most important grinds to hit, but now there's a new way of getting onto them – and a completely alternative set.

ONE STEP AHEAD

■ Difficult, but a good way to avoid the early ruck. As soon as the race starts, do a quick 360 to build up your boost, then ignore the first set of red stripes and jump from the right of the second set. Ideally, you'll land on the ramp part of the short cut – boost straight up and smash the red sign to find an easy short-cut through the trees.

AERIAL GRIND

■ They've taken away the *SSX* sign on this one, so veer left under the Seeiah poster for a cheeky short-cut, then line up on the blue sign at the bottom of the slope. You'll have to hit the grind dead-centre at full speed, and quickly hit ← to turn your board horizontally. This one's a bit hit and miss, but if you can keep on the curved rails, you'll storm ahead of the pack easily.

MINE GRIND

■ For a slightly easier rail grind, ignore the Seeiah sign, and bank left under the stone arch to smash the blue sign. This'll take you onto a bridge above the main track – head down the tunnel and onto the right-hand rail. This is an early version of the grind through the fence from the last game.

THE FINAL STRETCH

■ In the final stretch, it's now much easier to get a quick burst of speed by grinding the curved rails at the end. Hit the *right-hand* rail on the *left* path and you'll be able to grind the whole thing without jumping. Sweet.

WIN!

TWO SSX TRICKY SNOWBOARDS!

Are you the chairman of the board? Prove it by testing your slope-dodging prowess.

CHALLENGE 1: SPEED

One board's going to the quickest run down the brutally icy Alaska course. Don't forget the chapstick.

CHALLENGE 2: TRICKS

The other board goes to the highest scorer on the legendary Pipedream 2 course. We're expecting nothing short of scores in the millions this year.

HOW TO ENTER

Write your time/score, plus your full name and address on the form below, bundle it up with your video proof and send it to us at:

THE OFFICIAL SSX TRICKY COMPO,
PSM2 Magazine,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW.

I'M TRICKY, TRICKY, TRRRRICKY!

I'll take those snowboards off your hands, thanks. Now stare in superstitious awe at my silky *SSX* skills.

Name: _____

Age: _____

Address: _____

_____

_____

_____

_____

Telephone: _____

My awe-inspiring score on the Pipedream 2 course is...

_____

And my lightning-quick time down Alaska is...

_____

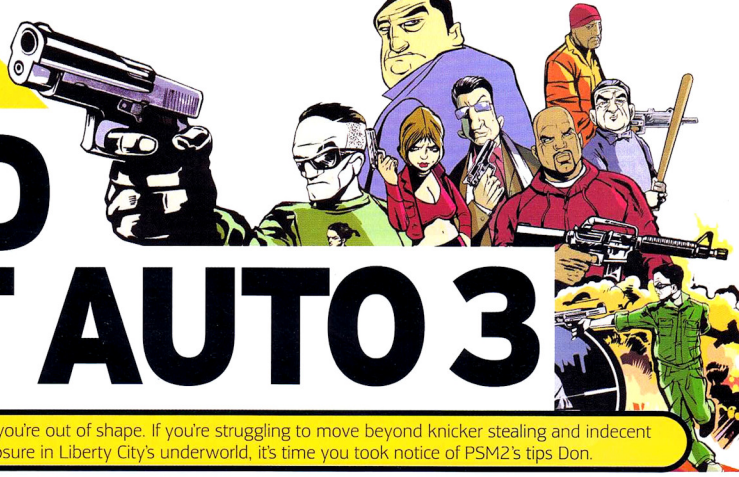
I agree to follow the competition rules and understand that the Editor's decision is final.

THE RULES

1) To negate claims of Action Replay-based cheating, we need a video of your entire run – from the first shove out of the gates to the triumphant swerve over the finish line. A photo of the high-score table's not eligible.
2) You can use any character – ideally on full stats – and any of their unlockable boards. That includes the Uber boards, but not any 'cheat' ones like the Menora.
3) You can enter both categories if you fancy a matching pair of snowboards – just make it clear on the entry form.
4) You can send us as many entries as you like – if you improve on your score, get the new one in the post.
5) The closing date is March 20th, 2002. Stick it in your diary.
6) No correspondence will be entered into (please don't keep calling us to check the scores – we won't tell you).
7) The Editor's decision is final.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



GRAND THEFT AUTO 3

PART 1 YOU'RE A BIG MAN

but you're out of shape. If you're struggling to move beyond knicker stealing and indecent exposure in Liberty City's underworld, it's time you took notice of PSM2's tips Don.

grand theft auto III

AIM OF THE GAME

There's no reason to go looking for trouble in *GTA3*, 'cos trouble comes looking for you. If you're not dragging your battered body from another ten car pile-up, then you're being tenderised by bat-wielding Yardies. Just staying alive is hard enough. If you're face down in a pool of vein juice every five minutes then these cheats should give you an extra lease of life. Well, no-ones going to mess if you're driving a tank. And if they do, you can always shoot them in the face with a fat cannon.

WARNING!

Using the cheats to turn the pedestrians on each other might seem funny at the time, but you CAN'T turn it off. DON'T save your game while it's on!

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"The immoral allure might attract, but attention to detail keeps you hooked. *GTA3*'s vast scope and tiny touches are the most impressive we've seen on PS2."

WHAT WE SAY NOW

"I was at home, watching Animal Hospital wiv me *muvva*! 'Ow many more bleedin' times do I hafta *tell* ya!"

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CODES

All these codes should be entered during gameplay and will all be confirmed with an on-screen message.

ALL WEAPONS
Press R2 twice, L1, R2, ←, ↓, →, ↑, ←, ↓, →.

RHINO TANK
Press ○ six times, L1, L2, L1, △, ○, △. Press ○ to fire the tank gun.

DODO CAR
Press →, R2, ○, R1, L2, ↓, L1, R1. This enables the car you're driving to lift off the ground and fly.

LOWER WANTED LEVEL
Press R2 twice, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓.

HIGHER WANTED LEVEL
Press R2 twice, L1, R2, ←, →, ←, →, ← during game play.

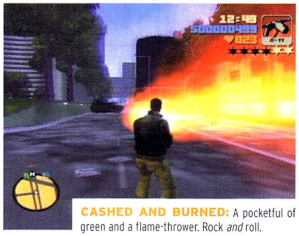
FULL HEALTH
Press R2 twice, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑.

FULL ARMOUR
Press R2 twice, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑.

MORE MONEY
Press R2 twice, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑.

DESTROY ALL CARS
Press L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, L1.

BETTER DRIVING SKILLS
Press R1, L1, R2, R1, ←, R1 twice, △. Press L3 or R3 to jump while driving.



CASHED AND BURNED: A pocketful of green and a flame-thrower. Rock *and* roll.

INCREASED GORE
Press □, L1, ○, ↓, L1, R1, △, →, L1, ⊗.

FOG
Press L1, L2, R1, R2 twice, R1, L2, ⊗.

CLOUDY WEATHER
Press L1, L2, R1, R2 twice, R1, L2, □.

RAINY WEATHER
Press L1, L2, R1, R2 twice, R1, L2, ○.

NORMAL WEATHER
Press L1, L2, R1, R2 twice, R1, L2, △.

FASTER TIME
Press ○ three times, □ five times, L1, △, ○, △.

DIFFERENT COSTUME
Press →, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →.

PEDESTRIANS RIOT
Press ↓, ↑, ←, ↑, ⊗, R1, R2, L2, L1.

PEDESTRIANS ATTACK EACH OTHER
Press ↓, ↑, →, ↑, ⊗, R1, R2, L1, L2.

GET TO STAUNTON ISLAND AND SHORESIDE VALE EARLY!

Get past the barriers at the bridge and enable the Dodo Car cheat. Then magic yourself a Rhino Tank using the cheat. Use the right Analogue stick to turn the gun turret 180°, then go full throttle along the bridge firing back as you go. This should give you enough speed to float over the gap in the bridge onto the other side. Land safely and go to your hideout to save your game.

CRAZY PEDESTRIANS
Press R2, R1, △, ⊗, L2, L1, ↑, ↓.

BREAK LIMBS OFF
Press □, L1, ○, ↓, L1, R1, △, →, L1, ⊗. For this one, you won't get a confirmation message.

ARMOUR OF GODFATHER: The Rhino's extremely tricky to get without the cheat.

DRIVE AND FLY

As you familiarise yourself with the city, you'll notice some tempting opportunities to get airborne. Hit these ramps and earn money for cash stunt bonuses. You'll find their positions on the maps to the three areas. We also suggest using the cop car – it shifts like a greased madman on skates.

PORTLAND

After your daring escape from the prison truck with 8-ball, you'll find yourself in Portland. With its manky Red Light District and Luigi's Sex Club 7 you'll have plenty of opportunity to start your career as well as pick up a bucketful of valuable packages.

PETTY CASH...

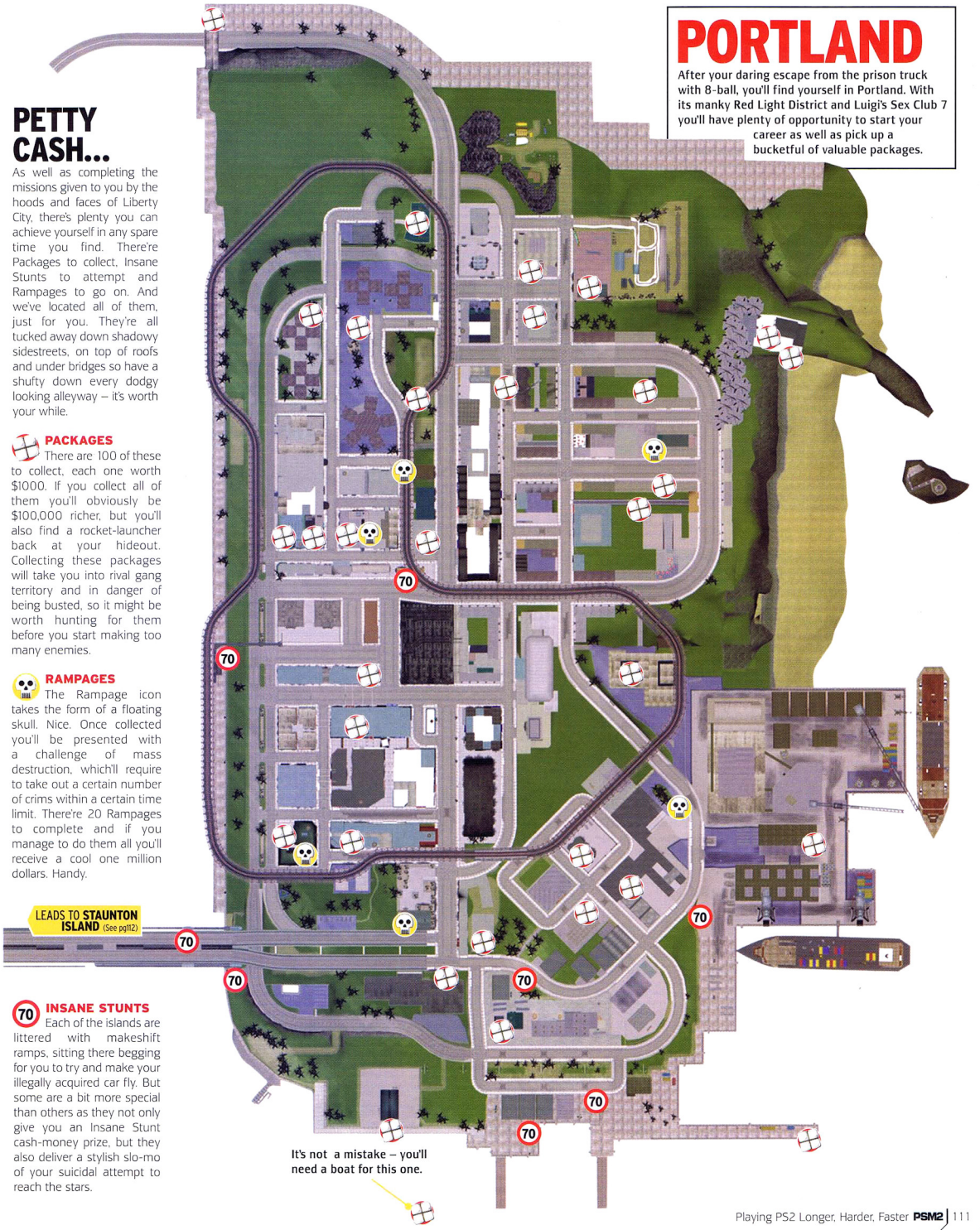
As well as completing the missions given to you by the hoods and faces of Liberty City, there's plenty you can achieve yourself in any spare time you find. There're Packages to collect, Insane Stunts to attempt and Rampages to go on. And we've located all of them, just for you. They're all tucked away down shadowy sidestreets, on top of roofs and under bridges so have a shufty down every dodgy looking alleyway – it's worth your while.

PACKAGES

There are 100 of these to collect, each one worth $1000. If you collect all of them you'll obviously be $100,000 richer, but you'll also find a rocket-launcher back at your hideout. Collecting these packages will take you into rival gang territory and in danger of being busted, so it might be worth hunting for them before you start making too many enemies.

RAMPAGES

The Rampage icon takes the form of a floating skull. Nice. Once collected you'll be presented with a challenge of mass destruction, which'll require to take out a certain number of crims within a certain time limit. There're 20 Rampages to complete and if you manage to do them all you'll receive a cool one million dollars. Handy.



INSANE STUNTS

Each of the islands are littered with makeshift ramps, sitting there begging for you to try and make your illegally acquired car fly. But some are a bit more special than others as they not only give you an Insane Stunt cash-money prize, but they also deliver a stylish slo-mo of your suicidal attempt to reach the stars.

STAUNTON ISLAND

This is Liberty City's commercial district, which offers plenty of opportunity to scam your way to some big money.

