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PlayStation 2

OFFICIAL MAGAZINE UK

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**ISSUE
100**



*Congratulations on
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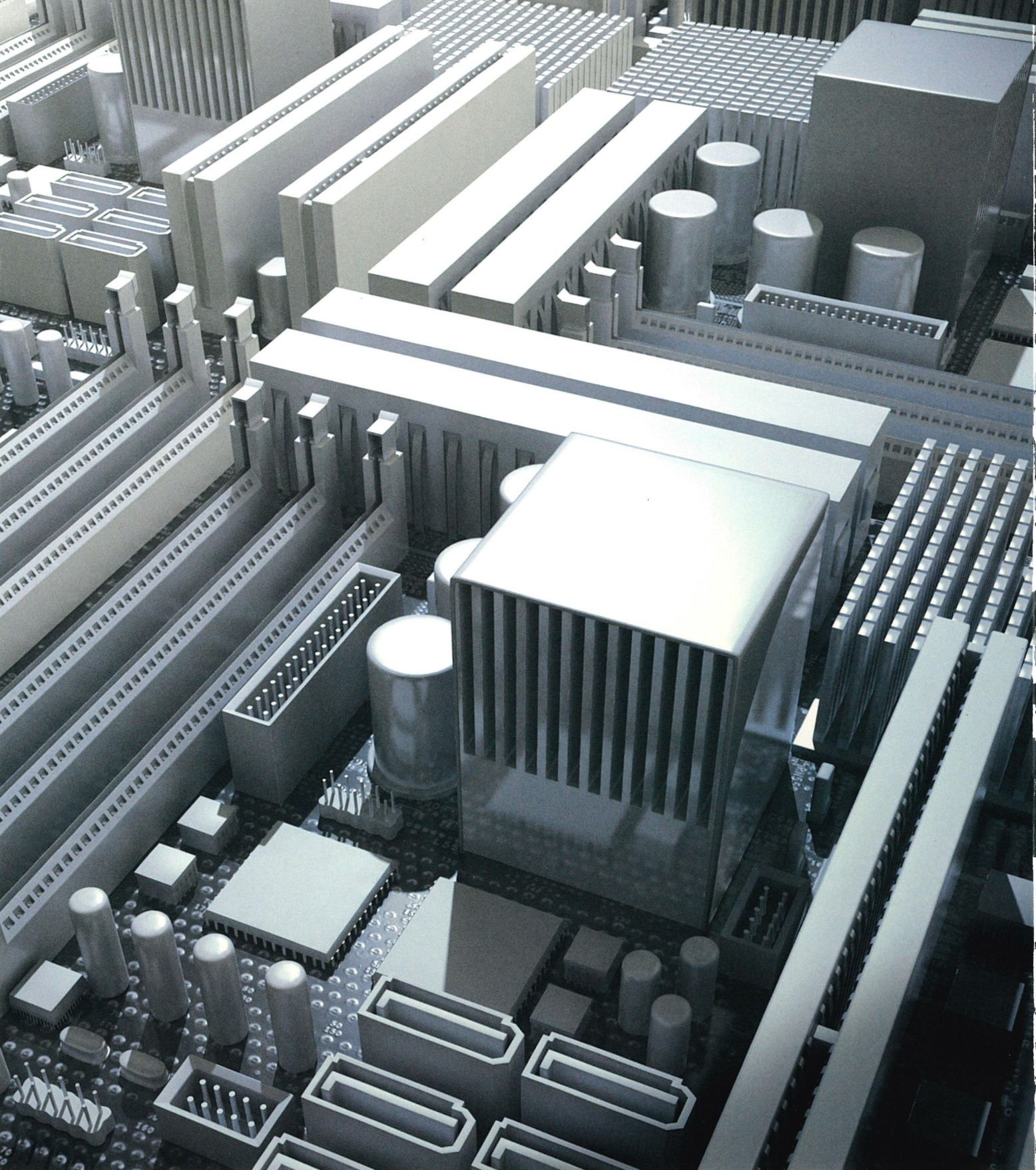


GUITAR HERO IV LEGO INDY THE MUMMY 3
NEW HARRY POTTER ALONE IN THE DARK
GREATEST OPS2 MOMENTS EVER + LOADS MORE!

PlayStation 2
100 JULY 2008

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WELCOME

ⓐ REVIEWS ⓐ PREVIEWS ✕ FEATURES ⓐ ALWAYS FIRST FOR PS2



THE ONLY UK MAG THAT'S DEVOTED TO PS2

I've got some good news and some bad news for you this month.

You want to hear the bad news first? Ok. This will be the last ever issue of Official PS2 Magazine.

Yup, with 100 issues under its belt and over 12.2 million copies sold, the biggest and best selling games mag the UK has ever seen is coming to an end. It's a sad day for us all.

Big one-oh-oh

Now the good news. It's our 100th issue, and as a big send off for you – our loyal readers who have stuck with us through thick and thin – we've put together a seriously special mag.

Sonic Unleashed, Guitar Hero World Tour, Lego Indy, Harry Potter: they're all in these centennial pages.

Plus, we've got a whole host of retrospective features, including a look back at the greatest OPS2 moments, to help you remember the good times gone by.

It's been a fantastic 100 issues. We hope you've had as much fun reading them as we have making them.

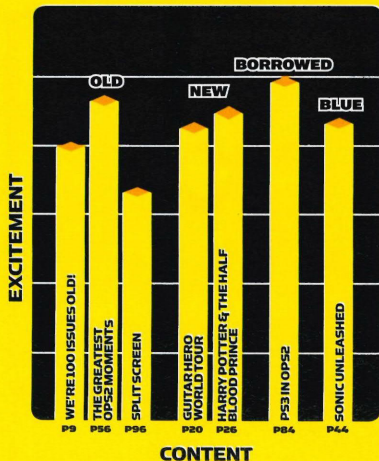
ANDY HARTUP
ACTING EDITOR

ahartup@futurenet.co.uk



"A REAL TEST OF YOUR REFLEXES"
SONIC UNLEASHED PAGE 44

THIS MAG CONTAINS



OPS2 #100 COVER STORIES



P20 GUITAR HERO WORLD TOUR Be the whole band in Activision's latest virtual rock-a-thon

P26 HARRY POTTER Exclusive first look at what could be the best movie tie-in ever made

P44 SONIC UNLEASHED Find out why this could be the best Sonic game in 16 years!

P56 GREATEST OPS2 MOMENTS A look back at the finest moments in this mag's history

P60 LEGO INDY Block on! We finally get to grips with Dr Jones and his Lego pals

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MEET THE TEAM

ANDY HARTUP ACTING EDITOR

Fondest OPS2 moment: getting driven around Salisbury plain in a Challenger II tank for our OPS2 joins the army feature. And being allowed to 'man the turret'.

PLAYING NOW *Everybody's Golf*
CAN'T WAIT FOR *Harry Potter & THBP*



KIM RICHARDS EDITORIAL ASSISTANT

Fondest OPS2 moment: every second of the 50 or so hours she ploughed into emo-RPG Shin Megami Tensei: Persona 3 for our 10/10 review.

PLAYING NOW *Lego Indiana Jones*
CAN'T WAIT FOR *Guitar Hero World Tour*



MARK MITCHELL ART EDITOR

Fondest OPS2 moment: it's a tie between drawing team OPS2 as an 80s band for a Guitar Hero feature and turning to team into Lego people for issue 98.

PLAYING NOW *Spiderwick Chronicles*
CAN'T WAIT FOR *The Incredible Hulk*



PAUL FITZPATRICK FREELANCE WRITER

Fondest OPS2 moment: getting flown out to Las Vegas (first class, mind you) for a four-day, all expenses paid trip to see Ready 2 Rumble Round 2. For half an hour.

PLAYING NOW *Alone In The Dark*
CAN'T WAIT FOR *Lego Batman*



MIKE STERRY FREELANCE WRITER

Fondest OPS2 moment: showing up to the team's unofficial Guitar Hero Rocks the 80s party and, after a few beers, realising he could actually play the game.

PLAYING NOW *Shadow Of The Colossus*
CAN'T WAIT FOR *Crash: Mind Over Mutant*



COVER FEATURE



44 SONIC UNLEASHED

Mr Needle-Mouse is in the house! Sonic is back for his 100 mph PS2 swansong



GOT A PS3?

THEN CHECK OUT OUR MONEY-SAVING SUBS OFFERS ON ALL YOUR FAVOURITE PS3 MAGS
SEE P40

COMPETITION WINNERS: ISSUE 98

Disc challenge: 1st Manjit Billen (1.29.82), 2nd Tanzil Shafiq (1.30.58), 3rd Robert Holder (1.30.66), 4th Aaron Lee (1.33.46), 5th Simon Sexton (1.34.58). Winners for the Brain Drain: Star prize - Lee Phillimore, Spot The Difference - Liam Biggs, Multiple Choice - Peter Richardson, Who's Your Baddie - Tom Capon, Image Zoom - Xiobhann Cari

FEATURES



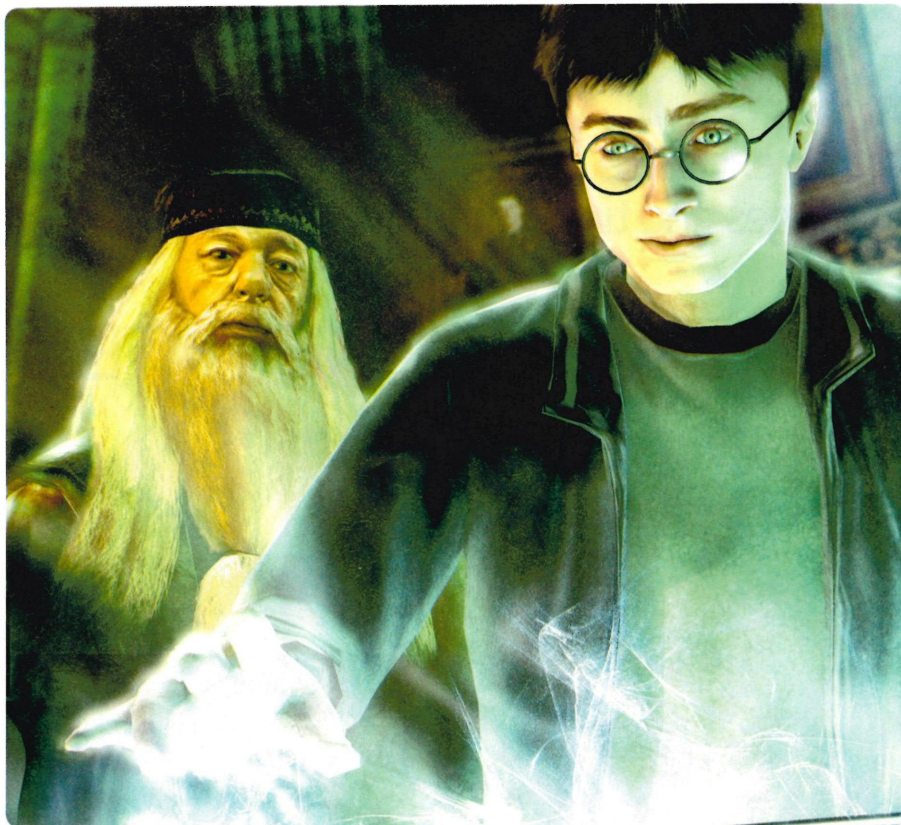
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Find out why we covered a man in bacon and why our 'reader's wives' section only lasted one issue



64 ALONE IN THE DARK REVIEW

It seemed like the game would never see the light of day, but we've finally played the finished version



26 HARRY POTTER & THE HALF BLOOD PRINCE

The boy who lived is back on PS2, and his new game's shaping up to be a real show-stopper.