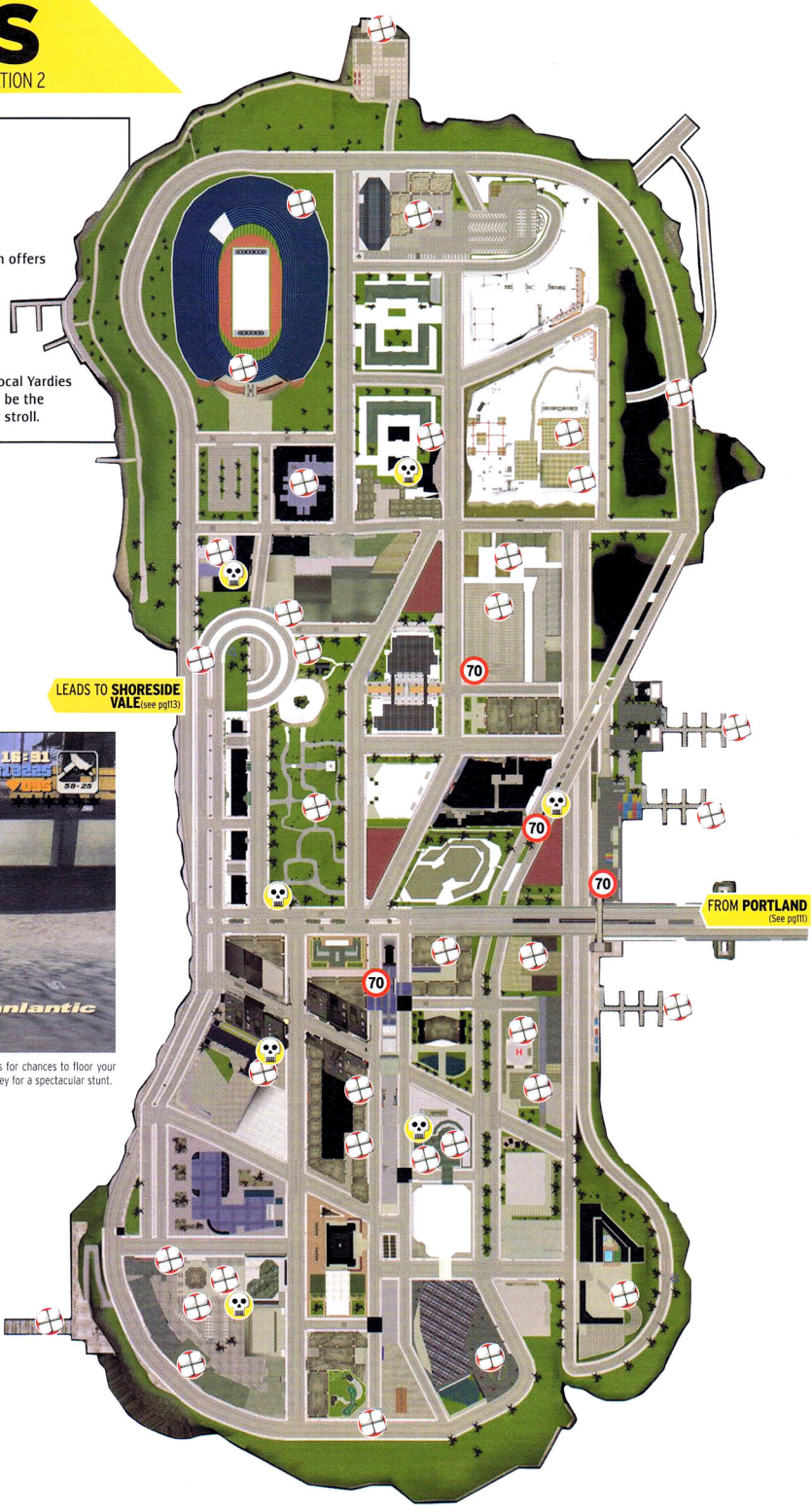
You'll notice that things are very different here. People have a little more money, so the vehicles that become, ahem... *available* to you change quite dramatically.

Moving's quite stressful, especially if the local Yardies and Triads have heard all about you. Expect to be the centre of attention whenever you take a quiet stroll.

BASE. HOW LOW CAN YOU GO? Get over the bridge from Portland and establish yourself on the new turf.

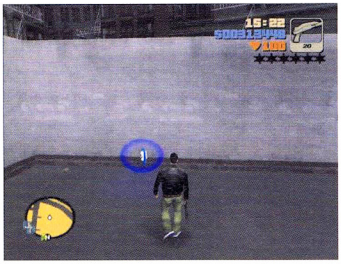
RAMP IT UP: Look out for fences, elevated alley ways and steps for chances to floor your vehicle and get some air. Some are restrictive, but some offer big money for a spectacular stunt.

PARCEL AUTOMATIC: For a lot of these you'll have to head upwards. Most are in hard-to-reach areas like rooftops.



SHORESIDE VALE

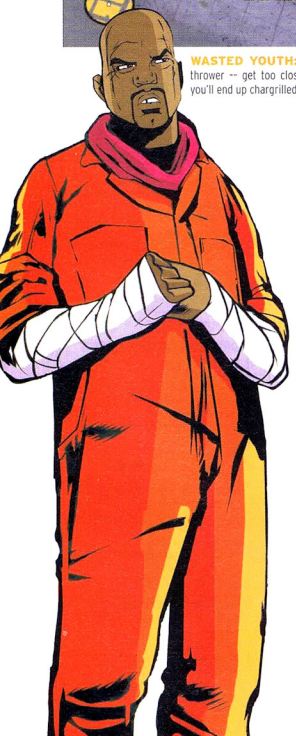
The third and final playground for you to cement your reputation, rather than gaining a reputation for wearing cement shoes. This is a more compact level than the previous two, but be prepared to get used to some very twisty roads. There're some excellent opportunities for Rampage missions, so make sure you've collected enough heavy weaponry to do the job. Have fun.



STROPPING SPREE: How could you possibly refuse the opportunity to barbecue 25 Triads without the law being able to touch you?

TOAST OF THE TOWN: You'll have to find a rich vein of targets if you're going to succeed. You should be familiar with individual gangs by now.

WASTED YOUTH: Top tip for the flame-thrower -- get too close to your victims and you'll end up chargrilled an' all.



FROM **STAUNTON ISLAND** (See pg112)

NEXT ISSUE!

The city never sleeps when you're on the up and up, and neither do PSM2's tip thugs. Next issue we'll be showing you some of the deeper secrets of the underworld, plus we'll be answering your questions.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

›TIPS INFERNO フルワネ

ACCESS ALL AREAS

The most comprehensive collection of essential tips in any PS2 magazine. Get ready to access everything in the toughest games around...

If you've missed an issue of PSM2, here's where you'll find cheats for those already classic titles – as well as the ones you picked up from the bargain bin.

A

ALL-STAR BASEBALL 2002

Hidden Teams
Select exhibition mode. Repeatedly press L1 + L2 and the Dingers and the Islanders teams will be unlocked.
The Dingers can also be unlocked in batting practice mode. Press L1 + L2 + L3 + R3 at the batting practice team selection screen and that team will appear next to the Cooperstown Legends.
Alternate uniforms
Press L1 or L2 in exhibition mode.

AQUAAQUA

Mesozoic Era in Story Puzzle Mode
Successfully complete the Palaeozoic Era in puzzle mode
Cenozoic Era in Story Puzzle Mode
Successfully complete the Mesozoic Era in story puzzle mode.
Ancient Civilisation in Story Puzzle Mode
Successfully complete the Cenozoic Era in story puzzle mode.
Story puzzle and Versus Puzzle Modes
Successfully complete all lessons in training mode.
Hidden Future
Finish with a "Master" rank in all four stages to unlock the Hidden Future in story puzzle mode.
Super Speed
At the main menu screen hold the ⊗ button for twenty seconds then press START.

ARMORED CORE 2

All AC Parts
At the main menu press L1 L2 R1 L3 ⓐ R3.
First Person View
While playing a game, hold ⓐ + ⓡ + START. The game will pause. Press START to resume the game with the new camera view.
Fixed Camera View
Hold ⓡ + ⊗ + START, L1, R1 playing. The game will pause. Press START to resume.
Infinite Energy
While playing the game hit L1, L2, L3, L1, R3 all at the same time. If you did it right then a system error will come up saying Limiter Release. After a while though, that will switch to OB down and you can use any energy.
Steal Emblems
If you see an emblem in the arena that you want to use, select the appropriate AC and press ⓐ to display the spec screen. Then, press START + SELECT. If you entered the code correctly, you will hear a sound. Select "Edit Emblem" to view it.

ARMY MEN AIR ATTACK: BLADE'S REVENGE

Level skip
Level 2
↑, ⊗, ⓐ, →, ←, ⓡ, ⓞ, ⊗
Level 3
ⓐ, ⓞ, ↓, ←, ⓡ, ⓡ, ↑, ↑
Level 4
⊗, →, ←, ⊗, ⓞ, ⓡ, ⓡ, ⓐ
Level 5
↓, ↓, ⓞ, ⓡ, ⓞ, ⓡ, →, ⊗
Level 6
ⓐ, ⊗, ↑, ←, →, ←, ⓞ, ⓐ
Level 7
←, ⓡ, →, ↓, ⓞ, ⊗, ⊗, →
Level 8
ⓐ, →, ⓡ, ⓡ, ⓞ, ↓, ↓, ⊗
Level 9
↑, ⊗, ⓡ, ←, →, ⓞ, ←, ←
Level 10
ⓐ, ↑, ⓞ, ⊗, ⓡ, ↓, ↓, ↓
Level 11
ⓞ, ⓞ, ↑, ←, →, ⊗, ⓐ, ⓡ
Level 12
→, ↑, ⊗, →, ⓞ, ⓡ, ⓐ, ⓞ
Level 13
←, ←, ⓐ, ⓞ, ⊗, ⊗, ↓, →
Level 14
ⓡ, →, ⓞ, ↑, ↓, ⓡ, ↓, ⊗
Level 15
←, →, ⓞ, ⊗, ⓡ, ↓, ↓, ⓞ
Level 16
ⓐ, ⓡ, ⊗, →, →, ⓞ, ⓡ, ↓
Level 17
ⓡ, ↑, ↑, →, ←, ⓡ, ↓, ⊗
Level 18
ⓞ, ⊗, →, ⓐ, ⓡ, ↑, ⊗, ⊗
Level 19
↓, →, ⊗, ⓡ, →, ↑, ⓞ, ⓞ
Level 20
↑, ⊗, ⓞ, ↑, ←, ⓡ, ⓞ, ⊗
Unlock All Missions
At the main menu, choose continue game, then select password. At the password menu, press ↑, ⊗, ⓞ, ↖, ⓡ, ⓞ, ⓞ, ⊗.

ARMY MEN: SARGE'S HEROES 2

Enter the codes at the Code Entry Screen.
All Weapons
GIMME
Invincibility
NODIE
Get All Levels
FREEPLAY
Huge Mode
IMHUGE
Invisibility
NOSEEUM
Level Select
Boot Camp – BOOTCAMP
Dinner Table – DINNER
Bridge – OVERPASS
Refrigerator – COOLER
Graveyard – NECROPOLIS
Castle – CITADEL
Tan Base – MOUSE
Revenge – ESCAPE
Desk – ESCRITOIRE
Bed – COT
Plasticville – BLUEBLUES
Toy Shelf – BUYME
Cashier – EXPRESS
Toy Train Town – LITTLEPEOPLE
Rocket Base – NUKEM
Pool Table – EIGHTBALL
Pinball Machine – BLACKKNIGHT

ATV OFFROAD FURY

Select Pro-career mode and enter these codes as your name.
All ATVs – CHACHING
All tracks – WHAT EXIT
Expert mode – ALLOUTAI

B

BATMAN: VENGEANCE

Unlimited Batarangs
At the main options screen press L1 L2 R1 R2. If done correctly you'll hear a sound effect confirming the code worked.

All Weapons and Unlimited Ammo
At the start Plant Electrocution 2 level, slide into the second hole and glide to the lit area and pick up the key. Use the grapnel to exit, continue the slide down and use the key on the door right next to the vines behind the glass. Inside you will find an envelope with a "C" on it. When you complete the game, you can activate this cheat to get all weapons and unlimited ammunition.

BLOODY ROAR 3

Cheat Mode
Enter the options menu, then hold L1 and press ⓞ.

Fight As Kohryu
Play through arcade mode until you face Kohryu. Defeat him to unlock him as a playable character.
Fight As Uranus
Play through arcade mode and defeat Xion without using any continues up to that point. Defeat Uranus to unlock her as a playable character.
No Blocking Mode
Get first place in arcade mode to unlock this option. In this mode, you and your opponent cannot guard (heavy or normal), with the exception of the guard moves (green electric moves) in survival and versus modes.
One Hit Knockdowns
Get first place in sudden death mode to unlock this option. In this mode, you and your opponent can knock each other down in one hit and do double damage in survival and versus modes. Alternately, get 30 wins in survival mode with one character and record your name in the records.

BOUNCER

Alternate Costumes
Hold L1, L2, R1, or R2 and press ⊗ choose a person at the character selection screen.
Hidden FMV Sequence
Successfully complete the game as Sion.
Kou With MSF Costume
Play through the entire game, only selecting Kou. Save the game after Kou enters the Mikado building as a MSF soldier. The MSF costume for Kou will now be unlocked in versus and survival modes.
Leann Caldwell
Play through the entire game, only selecting Kou. After you defeat Dauragon for the final time you will view a FMV sequence where you have to fight Leann. Defeat her to unlock her in versus and survival modes.
Master Wong
Select Volt or Kou in their story line through the Mikado Building and have either of them fight Kaldea. Select Sion for the fight with Dauragon. After the battle, Sion remember a battle with Master Wong. Defeat him to unlock Master Wong in versus or survival modes.

C

CAPCOM VS SNK 2

Boss Challenge Mode
Boss challenge mode becomes available under the following two conditions. Both hidden Bosses (God Rugal, Shin Gouki) must already be defeated and unlocked. Hold ⓐ + ⓡ while selecting arcade mode.

Victory Quotes
Hold START + FP after winning a stage to make your character say an opponent specific quote. Hold START + FK to make the character talk with a team member.

CART FURY

Go to the cheat menu and enter these codes.
Big Head Mode
ⓐ, ⓡ, ⓡ, L1, L1, L2
Get Fog
L2, L1, ⊗, ⓡ, ⓡ, ⓒ
Unlock all Cars
ⓐ, ⊗, ⓐ, ⓡ, L1, ⓐ
Unlock all Movies
L1, ⓒ, L2, ⊗, L1, ⓐ.
Unlock all Tracks
L1, ⓐ, ⊗, ⊗, L2, L1
Unlock Non-Playable Death Cars
L1, ⓡ, L1, L2, ⊗
Unlock the Death Wall
⊗, ⓡ, L2, ⓐ, L1, L2
Unlock the Playable Death Car
L1, ⓡ, L2, L1, L2, L1

CITY CRISIS

Unlock All Helicopters
Complete all of the Rescue missions to unlock Bat and Pork as playable helicopters in all modes.

Unlock Final Rescue Mission and Time Attack Mode
Complete all of the Chase missions to unlock Final Rescue mission in Mission mode and Time Attack mode.
Unlock Chase Car Mode
To unlock Chase Car mode earn an A rating on all missions and an S on the Bus Chase.

Unlock Disaster Mode
Achieve an S rating in Final Rescue mode to unlock Disaster mode.

CRAZY TAXI

Secret Push Bike
Hold L1 + L2 at the character selection screen. Release L1, then release L2. Hold L1 + L2 again, then release them simultaneously. Then press ⊗

Alternately, highlight a driver at the character selection screen, then press L1 + L2, L1 + L2, L1 + L2, then hold L1 + L2 + ↑ and select your player.

Alternately, successfully complete all sixteen Crazy Box levels to unlock the Secret Push Bike for each character. It can be used in Crazy Box, arcade, or original modes.

To unlock the Push Bike in Another Day mode, select original mode. Then press L1 + L2, L1 + L2, L1 + L2, L1 + L2, L1 + ⊗ at the character selection screen.
Expert mode
Hold L1 + L2 + START at the main menu. Continue to hold the buttons until the character selection screen appears, then press ⊗ to select the game mode and variation. The phrase "Expert Mode" will appear in the lower left corner to confirm correct code entry.
Disable arrow indicators
Hold L1 + START after choosing your time limit and before the character selection screen appears. The message "No Arrows" will appear.
Disable destination indicator
Hold L1 + START after choosing your time limit and before the character selection screen appears.
Another Day mode:
Press L1 at the character selection screen, then release it. Then, hold L1 and press ⊗.
Alternate display
Begin game play in arcade or original mode. Hold L1 + L2 and press ⓞ on controller two to toggle between first person and rear views. Hold L1 + L2 and press ⓞ on controller two to view a speedometer. Hold L1 + L2 and press ⓞ on controller two to zoom out to a pass-by pan. Hold L1 + L2 and press ⊗ on controller two to reset the display.

D

DANCE SUMMIT

More Remixed Songs
Beat the game in team mode five times, then highlight Remix. Hold L1 and L2, then press ⓞ for additional remixes.

Sound Select Option
To unlock the sound select option you must beat the game four times.

Unlock Far East Commanders and Iga Base Stage
Complete the game in team mode four times.