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These PS2 characters are all men. Honest

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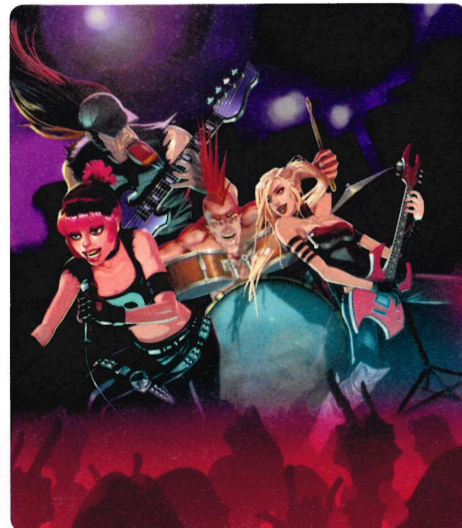
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20 GUITAR HERO WORLD TOUR

World Tour lets you play guitar, drums and vocals. Will this be a Rock Band beater?



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Rick O'Connell has stirred up big trouble over in little China. We take a look at the game



54 LADYBOY-O-METER

Check out the most gender-confused chaps to ever appear on your console

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Two ways to make Official PS2 magazine

PLAY DEMOS!
TURN OVER FOR FULL CONTENTS



ON THE DISC

Playable Demos



ON THE DISC

This month's exclusive demos in detail including mini-challenges and tips for each game!

METAL GEAR SOLID 3: SNAKE EATER

PUB Konami DEVELOPER Konami OPS2 SCORE 9/10 WEB www.konami.jp/gs/game/mgs3/english/index.



CAN YOU DO THIS?
Kill an alligator using only your knife and ingenuity

WHAT IS IT?

Become one of the world's most iconic espionage agents. Having just been dropped into the mighty swamplands of Russia, Naked Snake must stealth his way through the terrain and rescue Dr Sokolov, who's being held in an abandoned factory.

PERFORMANCE TIPS

Play around with the uniform sets and facepaints available in your menu. Remember: the demo runs with Japanese controls so **○** is confirm while **×** is back.

CONTROLS

○: Fight hand to hand/Confirm (menu)

- ×**: Crouch/Back (menu)
- : First-person view/Aim
- △**: Fire
- : Open weapons inventory
- △**: Open items inventory
- D-Pad: Stalking mode/Walk silently
- Left Analogue: Move/Change to first-person

BURNOUT REVENGE

PUB EA OPS2 SCORE 10/10

CAN YOU DO THIS?
Get a four-way takedown in any race



WHAT IS IT? Burst through the city streets, speeding faster than a burning comet. Hurtle into rival drivers, smash cars out of the way and cause as much damage as possible.

PERFORMANCE TIPS

Just go absolutely mental. Let the road rage take hold of you and

drive like a maniac: it'll increase your points like crazy.

CONTROLS

- ×**: Accelerate
- : Brake
- △**: Change view
- : Look back
- : Boost/Crash aftertouch
- △**: Crashbreaker

PES 2008

PUB Konami OPS2 SCORE 9/10

CAN YOU DO THIS?
Beat Portugal 3-0 on the top Player difficulty setting



WHAT IS IT?

Footballing at its finest, this demo allows you to play a full international match as either Brazil or Portugal.

PERFORMANCE TIPS

Brazil use a narrow formation, so exploit this by feeding the ball down the wings. But if you're

playing against Portugal, try swift passes down the middle.

CONTROLS

- : Sprint
- △**: Change player
- : Shoot/Pressure
- △**: Through ball/Call keeper
- ×**: Short pass/Tackle
- : Lobbed pass/ Sliding tackle

ROGUE GALAXY



WHAT IS IT? Dive head first into a gorgeous galactic RPG. Get to know the locals in the peaceful and tranquil village of Burkaque, or face up against the gigantic Forest King: Beast Leone.

PERFORMANCE TIPS
Every time you successfully block an enemy attack, your Action Gauge will fill up. Keep it full and



you'll be able to keep attacking 'til the cows come home.

CONTROLS

- : Guard
- △: Confirm battle commands
- ⊙: Subweapon
- △: Menu
- ⊗: Main Weapon
- ⊙: Jump
- ←/→ D-pad: Lock on

CAN YOU DO THIS?
Kill Leone without losing a single teammate

TOMB RAIDER: LEGEND

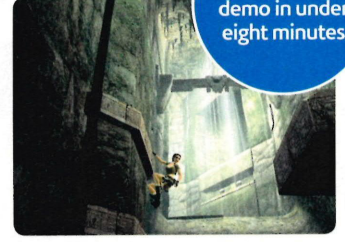


WHAT IS IT? Lara's on her finest form and ready for an adventure. Scale cliff faces, explore an ancient temple and shoot up the bad guys.

PERFORMANCE TIPS
If Lara's moving too slowly for you, tap △ and she'll speed up.

CONTROLS

- : Shoot



CAN YOU DO THIS?
Complete the demo in under eight minutes

- : Combat Lock
- ⊗: Throw Grenade/Flare
- ⊙: Display HUD
- ⊙: Grapple
- △: Interact
- ⊗: Jump
- ⊙: Crouch/Roll
- ↑ D-pad: Health Pack
- ↓ D-Pad: Switch Weapon
- ← D-Pad: Flashlight

FINAL FANTASY X



CAN YOU DO THIS?
Defeat Kimahri without using a potion

WHAT IS IT? FF's first venture on the PS2, this demo enables you to experience the metropolis of Zanarkand or the beaches of Besaid Island. You'll battle with beasties, be they Sin's scales, or Yuna's protector, Kimahri.

PERFORMANCE TIPS
Every time you take a hit, or land a successful attack, your Limit Break will fill a little bit. When it's



full, hold down → on the D-pad to unleash your powerful Limit Break attack.

CONTROLS

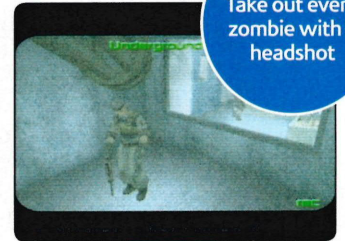
- : Attack
- △: Bring up the swappable characters menu
- L Analogue: Move
- ⊗: Confirm choice
- ⊙: Cancel
- D-Pad: Select menu commands

TIMESPLITTERS 2



WHAT IS IT? Get ready for some feisty gunplay in this addictive time-travelling shoot-em-up. You're in 1990's Siberia. Break into the Dam and grab the time crystal before zombies break out and cause mayhem.

PERFORMANCE TIPS
Make sure you deactivate the security cameras to avoid setting off the alarms, or risk bringing



CAN YOU DO THIS?
Take out every zombie with a headshot

the Dam's guards down on your head in droves.

CONTROLS

- : Alternate fire
- ⊙: Crouch
- L Analogue: Run/Sidestep
- R Analogue: Look/Turn
- △: Manual reload
- ⊗: Activate
- ←/→ D-pad: Swap weapon
- ↑/↓ direction pad: Zoom in/out

SHADOW OF THE COLOSSUS



CAN YOU DO THIS?
Make it to Colossus's head without falling off once

WHAT IS IT? Ever wonder what David felt like when he took down Goliath? Experience it first hand in this haunting adventure. Ride around the vast landscapes on your horse, find a Colossus and bring him down.

PERFORMANCE TIPS
If you get lost, press ⊙ to hold up your sword and its beam of



light will direct you, it also reveals the Colossus's weak point.

CONTROLS

- : Cling
- △: Look
- L Analogue: Move
- R Analogue: Camera
- ⊙: Attack
- △: Jump
- ⊗: Call horse

OKAMI



WHAT IS IT? Step into the paws of an ancient Japanese Sun God, who's currently trapped inside a wolf body. Use your godly powers for good and restore the beauty of the abandoned Kamiki village, explore the demon-infested Shinshu Fields, or fight the fearsome Crimson Helm.

PlayStation 2
OFFICIAL MAGAZINE UK

FAQ

How do I use the disc?
Switch on the PS2, put the disc in the tray and the demo menus should automatically appear.

Help! It doesn't work!
Try pressing Restart. If that doesn't help, send it to us at the address on p3 with your name and address and we'll send you a replacement.



Voting Now Open



Go to
www.goldenjoystick.com

The **Golden Joystick Awards** are back and bigger than ever. It's simple: only the games with the most votes will make it onto the illustrious shortlist, so vote now to make sure your favourite is in there.

Voting now open at www.goldenjoystick.com

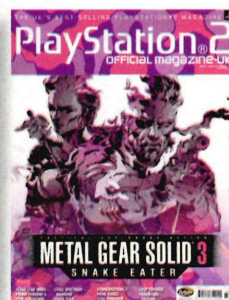
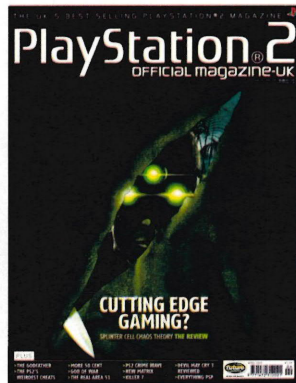
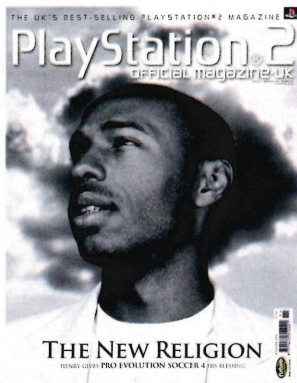
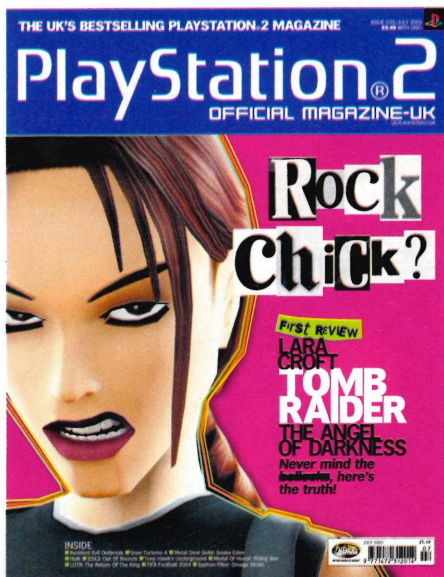
UPFRONT

Ⓜ LATEST NEWS Ⓞ CULTURE ✕ OPINION Ⓛ EVENTS

OPS2 IS 100!

Here are the highlights from our century of issues

From covers to content, reviews to rants and everything in between: here is a look at some of the reasons why Official PS2 magazine is the most important games mag the UK has ever seen.



FAVOURITE COVERS

ISSUE 35

Featuring the First Lady of Playstation, Lara's rebellious snarl inspired a punk rock look for the mag. The image was made for OPS2, so you won't find this sultry pose anywhere else.

ISSUE 45

You can't go wrong with such a powerful icon. Especially when some clever Art team trickery went into it. See, this is actually half of Darth Vader's face, which was then flipped and faded out to create an evocative image.

ISSUE 52

Going down in the OPS2 annals as the most expensive cover ever, Thierry Henry's photo was taken by a celebrity photographer. Throw in a strong headline like 'The New Religion' and the result is utterly compelling.

ISSUE 57

There are actually four versions of this cover, inspired by the opening colour sequences in MGS3's start menu. Shinkawa's stunning artwork speaks for itself really.

ISSUE 58

The idea of cutting through fabric in Splinter Cell Chaos Theory really inspired the Art team. Using a 'die cut', they had Sam Fisher cutting through the canvas of the cover. Clever.

ISSUE 98

There's a lot of action and drama going on in this artwork, which was exclusively made for OPS2. With its rich colours and iconic setting, it's hard to resist picking it up.

UPFRONT

OPS2 is 100!

ISSUE 2 CHRISTMAS 2000

This was the start of things to come. Featuring an in-depth preview of MGS2 (the most anticipated game of the year); an interview with the Godfather of RPGs, Ian Livingstone; and reviews of Dead or Alive 2, FIFA 2001 and Dynasty Warriors 2 – this was not an issue to miss.