Unlock Galaxy 4 Team and Disco 21 Stage
Finish the game in team mode.

Unlock Jumbo Max Team and 79 Street Stage
Beat the game in team mode three times.

Discos Estrus team and Muscle Stadium stage
Complete the game two times.

Dave Mirra Freestyle BMX 2
At the main menu
All levels
↑, ↓, ↓, ←, →, ↓, ⓡ.

To get most bonuses in the game.
↑, →, ↓, ←, →(2), ↑, ↓, ←, →, ↑, ←, →, →, ↓, ⓡ.

Mike Diaz
↑, ←, ↓, →(2), ←, ↑, ↓, ↑, →, ⓡ.

Amish guy
↑, ←, ↓, →(2), ←, ←, ↓, ↑, ←, ⓡ.

All bikes
↑, ←, ↓, →, ↓(2), →, ↓(2), ←, ⓡ.

Level select
↑, ↓(2), ←, →, ↓, ⓡ.

All themes in park editor
↑, ←, ↓, →, ↓, ↑, ↓, →, ←(2), ⓡ.

All objects in park editor
↑, ←, ↓, →, ↓, ↑(2), ↓, →(2), ⓡ.

All FMV sequences
↑, ←, ↓, →, ←(2), →, ←, ↑, ↓, ⓡ.

DEAD OR ALIVE 2

Extra options
Press START to pause game play, then press ⓐ + ⊗.
Fight as Bayman:
Successfully complete the game with all original characters. Bayman can only be used where the two extra slots are for hidden characters; Survival, Time Attack, etc.
Fight as Tengu
Collect ten stars in survival mode. Play as any combination of characters more than 200 times.
Alternate hairstyles
Press either ⓞ or ⊗ when selecting female fighters.

DEVIL MAY CRY

To unlock All Star Group Photo you must get an S Rank on all missions.
Unlock Legendary Dark Night Mode
Beat Hard mode.
Unlock Dante Must Die Mode
Beat Legendary Dark Night mode.
Unlock Easy Automatic Mode
Clear any mission from 1-5 using continues.
Unlock Hard Mode
Beat the game once to unlock Hard mode.
Unlock Super Dante
Beat Dante Must Die mode. With this, you can transform into a devil, and use magic indefinitely.
Quick Devil Trigger
Approach an enemy and press L1 to taunt the opponent. The Devil Trigger meter should go up by one.

DRIVING EMOTION TYPE-S

Bonus cars
Win the Autocross 2 to unlock the Mazda RX-7 FC3S and the Toyota Sprinter Truno GTV.
Dynasty Warriors 2
Enter in the following codes at the title screen.
Wu Characters
ⓡ, ⓡ, L2, L2, L2, L2, ⓞ, ⓞ
Shu Characters
ⓡ, ⓡ, L2, L2, L2, L2, ⓞ, ⓞ
Free mode side selection
Hold the ⓐ button and then press L2, L1, L2, L1, L2, L1, L2, L1
Opening Cinema Editor
L2, L2, L2, L2, L2, L2, L1, L1
Unlock All Hidden Characters
ⓞ, L2, ⓞ, L2, ⓞ, L2, ⓞ, L2

DYNASTY WARRIORS 2

Enter in the following codes at the title screen.
Wu Characters
ⓡ, ⓡ, L2, L2, L2, L2, ⓞ, ⓞ
Shu Characters

L1, R1, L1, R1, L1, R1, L1, R1.
Free mode side selection
Hold the X button and then press L1, R1, L1, R1, L1, R1, L1, R1.
Opening Cinema Editor
L1, L1, L1, R1, R1, R1, L1, R1.
Unlock All Hidden Characters
X, L1, X, L1, X, L1, X, L1.

EPHEMERAL FANTASIA

Skip intermission sequences
Hold X during an intermission sequence.
Guitar mini-game
Hide icon
Press L1, →, L1, →, L1, L1.
FF icon
Press L1, L1, →, ○(2).
SFF icon
Press L1, L1, →, ○(2), L1, L1, →, ○(2).
Random icon
Press →, L1, L1, L1, L1, ○.
SUD icon
Press L1, L1, →, L1, →, L1, ○.
Little icon
Press L1(3), L1(2), →(3).
E icon
Press L1, →, ○, L1, L1, →, ○, L1.

ESCAPE FROM MONKEY ISLAND

Combinations for Monkey Kombat
If you press and hold L1 while in Monkey Kombat, a screen pops up that shows the combinations of buttons to change to each stance so you don't have to write them down.
Play Monkey Invaders
Fully complete your Monkey Kombat table (available by pressing L1 in Monkey Kombat) for each Monkey Stance and you will unlock the hidden game Monkey Invaders.
Play Murrayball
At the Palace of Prostheses, use the filing system to look up the name Ryan J. Danzwithwolves (You must do this before looking for the No-Nosed Man). After that, check the Bonus Stuff menu in the Options section. Murrayball will be one of the choices.

ESPN NBA 2NIGHT

Big Heads
Enter 'BIGHEAD' as a code at the cheat menu.
Easy Dunks
Turn off travelling, then press and hold L1 to shoot without releasing it. Then go past the defender and dunk the ball.

ESPN INTERNATIONAL TRACK AND FIELD

Athlete Interviews
Win five bronze, five silver, five gold, or ten gold medals in trial or championship mode to unlock an new interview sequence under the 'Awards' option at the main menu.
Bonus Rhythmic Gymnastics Song
Win a gold medal for all three rhythmic gymnastics songs in trial or championship mode. Return to the event to access a bonus song. New expert tune will be available.

ESPN X GAMES SKATEBOARDING

Another arcade mode
Get all 36 licenses in arcade mode, then press ○ at the stage selection screen.
Big Head Mode
Get 30 licenses in arcade mode with any character, then press ○ + L1 at the character selection screen.
Additional Characters
Hold L1, L1, L1, or L1 at the character selection screen.

EXTERMINATION

Extra Ammo
Complete the game with Roger's Knife collected. Save the game when prompted to create a file name in yellow. Load the file in yellow to start a new game with extra ammo.
Extra Healing Items
Complete the game with all Dog Tags collected. Save the game when prompted to create a file name in yellow. Load the file in yellow to start a new game with extra healing items.
Expert Mode
Successfully complete the game after finding all fifteen dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time).

EXTREME G-3

All Tracks
At the title screen enter L1, L1, L1, L1, L1, L1, L1, L1, L1, then press L1+L1+L1+L1.
Double Your Money
Enter L1, L1, L1, L1, L1, L1, L1, L1 at the Main Menu. Then every time that you race you should get double your prize money.
Free Money
Enter L1(5), L1(5), L1(5), L1(5) then press L1+L1+L1+L1 simultaneously at the Main Menu.
Infinite Ammo
Start a game and pause it. Then press L1, L1, L1, L1+L1, L1+L1.
Infinite Shields
On the rider status screen, press L1+L1, L1+L1, L1+L1, L1+L1.
Infinite Turbo
At the Title Screen, press L1+L1+L1, L1+L1, L1+L1.

FANTAVISION

Extra Option
Successfully complete and save the game under the normal difficulty setting to unlock an 'Extra' option at the main menu.
Extra 2 Option
Successfully complete and save the game under the hard difficulty setting to unlock an 'Extra 2' option at the main menu.

4X4 EVOLUTION

$1,000,000 Dollars
At the title screen, or while the game is paused, press L1, L1, L1, L1, L1, L1, L1, L1, L1, L1, L1, L1 to get one million dollars in Career mode.
$25,000 cheat
To get access to $25,000, pause the game, hit L1, L1, L1, L1, L1, L1, L1, L1, L1, L1, L1, L1.
All tracks
Pause the game and hit L1, L1, L1, L1, L1(2).
At the main menu, enter the following codes:
Normal Mode
L1, L1, L1, L1, L1, L1
Slow Motion Mode
L1, L1, L1, L1, L1, L1
Turbo Mode
L1, L1, L1, L1, L1, L1
Unlock Secret Vehicles
L1, L1, L1, L1, L1, L1

FUR FIGHTERS: VIGGO'S REVENGE

Extra Multi-player Level
In New Quack city, the building where you push the statue in front of the camera-there are TV screens with short two-frame animations on them, one of them has the Bizzare company logo on it, shoot it and it will explode.
Time Slice Camera
Complete the basketball mini game at the Lower East Quack level. Press R3 to activate it.
Tiny Character Cheat
This cheat is activated from the Dinotopolis section of the game in the Games Room level of this section. Go past the jukebox and climb the stacked books. Looking around you should see an arcade machine behind you. Transform into Tweek and glide over to the arcade machine.
Jump on the start button and win one round of this sub game to activate the cheat.

GAUNTLET

Input these codes as a new characters name to unlock these secret characters.

NUD069	S&M Dwarf
STX222	Happy Face
KJH105	Chainsaw
PNK666	Punkrock
TAK118	Ninja
STG333	Employee Stig
KAO292	Waitress
CSS222	Ex-Employee Chris
RIZ721	Football Dude
DIB626	Manager Mike
SJB964	Karate Steve
ARV984	Created by Don
AYA555	Schoolgirl
CEL721	Cheerleader
RAT333	Rat Knight
GARM99	Regular Garm
GARM00	Sickly Garm
SUM224	Sumner
SKY100	Sky General
MTN200	Mountain General
TWN300	Town General
CAS400	Castle General
ICE600	Ice General
DES700	Desert General
BAT900	Battle General
EGG911	Pojo the chicken
STX222	Stick figure jester
RAT333	Warrior with a Rat's head
ICE600	A Big Dwarf
PNK666	Big headed jester
TAK 118	Knight in a ninja suit with claws
TWN300	Valkyrie with a scythe
CAS400	Different looking warrior
GAM666	Evil Wizard
SKY 100	Alternate wizard
DARTHC	Knight in Black Armour

These cheats can only be entered one at a time at the name select.
10,000 Gold
10000K
Invincibility
NVULN
Invisibility
000000
Super Crossbow
SSHOTS
Triple Shot
MENAGE
Reflect Shot
REFLEEX.
Anti-Death
1ANGEL
X-Ray Vision
PEEKIN
Full Turbo
PURPLE
Enemies Always Shrunk
Enter DELTA 1
Have Nine Potions and Keys
ALLFUL
Run Quickly
XSPEED
Throw Quickly
QCKSHT

GRADIUS 3&4

Pause the game after the first boss and enter these codes.
Instant Double Shot Power-up
Pause the game play after passing the first Boss and press ↑(2), ↓(2), ←, →, ←, →, ○ X.
Instant Laser Shot Power-up
↑(2), ↓(2), ←, →, ←, →, ⊗, ○.

GRAN TURISMO 3

Professional mode
Select arcade mode, then highlight the 'Hard' selection on the difficulty selection screen. Hold L1 + L1 until it changes to 'Professional'.
Selecting Series Awards
Series awards aren't purely random.
Press L1 when a silhouetted car has the large black circle flashing under it to cause that car to be selected as the award for winning the series. Timing is crucial, since the large black circle only appears under a car for less than half a second.
Easy Money
Go to Super Speedway in the Beginner League and keep doing the same level for easy money. Go to the Beginner League and race in NA to get 5,000 credits.
Win the 150 mile Endurance Race and sell the car you win to get 500,000 credits total. This will take about one hour.
Get either a fully upgraded Dodge Viper (1088 hp) or the Camaro Race Car. Go to the European championship. Win first place in the first four races and then save the game. Skip the last race. If you get the Vertigo Race Car, keep it. Repeat this process and get the Vertigo again. It can be sold for 300,000 credits.
Free Tuning With Two Memory Cards
Two Memory Cards are required for this trick. After getting some money or cars to sell, save your game to both cards. Then buy the car you want, tune it, and get all the tires. Save your game to the second Memory Card. Then, load the game from Memory Card one, go home, then go to trade. Load the second Memory Card's garage and buy the car you just tuned. Then, save the game to both cards. You have now bought a fully tuned car for the price of the stock car. Repeat this as many times as needed.
More Speed With Automatic Transmissions
When racing with an automatic transmission, hold L1 and you will get better acceleration. Release when the small red light to change gears flashes or the car will not change gears.
Easy Horse Power Boost
When you get a car, change the oil. It will boost the horse power by at least 10 and only costs 250 credits.

GUILTY GEAR X

Hidden fighters:
Press ↓ → → ↑ at the "Press ↑" screen to unlock Testament and Dizzy in all game modes. Or successfully complete the game in arcade mode or reach level 20 in survival mode and defeat Testament. Reach level 30 in survival mode and defeat Dizzy to unlock her in all modes.

GUNGRIFFON BLAZE

Extra weapons
Enter FAE MASTER! as a pilot name.
"Mexico" as a country, and "Female" as a sex to begin with 12 fuel-air bombs.
Jagdpanther:
Accumulate 6 million points to unlock the Jagdpanther. Alternately, earn 25 medals

ISS

Hidden teams
Press ↑(2), ↓(2), ←, →, ←, →, ⊗, ○ Start, L1 unlock the All-Star teams.

KENGO

Play as a student
Hold L1 + L2 + R1 + R2 when selecting a character. Different characters will result in different Dojos and students.
All hidden characters:
To unlock all the hidden characters in Versus and Tournament mode, defeat all the Dojos in single player mode.

KESSEN

Play as the West
Successfully complete the game as the East.
Battle mode option
Successfully complete the game as the East and the West. A new option that allows you to choose your battle mode will be unlocked at the main menu. Any previous battle may be fought, as either the East or the West.

KLONOA 2: LUNATEA'S VEIL

Play as Mometsuto
Successfully complete the game to unlock Mometsuto as a playable character.
Boss battle
Successfully complete the fairground levels to unlock a new area that allows you to battle previously defeated Bosses.
Bonus levels
Collect all six stars in a level to get a Mometti doll. A bonus level will be unlocked after you have accumulated eight and sixteen dolls.
Picture gallery
Successfully complete the fairground levels to unlock an option for a picture gallery. Collect all 150 gems in a level to unlock its pictures in the gallery.

KNOCKOUT KINGS 2001

Celebrity Boxers
Enter the following names as your name in career mode and you will get the celebrity boxer.
MECCA - Ashy Knuckes
MRBARRY - Barry Sanders
OSUNA - Bernanda Osuna
HATCHER - Charles Hatcher
ZITO - Chuck Zito
BOSTICE - David Bostice
DEFIAGBN - David Defiagbon
DEMART - David DeMartini
JGIAMBI - Jason Giambi
BEILEY - Joe Mesi
JBOTTI - John Botti
JRSEAU - Junior Seau
OWNOLAN - Owen Nolan
AUSTIN - Ray Austin
STEVEF - Steven Francis
NELSON - Trevor Nelson
SBATISTE - Muhammed Ali

LE MANS 24 HOURS

Enter these names in the Championship Mode then return to the main menu.
All Tracks
SPEEDY
All Cars
ACO
All Championships
NUMBAT
View Credit
HEINEY
Le Mans Mode
WOMBAT

MADDEN NFL 2002

Houston Texans
After the first season in Franchise mode, do the expansion draft for the Houston Texans.
Unlimited creation points
Create a player, then go to 'Edit Player' at the roster screen. Press ↑ or ↓ to choose the player you want to edit. Press → to get to the speed category. Press ⊗, then press ⊗ again.
Dance going into the endzone
Press L1 or L1 while running into the endzone and your player will disco celebrate.