"Maybe it's my 'rotted brain' talking, but Boris Johnson is spouting gibberish. First off, I must be better at English than Boris, because a basic rule is to give evidence when putting forward an argument, which he did very little of."
Alexander Rowley,
Essex, Issue 83



← Ian Livingstone founded Games Workshop, then became Executive Chairman of Eidos

1523

GAMES RATED BY OPS2

← DOA2 scored 7/10, thanks to its 'highly inventive combat'

ISSUE 32 APRIL 2003

With back-to-back reviews of Devil May Cry 2, MGS2 and Splinter Cell, previews of Tomb Raider: Angel of Darkness, Soul Calibur 2 and a jaw-breaking feature on Backyard Wrestling, this issue was a monster. On top of all that it had Hideo Kojima's opinion about the James Bond Series. Shocking.



← Legendary creator of MGS, Hideo Kojima, wrote several columns for OPS2



"Surely it says a lot about the male gamer psychographic if developers have to degrade these poor heroines just so that the game will be bought. Developers need to have the balls to stop relying on the female form to draw people to a game."
Katie V, via email,
Issue 96



DEAD OR ALIVE 2



PS2 is 100!

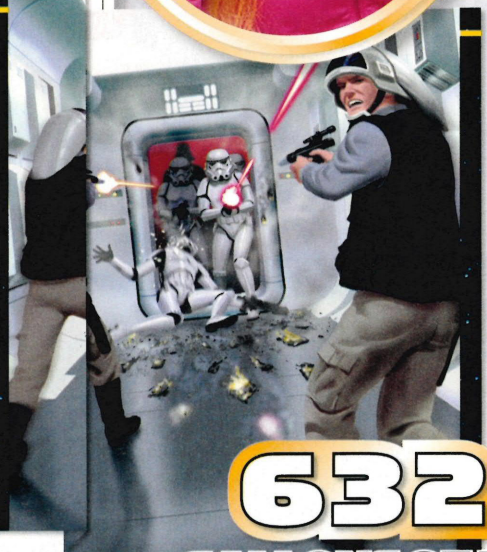
ISSUE 59 MAY 2005

O PS2 was a little star struck this month, with Little Britain's Matt Lucas writing us a bespoke Star Wars feature, stuntman Nick Gillard demonstrating his moves and team OPS2 eating honeyed bees with Hideo Kojima. Game-wise we had an exclusive first look at Battlefield 2 and God Of War.



THE CIRCLE IS COMPLETE

28 years, but with the worldwide release of Star Wars Episode III: The Sith on 19 May, the greatest sci-fi saga ever conceived finally is spectacularly close. Whether you remember A New Hope from the me and/or, or were sworn on Episode I and don't understand Dad hates Jar Jar Binks so much, one thing is certain: the 'Wars' is still a force to be reckoned with. Join us as we celebrate the ultimate epic with the first details anywhere on Star Wars: Battlefront 2, a wealth of fresh info on Revenge of The Sith, the game, plus our massive review and climax of the awesome Lego Star Wars. And can we tempt you to the dark side with our massive spoiler on Episode III's plot? So on. Give into your feelings...



632

GALLONS OF TEA NECKED OVER 100 ISSUES



STAR LETTER

"It has been said that the driving force behind art is emotion – specifically the conscious and purposeful eliciting of such by the creator in the experienter of a piece of art. Games can do this. What more is needed for a game to be called art?"
Dan Gay, Kiddeminster, Issue 97



LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS
We've played The Angel Of Darkness! We've actually played the game!



This is Hardcore
Watch out, Vince – there's a new wrestling federation in town, and it's not for the faint-hearted. Backyard Wrestling brings the pain.



↑ Sam Fisher, Dante, Lara and some big sweaty men. A beautiful issue indeed

OUR BEST REGULARS

Savage Our Subs

Kwik Fitz

FAT CRYING BABY

SAVE POINT

DISTRESSING DELIVERY

READER FACE OFF



"I often find that realism defeats the purpose of computer games. Computer games are a form of escapism, a way to get away from it all. A game should be challenging, it should be substantial, it should be good looking, and above all, it should be fun to play." Jonathan Green, via email, Issue 22

260,000

NUMBER OF COPIES ISSUE 29, OUR BEST SELLING MAG, SHIFTED

ISSUE 81 JANUARY 2007

There's only one way to start the new year and that's with a big bang. Issue 81 was the first OPS2 to hand out not one, but two perfect 10/10 scores: one for Final Fantasy XII and another for Okami. On top of that we had a feature on the top 50 games of 2006, plus a first look at the mighty Tomb Raider: Anniversary and a mega-comp to win all our office swag.

→ Lara kicked things off for the year by revealing her new, even sexier, look



THE OPS2 TOP OF 2006

50

Dished out at a posh dinner at the end of each season, the Football Writers' Association Football of the Year Award is one of the most coveted in sport. Time for a gaming equivalent, we did, so we picked a squad of 24 OPS2 contributors to vote for the finest half-century of games from the past 12 months. Sadly there's no free dinner, but enjoy the countdown anyway...

5	1	49	43
48	47	46	45
44	43	42	41
40	39	38	37
36	35	34	33
32	31	30	29
28	27	26	25
24	23	22	21
19	18	17	16
15	14	13	12
11	10	9	8
7	6	5	4
3	2	1	0

42	41	40	39	38	37	36	35	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
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UPFRONT

Golden Joysticks

Golden Joysticks voting begins!

Tell us about your favourite games - win some top swag

Get your voting fingers at the ready: the 26th Annual Golden Joysticks awards ceremony is almost upon us.

Being the only awards voted for exclusively by the public, we need you to get involved. Want Shin Megami Tensai: Persona 3 to win Best PS2 Game? Or Guitar Hero III to win Soundtrack of the Year? How about Lego Indiana Jones: The Original Adventures as Family Game of the Year? Well, head on over to goldenjoystick.com and give us your opinions on who should bag the coveted prizes.

Simply the best

There are 15 categories to vote for, including Handheld Game of the Year (which GTA Vice City Stories bagged last time), the Nuts All Nighter Award and Publisher of the Year. For last year's event, around 750,000 gamers cast their votes. This year the Joysticks is aiming to hit the one million mark, so it's time to

get involved!

As an added incentive you could be mightily rewarded for your participation. See, the Joysticks have teamed up with techno-accessory retailers Joytech and MadCatz, and they're offering massive prizes in exchange for your votes. Goodies include a stack of kit worth £10,000 as well as a Tri Link Switcher (which allows you to plug in 3 HDMI inputs to a single HDMI on your TV: ideal for your PlayStation 3). For a chance to win some top notch goods, all you have to do is vote! Check out joytech.net and madcatz.com for more details on these sweet prizes.

So don't sit back and watch your favourite games go unrewarded for their greatness: make your voice heard. Good god, man: vote now!



WIN GREAT GAMING GEAR!



THE CATEGORIES

- Ultimate Game of the Year
- The Sun Family Game of the Year
- Nuts All Nighter Award
- Soundtrack of the Year
- Bliss Handheld Game of the Year
- Editor's Choice
- The One To Watch Award
- 4Talent Mobile Game of the Year
- Nintendo Game of the Year
- Online Game of the Year
- PC Game of the Year
- Playstation Game of the Year
- Xbox Game of the Year
- Publisher of the Year
- Retailer of the Year
- UK Developer of the Year

◆ Here are the categories, folks. Get voting for your faves



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OFFICIAL MAGAZINE UK

PS2 UK CHARTS



1 IRON MAN
If life was fair Iron Man wouldn't be at the top of the charts, there would be no war, and *Dr Who* would still be good. But, hey ho...

Sega 5/10 New Entry



6 BUZZ! THE POP QUIZ
Not only is Buzz! The Pop Quiz a great party game, it also helps you gain the knowledge needed to beat those darn pub quiz machines.

Sony 6/10 ▼ Last month: 5



2 GUITAR HERO III
It's clear you guys have been snapping up Guitar Hero en masse, so for those about to rock... you know the rest.

Activision 9/10 ▼ Last month: 1



7 RATCHET & CLANK: SIZE MATTERS
All the smart knob-gags in the world can't keep the latest R&C from sliding down the charts. It's down from three to seven.

Sony 9/10 ▼ Last month: 3



3 FIFA 08
EA's best-selling footie franchise is still alive and kicking, keeping Wayne Rooney in crisps and own-brand pop for another month.

EA 9/10 ▲ Last month: 6



8 MX VS ATV UNTAMED
You can't get enough of this filth can you? No seriously, Untamed is a very muddy game. And, er, you keep buying it.

THQ 6/10 Re-entry



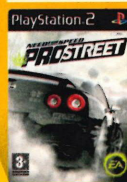
4 UEFA EURO 2008
Our national love affair with football continues as UEFA Euro 2008 shoots up the charts from number eight to six. Ole, ole etc.

EA 9/10 ▲ Last month: 8



9 SIMS 2 CASTAWAY
Sales of this game remain strong, unlike relationships between the Sims on our island. No one is talking and one Sim has gone feral.

EA 8/10 ▲ Last month: 10



5 NEED FOR SPEED PROSTREET
Not bothered by the fact that ProStreet is the worst Need For Speed in years, the PS2-owning public are still buying it.

EA 6/10 ▼ Last month: 4



10 GUITAR HERO ROCKS TO THE 80s
Power chords, shoulder pads and wanton cocaine use are back, baby. Well, the power chords and the big hair are at any rate.

Activision 7/10 Re-entry

PS2 UK SALES TO DATE **10.1 MILLION**

TRADE IN

Stuff you could buy if you sold your old games



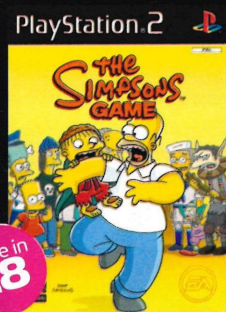
Trade in **E17**

IRON MAN
One month old



Trade in **E7**

SIMS 2 CASTAWAY
Nine months old



Trade in **E8**

THE SIMPSONS GAME
Six months old



RRP **E32**



H.R. GIGER -
NECRONOMICON VOL 1

GAME
gamecock

All trade-in prices with kind permission from GAME and correct at time of going to press

PS2 AMERICA CHARTS



POSITION	GAME	POSITION	GAME
1	NE Lego Indiana Jones	6	▼ Madden NFL 08
2	▼ Guitar Hero III	7	NE Iron Man
3	NE Shin Megami Tensei Persona 3 FES	8	▼ The Simpsons Game
4	NE Rock Band	9	▼ MLB 08 The Show
5	▲ Metal Gear Solid Essentials Collection	10	▼ Silent Hill Origins

PS2 JAPAN CHARTS



POSITION	GAME	POSITION	GAME
1	▶ Musou Orochi Maou Sairin	6	▼ Poison Pink
2	▶ Pro Yakyuu Spirits 5	7	▲ 12 Riven: The Psi-Criminal
3	▲ Ryu ga Gotoku 2	8	▶ Nobunaga's Ambition: Kakushin
4	▲ Code Geass: Hangyaku no Lelouch	9	▲ Kimi Kiss
5	▼ Gundam Musou Special	10	▶ Tales of Destiny: Director's Cut

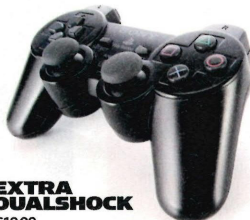
PS2 SYSTEMS CHECK

Just got a PS2? Here's the essential kit you need

ESSENTIAL ACCESSORIES



MEMORY CARD £14.99
Buy a memory card to stop all your progress being lost when you switch off the machine.



EXTRA DUALSHOCK £19.99
You get one with your PS2 but you should definitely buy one more for playing with mates.

PS2 DVD REMOTE
From £2.50

To use a PS2's built-in DVD player, you could just use the DualShock, but this is better because it's got no wires and the buttons are clearly labelled.