MDK2

Invincibility
Pause while playing the game. Press and hold L1 and L1. Keep holding them and press ↑, ↓, ↓, ↓, ←, ←, →, →, ○, X, ○, X, then hold R2.
Kurt in Boxer Shorts
At the main menu, simultaneously press and hold L1 and L1, and then press ○, X, ○, X. Then start the game.
Slow motion
Begin game play as Max, then hold L1 and press ↑(4).
Mixed character:
To play as a character that is part Kurt, Max, and Doctor Hawkins, pause the game then hold L1 + L1 and press ↑, ↓, →, ←, ⊗, X, ○, ○, ○, R2 + R2.
Fart sounds from Doctor Hawkins:
Play as Doctor Hawkins, then press L1 + L1 + ←, ⊗.

MIDNIGHT CLUB

Smuggler's Run Cars
Play Smuggler's Run and save the game. Use the same Memory Card with Midnight Club to unlock the Dune Buggy from Smuggler's Run. A message will appear to confirm the trick
Manhattan police
Successfully complete Manhattan level 10 in Head-2-Head mode.
London police
Successfully complete London level 10 in Head-2-Head mode.
All Cruisecros
Successfully complete Manhattan levels 1, 4, and 7 in Head-2-Head mode.
All Jones
Successfully complete Manhattan levels 2, 5, and 8 in Head-2-Head mode.
All Piranha
Successfully complete Manhattan levels 3, 6, and 9 in Head-2-Head mode.
All PTs
Win the 1st, 4th, and 7th Head-2-Head races.
All Modicums
Win the 3rd, 6th, and 9th Head-2-Head races.
All Ascents
Win the 2nd, 5th, and 8th Head-2-Head races.
London Bonus Cars
Win the 11th, 12th, 13th, 14th, and 15th waypoint races in London in arcade mode to unlock the Alpha, Double Decker Bus, Black Taxi, and Crown Mail Truck, and Crescendo.
Manhattan bonus cars:
Win the 11th, 12th, 13th, 14th, and 15th waypoint races in New York in arcade mode to unlock the Beta, Bus, Ice Cream Truck, Meter Maid, and Fiorenza II.

MOTO GP

Race as Klonoa
Win Challenge 22 to unlock Klonoa as a rider.

MOTOR MAYHEM

Unlock Buzzsaw
Win all three titles (Eliminator, Deathmatch, & Endurance) with one person on Hard or Very Hard difficulty.
Unlock City Canal Quick Battle/ Two- Player Arena
Complete the Deathmatch stage on normal difficulty to unlock this stage.
Unlock Downtown Quick Battle/ Two- Player Arena
Win the Eliminator matches on normal difficulty to unlock this round.

MX 2002

Level Select
Start the game in two-player mode. Have player one hold L1 + R1 and press ↑, ↓, ←, →, X. Then, have player two hold X + L1 + R1 + ⊗.
Bunny Hop
While not moving, hold L1 + L1 + Analogue stick ↓. Then, hold L1 or L1 until the bar is full. Then, release L1 (clutch) and if done correctly, you should take off into the air.
Bail
Press L1 + L1 + R1 + R1 to bail.

NBA HOOPZ

Press Turbo, Shoot, and Pass to change the icons on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry.
For example, to enter 1-2-3 ←, press Turbo, Shoot(2), Pass(3), ←.

Show shot %	0-1-1 ↓
Home uniform	0-1-4 →
Beach court	0-2-3 ←
Away uniform	0-2-4 →
Show hotspot	1-1-0 ↓
ABA ball	1-1-1 →
Granny shots	1-2-1 ←
No fouls	2-2-2 →
Big heads	3-0-0 →
No hotspots	3-0-1 ↑
Infinite turbo	3-1-2 ↑
Street court	3-2-0 ←
Tiny heads	3-3-0 ←
No goaltending	4-4-4 ←
Tiny players	5-4-3 ←
Play as Dr. Atomic	5-4-4 ←

Taunt opponent
Press ○, X, ○, X, or ○ while your opponent is at the free throw line in a regular game or at the 3-point line in a game of 21.
Easy basket
Run up to the basket while pressing Turbo. When you get to the basket, press X, then ⊗.

NBA LIVE 2001

Strong Pass
Press L1 + ⊗ + L1. One-on-one mode to pass the ball quickly to your opponent.
Between The Legs Pass
Press L1 + ⊗ + L1. One-on-one mode to pass the ball between your legs to your opponent.
Rolling Pass
Press L1 + ⊗ + L1 one-on-one mode to pass the ball by rolling it to your opponent.
Break The Backboard
Hang on the rim and press ⊗, ⊗, L1, L1, ⊗, L1.

NBA LIVE 2002

Boost Super Star Stats
Press ○ at the main menu to display the active menu. Select the 'Roster' option, then 'Edit Player'. If your Create-A-Player list has no entries, a Super Star player will appear. Press L1 at the Edit Player screen to increase his stats. Press L1 to return to the Create-A-Player list, then press R3 to change to another player.

NBA STREET

Enter these codes using the icons on the loading screens.

Unlimited Turbo
Shoe, Basketball, Backboard, Basketball, ↑
No Turbo
Turntable, Microphone, Microphone, Backboard, ↑
Authentic Uniforms
Basketball, Basketball, Turntable, Turntable, ↑
Casual Uniforms
Turntable, Turntable, Basketball, Basketball, ↑
ABA Socks
Microphone, Microphone, Microphone, Microphone, ↑
Tiny Players
Microphone, Basketball, Microphone, Basketball, ↑
Big Heads
Microphone, Turntable, Shoe, Turntable, ↑
Tiny Heads
Microphone, Shoe, Basketball, Shoe, ↑
Less Blocks
Backboard, Turntable, Shoe, Backboard, ↑
Less Steals

ACCESS ALL AREAS

"FOR A DISTINCTLY UNSPORTING ADVANTAGE"

No Player Indicators
Microphone, Basketball, Basketball, Microphone, ↑
No Shot Indicator
Microphone, Backboard, Shoe, Microphone, ↑
No Shot Clock
Microphone, Microphone, Basketball, Backboard, ↑
No Alley-oops
Backboard, Microphone, Turntable, Shoe, ↑
No 2-pointers
Backboard, Backboard, Basketball, Backboard, ↑
No Auto Replays
Turntable, Shoe, Turntable, Turntable, ↑
WNBA Ball
Basketball, Turntable, Shoe, Basketball, ↑
EA Big Ball
Basketball, Turntable, Microphone, Basketball, ↑
Beach Ball
Basketball, Turntable, Turntable, Shoe, ↑
Soccer ball
Basketball, Shoe, Turntable, Basketball, ↑
ABA Ball
Basketball, Turntable, Turntable, Basketball, ↑
Beach Ball
Basketball, Turntable, Turntable, Shoe, ↑
Medicine Ball
Basketball, Turntable, Turntable, Backboard, ↑
NuFX Ball
Basketball, Turntable, Backboard, Basketball, ↑
Volley Ball
Basketball, Turntable, Turntable, Microphone, ↑
Mega Dunking
Backboard, Basketball, Turntable, Basketball, ↑
No Dunks
Backboard, Basketball, Turntable, Shoe, ↑
More Gamebreakers
Turntable, Microphone, Backboard, Shoe, ↑
Less Gamebreakers
Turntable, Backboard, Microphone, Shoe, ↑
No Gamebreakers
Turntable, Microphone, Microphone, Shoe, ↑
Springtime Joe 'The Show'
Turntable, Turntable, Basketball, Turntable, ↑
Summertime Joe 'The Show'
Turntable, Basketball, Basketball, Turntable, ↑
Athletic Joe 'The Show'
Turntable, Shoe, Basketball, Turntable, ↑
Captain Quicks
Backboard, Basketball, Shoe, Turntable, ↑
Explosive Rims
Turntable, Shoe, Microphone, Basketball, ↑
Harder Distance Shots
Shoe, Shoe, Backboard, Basketball, ↑
Easy Distance Shots
Shoe, Turntable, Backboard, Basketball, ↑
Ultimate Power
Backboard, Turntable, Turntable, Basketball, ↑
Mad Handles
Backboard, Shoe, Turntable, Basketball, ↑
Super Swats
Enter Backboard, Backboard, Turntable, Basketball, ↑
Sticky Fingers
Enter Backboard, Microphone, Turntable, Basketball, ↑
Player Names
Basketball, Turntable, Shoe, Backboard, ↑
No HUD Display
Turntable, Microphone, Turntable, Shoe, ↑
Disable All Cheats
Turntable, Turntable, Turntable, Turntable, ↑

Enter these codes in the Enter User ID screen, and get to the User Record box.
Team Big
Quickly hold L1 and press ↑, ↓(2), ←, X
Team 3LW
Quickly hold L1 and press ←(2), →, ↓, X
NYC Legends team
Quickly hold L1 and press ↓(3), ←, X
Team Street Legends
Quickly hold L1 and press →, ←, ↑, ↓, X
Team Dream
Quickly hold L1 and press ↑(2), →(2), X
All Courts
In hold the court mode, go to the screen where you choose your court. Hold L1 and press ↑, ↓, ←, →, →, ←, ↓, ↑ and while still holding ↑, press X.

NHL 2002

Barenaked Ladies
Create a player using one of the following names: Jim Creeggan, Tyler Stewart, Steven Page, Ed Robertson, or Kevin Hearn. The game will adjust the players face and statistics automatically to match that band member.
All-Star Teams
Play through a season and finish the All-Star game. Save the game and two All-Star teams will be unlocked at the team selection screen.

NHL HITZ 2002

Press Square, Triangle, and Circle to change the icons in the first, second, and third boxes respectively at the match-up screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. For example, to enter 123 ←, press Square, Triangle(2), Circle(3), ←.

Big head player	2-0-0 →
Huge head player	3-0-0 →
Big head team	2-2-0 ←
Huge head team	3-3-0 ←
Big hits	2-3-4 ↓
Late hits	3-2-1 ↓
Hitz time	1-0-4 →
No crowd	2-1-0 →
Pinball boards	4-2-3 →
Show shot speed	1-0-1 ↑
Show the team's hot spot	2-0-1 ↑
No fake shots	4-2-4 ↓
No puck out	1-1-1 ↓
No one-timers	2-1-3 ←
Big puck	1-2-1 ↑
Huge puck	3-2-1 ↑
Bulldozer puck	2-1-2 ←
Tennis ball	1-3-2 ↓
Snow mode	1-2-1 ←
Rain mode	1-4-1 ←
Domino effect	0-1-2 →
Turbo boost	0-0-2 ↑
Unlimited turbo	4-1-3 →
Win fights for goals	2-0-2 ←
Skills versus	2-2-2 ↓
First to 7 wins	3-2-3 ←
More time to enter codes	3-3-3 →
Disable previous code	0-1-0 ↓

O

ONI

Press Select during the game then enter these codes at the Help Screen.
Big Head Mode
L2, L1, L2, Square, Circle, Square, Start, Square, Circle, Start.
Big Mode
L2, L1, L2, Square, Circle, Square, R3, Square, Circle, L3.
Easy Kill Mode
L2, L1, L2, Square, Circle, Square, L3, R3, Circle, Square.
Hard Mode
L2, L1, L2, Square, Circle, Square, R3, L3, Circle, Square.
Invincibility
L2, L1, L2, Square, Circle, Square, R3, L3, R3, Circle.
Invisibility
L2, L1, L2, Square, Circle, Square, L1, R3, L3, R3.
Level Skip
L2, L1, L2, Square, Circle, Square, L3, R3, L2, L1.
Power Punches
L2, L1, L2, Square, Circle, Square, R3, L3, Circle, Square.
Tiny Mode
L2, L1, L2, Square, Circle, Square, L3, R3, Square, Circle.

ONIMUSHA

Extra Samanosuke
Complete the game with at least ten Fluorites found. Save the game when prompted to. When you start a new game, select Extra for Samanosuke to play as Samanosuke in a panda bear costume. Press R1 to take the panda helmet on or off.
Extra Kaede
Complete the game with an S ranking. Save the game when prompted to. When you start a new game, select Extra for Kaede to play as Kaede in a Chinese princess outfit.
Special Trailer
Complete the game. Select Special Feature and select Special Trailer to view a preview FMV of Onimusha 2.
Oni Spirits Mini-game
Complete the game collecting all 20 Fluorites found. Select Special Feature and select Oni Spirits to play the mini-game.
Easy Mode
Die in battle against Osric 3 times. After that, it will be selectable when you start a new game. You will never be able to achieve an S ranking in this mode.
Ultimate Mode
Complete Oni Spirits mini-game once. Save the game when prompted to. After that, it will be selectable when you start a new game. You begin the game in this mode with the Bishamon Sword, unlimited Arrows, unlimited Bullets, unlimited Magics, and 99 Soul Absorbers.

OPERATION WINBACK

Enter these codes at the 'Press start' screen.
Trial Mode
Quickly press ↑, ↓(2), →(3), ←(4), then hold Triangle and press Start.
Max Power Mode
Quickly press L1, L2, R1, R2, R1, Triangle, Circle, Triangle, Circle, then hold L1 and press Start.
Sudden Death Mode
Quickly press L1, L2, R1, R2, Circle, Triangle, Circle, Triangle, then hold L1 and press Start.
All Multi-player Characters
Quickly press ↑, ↓(2), →(3), ←(4), then hold Circle and press Start.

P

PARAPPA THE RAPPER 2

Blue Hat For Parappa
Successfully complete.
Pink Hat
Successfully complete the game with the blue hat.
Yellow Hat
Successfully complete the game with the pink hat.
Song Test
Successfully complete the game with the yellow hat to unlock a new dog house that allows you to listen to any song in levels that you finished with a cool rating.

PRO EVOLUTION SOCCER

European Classic Team
Win the European Cup as England.
Holland Classic Team
Win the European Cup as Holland.
Germany Classic Team
Win the European Cup as Germany.
Brazil Classic Team
Win the American Cup as Brazil.

PORTAL RUNNER

Full Health
Pause game play, then hold R1 and press Circle(3), Square(2), L1, L1, ↑, Circle, Square.
All FMV Sequences
At the main menu hold L1 and press ←, →, ←, ↓, ↑, ↓, L1, Circle, L1, Square.

Q

QUAKE 3

Level Skip
While playing on any stage HOLD L1 + R1 + L2 + Select then while holding press X, Circle, Circle, Triangle, X, Circle, Circle, Triangle.

R

RAYMAN REVOLUTION

Cheat Mode
Go to any map except the first and enter the options screen. Select 'Sound', highlight the 'Mute' option, then hold L1 + R1 and press R2, L2, R2, L2, R2, L2. A cheat menu will appear.
Secret Multi-player Maps
Go to the first map, then enter the options screen. Select 'Language', then select 'Voices'. Highlight the 'Raymanian' option, then hold L1 + R1 and press R2, L2, R2, L2, R2. Three additional multi-player maps will be unlocked.
Baby Soccer Secret Map Names
Hold L1 + R1 and press R2, L2, R2, L2, R2, L2 during game play in Baby Soccer.

RC REVENGE PRO

All Cars
Press L1, L2, R1, R2, Circle, Circle at the main menu.
All Tracks
Press L1, L2, R1, Square, Circle at the main menu.
Unlock Next Cup
Press L1, L2, R1, R2 at the main menu. Enter this code repeatedly to unlock all seven championships.