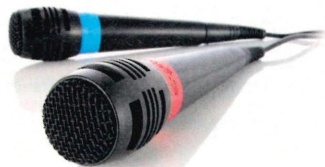
PARTY ACCESSORIES



GUITAR HERO
With game £49.99
Thrash your guitar like a rock god. Hotel trashing optional.



DANCEMAT
With game £29.99/Mat only £14.99
Pull shapes with your PS2 and the brilliant DanceDance range.



SINGSTAR
With game £34.99
Turn your PS2 into a karaoke machine with these mics.



EYETOY
With game £9.99 to £34.99
The Eyetoys games and camera make you the star of the game.



BUZZ!
With game £24.99 to £34.99
Buzz if you know the answer! The Buzz quiz games are a top laugh.



MULTITAP £29.99
Lets you plug in up to four PS2 controllers: essential if you want your whole gang to be involved.

HARDCORE ACCESSORIES



SONY SPEEDSTER 2 STEERING WHEEL £39.99
Compatible with all the latest, greatest driving games.



HEADSET £24.99
Use SOCOM 3's headset online to chat, offline to give squaddies orders. Works with Rainbow Six.

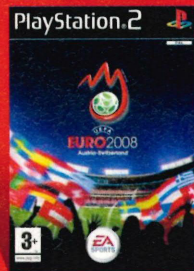


JOYTECH 8INCH LCD PORTABLE SCREEN £109.99
A battery-powered screen for playing games or watching DVDs.

OPS2'S LATEST RECOMMENDED GAMES



SILENT HILL ORIGINS
Horror
Scare yourself silly this summer with the latest Silent Hill.
OPS2 Score: 7/10



UEFA EURO 2008
Sport
Bring the Euro silverware back to Blighty from the comfort of your own living room.
OPS2 Score: 9/10



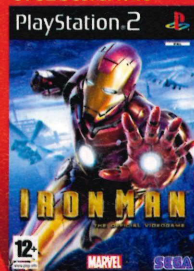
LEGO INDIANA JONES
Platformer
The latest Lego game is whip-cracking fun. Plus Lego Indy is real cute.
OPS2 Score: 8/10



SOUL NOMAD
RTS
Not massively original, or that pretty, but a great real-time strategy nonetheless.
OPS2 Score: 7/10



SINGSTAR SUMMER PARTY
Music
All the karaoke you need for a summer of parties.
OPS2 Score: 9/10



IRON MAN
Action
Buy this if you're a fan of the film and you don't mind mediocre games.
OPS2 Score: 5/10

PLUG INS

Get the right PS2 cable for your TV



1 RFU ADAPTOR
This offers the lowest quality visuals but will connect a PS2 to any TV via the aerial socket.



2 AV CABLE
Plugs into the coloured sockets on your TV, it's better than RFU but not as good as the next three.



3 S-VIDEO
A gold-plated S-video cable will improve the sound and picture quality you get from the PS2.



4 RGB SCART
The best! Ask for a true RGB SCART cable which is better than the SCART adaptor in the PS2's box.



5 COMPONENT CABLE
The HD option. Links to compatible HDTVs, plasmas and monitors.

PlayStation®

Official Magazine - UK



The only magazine with a playable PS3 Blu-ray disc

PlayStation 3 Blu-ray disc
25 games to play including Lost Planet, UEFA Euro 2008, Sega Superstars Tennis, The Club, DMC4, Sega Rally, Skate, PES 2008 and more...



First for PS3, PSP and PS2
This month: world exclusive 007: Quantum Of Solace first look, all-new Tomb Raider: Underworld shots, the secrets of GTA IV... And meet the *real* Niko Bellic.

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PLAYSTATION 3 PLAYSTATION PORTABLE PLAYSTATION 2

PREVIEWS

⊕ EXCLUSIVES ⊕ FIRST LOOKS ⊕ HANDS-ON PLAY ⊕ LATEST INFO

A LITTLE FISH WITH A BIG WAND

Harry Potter splits opinion. Some hold the books up as works of great literature, some can't get past the

Quidditch, and there are those who believe Harry Potter is political correctness gone mad - that we used to burn witches and wizards, and now we were giving them their own school.

From a gamers point of view, there's usually excitement when the games come out as EA has, of late, managed to recreate a living breathing Hogwarts rather than knock out a quick movie spin-off.

Spells good

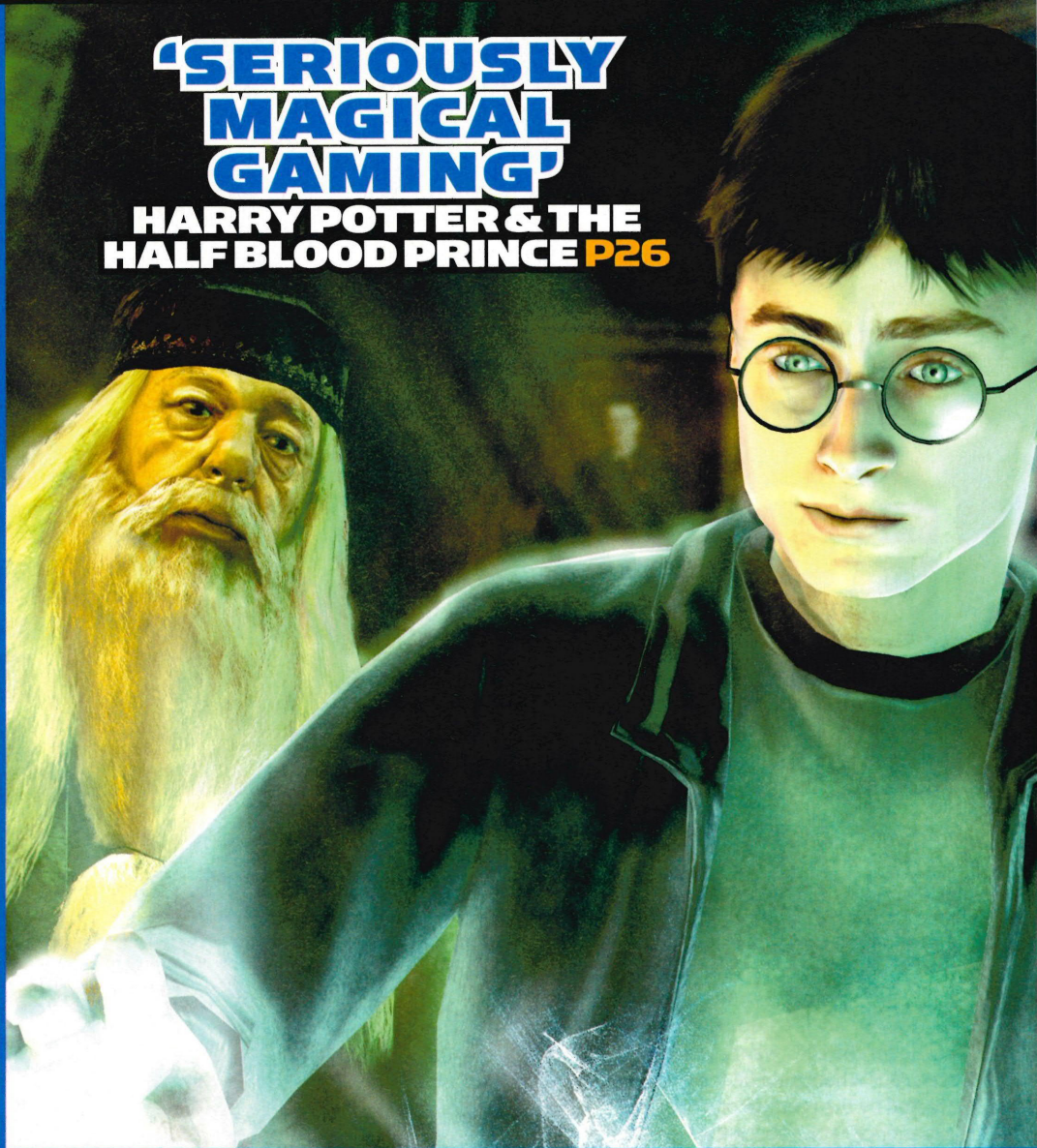
And there's more movie magic on its way to the PS2 in the bandage form of The Mummy. Check out our first look on p22!

However, this month's real star turn is provided by Guitar Hero WT This is a game that's going to take the series to a whole new level. There'll be more tracks, more characters and the chance to create your own rock anthems from scratch. We're already mapping out From Autumn to Ashes tracks in our mind.

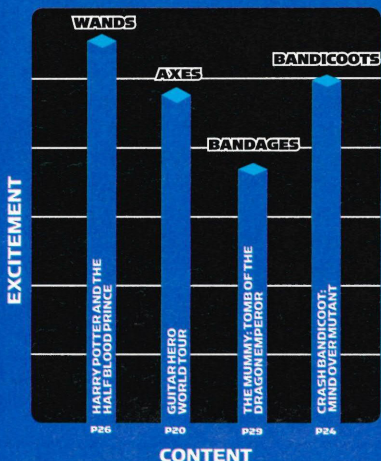
DAVE HARRISON
FREELANCE WRITER
psnation@futurenet.co.uk

'SERIOUSLY MAGICAL GAMING'

HARRY POTTER & THE HALF BLOOD PRINCE P26



THIS SECTION CONTAINS



IS IT NEARLY READY YET?

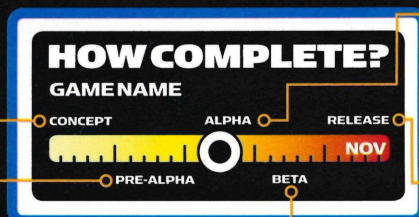
THE KEY STAGES OF GAME DEVELOPMENT

CONCEPT

The idea has just been unveiled, it's little more than a name at this stage

PRE-ALPHA

Early test levels provide proof of concept



ALPHA

The first playable version of the game, many features unfinished

RELEASE

The current release date but liable to change

BETA

A second playable version ready for final testing

COMING SOON!

GUITAR HERO AEROSMITH	JULY
TNA IMPACT	JULY
STAR WARS: THE FORCE UNLEASHED	SEP
CRASH: MIND OVER MUTANT	OCT
HARRY POTTER & HALF BLOOD PRINCE	NOV
SONIC UNLEASHED	NOV
CALL OF DUTY 5	NOV


PREVIEW

Guitar Hero World Tour

FOR THOSE ABOUT TO ROCK

Prepare for the biggest gig of your life: **Guitar Hero World Tour** is landing

PUB Activision **DEV** Budcat **ETA** Autumn 2008 **WEB** www.guitarhero.com

 Forget about Rock Band. The endless delays and ridiculous bundle prices are fast-turning hype into hassle for the UK's wannabe rock stars. But what could fill the void created by the promise of a full band experience? How about the Godfather of rhythm action rock? That's right, Guitar Hero WT is coming and it aims to bring you the most immersive music experience to rock your disc drive yet.

How, you cry? Well, GHWT is not going to feature guitarists only, but the drummer and singer as well. Of course, more band members means more peripherals, so add a drum kit and USB microphones to the line-up.

Rhythm Stick

Designed by a pro drummer, the kit looks and feels like a professional electronic drum kit. Better still, the developers are toying with the idea of



↑ Customisation options are ridiculously deep

including velocity values – meaning that the harder you hit the pads, the louder it'll sound in the game. If it works then this could become the way drummers activate Star Power.

The guitar peripherals are also being overhauled so that they feel more like real guitars. Fear not, you'll

still be able to use your old guitar controllers. In fact, Activision is adamant that you're under no obligation to buy any of the new peripherals to play the game.

As for the line-up; The Eagles, Van Halen, Linkin Park and Sublime have all been confirmed, while other artists are being kept secret for the moment. Activision is aiming to have more tracks than any other disc-based game, setting their sights at over 100 songs. An ambitious target, given that Guitar Hero III weighed in at 73 songs, but one supported by the fact that GHWT will include a much wider variety of genres, such as hip hop, electronica and acoustic.