READY 2 RUMBLE: SECOND ROUND

Enter these codes at the character selection.
Master code
←, →, ←(2), →, ↑, ↓, R1(5), R2 at the character selection
All Characters
←(2), →, R2, ←, →(2), R1(2), R2.
Champion Costumes
←, ↓, →(2), ↑, R1, R2, R1(20), R2.
Holiday Costumes
←(2), ↓, →, ↑, R1(8), R2, R1(4), R2.
All Training
←, ↓, ↑, ↓, ↑, R1(20), R2.
New Year's Day Secrets
→, ↑, ↓(3), R1, R2.
Valentine's Day Secrets
→, ↑, ↓(3), R1(2), R2.
St. Patrick's Day Secrets
→, ↑, ↓(3), R1(3), R2.
Easter Secrets
→, ↑, ↓(3), R1(4), R2.
Independence Day Secrets
→, ↑, ↓(3), R1(5), R2.
Halloween Secrets
→, ↑, ↓(3), R1(6), R2.
Thanksgiving Secrets
→, ↑, ↓(3), R1(7), R2.
Christmas Secrets
→, ↑, ↓(3), R1(8), R2.
Thin Boxer
→(2), ↑, ↓, →, R1, R2.
Fat Boxer
→(2), ↑, ↓, →, R1(2), R2.
Undead Boxer
←, ↑, →, ↓, R1(2), R2.
Big Head
→(2), ↑, ↓, →, R1(3).
Big Gloves
←, →, ↑, ↓, R1, R1

Pause game and then enter these codes.
Rumble Level 1
R1, R1, ↓, ↑(2), ←, R1(3), R2.
Rumble Level 2
R1(2), R1, ↓, ↑(2), ←, R1(4), R2.
Rumble Level 3
R1, R1(2), R2, R1, R1, R1(4), R2, ←, →, ↑, ↓.
Faster Speed
→(2), ↑, ↓, →, R1(4), R2.

RED FACTION

Getting health
When low on energy, kill worker doctors and even Red Faction men to pick up more health and Environment Suits.

RESIDENT EVIL CODE: VERONICA X

Battle Mode
Beat the game on any difficulty setting at any ranking to gain access to the first-person Battle mode.

Alternate Chris
Beat battle mode with Wesker.

First Person View In Battle Mode
Make sure you pick up the sniper rifle that Alfred drops in Antarctica.

Infinite Rocket-Launcher
Finish the game with a ranking of A and it will be in the first item box you find.

Play As Alternate Claire In Battle Mode
Beat the Battle Mode with Claire.

Stop The Game Clock
Hold R1 and then press Start during the game to pause it in order to save time.

Unlock Linear Launcher in Battle Game
To unlock the Linear Launcher in Battle Game get an 'A' Rank with all the Battle Game Characters.

Unlock Wesker in Battle Mode
In the incubation lab, pick up Weskers glasses off the floor.

Magnum for Wesker in Battle Mode
Hit the slot machine in the casino room and the bottom will open to reveal a magnum.

Avoiding Bats
The bats are scared by fire so walk around with your lighter on.

Alternate Father Ashford Death
Use the sniper rifle to shoot him in the heart 4-5 times then use the dagger to stab him in the heart.

Extra Animations In Battle Mode
Chris – after killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press Action. Chris will do his hair.
Press Action when Chris goes to the tiger statue. He will put his hand into it and get cut.
Steve – In the room just before the casino try the drinks machine and Steve will get annoyed at not having enough change.
Wesker – Look at the dummy in the doctor's office and Wesker will tilt his glasses.

RIDGE RACER 5

Control introduction sequence
Press L1 and R1 during the introduction sequence with the girl walking down the street during a race to cycle through three different effects for the portion that uses the in-game graphics.

Quick Start
When in time Attack mode, hold R2 + R1 at the start to get a speed boost from the instant light turns green.

Duel Mode
Finish in first place in lap and overall time in the Standard Time Attack GP.

Bonus Cars
Successfully complete each of the Grand Prix circuits to unlock new cars. Breaking the Time Attack high scores also unlocks additional cars.

'50s Super Drift Caddy
Finish in first place in the Danver Spectra race in duel mode to unlock the 50's Super Drift Caddy car in free run, time attack, and duel mode.

Devil Drift
Finish in first place in the Rivelta Crinale race in Duel mode to unlock the Devil Drift car in free run, time attack, and duel mode.

VW Beetle
Finish in first place in the Solort Rumeur race in duel mode to unlock the new style VW Beetle car (with super grip handling) in free run, time attack, and duel mode.

McLaren F1 Clone
Finish in first place in the Kamata Angelus race in duel mode to unlock the McLaren F1 clone in free run, time attack, and duel mode.

99 Lap Mode
Set the top score in each race of the Time Attack GP in Extra Mode, finishing in first place.

Pac-Man Mode
Exceed 3,000 kilometers in total distance raced to unlock the Pac-Man Race. Win the Pac-Man race to unlock a red roadster with a Pac-Man driver and the Ghosts on scooters as opponents.

S

SILENT HILL 2

Extra Options Menu
Press L1 or R1 at the options screen to display an extra options menu with blood colour, map zoom, and other selections.

In-game Reset
Press L1 + R1 + L2 + R2 + Select + Start during game play.

Completion Bonuses
Successfully complete the game. Start another game and enter the extra options menu to access new features.
A 'Bullet Adjust' option can be set, allowing the normal amount of ammunition found at a location to be doubled or tripled.
A 'Noise Effect' option can be toggled, also viewing option can be toggled, allowing scenes to be viewed without distortion.

Additional Riddle Difficulty
Successfully complete the game under the easy, normal, and hard riddle difficulty settings. Select the hard riddle difficulty again and begin a new game with a new combination of riddles.

Reveal Signs
Unlock all five endings, then start a new game. All signs will now be revealed.

Book of Lost Memories
Successfully complete the game. Start a new game and look for the newspaper stand near the Texxon Gas Station. The Book Of Lost Memories can be found inside.

Book of The Crimson Ceremony
This book can be found in the reading room on the second floor of the "Nightmare" hotel.

Chain Saw
Successfully complete the game under the normal difficulty and normal riddle difficulty settings. Start a new game to find the Chain Saw among logs before the cemetery.

Dog Tag
Complete the game with the "Rebirth" ending. Start a new game and a dog house will appear near Jack's Inn. Look inside the dog house to find the Dog Tag.

Hyper Spray
Complete the game twice. Start a new game to find the Hyper Spray on the south side of the motor home.

Obsidian Goblet
Complete the game and then start a new game and enter the Historical Society building. The Obsidian Goblet can be found on a shelf.

White Chrism
Successfully complete the game. Start a new game to find White Chrism vial in the kitchen of apartment 105 in Blue Creek Apartments.

SILENT SCOPE

Extra Options
Beat the game (any difficulty) to unlock a real time window and up to 8 health points via the Options Menu.

Enter these codes at the Mode select screen
Hidden Mode
→, ↓, →, Square, ↑, Square, Square, Triangle, ↓, →, ↓, →, Square, Triangle
Night Mode
↑, →, ↓, ←, ↑, Square, Triangle
Night Vision Mode
Hold R1 and press Start 5 times
Romantic Mode
←, →, →, Square, Triangle
Super Fast Professional Mode
↓, Triangle, ↑, Square, Triangle, ↓, →, ↓, →, Square, Triangle

SILENT SCOPE 2: DARK SILHOUETTE

Convert Health to Time
Press Start to pause game play in arcade mode, then press ↑(2), ↓(2), ←, →, ←, →, X, Circle. The sound of a gun will confirm correct code entry. One half of a life will be converted into five extra seconds.

Unlimited Credits
After continuing the game 101 times, you'll be able to increase the credits to infinite on the options screen.

Additional Lives
Intentionally lose the game by dying repeatedly to increase the number of lives per credit between four to six.

Additional time
Intentionally lose the game by allowing the timer to run out repeatedly to increase the time limit between seventy and eighty.

SILPHEED

All Weapons
Enter GLOIRE as name.

SKY ODYSSEY

All Aircraft
Press Square, Circle, L1, R1, Select at the aircraft selection screen.

All Missions
X, Triangle, L1, R1, R2 at the mission selection screen.

Auto Gyro
Successfully complete all levels in sky canvas mode with more than 90 points.
Corsair
Accumulate enough acrobatic points in adventure Mode to have ten of your mission grades marked with circles.
Gold UFO
Successfully complete all levels in target mode with a gold rank.
Me-262
Successfully complete adventure mode.
Silver UFO
Successfully complete all levels in the adventure mode with an A rank.
Stealth fighter
Successfully complete target mode with a total time of 10 minutes.

SMUGGLER'S RUN

Pause the game and enter these codes.
Invisibility
R1, L1, L1, R2, L1, L1, L2

Lighter Cars
L1, L1, L1, L1, L1, L1
No Gravity
L1, L1, L1, L1, ↑, ↑, ↑
Speed Decrease
L1, L1, L1, L1, ←, ←, ←
Speed Up The Time
L1, L1, L1, L1, →, →, →
Vehicles Float When Hit
L1, L1, L1, L1, ↑, ↑, ↑

SMUGGLER'S RUN 2

Pause the game and enter these codes.
Increase Speed
L1, L1, L1, L1, →, →, →
Invisibility
L1, L1, L1, L1, L1, L1, L1
Low Gravity
L1, L1, L1, L1, L1, L1
Decrease Speed
L1, L1, L1, L1, ←, ←, ←

SOUL REAVER 2

Bonus Materials
Press ←, Ⓐ, →, Ⓐ, ↓, ◎, ⊗ at the main menu.
Fire Reaver
Pause game play, then hold L1 and press ↓, ◎, Ⓐ, ↑, →, ◎.

SPY HUNTER

All cheats are unlocked by completing all mission objectives within a set amount of time. To activate them enter 'System Options', then choose 'Extras' and 'Cheat Grid'.

Saliva Spy Hunter Video
Complete level 1 in 3:40.
Green HUD (Heads up Display)
Complete level 2 in 3:35.
Saliva Your Disease Video
Complete level 3 in 2:40.
Night Vision
Complete level 4 in 3:15.
Early Test Anamatic Video
Complete level 5 in 3:25.
Extra Cameras
Complete level 6 in 3:45.
Rainbow HUD (Heads Up Display)
Complete level 7 in 3:10.
Inversion Camera
Complete level 8 in 3:05.
Concept Art Video
Complete level 9 in 3:45.
Fisheye View
Complete level 10 in 3:15.
Camera Flip
Complete level 11 in 3:10.
Puke Camera
Complete level 12 in 3:30.
Making Of Video
Complete level 13 in 2:15.
Tiny Spy
Complete level 14 in 5:10.
Hover Spy
Complete the entire game.
Super Spy
Complete all 65 objectives in the game for unlimited ammunition and invincibility for your car.

To see these videos enter these codes as your name. After the name has disappeared enter you own name and view the movie in the 'System Options' menu.
The Making of Spy Hunter FMV Sequence
MAKING
Saliva: Spy Hunter Theme FMV Sequence
GUNN
Saliva: Your Disease FMV Sequence
SALIVA

SSX

Press Ⓑ at the character selection screen to enter the options menu and then enter these codes.

Master Code
Hold L1 + L2 + R1 + R2 and press ↓, ←, ↑, →, ⊗, Ⓑ, Ⓐ, Ⓑ.
All Players and Courses
Hold L1 + L2 + R1 + R2 and press ↓, ←, ↑, →, ⊗, Ⓑ, Ⓐ, ◎.
Running Man Mode
Hold L1 + L2 + R1 + R2 and press Ⓑ, Ⓐ, ◎, ⊗, Ⓑ, Ⓐ, ◎, ⊗.
All Courses
Hold L1 + L2 + R1 + R2 and press ◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗.
Full Attributes
Hold L1 + L2 + R1 + R2 and press ⊗(7), Ⓑ.
No Outfits
Hold L1 + L2 + R1 + R2 and press Ⓑ(7), ⊗.

STAR WARS: BOMBAD RACING

Enter these codes at the main menu.
All Death Star Mode
L1, L1, L1, L1, ↑, ←.
Infinite Boost
L1, L1, L1, L1, Ⓑ, R3.
Mirrored Model
L1, L1, L1, L1, Ⓑ, R3.
Play as Boba Fett
Ⓑ, ◎, Ⓐ, Ⓑ.
Play as Naboo Ksadu
L1, L1, L1, L1.
Shark Racers
↑, →, ↓, ←, R3.
Slippery Mode
←, →, Ⓑ, ◎, L1, L1.
Turbo Mode
L1, L1, L1, L1, L1, Ⓑ.
Unlock Battle Droid Language
R3, R3, R3, ↑.
Unlock Battle Tank
◎, Ⓐ, Ⓑ, ◎, Ⓐ, Ⓑ.

STAR WARS: STARFIGHTER

Master Code
Enter OVERSEER as a code. Everything except the multi-player levels will be unlocked.
Invincibility
MINIME
Secret Ship For Bonus Missions
BLUESF
Multi-player Levels
ANDREW
Enemy Ship Gallery
SHIPS
Spaceship and Cast Pictures
HEROES
Pre-production Art
PLANETS
Programmer Message
LTDJGD
View Programming Team
TEAM
Christmas FMV Sequence
WOZ
Alternate Camera Angles
DIRECTOR
Press R3 to cycle camera views or L1 to zoom in.

STREET FIGHTER EX3

Unlock Evil Ryu
Beat the game on normal, or hard difficulty 8 times with Ryu. After you do this, highlight Ryu, and hold R3.
Unlock Narrator Sakura
Beat the game on normal, or hard difficulty 8 times with Sakura. After you do this, highlight Sakura, and hold R3.
Bison 2
Beat the game on normal, or hard difficulty 8 times with Bison. After you do this, highlight Bison, and hold R3.
Hidden Battles
There are three extra battles available to you in Original Mode, depending on the character you select. Finish every stage with either a Meteo Combo, Meteo Tag Combo, or Character Parade to unlock the respective hidden battle:
vs. Kairi: Hokuto or Nanase
vs. Shadow Geist: Skullomania or Sharon
vs. Evil Ryu: Sagat, Ken, Sakura, and Vega (or Vega II)

SUMMONER

Alternate ending
After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

Fast magic
Cast a spell, press Ⓐ to display the pause menu, then select the 'Skills' option. Exit out to resume the game with your spell being cast without a delay.

Reduce AP cost of long chains
Get a 'chain 4' or higher attack, then quickly press L1, L2 (or R1, R2) to switch to another character and then back to the original character. If done correctly, your chain number will reset to 1 without slowing your attack.

SUPER BUST-A-MOVE

Enter these codes at the "Push Start button" screen.

Another World
Press Ⓐ, ←, →, Ⓐ.

Secret Characters
Press Ⓐ, →, ←, Ⓐ.

SWING AWAY GOLF

Characters Unlocked
At the main menu press L1, L2, R1, R2, ↑, →, ↓, ←, L1, L2.

Left-Handed Players
For a left-handed player, hold R3 + L1 whilst selecting your character and then press ⊗.

T

TEKKEN TAG TOURNAMENT

Start match with second character selected hold Tag and press Start.

Gallery Mode
Unlock Devil and Angel to access Gallery mode.

Tekken Bowl Mode
Unlock Ogre to access Tekken Bowl mode. Try to hit Dr Boskonovitch in the background while playing.

Tekken Bowl Juke Box
Score more than 200 points in Tekken Bowl. Press Start, select Bowling Options, and choose a song.

Tekken Bowl Dancin' Mode
Select Alex or Roger, then select Panda or Kuma. Bowl a strike and they'll do a synchronised dance.

Theatre Mode
Successfully complete the game in arcade mode under any difficulty setting once to unlock Theatre mode which allows the FMV sequences to be viewed.

Hidden Video
Unlock Theatre mode then highlight the movie option. You'll see a choice of three videos. To unlock the video called 'EMBU 2', complete Arcade mode with Unknown.

Fight as Alex
Highlight Roger and press ⊗ at the character selection screen.

Fight as Angel
Complete Arcade until Devil is unlocked. Then, highlight Devil and press Start at the character selection screen.

Fight as Gold Tetsujin
Win ten matches in Versus mode.

Fight as Heihachi
Complete Arcade mode under the normal difficulty setting with two rounds, without losing any rounds, in less than 5 minutes, 30 seconds.

Fight as Tiger
Highlight Eddy's screen and press Start.

Fight as Tetsujin and Unknown in Arcade mode
Unlocked Tetsujin and/or Unknown. Select Arcade mode, then scroll down the character list to the bottom left corner (Wang). Press ← and they'll appear and can be selected.

Special costumes
Press R3 when selecting Jun, Michelle, Ganryu, Forest, Jin, Xiaoyu, Kunimitsu, Lee, Devil, or Eddy.

Devil's alternate costume:
Press ⊗ while selecting Devil to get a Red Devil.

Change Unknown's Fighting Style Without Tag
Press Analogue stick ↓

Special Tag Throws
Anna: Press Forward, ↓/Forward, ↓ + Ⓑ + Ⓐ, then tag to Nina.
Armor King: Press ↓, ↓/Back + Ⓐ + Ⓒ, then tag to King.
Baek: Press Forward + Ⓐ + ⊗, then tag to Hwoarang.
Heihachi: Press Forward, Forward + Ⓑ + Ⓐ, then tag to Jun.
Hwoarang: Press Forward + Ⓐ + ⊗, then tag to Baek.
Jack-2 : Press Ⓐ + Ⓒ, then tag to Gun Jack.
Jin: Press Forward, Forward + Ⓑ + Ⓐ, then tag to Jun.
Julia: Press Back + Ⓐ, then tag to Michelle.
Jun: Press Back, Ⓑ + Ⓐ, then tag to Kazuya,Jin,Heihachi.
Kazuya: Press Forward, Forward + Ⓑ + Ⓐ, then tag to Jun.
King: Press Back, Ⓑ + Ⓐ, then tag to Armor King.
Xiaoyu: Press Forward, Ⓐ, Ⓑ, then tag to Panda.

TEST DRIVE: OFF-ROAD WIDE OPEN

Pro Class Trucks
Successfully complete the first nine tracks in single race mode.
Unlimited Class Trucks
Successfully complete the first 27 tracks in single race mode.
Monster Truck
Successfully complete all 36 tracks in single race mode under the hard difficulty setting to unlock a monster truck.
Humvee
Finish in first place in the first three seasons of Career mode in all divisions.
Shelby Dodge Durango
Finish in first place in season four of Career mode in the speed division.
Dodge T-Rex
Finish in first place in season four of Career mode in the power division.
Rod Hall Hummer
Finish in first place in all divisions in Career mode.

THEME PARK WORLD

All Purchases Are Free
Press ←, ↓, ⊗, ◎ eight times while in the park.
Golden Tickets
Press ↑, ↓, ←, →, ◎, →, ←, ↓, ↑, ◎ four times while in the park.
All Items Researched
Press ↑, ↓, ↑, ↓, ←, ↑, ↓, ↑, ↓, → nine times while in the park.
All Awards
Press ↑, ↓, ←, →, ◎, →, ←, ↓, ↑, ◎ five times while in the park.

THIS IS FOOTBALL 2002

Africa All-stars Team
Win the Africa Cup.

America All-stars Team
Win the America Cup.

Asia All-stars Team
Win the Asia Cup.

German League All-Stars Team
Win the German League.

Leicester Square Pitch
Win the European Cup.

Credit FMV Sequence
Win the Timewarp Cup.

TIGER WOODS PGA TOUR 2001

Distract Opponent
During a multi-player game, press on of the action buttons while your opponent is aiming and starting their swing.

Faster CPU turn
Hold L1 + Ⓐ when the CPU hits the ball.

TIME CRISIS 2

Auto Bullets
Clear the Story mode twice at any difficulty level to unlock the capacity to fire 20 bullets in one trigger.
Auto Reload
Clear the Story mode at any difficulty level using your Auto Bullets.
Wide Shots
Clear the Story mode at any difficulty level with the Auto Reload function.

TOP GEAR DARE DEVIL

At the main menu enter these codes.

Alternate Colors
↓, ◎, ↓, L1, →(2), ↑, ←, ◎(2), L1, L1

Motion Blur Effect
↑, ←, ◎, ↓, →, Ⓑ, ↑, ↓, ←, →, ◎, Ⓑ. A Blur setting will appear on the options screen.

All Cars
Ⓑ, ↑, ↓, →, ←, ⊗, ◎, Ⓑ while the main screen is loading.

Unlock All Bonus Levels
At the club house ON TV SCREEN press: L1, L1, L1, R1

Unlock All Cities
At the club house ON TV SCREEN press: L1, L1, L1

TWISTED METAL: BLACK

To use these codes set the control option to 'Classic' and enter during gameplay.

Invincibility
Hold L1 + L2 + R1 + R2 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during game play. Alternately, hold L1 + L2 + R1 + R2 and press →, ←, ↓, ↑
Unlimited Health and Turbos
Hold L1 + L2 + R1 + R2 and quickly press →, ←, ↓, ↑
Mega Machine Guns
Hold L1 + L2 + R1 + R2 and quickly press ⊗(2), Ⓐ
One Hit Kills
Hold L1 + L2 + R1 + R2 and quickly press ⊗(2), ↑
God Mode
Hold L1 + L2 + R1 + R2 and quickly press ↑, ⊗, ←, ◎
Weapons for Health
Hold L1 + L2 + R1 + R2 and quickly press Ⓐ, ⊗, Ⓑ, ◎
Alternate Weapon View
Press R3 + a directional button.

U

UNREAL TOURNAMENT

God Mode
Press pause and enter Ⓑ, ◎, ←, →, ◎, Ⓑ.

All Ammo
Pause game and press ←, →, ◎, ◎, ◎, →, ←.

Cheating the Ladder
On the resume game menu, select an existing saved game, and press ↑, ↓, ↑, ←, ↑, →, ↓

Advance Through the Current Map.
Pause and press ↑, ↓, ←, →, ←, ◎

Unlock Everything
Create a saved game file, then select resume game from the Unreal Tournament starting option screen. Then, highlight the file you want to unlock everything in and type in up down down up-left up right down. If you entered the code correctly you'll automatically be at the 'select level' screen.

Enter these codes at the main menu.

Unlock Big Head Mutator
←, →, ←, →, ←, →, ◎, ◎, ◎

Unlock Fatboy
◎, ◎, ◎, ↑, ←, ←, ↑, ◎, ◎, ◎

Unlock Stealth
Ⓑ, Ⓑ, ◎, ◎, Ⓑ, Ⓑ, ◎, ◎

W

WACKY RACES

At the cheat code screen enter this code.

All Tracks
CHIMPGIVEAWAY
All Gadgets
GADGETCLEAROUT
All Cars
MONKEYSPOILERS
Kid Mode
THOSEWACKYKIDS
Dastardly Difficulty Setting
FASTCARSAGOGO

WDL: WAR JETZ

Enter codes.

All Codes and Levels Unlocked
TWLVCHTS
Level Select
JMPTT
Invincibility
DNGDM
Super Armour
MRRMR
Faster Jets
ZPPY
Big Guns
HMMR
Huge Guns
QD
Rapid Fire
FRHS
Speed Shots
NSTNT
Dual Fire
NDBMBS
Spin Shots
DIZZY
Shields When Rolling
SCRW
Top Gun Mode
DH
Overlords Mode
VRLRDS
Valhalla Mode
WNRLFST
Ghost Mode
SNKY
Weapon Level-up At 3
PYRS
Switch Planes
NDCSN
Instant Win
SMSHNG
Slow Down to Hover
SSPNDRS

WILD WILD RACING

Cheat Mode
Hold Ⓑ and press ↑, ◎, ↓, ◎, ←, →, ←, →, Ⓑ at the options screen. A new window titled 'Secret' should appear at the bottom of the options screen to confirm correct code entry. Go to single-player mode and enter your name as NORTHEND. This will unlock all courses, cars and the ice cream van and cow catcher (UFO).

X

X-SQUAD

Enter all these codes at the main title screen.

Private Rank
Press Ⓑ, ◎, Ⓐ. This gives you a game with Michaels 9mmS, 99 clips, and bonus points displayed.

Sergeant Rank
Press Ⓐ, ◎, Ⓑ. This gives you no weight limit, Taylor MB2, Michaels 9mmS, 99 clips and bonus points displayed.

Lieutenant Rank
Press L1, L2, R1, R2. This results in a game with a level 2 shield, no weight limit, Taylor MB2, Michaels 9mmS, 99 clips, bonus points displayed and a 10,000 point bonus when a level is completed.

Captain Rank
Press ◎, L1, ◎, R1, Ⓐ, L2. Do this to get a radar, no weight limit, Taylor MB2, Michaels 9mmS, 99 clips and bonus points displayed.

Major Rank
Press L2, R2, L1, Ⓐ, R1, ◎, L1. You'll get a game with a level 3 shield, Level 3 sensor, radar, no weight limit, Taylor MB2, Michaels 9mmS, 99 clips and bonus points displayed.

Colonel Rank
Press Ⓐ, Ⓑ, ◎, Ⓑ, Ⓐ, ◎. This results in a game with a level 3 shield, level 3 sensor, radar, no weight limit, beginner level of all weapons, 99 clips for each, and bonus points displayed.

General Rank
Press L1(2), R2(2), L2(2), R2(2). You'll get a game with a level 3 shield, level 3 sensor, radar, no weight limit, intermediate level of all weapons, 99 clips for each and bonus points displayed.

Master of X-Squad rank
Press ◎(4), Ⓐ, Ⓑ(4). You'll get a level 3 shield, level 3 sensor, radar, no weight limit, master level of all weapons, 99 clips for each and bonus points displayed.

Z

ZOE

All characters and levels in versus mode: Complete the game easy mode with at least a 'D' rating.

Alternate ending sequences
Earn an 'A' rank in all SOS. calls. New music will play during the ending sequence.

Full Health and Ammo During Gameplay
Press pause during battle press: L1, L1, R1, R1, L2, L2, R2, R2, L2, L2.

Unlock Versus Mode Without Beating Game
At the title screen where it says 'Pust Start Button' press:
◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

... and that's it for this month. There are officially No More Tips. But we won't rest until we've squeezed this Christmas' big games 'til they squeal. Until the next issue, our fingers won't stop bleeding...

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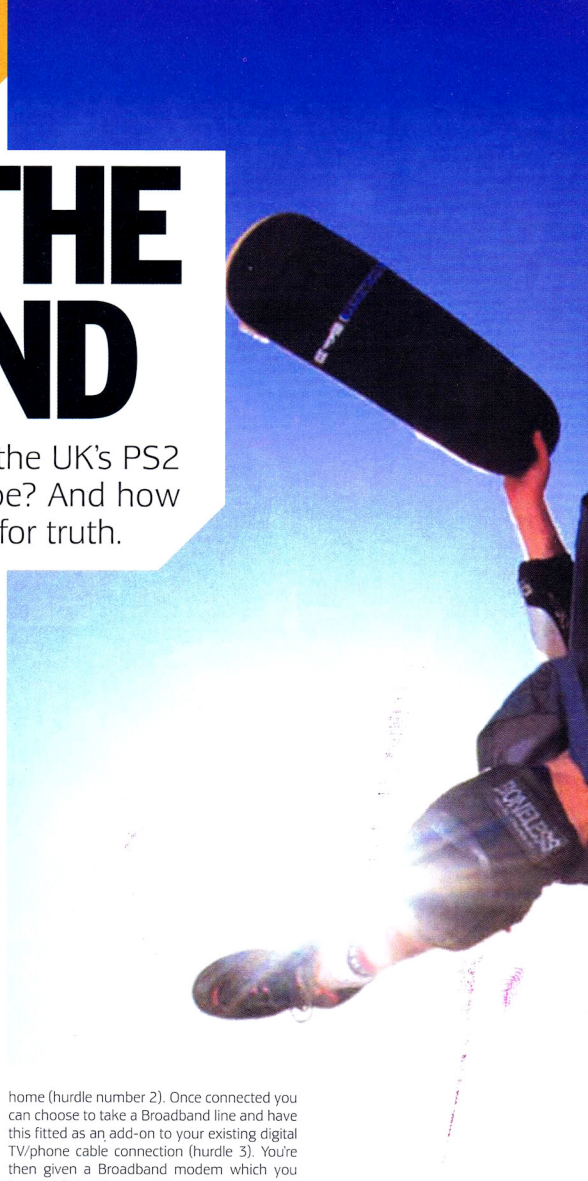
INVESTIGATOR: Daniel Griffiths

I'M WITH THE BROADBAND

Summer 2002 looks like it'll be B-Day for the UK's PS2 gamers. But how easy will the transition be? And how the hell does it work anyway? PSM2 digs for truth.



When PS2 was announced in Japan, Sony's share price actually *fell* due to – as the Financial Times put it – Sony's apparent disinterest in the Internet and on-line entertainment. This was at a time when dot.com share prices were going through the roof and every jumped-up computer geek was starting their own company to sell gherkins on the Superinterweb. That Sony could make a mass market entertainment machine and not include any kind of Net or on-line element seemed insane.

But as we later learned – when the machine was finally unveiled – there was an on-line element planned all along. Modem and Hard Drive units would become available to allow you to register to a central Sony server, which would then allow you to download, and save, a universe of digital entertainment.

So how will this all come together? How will PlayStation 2 on-line actually work?

When you think of on-line right now you think of a PC with a modem, dialling up an Internet Service Provider (ISP), such as AOL, and being able to browse the Internet with a browser program like Microsoft Internet Explorer. You can surf, shop, e-mail and download information. All through a 56k connection that's charged, like a phone call, by the minute.

What PS2 will feature – come summer 2002 with the launch of the new add-on hardware – is all of the above and more. But what the hell's all that about then?

BASICS IN SYNCH

Broadband is like the Internet, only better. At its most basic level, it's the Internet you know and love but many times faster. At its most complex, it's a replacement for practically every entertainment device we own.

Rather than having to 'dial up' your service provider down an analogue phone line you have a digital line to your house too – a whole new 'phone socket' which connects directly to your ISP. The result is a much faster connection – like plugging in at the source rather than 'tricking' your phone into passing the messages back and forth for you.

So going Broadband is obviously the way to go, but the complexities and hassles of the system are apparent. We're talking about sockets on walls here and actual *physical* wires connecting houses to service providers. This is no sleek, elegant solution. This means laying millions of miles of cables underneath every pavement in Britain.

DIGGING YOUR SCENE

Once every street in Britain has been dug up, and the hub terminals are in place (like underground 21st century telegraph poles) from which the hundreds of termination leads can be slung into people's homes, there's the final obstacle – actually persuading people to pay for having a socket to be put in their home. Why should you change the way you use your Internet connection when everyone's just become used to a 56k modem connection? At present the benefits aren't that remarkable and getting the thing in your home is at best fiddly, and at worst impossible.

The company leading this charge are Telewest – who recently changed their name to Telewest Broadband just to prove how dedicated they are to getting Broadband into your home. Telewest are in the process of cabling up the whole country. If you're not covered already you *should* be within a year or two. If you're in a part of the country (hurdle number one) that already offers the service you can sign up to their existing digital TV and phone system and have wires laid to your home (hurdle number 2). Once connected you can choose to take a Broadband line and have this fitted as an add-on to your existing digital TV/phone cable connection (hurdle 3). You're then given a Broadband modem which you have to fit inside your PC – currently not Mac compatible (hurdle 4). When all this is done you pay £25 a month for the line (hurdle 5). And what do you get for all this? The Internet – only much faster. Convinced yet?