Vanity Flair

While staple Guitar Hero characters will be returning to act as your rock avatars, there's now a Create a Rocker option to give your band a cool,

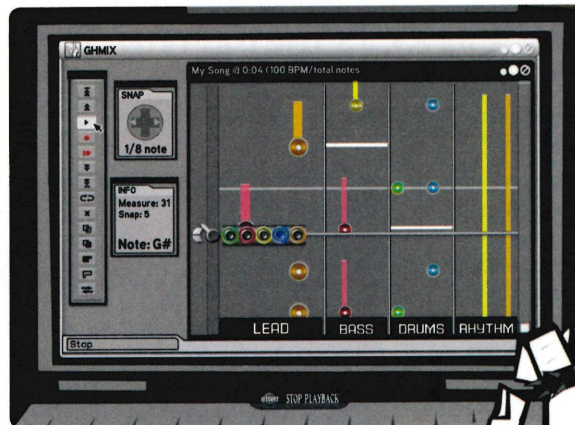
↓ Break out the leather studs. This time, the whole band is involved



individual look. This is a thrilling prospect as you'll be able to tweak absolutely *everything* to your liking. And we do mean everything: hair, body shape, skin tone, clothes, shoes, accessories... we spent half an hour just fiddling with the head options.

Using a layered graphics system (think Photoshop), you'll also be able to create unique makeup styles and tattoos. Best of all, you can save any designs and use them as your band logo, which in turn can be applied to fliers, venue decorations, album art, or transferred onto your instruments.

Oh yes, your drums and guitars aren't going to be left out of the customisation frenzy either. You'll be able to pimp your gear down to the



↑ After recording songs, tweak them to perfection using a sequencer

smallest details – including fret boards, drum skins and mic stands.

Studio phat

In addition to the usual career and multiplayer modes, there is a new



THE DRUM KIT

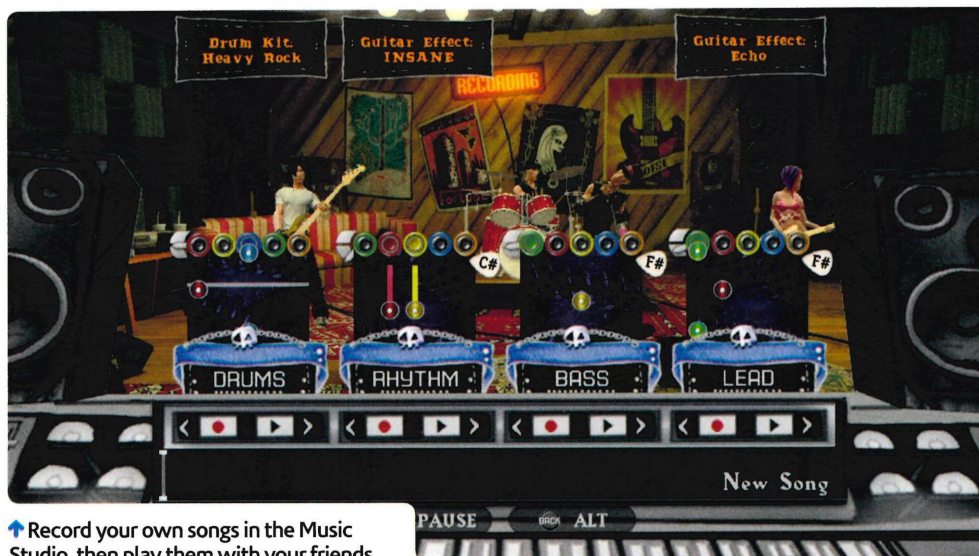
A beast comprised of a kick pedal, three pads and two cymbals. Each pad has a rubber finish, reducing irritating clacking noises and giving the kit a more realistic feel when hit.

ORIGINALITY RATING **78%**

feature that'll blow the genre out of the water. Music Studio will enable you to record your own songs by acting as a four-track recorder (that's drums, bass, rhythm and lead guitar). Rather brilliantly you'll also be able to ape pro studios by perfecting your songs in a sequencer later.

The sequencer itself cleverly implements all of the technological trickery you'd find in professional studio package, simplifying it so that even the biggest technophobe could edit like a pro. Ingeniously, you'll also be able to preset the guitar's scale, meaning every chord you play will sound natural, rather than jarring.

It hasn't yet been confirmed if both these modes will be included in the PS2 version. Even if they aren't, there's more than enough here to assure us that GHWIT's going to be cranking the volume up to 11. Kim Richards



↑ Record your own songs in the Music Studio, then play them with your friends

HOW COMPLETE?
GUITAR HERO WORLD TOUR

CONCEPT	ALPHA	RELEASE
PRE-ALPHA	BETA	SEP

PREVIEW

The Mummy: Tomb of the Dragon Emperor

YUMMY MUMMY

Rising from the crypt and smelling funky, it's **The Mummy: Tomb of the Dragon Emperor**

PUB Vivendi DEV Eurocom ETA 8 August WEB <http://mummyvideogame.com/uk/index.html>



It was bound to happen, wasn't it? Hit action adventure films *The Mummy* and *The Mummy Returns* were too good to be left alone, so now a third film is being made – scheduled for release this August. Of course, no film goes without its videogame counterpart so expect *The Mummy: Tomb of the Dragon Emperor* to be shambling towards your PS2s at the same time.

Having done the authentic, ancient civilisations of Egypt to death, adventurous archaeologist Rick O'Connell now has his sights set on the Far East. But in his usual blundering way, he accidentally resurrects the first Emperor of China, Qin Shi Huang, and his entire Terracotta Army. Of course, the

↓ There will be plenty of guns to choose from



↓ The Himalayas will provide many an ice-covered ledge to clamber upon

Emperor has only one thing on his mind – total world domination. With help from past *Mummy* adventurers (grown up son Alex, wife Evelyn and her brother Jonathan), Rick must face up to Huang and save the world as we know it once and for all. Or until he releases another mummy in a subsequent film anyway.

Body Count

The film is packed with stars and we can expect to see them in the game as well. New faces such as martial arts legend Jet Li (who plays the Emperor), and *Crouching Tiger Hidden Dragon* star Michelle Yeoh are set to grace our big and small screens. Brendan Fraser will be returning to the role of Rick, as well as *Sliding Doors* frontman John

Hannah as Jonathan. Meanwhile, *Home and Away* actor Luke Ford plays Alex, while Rachael Weisz is being replaced by *Coyote Ugly*'s Maria Bello as the beautiful but ballsy Evelyn.

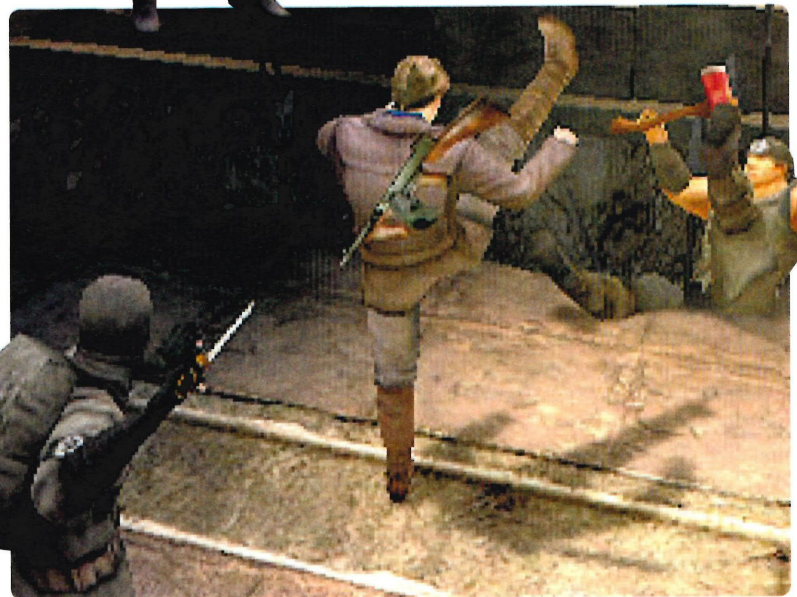
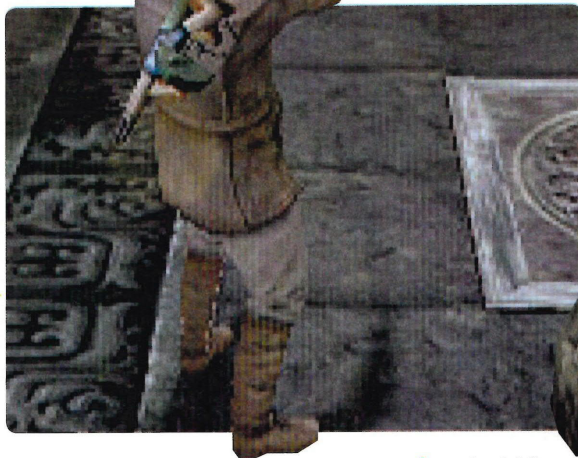
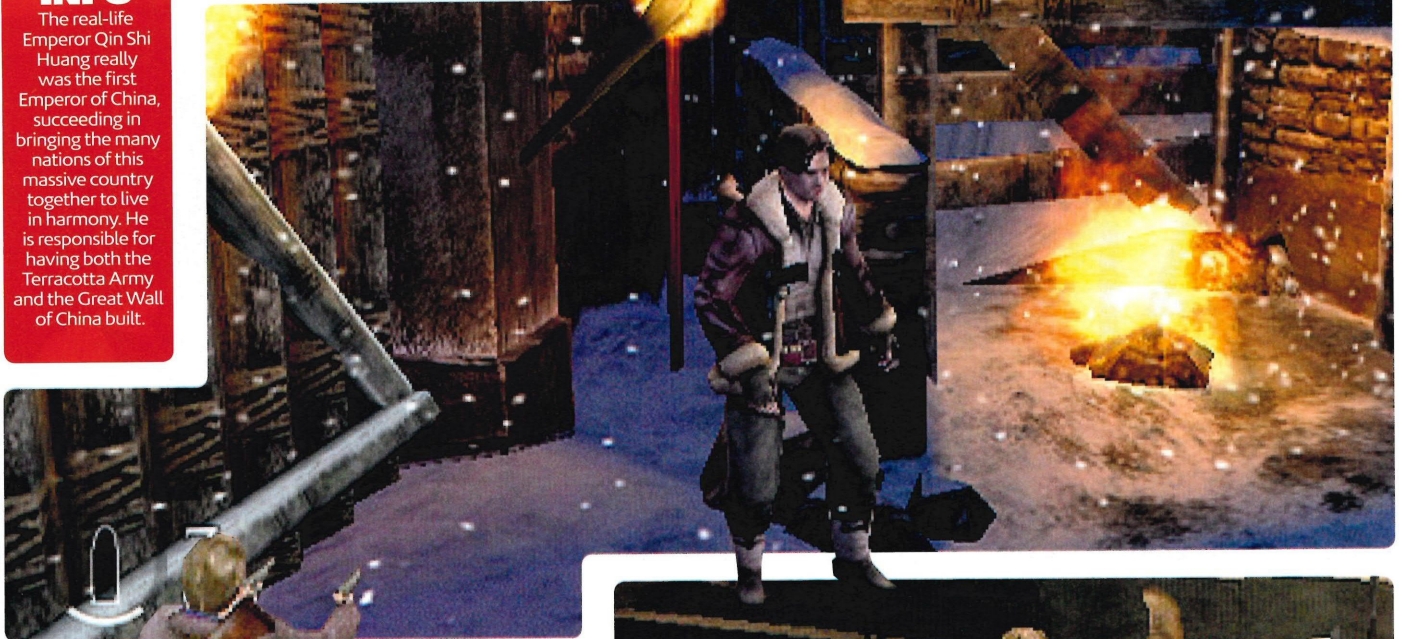
The game will tie in directly with the film, having been "developed in collaboration with the film's creative talent" as Al Simone, senior vice president of Vivendi, puts it. You'll



BONUS INFO

The real-life Emperor Qin Shi Huang really was the first Emperor of China, succeeding in bringing the many nations of this massive country together to live in harmony. He is responsible for having both the Terracotta Army and the Great Wall of China built.