OK, there's a special front end bit dedicated to Broadband customers (where

"IT'S A REPLACEMENT FOR PRACTICALLY EVERY ENTERTAINMENT DEVICE WE OWN"

BROADBAND GAMING RIGHT NOW

Amazingly, there's one game that's already offering Broadband on-line features. Activision's *Tony Hawk's Pro Skater 3* lets you skate against players anywhere in the world in a variety of different challenge modes.

How does it do it? Well you need a Broadband Ethernet USB adapter. These are currently available PC boxes that plug into your PC's USB port and give it a Broadband connection. You then connect this to your Broadband socket at home and you're off.

Because USB is an industry standard (and your PS2 has USB ports) it's possible to plug one of these devices into your PS2. Put a Broadband connection on the other end and your PS2's on-line. Sort of. The game software only connects you to a special *Tony Hawk's* server hosted by American on-line company Game Spy rather than being able to surf the 'net.

There you can see similarly equipped gamers (there's lots of Americans) and can play against them. And the service is free – you just pay for the Broadband connection via your monthly fee as normal.

It's a great example of how games are going to go in the future. Shame it's still a bit of a hassle, but once the dedicated Sony Broadband adapter goes on sale then anything is possible.

ALL KNIGHT LONG: *Final Fantasy 11* promises vast environments to explore and thousands of characters to meet.

you can chat to and fight against other Broadband users on-line), but the paradox is that until more people go Broadband there's no pressure to go to the expense and effort of creating something special to await them when they get there. And yet with no killer application awaiting them there's no real incentive, as yet, to actually go and get a Broadband socket.

Which brings us back to PS2 – and its upcoming Broadband worries. We've seen how arduous it is to get a Broadband socket (and that's no reflection on Telewest's pioneering work by the way – just the fact that digging up the entire population's streets is no tiny task), so how many people are going to buy a Broadband adapter for their PS2? Think about it. First you need a PS2. Then you need a Broadband socket (see hassles above) then you need to actually *want* the thing. How many will buy it? With *Tony Hawk's 3* being the only existing title to offer on-line play in the UK, there's not an overwhelming argument for committing yourself just yet.

But yet the future is so obviously 'Broadband'. Look at the way information and entertainment is distributed at the present. Music comes on a digital disc. Movies come on a digital disc. So do videogames. The only reason any of this digital data exists in any physical form is so that you can buy it in a shop and take it into your home. Now imagine your PS2 hooked up to a Broadband connection. You start it up and it's instantly connected to Sony HQ (none of that arsey dial-up nonsense). There's every piece of music, every film and every PS2 game ever made sitting there. You click on what you want and in a few seconds it's fired into your system. The service keeps a record of what you've downloaded and you're billed at the end of the month. No more going to shops, no more pressing discs and trucking them around the country – just what you want, when you want it and for a lot less cash thanks to cutting out all the disc pressing and distribution hassles.

"THERE'S NO REAL INCENTIVE, AS YET, TO ACTUALLY GO AND GET A BROADBAND SOCKET"

And think of the gaming opportunities. The communities that could exist. Square's *Final Fantasy 11* is already being beta tested in Japan on their PlayOnline service. You'll be able to create your character in your own image and send them off to explore the world of Vana Dir. You'll meet thousands of other gamers to chat to, compare notes with and then vapourise with Infrit.

HAPPY AND CONTENT

So who's embracing this brave new world of community gaming that we've got to look forward to? Er, not many. Interplay, publishers of *Baldur's Gate: Dark Alliance* and *Giants: Citizen Kabuto* appear to be steering clear. EA haven't exactly rushed forward with any plans, despite owning the kind of sports licenses that are stuffed with updateable stats.

There seems to be a prevailing sense of watch and wait, and this attitude doesn't appear to be unique to the independents. Which is surprising when you hear Sony making so many positive noises about its future.

"With the Broadband network people from all over the world will be connected 24-hours a day. Gaming will see no limitation and will evolve into a new form of entertainment," says Sony's President Ken Kutaragi.

HOLD ON HOPE

All well and good, but hyperbole isn't enough to sell a new information delivery system if there isn't any information to deliver.

Activision's Tim Woodley agrees: "Ultimately, if we're going to try and convince people to fork out for that kind of hardware, it's the responsibility of Sony and the third-party publishers to provide them with more and more reasons to make that commitment."

But this digital future still seems so far away. Which is why Sony have done the smart thing and bridged the gap with an affordable compromise. The Broadband adapter for PS2 is a hybrid analogue/digital device. No-one's going to buy an exclusively Broadband adapter yet, so for around £40 you get a device that's ready to plug into your phone line, allowing you to enjoy the 'net straight out of the box. With the adapter already bolted on the back of PS2s throughout the country, it's then only a small(ish) step to shelling out for Broadband and going the whole hog a little later – so Sony hope. **PSM2**

BOG MOUTH!

THE INDUSTRY SPEAKS TO PSM2

"If each household is connected via a Broadband network each individual will be able to access freely whenever and wherever. With this paradigm shift client terminals may not come in a case or include a storage medium. We think that the next generation platform should incorporate such a concept"

Ken Kutaragi
SCEI President and CEO

"CURRENTLY NONE OF INTERPLAY'S UP-AND-COMING TITLES HAVE ON-LINE FEATURES. I SUPPOSE THAT SPEAKS FOR ITSELF, REALLY"

Doug Johns
PR for Interplay

"The on-line multi-player aspects of the O2 games – starting with *Tony Hawk's 3* – will become increasingly important to the brand, enabling us to accurately reflect the lifestyle of the participants in the respective sports. Action sports are all about hanging out, challenging each other to push themselves to bigger and better heights, and the online functionality gives the games the same kind of ethos.

"I think once the initial technophobia has been quashed, you'll see an increasing number of people demanding ever-more complex on-line functions from their games. As developers make the on-line function a central part of the gameplay, gamers will not be able to ignore the potential for the gaming experience"

Tim Woodley
O2 Brand Manager, Activision

NEXT ISSUE

OI! PLAYTESTERS! NOOOOOO...

Christ, we have to play some rubbish, but why? Every week we get hundreds of requests for information on playtesting for a living. You must be insane, all of you. We get to the bottom of gaming horrors.

PSM2@FUTURENET.CO.UK

PLAYSTATION 2 MAGAZINE

PSM2

OVERLOAD

A FRANTIC BURST OF PAST PS2

トクセンジョウホウ

プレビュー

BARGAIN

PRICE DROP

The most compelling reason to own a PlayStation 2 this year. By cleaving 100 sheets off the cost of their console on Friday 28th September, Sony Europe ensured sales accelerated to light speed – blink and the blue boxes had gone. Pity the guys who'd picked up a machine the day before, though. For that extra £100 they could have bought copies of *SSX* and *TimeSplitters* (or perhaps three shockingly priced Memory Cards), and had enough cash left over to treat a lady to a saucer of steaky-nosh at the local Beefeater.

THAT WAS 2001... FROM THEN TO NOW

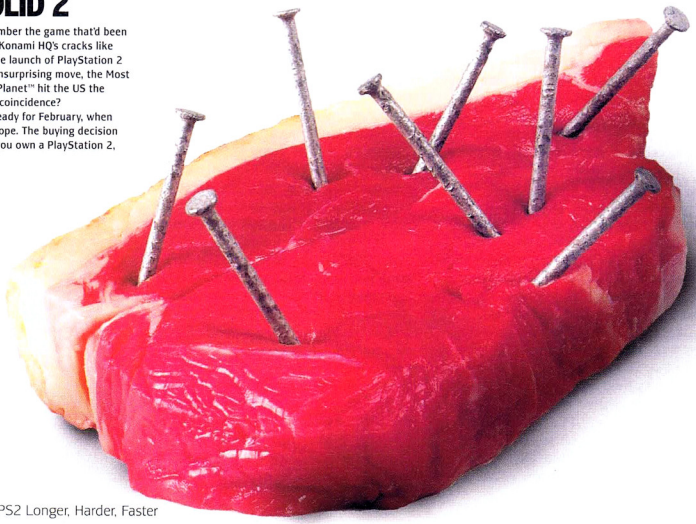
REMEMBER THAT?

PSM2 CHOOSES THE MOMENTS THAT DEFINED A YEAR IN PS2 HISTORY.

GENIUS

ARRIVAL OF METAL GEAR SOLID 2

At last, in November the game that'd been dripping out of Konami HQ's cracks like special butter since the launch of PlayStation 2 finally arrived. In an unsurprising move, the Most Wanted Game on the Planet™ hit the US the same week as Xbox – coincidence? Whaddyareckon? Be ready for February, when *MGS2* sneaks into Europe. The buying decision couldn't be simpler – you own a PlayStation 2, you play this game.



FEAR

BEING UPSET BY SILENT HILL 2

"Collapsed foes slither like wet fish... astounding atmospherics tear your emotions..." Just a couple of chunky descriptions from PSM2#15's review. This is the game that gave us the sweats this year. It's not that Konami's grim fairytale is *truly* horrific. It's just that it keeps you simmering at that point in Se7en where Morgan Freeman's about to look in the box – that bit right at the start of Jaws where boozed-up nudey bird goes for a midnight dip. You know something *baaad* is about to lodge itself in your brain.

SPEED

GT3, WORLD RALLY, BURNOUT – THE CAR GAME GROWS UP

Some things you can depend on. Germany. The weather. Bill Oddie. And driving games as the defining test for a new console. Think back to PSone, and the impact *Ridge Racer* had on a generation raised on Mega Drive and SNES. *Yeees*, it looks rubbish now, but at the time it was unbeatable. And now look what's happened in 2001 – three of the finest driving games in the world hit Britain. And they're all for PS2. Life is good.

IMMORAL

GRAND THEFT AUTO 3 – GAMES GET NASTY AGAIN

At a time when software publishers were delaying the release of key games, tweaking elements to ensure they wouldn't be deemed insensitive following The Events of September 11th, Rockstar threw the most violent PS2 game yet to the world. Media attention was concentrated elsewhere – but *GTA3* still caused a stir, albeit for all the right reasons. You don't have to play the game like a junked-up batter-loon, you can choose to play the 'honest' master-criminal and stay out of trouble. We know which we go for when no-one's looking...

DEFECTION

SEGA DITCH HARDWARE AND HEAD TO PS2

In February, Sega confirmed that they were going to become purely a software publisher, releasing games for previously 'rival' consoles. "Sega's outstanding reputation for creating great arcade and other games software is renowned and we welcome it to the PlayStation platform," David Wilson, SCEE UK's PR Manager told trade paper CTW. "Sega Defect!" we said in PSM2#06. Not that we were excited or anything. C'mon *VF4*...

STUNNA

FINAL FANTASY 10 HITS JAPAN – SHE'S A BEAUTY!

The teeth! The hair! They're more real than your own. "It's like seeing the best animated film ever created and then being allowed to pull the strings of the central characters," said Jonnie back in PSM2#14, when he became the first bloke to get his hungry hands on the finished Japanese version. The quality of the CG is unsurbloodypassed, and although the transitions between in-game and cinema aren't quite as concealed as those in *Silent Hill 2*, you won't give a damn. Square should make movies! Oh, they already did...

IT'S NOT OVER YET

Aaah, memories. If you're still having trouble remembering how we all staggered to this point, then take a look over the page.

GLOBAL

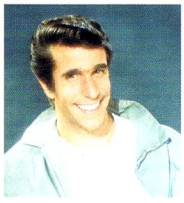
TAKING ON THE AMERICANS WITH TONY HAWK'S 3

After flying to the US at the start of 2001 to experience interstate network play against developers Neversoft, we had to wait until November to take on American PS2 owners while standing on British soil. Playing as secret character Wolverine, tapping in friendly insults through a keyboard, smiling when they said we were 'cool' – it was worth it. It is very easy for us to get on-line here at PSM2 (by just plugging a USB Ethernet Adapter into our fast network), but once Britain goes Broadband you'll wonder how you ever put up with i-Link...

HUNGRY

ENDLESS LUNCHTIMES MISSED BECAUSE OF PRO EVOLUTION SOCCER

"There's no such thing as 'one quick game' – time seeps joyously through your sweat-stained fingers until someone collapses." Unfortunately, that's generally the only way the magazine reaches the printers in time – someone keeling over through hunger cutting short *another* extended lunchtime blast on *Pro Evo*. If you've recently picked up a copy of the game, you'll know exactly what we mean. Forget dieting – play *Pro Evo*!



STYLISH

BEING OFFICIALLY COOL WITH DEVIL MAY CRY

Anyone with two thumbs can become Fonze-frosty with Capcom's 120bpm shell-shitting action-slasher. Man-devil Dante might sound like an extra from Dude, Where's My Car? but the way he runs, dives and destroys with a flick of the Analogue stick sets your eyes on fire. PSM2 brought you the first review back in October, where we said: "It Sellotapes a pair of shades to your head, stuffs a toothpick into the corner of your mouth and whispers into your ear: You are cool. You. Are. Cool." And you are now. Aren't you? Cheers, Capcom.

OVERLOAD

A FRANTIC BURST OF PAST PS2

We always look forwards, picking up the next big thing for PS2 flick the bird at the future and leg it back through time. So here,

2001: A THIRD PLACE

JAN

FEB

MAR

APR

MAY

JUNE

JULY

AUG

DEFINING MOMENT

PLAYING METAL GEAR SOLID 2
"Unlike The Phantom Menace, Kid A or the Appleton sisters' acting debut, *MGS2* lives up to the hype – it's the most spectacular, breath-stealing game in existence."

HANDS-ON WITH STAR WARS: STARFIGHTER
"It's all about games like this making you forget where you are as you play, and if ever there was a title that embodied Sony's concept of The Third Place, this is it."

THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS
"When the camera focuses on Samanosuke's steely gaze you just know he's going to wade in and despatch his foes like a pile of shitty dominoes."

GORILLAZ FOR MTV MUSIC GENERATOR 2? OH, YES. PS2 ROCKS.
"Street chic and Sony have always gone hand-in-hand, but they've had their hits and misses when it comes to being, er... fly."

FLOORING GT3 AND SEEING ITS SUMPTUOUS WORLD SCREAM BY.
"If you're a gamer who's still to be enticed by PlayStation 2 delights, then to see the full *GT3* in action is to have your mind made up for you."

WANDERING ACROSS SONY'S E3 STAND AND SEEING NETSCAPE RUNNING ON A PS2.
"Plasma screen, 56k modem, black keyboard and mouse... is that a networked PC? Sweet Lord no, it's PS2 going global."

CATCHING THE FIRST GLIMPSE OF THE ALL-SINGING, ALL-DANCING TEKKEN 4.
"It's the moment every red-blooded gamer's been waiting for – the best beat-em-up in history's fourth outing."

EXPERIENCING GT3 IN FOUR-GRAND'S WORTH OF FULL BROADCAST MODE.
"Any closer to the action and we'd be feeling the wind whistle round our helmets."

THE NEWS ACCORDING TO PSM2

■ **PS2 ENJOYS HAPPY NEW YEAR**
"Sony's wonderbox is finally available to buy over the counter, with thousands of machines to follow. The future looks cautiously bright..."
■ **REMOTE CONTROL**
"Japanese PS2 users get a practical solution to their DVD driver problems, and having to get up from the sofa, all-in-one."
■ Game girls unhealthy – official.

■ **DC-RIP**
"One console's death means some rich pickings for PS2. We look forward to Sega's new era."
■ **NAUGHTY DOG**
"Crash developers join Sony."
■ **DRIVING HARD**
"Confirmed: Sony's Broadband/Hard Disk Drive to make its UK debut this year."