↓ Better wrap up, Brendan, and that's snow joke (to resurrect an old pun)



step into the well-worn boots of Rick and Alex O'Connell as they travel the globe to defeat the Emperor. Locations include: creepy catacombs in China, the treacherously snowy crags of the Himalayas and some other perilous locales to bash out the brains of undead critters – possibly through their noses.

↑ Dual-wielding pistols? Not at all like Tomb Raider

Mythological Mayhem

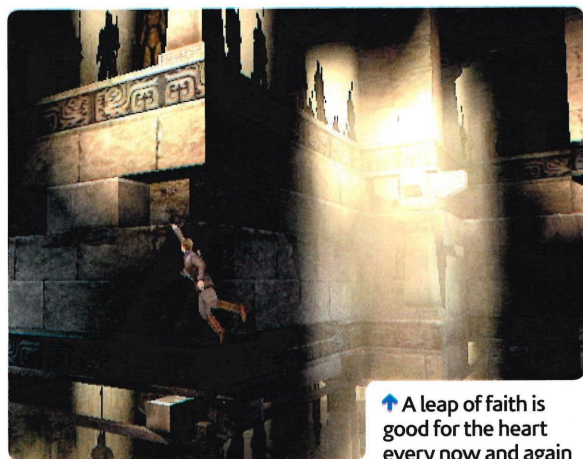
Like Lara Croft and Indiana Jones, Rick spends a lot of his time rooting around deserted temples. This means a fair share of the gameplay will focus on puzzle solving, discovering hidden chambers and decoding hieroglyphics. Speaking of Lady Lara, a fair few of the game's screenshots show Rick leaping from ledge to ledge in crypt-like chambers and climbing icy ravines, so expect a Tomb Raider approach to exploration.

But it's not going to be all exploration. Various human organisations are all for Huang's conquest, doing their best to sabotage the O'Connells' heroic efforts. There's also mythological creatures such as three-headed Gorgons and the entirety of the Terracotta Army to contend with. Luckily, you'll be able to switch from

↑ It's not all gunplay – our boys are well versed in foot-to-face combat, too

hand-to-hand combat to gunplay in the blink of an eye, so it'll be up to you to decide how to dispatch your foes: lightning fast melee moves or using your arsenal of weaponry.

The *Mummy* films are known for their fast-paced action and quick-witted humour. Hopefully, Vivendi's collaboration with Universal Studios will successfully transfer the big screen hijinks to the virtual world. Otherwise we'll go crying to our mummies. Kim Richards



↑ A leap of faith is good for the heart every now and again

HOW COMPLETE?

THE MUMMY: TOTDE

CONCEPT	ALPHA	BETA	RELEASE
			AUG
PRE-ALPHA		BETA	

THE BANDICOOT SNATCHERS



Crash: Mind over Mutant, will it hold you in thrall?

PUB Vivendi DEV Radical Entertainment ETA October WWW www.crashbandicoot.com

A Crash has come a long way from his early days. Back on the PS1 he was a simple 'coot limited to double jumps and box breaking. By the time last year's *Crash of the Titans* had knuckled onto the market, he'd become an all-powerful mind-mangling superhero capable of 'jacking' large animals and having them obey his every whim.

The trouble is, as Crash's powers have developed, so have his enemies'. And that means for this direct sequel to *Crash of the Titans*, Dr. Cortex has managed to create his own version of mind control. It's all made possible by his latest invention – a multi-purpose device, similar to the iPhone, which has become the latest must-have accessory. Little do the Titans and Bandicoots of the Wumpa Islands know that once they've used the

device they immediately fall under the control of its devious inventor.

Fortunately there is one Bandicoot that seems to be immune to the device's free-will sapping powers – you guessed it: Crash – so it's all set up for him to save the day once again.

Gotta jack 'em all

Mind Over Mutant uses the same ideas and gameplay as *Crash of the Titans* but, just like any sequel, attempts to refine or expand some old ideas and introduce new ones. The monster 'jacking' is one area that's been significantly altered, this time around Crash is not just capable of gaining control of the Titans but he can store them in his pocket, too (making them some sort of Pokemon, surely). Storing monsters doesn't just enable Crash to



↑ The bigger they are, huh?

whip them out when their skill set is appropriate though. He's also able to nurture them – upgrading their powers over time. This means that Spike's Claw combo can be boosted for extra gouging, or that Goar's paralyzing breath can become even more putrid. The drawback is that a Bandicoot's pockets are only so big, meaning you'll have to be careful about which monsters you carry.

Other new abilities for Crash include: climbing, a new roll-and-

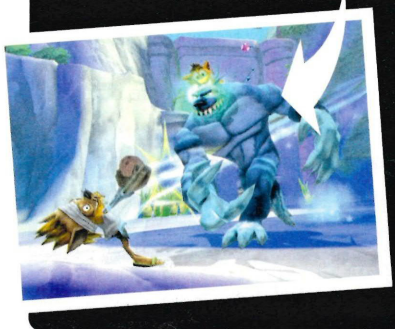
SPIKE'S CLAW COMBO CAN BE UPGRADED FOR EXTRA GOUGING

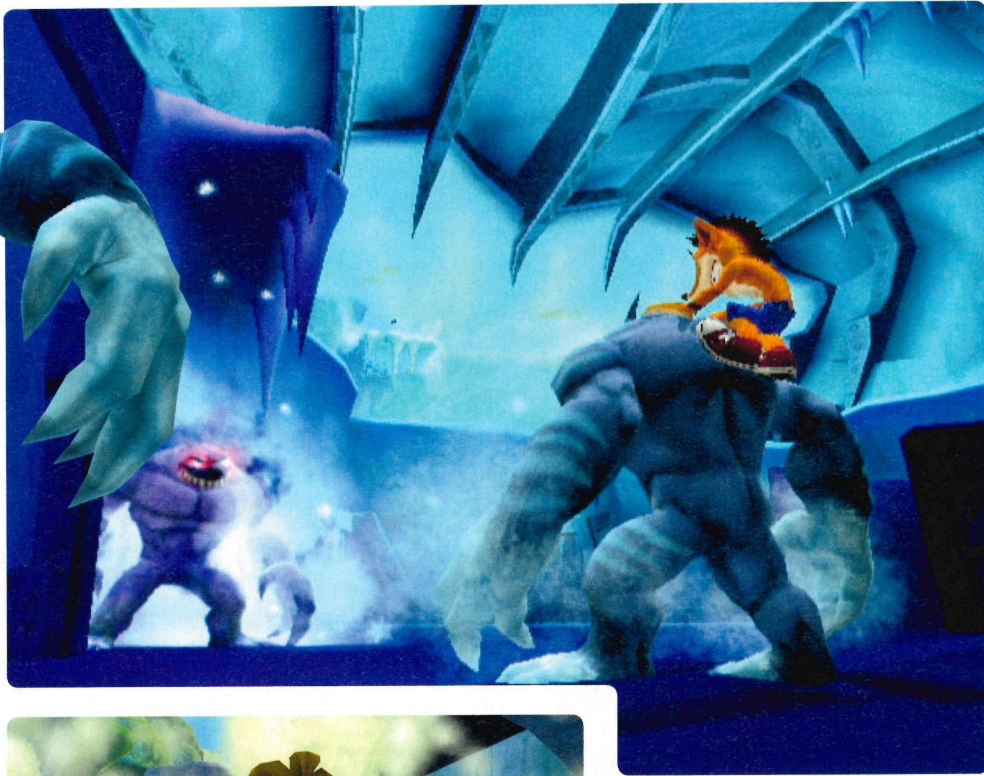


↑ A treacherous pastime, but Crash takes it all in his stride...

SCENE STEALER

RIDING A SUPED-UP RATCICLE AND BATTERING MINIONS.





↑ Crash and Co. are forced to endure another frigid reception



counter move for taking on enemies and, most intriguingly of all, the ability to dig underground – essential for rooting out bonus items. All of this will surely come in handy, given the emphasis on exploration in C:MOM, and you'll often be encouraged to use your skills to take full advantage of the free-roaming levels.

↑ Warn the parents: this game contains hardcore flower violence

On your travels, you'll happen across Golden Stopwatches that are scattered about the islands. Once picked up these trigger mini-games, which usually involve smashing up items within a time limit. The reward for your destructive efforts? Crash-boosting power-ups to really lay the hurt on your mammoth foes.

Coco-motive

Crash won't be hogging centre stage all the time though. His sister Coco,



↑ "The last manicure I had was absolutely ghastly... hey, where are you running off to in such a hurry?"



↑ The glowing eyes of doom come as standard on this particular monster

BRIEF HISTORY

The Crash Bandicoot series

1996

CRASH BANDICOOT

Simple 3D platformer that introduced us to the shirtless marsupial. Heavy on the spinning attacks and crate smashing.

1998

CRASH BANDICOOT 3: WARPED

The second sequel and notable for its pioneering use of the rumble feature on the new DualShock. Also worthy of note: Hideo Kojima says this is his favourite PlayStation game of all time.

2004

CRASH TWINSANITY

Developers Traveller's Tales dispensed with the linear adventure Crash fans were used to and instead created a new free-roaming environment with the emphasis on exploration.

2007

CRASH OF THE TITANS

Brought the concept of stunning opponents and then 'jacking' them into play. Also the Crash characters got a bit of a redesign. Still no shirt for the lead though...



↑ It's like a low-budget Mount Rushmore, perfect to test those new climbing skills

who compliments her brother's spinning attacks with quick kung-fu moves, is available to join the action in co-operative mode.

It seems Radical Entertainment is keen to keep a lot of the ideas from Titans – there were many good ones – and build around them. If they're successful in doing so, this may prove to be Crash's most enjoyable adventure to date. Dave Harrison

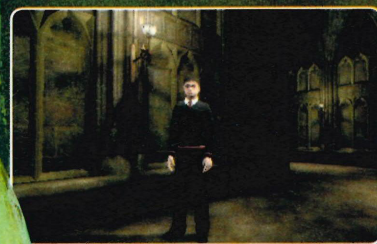
HOW COMPLETE?

CRASH: MIND OVER MUTANT





FEATURE



IT'S A KIND

OF MAGIC

WE GET HANDS ON WITH HARRY'S LATEST TO FIND OUT WHY IT'S GOING TO BE THE HOTTEST GAME THIS WINTER

Five hundred and sixty million: that's how much JK Rowling, author of the Harry Potter books, is currently worth. Her wizardly franchise spans a total of 3407 pages over 7 books, and has become one of the most

recognised brands in the world. The novels have been translated in 65 different languages and sold more than 375 million copies worldwide. That's a whole lotta Potter.

This means EA's new boy wizard adventure game – a movie tie-in for the forthcoming *Half Blood Prince* film – has a lot to live up to. And, not wanting to heap any extra pressure on the development team, last year's *Harry Potter And The Order Of The Phoenix* game on PS2 was a real corker – so, trumping that on a technical level will be no mean feat.

'Warts and all

Still, when we were ushered in to our recent hands on with the new game, we saw a calm, assured team that appeared unphased by the near Herculean task ahead of them. Two hours and some wizardly wheezes

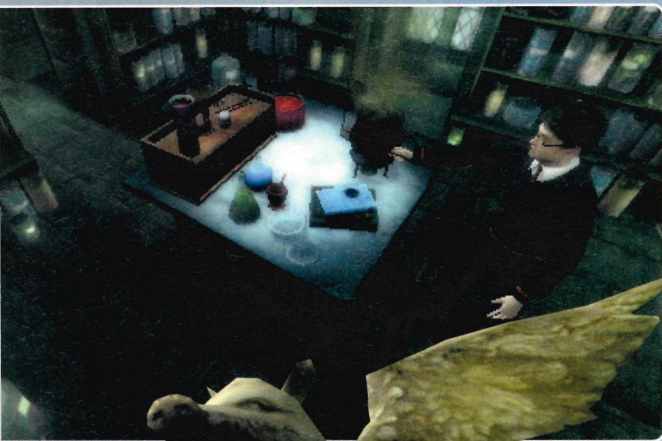
later we knew exactly why the Potter boys looked so placid.