■ **SSX DVD**
"EA indulge in a little polish to improve their already magnificent downhill world-beater... and ask us for some help."
■ **METAL GEAR SOLID 2**
"Overdose on *MGS2* with five things you've never seen before... and three mysterious additions to the cast."
■ **WALLET HAZARD**
"Japanese gamers are getting a shiny metal briefcase to celebrate *Resident Evil*'s fifth birthday."

■ **EVIL TAKES RESIDENCE**
"The first picture of the *Resident Evil* movie is revealed, while Hollywood goes mad for *Tomb Raider*, *Final Fantasy* and... er, *Duke Nukem*."
■ **MARIO ON PS2?**
"Give your PS2 the power of a 12-year-old console with Datel's Game Boy emulator."
■ Games boost brains – official

■ **TONY HAWK'S PRO SKATER 3**
"PSM2's granted an exclusive premiere of the Hawkster's PS2 debut, and becomes the first magazine in Europe to enjoy on-line gaming."

■ **TIMESPLITTERS 2**
"Amid all the E3 excesses, PSM2 joined some fellow Brits for a cup of tea and a chat. Toodle-pip..."
■ **MGS2 – THE E3 DEMO**
"You won't be seeing the man behind *MGS2* for a while. But he's left you with something to remember him by..."

■ **PS2 GETS READY FOR WAR**
"Sony announce a 'tax' break on PS2's retail price and a market-dominating *GT3* bundle for summer."
■ **FORMULA ONE 2001 PROBLEM SOLVER**
"PSM2's razor sharp truth shovel digs up the omissions from Sony's F1 game and demands a top-level explanation."
■ **ONIMUSHA/ONIMUSHA 2**
"Capcom's first sword-wielding survival horror hits the UK, while the sequel's limbering up for a Japanese return."

■ **SQUARE WORLD**
"*FF10* hits the streets of Japan and clocks up phenomenal sales."
■ **BORDER CONTROL**
"PSM2 kicks down the wobbly black borders to discover the truth about poor PAL conversions."
■ **GT3 ROCKS UK GAMERS**
"Even the ladies were impressed... apparently."

BEST UK GAME REVIEWED THIS MONTH

MOTO GP
"It may've plenty of lasting appeal, but for straight thrills *Moto GP*'s just adequate. The thinking pacifist's racer."

ZONE OF THE ENDERS + MGS2 PLAYABLE DEMO
"Ultimately, the inclusion of the demo with *Z.O.E.* does have a bearing on the overall score, making a great game simply unmissable..."

QUAKE 3 REVOLUTION
"The cream of first-person shooters converts flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins."

STAR WARS: STARFIGHTER
"Atmospheric, exciting, and full of explosions – *Starfighter*'s everything a Star Wars game should be. Although, it does get a bit repetitive."

MTV MUSIC GENERATOR
"A musical Pandora's box, offering professional results to everyone. If there's music in your soul, this disc belongs in your PS2."

RED FACTION
"A brave attempt at innovation ends in an entertaining action adventure, though the sticking points prevent this becoming a classic."

ESCAPE FROM MONKEY ISLAND
"No nerve-frazzling reaction required – just a bit of thought and a sense of humour. Load it up and get the kettle on."

GRAN TURISMO 3
"Don't listen to those that give *GT3* anything other than the score you see here (93). Ignore the voices. We speak the truth."

WORST UK GAME REVIEWED THIS MONTH

SKY SURFER
"All-in-all a hateful experience that leaves you cold despite the odd moment of satisfaction from successfully grabbing a thermal."

ESPN NBA 2NIGHT
"Lots of groovy touches and a solid, playable game are let down by some unforgivable glitches."

4X4 EVOLUTION
"There's a nod to quality in the depth of options and courses, but, ultimately, there's little joy to be had from an essentially dull racer."

WARRIORS OF MIGHT AND MAGIC
"One of the worst games on PS2. Bad level design and woefully inadequate visuals are only the start of *Warriors*' problems."

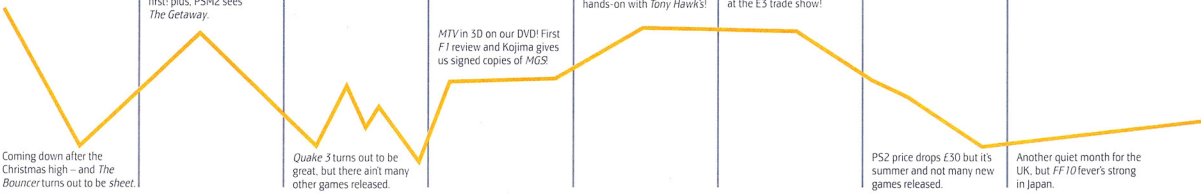
GAUNTLET: DARK LEGACY
"As always, it's best to get your friends round to hack the most from the new *Gauntlet* – but you'll all suffer together."

ARMY MEN: GREEN ROGUE
"A shambling shoot-em-up mired in repetitive gameplay and flawed dynamics. The Army Men strike another victory over innovation."

INTERNATIONAL LEAGUE SOCCER
"An ugly excuse for a game that's been shamelessly repackaged and aimed at young fans."

TOKYO XTREME RACER
"No taunts, betting and revving up at the lights – in fact, anything that could have made an entertaining street racing game."

THE HIGHS AND LOWS



and taking it apart for your pleasure. But we're not afraid to smart, hard, *intelligent* readers, is the story of 2001...

ODYSSEY

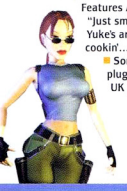
SEPT

TAKING IN THE BRILLIANCE OF THE CG CLIPS THAT PUNCTUATE FINAL FANTASY 10.
"We knew this game was going to be spectacularly beautiful, but had no idea just how detailed the animations would be until we started slicing up key scenes into single screenshots."

TOMB RAIDER: ON-LINE PLANS
"The man behind Ms Croft sheds some light on her new, on-line persona."

SSX TRICKY
"PSM2 plays it first!"

NEW SMACKDOWN!
Features Analysed
"Just smell what Yuke's are cookin'..."
Sony pull the plugs on two UK games



PROJECT EDEN
"Manages to pull off a rare combination of brains and guns while never falling short on looks. Some infuriating puzzles, though."

THUNDERHAWK: OPERATION PHOENIX
"Difficult to get to grips with but, once mastered, an explosive charge into occupied territory. Definitely lives up to its impressive legacy."

OCT

THE HAUNTING BEAUTY OF SILENT HILL 2
"*Silent Hill 2*'s a perfect example of next-generation effects genuinely enhancing a game's *feel*, rather than just making it look pretty."

US TRAGEDY TO DELAY MGS2?
"The games industry reels from the appalling New York terrorist strikes."

TEKKEN IT TOO FAR?
"Is the next King of Iron Fist tournament the toughest contender yet – or a sidestep in the wrong direction? PSM2 tells it like it is."

DURST FOR VENGEANCE
"*Just Bring It* to Limp Bizkit's frontman – and a well-known pop-moppet – in THQ's new grappler."

SILENT HILL 2
"A masterpiece of storytelling. If you can accept the short duration and swallow the bleak veneer, the emotional impact is unrivalled."

PARIS-DAKAR RALLY
"An intriguing racer cosily wrapped up in a blanket of uninspired and tepid presentation. Four ordinary racers rolled into one."

NOV

PLAYSTATION 2 HITS £199
"If, by some quirk of fate, you haven't taken the plunge yet, go out and get one now. And feel good about life. Believe us, we do every day of the year."

PS2 GOES NUCLEAR
"If there's ever been a time in the past 12 months to realise you're backing the right horse, this is it..."

EA GET TRICKY
"Did *SSX Tricky* steal ideas from PSM2? We've got the proof..."

FIVE COLOURS SONY
"PS2 to receive exclusive Japanese makeover – hopes high for a European release."

SSX TRICKY
"Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection."

DNA
"The innovative bio-chip system can't drag this up from the depths. It looks ragged and frustrates by making you work hard for very little gain."

DEC

ICO'S OTHERWORDLY ALLURE
"It's a daunting technical achievement, and, crucially, a dizzying sensation – you're completely overawed by the magnitude of the adventure."

TONY HAWK'S ON-LINE
"Leap the pond with our easy guide to thrashing Americans at their favourite game."

DANCING WITH WOLVIE
"PSM2 – the magazine that *makes* things happen."

CRITERION BEAT THE CLOCK
"We join Criterion studios for the end of a 37-hour shift with submission deadline looming."

TONY HAWK'S PRO SKATER 3
"A trick-packed challenge with sufficient visceral impact to delight casual and die-hard gamers alike – if you've got the patience."

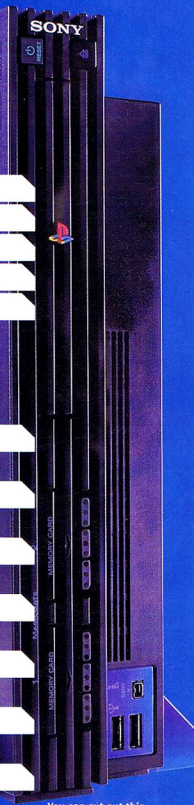
NY RACE
"Not so much heart-stopping as tooth-grinding. *NY Race* manages to enrage and bore at the same time. Hang on for *WipEout*..."

PSM2 AWARDS 2001

YOUR CHANCE TO VOTE IN THE MOST IMPORTANT PLAYSTATION 2 AWARDS.

Early next year, PSM2 will be issuing trophies to the best PlayStation 2 developers in the games industry. But these won't be awards judged by the team here – they'll be decided by you, the most important people around.

We need you to get involved now. Below you'll find a list of categories – instead of breaking down the games into genres, we're asking you for your top five games of last year (which were released in the UK between January 1st and December 31st, 2001). We'll then sort your nominations into game type, with one overall winner claiming 'Best PS2 Game of 2001'.



My top five PS2 games of 2001, in order, are:

1. _____
2. _____
3. _____
4. _____
5. _____

Best PS2 game developer of 2001 is: _____

Best PS2 game publisher of 2001 is: _____

Best PS2 game character of 2001 is: _____

Best CG (intro/ending/cut-scenes) of 2001 is: _____

Best game music of 2001 is: _____

Defining Moment of 2001: _____

Biggest disappointment of 2001: _____

NAME: .....

ADDRESS: .....

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AGE: .....

You can cut out this form, or simply copy the details down on the back of an envelope.

SEND YOUR NOMINATIONS TO:

PSM2 Awards
PSM2 Magazine
Future Publishing
30 Monmouth Street
BATH BA1 2BW

DON'T MISS THIS!

GT CONCEPT: REVIEWED!

Fancy burning a Honda NSX-R or Toyota Pod around Deep Forest? *GT3*'s futuristic little brother comes to PS2. Essential or mental? Get the definitive view with PSM2.

PLAYED RELIGIOUSLY!

WIPEOUT FUSION

Sony's racer goes nuclear. At last, we've got the only critical reaction you'll need. We tell you if the wait's been worth it.

FREQUENCY

Bemani collides with Oakie, Orbital and Roni Size. The most addictive thing on PS2? It makes *Rez* look like dominoes.

PLUS ALL THESE...

Max Payne! *Deus Ex*! *TimeSplitters 2*! *Maximo*! *Shadowman 2*! *Monsters, Inc*! *MotoGP 2*! *LMA Manager 2002*! More! More! More!

NEXT DVD, SEE THESE IN ACTION!

- Colin McRae 3
- Maximo
- Mike Tyson Boxing
- Prisoner of War
- TOCA Race Driver
- Deus Ex
- TimeSplitters 2
- Dark Summit
- David Beckham Soccer
- Legends of Wrestling
- Medal of Honor: Frontline
- Aliens: Colonial Marines
- Virtua Fighter 4

Plus loads of major new titles – it's the most comprehensive view of PS2 going!

ALL IN THE NEXT ISSUE!

PSM2 #19 ON SALE TUESDAY 29 JANUARY

TONED UP
TONES AND PICTURES

"TONES 4 UR FONE"
CALL NOW TO GET YOUR NEW RINGTONE OR PICTURE!

New Arrivals

37624 – Kylie ..... Can't Get You Out Of My Head
37622 – DJ Otzi ..... Hey Baby
37625 – Allen Ant Farm ..... Smooth Criminal
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37626 – Shaggy ..... Luv Me Luv Me
37627 – Victoria Beckham ..... Not Innocent
37617 – Supermen Lovers ..... Starlight
37604 – Uncle Kracker ..... Follow Me
37621 – N-Trance ..... Set You Free
37623 – Samantha Mumba ..... Baby Come on Over
37602 – Blue ..... Too Close
37603 – Five ..... Let's Dance
37618 – Artful Dodger ..... Twentyfourseven
37607 – So Solid Crew ..... 21 Seconds
37580 – Ivan van Dahl ..... Castles In The Sky
37612 – Little Trees ..... Help I'm A Fish
37576 – Wyclef ..... Perfect Gentleman
37610 – Jamiroquai ..... Little L
37606 – Emma Bunton ..... Take My Breath Away
37563 – Atomic Kitten ..... Eternal Flame

Classics

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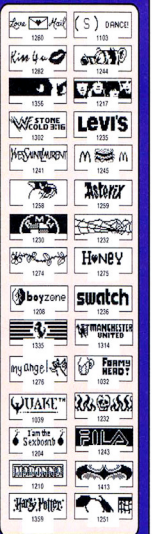
37052 – Coronation Street ..... .
37119 – Led Zeppelin ..... Stairway to Heaven
37125 – Louie Armstrong ..... Wonderful World
37143 – Muppets ..... .
37154 – Pink Floyd ..... Another Brick In The Wall
37017 – Auld Lang Syne ..... .
37025 – Bee Gees ..... Staying Alive
37156 – Postman Pat ..... .
37169 – Rule Brittania ..... .
37060 – Dambusters ..... .
37084 – Eric Clapton ..... Wonderful
37093 – Frank Sinatra ..... New York New York



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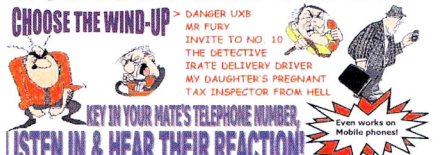

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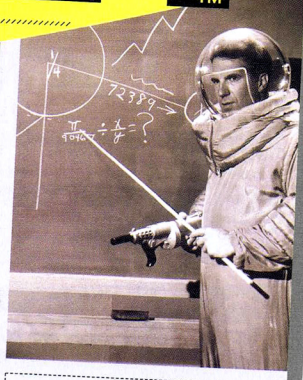

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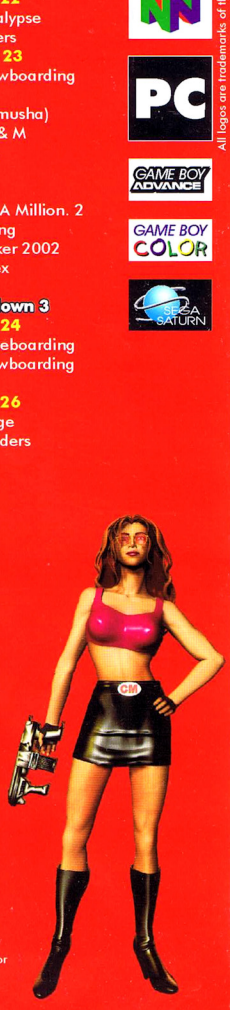

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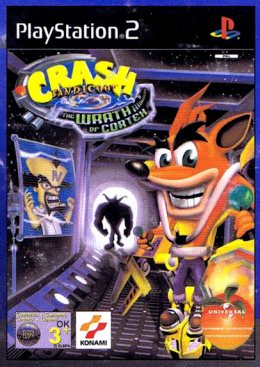

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PlayStation.2

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