The first thing to know about *The Half Blood Prince* is that it builds on *Order Of The Phoenix's* excellent free-roaming gameplay. Playing as Harry you're free to explore the entirety of Hogwarts – seeking out hidden items and having random conversations with fellow pupils. Moving between rooms is still mercifully load-time free and the rather bulky wooden doors are now much easier to open. For Potter fans, it doesn't get better than this.

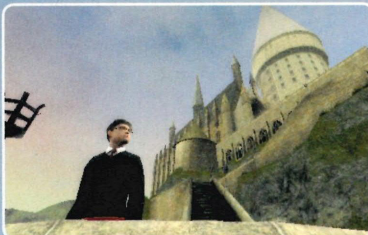
In a move finer than Dumbledore's beard hairs, EA has also ditched the fixed camera: giving you complete control of what you look at around the castle. Want to stand at the top of the moving staircase and look all the way down? You can do that. Fancy heading to the Owlery and taking in the view? Yeah, you can do that too. ▶

◆ Harry's learnt 'jogivardum quickus'





Our bespectacled hero faces his greatest challenge: potions class



The Potter team is making big changes to the mission structure this year too, aiming to make it much more straightforward. One of the few failings of Order Of The Phoenix was that it saw you legging it around Hogwarts recruiting pupils for Dumbledore's Army in a rather haphazard fashion. You could tackle the missions in any order, but this made the plot feel disjointed and was more than a little confusing.

This time around, however, missions will happen chronologically, mirroring the plot of the film. So you'll be approached by a character like Ron or Dumbledore and they'll chat to you about what's happening in the story. Then they'll ask you to follow them into the mission area and from there you'll be able to

tackle that specific challenge. If you don't fancy it, you can ignore them, wander off wherever you choose and return to complete the mission later.

It's a simple but effective way of keeping the story flowing without restricting the player's ability to explore Hogwarts. Oh, and mercifully, Harry will now automatically jog instead of strolling casually around, so you can cover much more of the game in half the time it used to take.

Ace of face

To reflect the events of the Half Blood Prince, EA has also added a host of new locations to their version of Hogwarts. During our brief hands on we visited the Quiddich gate, the Quiddich training ground, the Herbology Store room, the Entrance gate, and the Astrology tower (which is slap bang in the middle of the Transfiguration courtyard). Parts of the layout have changed since the last game, making this Hogwarts appear a little more connected than before.

Another natty little feature that's been added to help you admire the world of The Half Blood Prince is the

This is the entrance to Hogwarts, a location that wasn't in the last game. The playing area in The Half Blood Prince is significantly larger than it was previously

Even Ron's ginger mop looks 'the business' on PS2

The pupils at Hogwarts will act and dress appropriately for the time of day. So, for example, in the evening they'll be more relaxed and stand around chatting with their shirts untucked

As you'd expect, Harry, Ron and Hermione look older and more realistic in this game. The fact that all three have motion capture animation gives them an extra layer of believability

inclusion of Nearly Headless Nick as a guide. Instead of following ghostly footprints like you did in the last game, this time round you'll call on Nearly Headless Nick to guide you to wherever you need to go. Along the way he'll point out interesting features of the castle or make comments to other pupils. Ironically, for a ghost, he makes the game feel that little bit more alive...

In fact, Half Blood Prince feels

much more vital than previous Potter games; thanks to the implementation of motion capture. Each of the main characters have been mo-capped, and the fluidity and realism of their movements is nothing short of breathtaking. The development team showed us a brief clip of Professor Slughorn speaking to another character, demonstrating how he paces the room and gesticulates just like his real-life counterpart.

As well as acting realistically, each of the main characters also looks eerily lifelike. During our time at EA we were first shown

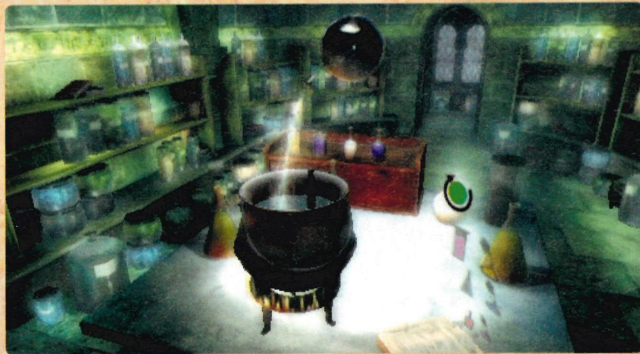


↑ Cauldron bubble, boil and burn – how much more will JK earn?

the next-gen faces, which were near photo-realistic. You could see every wrinkle on Professor Slughorn's face. Then the PS2 likenesses were loaded up, and aside from being slightly fuzzier around the edges, they looked extremely lifelike. Even Ron's ginger mop looks 'the business' on PS2. ▶

MISSION ACCOMPLISHED 1

Our step-by-step guide to 'Questioning Slughorn'



OBJECTIVE:

Get Professor Slughorn to reveal his secret

HOW WE DID IT:

While we're hanging around by the Quiddich gate, we're approached by Ron Weasley. Word has come from Dumbledore that the new potions teacher, Professor Slughorn, knows something about his former pupil, Tom Riddle, that may be useful to their cause. Harry and Ron are sent to quiz Slughorn.

On the way to potions class Ron spots Lavender Brown, the girl he's 'kind of seeing', and asks Harry to get rid of her. Enter the first mini-game of the mission. Lavender asks Harry to help her collect several flying books that she needs for her next class.

Fortunately for us, they're flying around the Viaduct Entrance, so all we have to do is cast Wingardium Leviosa on Lavender's school bag and use it to scoop up the airborne books.

A grateful Lavender leaves, allowing us to continue to potions class. Once we arrive, Harry chats to Slughorn, who agrees to talk about Riddle if Harry can successfully mix a potion. No sweat.

In the mix

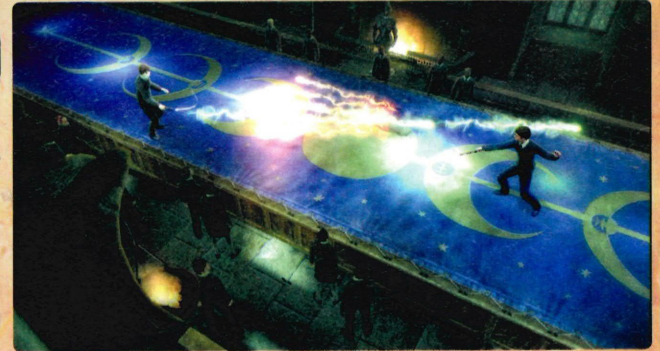
The potions mini-game has been significantly beefed-up since Order Of The Phoenix, so here's a quick explanation about how it works. On screen there's a cauldron surrounded by a number of different coloured bottles. When the game starts, bubbles rise from the cauldron telling you what potion you should be adding to the mix and what colour the stuff inside the pot should be turning. Get it right and you'll be asked to pick up a different bottle and add from that. Get it wrong and smoke billows from the cauldron, costing you time.

Some bottles need to be shaken before you add the contents (which you do by flicking the Right Analogue stick back and forth), others need to be added carefully. It sounds complicated, but the on-screen prompts ensure you know exactly what you're doing.

Once we'd mixed the potion Slughorn sits Harry and Ron down for an informative chat. Mission complete!

MISSION ACCOMPLISHED 2

Our step-by-step guide to 'Duelling with Ron'



OBJECTIVE:

Learn to duel

HOW WE DID IT:

We're in the Clocktower courtyard and Angus Matlock, the Gryffindor duelling captain, approaches us and asks Harry to demonstrate his skills to the duelling club. Harry agrees and the trio head over to the Great Hall to show off their skills.

The Great Hall has been decked out with a long stage area for duelling, and all the tables and chairs have been moved aside. A small crowd has gathered to watch the sparring. This mission acts as a tutorial for combat, so the first thing we're asked to do as Harry is cast Stupefy at Ron. Ron reacts badly to the news and complains – it's a genuinely funny moment – but that only makes us more determined to pepper him with spells.

Next up, we learn Protego, which is done by flicking ↓ on the Analogue stick. After deflecting several of Ron's casts we move on to the next task: dodging. Ducking away from spells is a new feature for The Half Blood Prince, and it works beautifully. Tapping L2 or R2 sees Harry twist to the left or right accordingly, and thanks to the in-game motion capture, it also looks fantastic.

Finally, we finish off the lesson with Expelliarmus, a meaty offensive spell achieved by pressing ← on the Left Analogue stick and → on the Right Analogue at the same time. A couple of quick blasts slam into Weasley and the practice session is over.

Now it's time for a full-on duel. To be honest, we don't think Ron was trying *that* hard – we took him down quicker than you can say "Expecto Patronum".

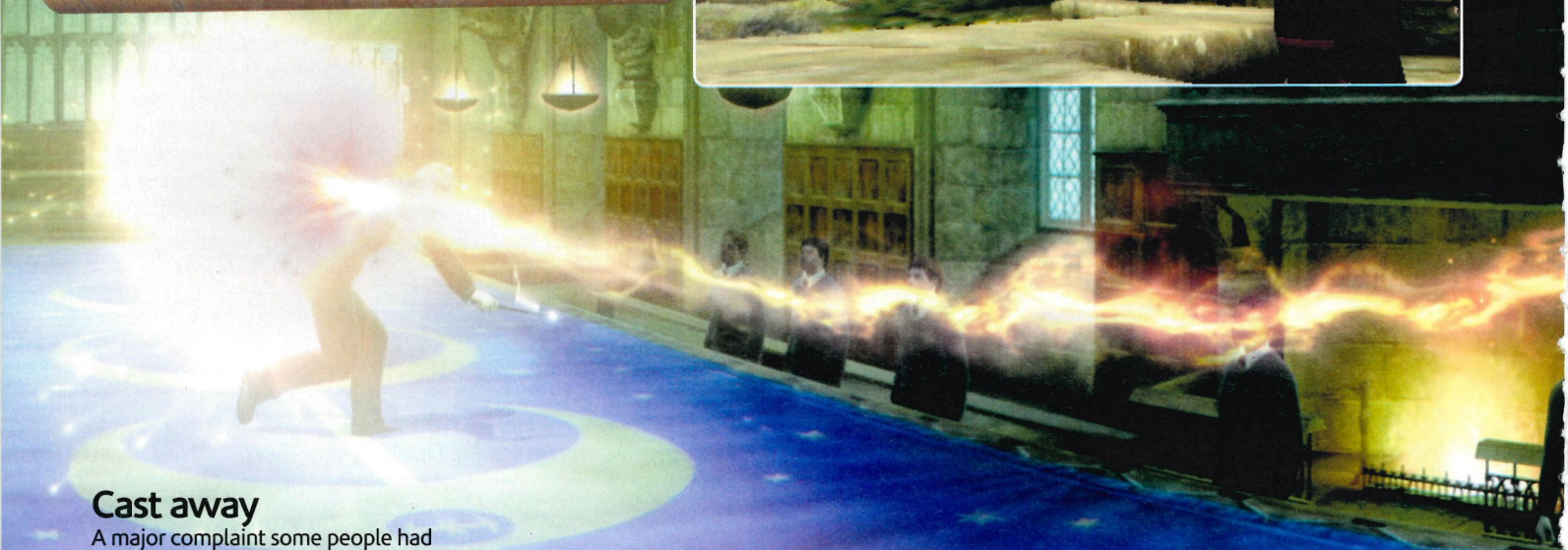


THE BOY WHO LIVED TWICE

The Half Blood Prince is two player!

The main story mode is still a single player affair, but now you'll be able to take part in some mini-games with a mate. We already know Quiddich is multiplayer, and the duelling mini-game will be too. There have been hints that there's other ways players can step out of Harry's shoes during The Half Blood Prince, but sadly, no elaboration on this yet.

↓ The new motion capture helps Harry convey his trademark intense glances



Cast away

A major complaint some people had about last year's Potter game lay with the spell casting. In a nutshell: the Right Analogue stick controlled Harry's wand-waving arm, so any movements you made with the stick saw his arm mirroring your actions. To pull off spells you needed to make him perform certain actions. So, for example, pulling down then pushing up on the Analogue stick cast Incendio. It was a neat system, which only really fell down when it came to combat. But – and this is becoming something of a motif for this feature – this has been improved for THBP.

Combat is now a much more focused affair. Instead of having

complex stick movements assigned to offensive spells, each conjure is handled by one simple flick. Stupefy is pulled off by quickly pushing the Analogue stick upwards, and you can now fire off several of these spells at once. Protego, your basic defence spell, is cast by pushing down on the

The whole game has a brand new physics system

stick and, as before, if you time it right your opponent's spell will be reflected right back at them.

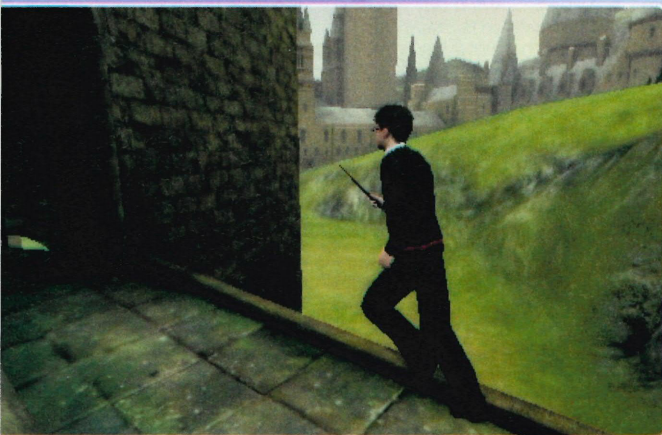
Even if you don't get a hang of the combat first time, you won't be thrown into the deep end after the tutorial. This year at Hogwarts you'll be able to join out-of-school clubs, which will let you hone your skills at some of The Half Blood Prince's mini-games. Attend these extracurricular activities, then beat their challenges and you'll unlock merit badges.

What these badges are for remains a mystery, but at the very least they'll provide access to some bonus content.

On the subject of collectibles, you'll still need to thoroughly explore Hogwarts to find all the secret stuff. This time round you're searching for House Crests, and finding them will only be half the battle. Most will be in hard-to-reach places so you'll need to work out a way of getting at them. One Crest we came across was embedded in an archway above a door, and no amount of Wingardium Leviosa or Accio would bring it down. The solution? Picking up a nearby statue (with magic of course) and lobbing it at the archway to knock the Crest to the ground. The whole game has a brand new physics system, so in practical terms, this means you'll be able to pick up objects and aim them with much more precision.

Coming of mage

Even though THBP has the same basic style of gameplay as OOTP, it's already looking superior in every respect. The fine details, the combat, the storyline, even the way you explore Hogwarts: all have been tweaked or redesigned according to feedback from the last



BROOM FOR ONE MORE?

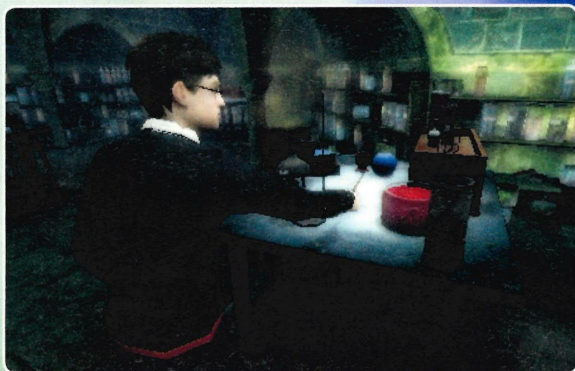
Quiddich is back!

Potter fans, your prayers have been answered: Quiddich is making a triumphant return to videogames. In THBP you'll be able to grab a broom and take part in Quiddich matches, although EA is currently remaining tight-lipped about how this will work. What comes as even better news is that the Quiddich matches will also be two-player; so you'll be able to contest the Golden Snitch with a friend. Nice.

game. What this means for us as PS2 owners is one stonking prospect for the end of the year.

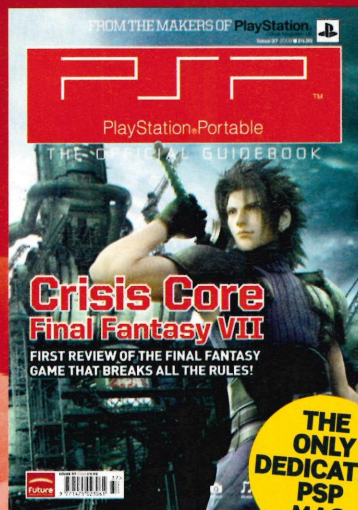
The game is due to launch alongside the film this winter, and yes, we already know it'll be a mega cash cow for Rowling and EA. But what we also know – and we're fairly certain the EA team is aware of this too – is that *The Half Blood Prince* will offer some seriously magical gaming for your money. **Andy Hartup**

→ Harry has a 'Wand'er about



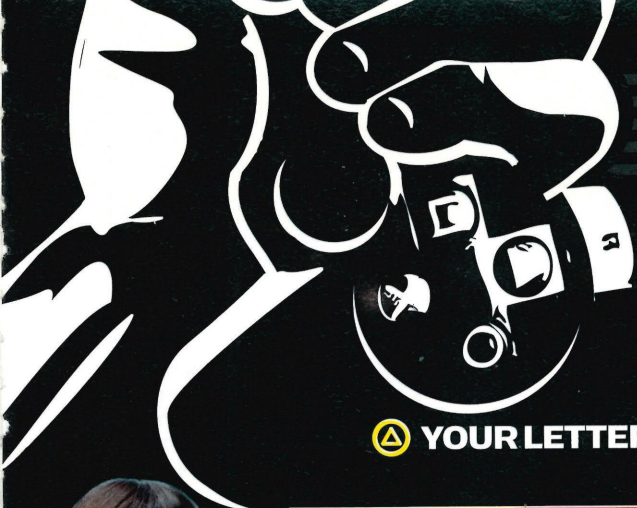
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HURRAY!

When I first embarked on my quest to become a video games journalist (oddly, a career they never tell you about at school), I never thought that I'd become a part of such a significant magazine, let alone being involved in a milestone issue. But here we all are, so let's celebrate!

I personally have bought another FF Advent Children figurine to mark the occasion, and I recommend you use this opportunity to reward yourself too.

Intellectual Stimulus

The reader section could never be better this month. Kick-starting things is a rather thought-provoking letter on the touchy subject of racial diversity in games, followed up by Chris Osborne arguing that the PS1 is more important than the PS2.

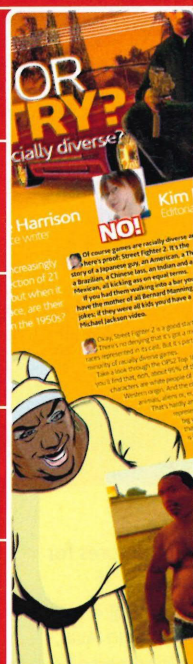
Meanwhile, to mark the big 100, we've got a reader profile bonanza, featuring 8 of our top readers. But the real stars are a group of lads from Leicester, who sent in a notepad and several laminated pages *bursting* with information about their game idea: The Selected Force. Read all about it on p38.

KIM RICHARDS
EDITORIAL ASSISTANT
psnation@futurenet.co.uk

WHAT'S GOT YOU TALKING THIS MONTH

CEREBRAL MELTDOWN

RACISM



BLOODBOILING

VIDEOGAME VIOLENCE



PASSIONATE RAVING

PS1

SERIOUS INTEREST



RAISED EYEBROWS

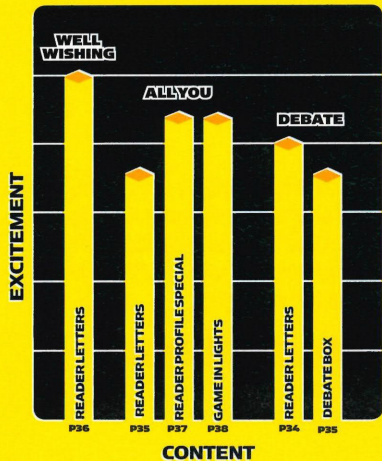
GTA



TOTAL APATHY

**'PEOPLE GET STABBED!
IT'S SAD, BUT TRUE!
DANGAY P35**

THIS SECTION CONTAINS



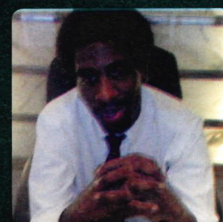
* SEND US STUFF LIKE THIS!



↑ **GAMING GLITCHES**
Stumbled across an amusing glitch or hidden Easter egg? Snap a pic and send it in!



↑ **YOUR GAME IN LIGHTS**
Got a game idea? Tell us about it!



↑ **STUFF ABOUT YOU**
Fancy having a whole column dedicated to you? We can fix it!

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VIRTUAL DIVERSITY



Have you ever wondered why the more we try and tackle racism as a whole, the more we actually distance ourselves from becoming a multi-cultural accepting nation? Giving rights to one community while denying rights to another can only be bad. We are all people, all human beings. Why can't we all be treated the same?

Racism is a part of daily life, as is sexism. People also have negative attitudes towards Goths, emos, chavs: each is a community. The black community is not an exception. People will think what they want and, at the end of the day, no one can properly change their opinions.

People complain about racism in GTA. Why? America has black gangs and white gangs. It is accurate as far as gangs are concerned. Why should developers have to dispute that? **Do you think that when making a game developers should add an ethnic person just to make sure they don't offend anyone?** In my opinion that is a truly bad way of dealing with modern day issues such as racism.



↓ A game's setting reflects the ethnicity of it's characters. We want to see more diverse settings

THE SHORT ANSWER

When's there going to be a GTA demo on your disc?

IFAN JONES

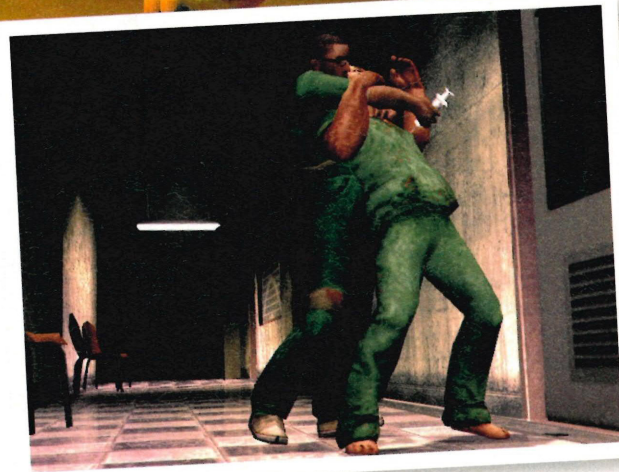
EMAIL
Never

Don't add different cultures for the sake of it. If you're making a game based in Asia, everyone's going to be

Asian. A game based on modern day life in England/America is going to contain a diverse mix of cultures.

SAM CLEVERLEY, NORFOLK

A very well balanced and thoughtful letter. We haven't got much to add to this, except we'd like to see more games with lead characters from different ethnic backgrounds.



↑ Brutal kills and aggressive spills: an easy target of controversy

Stories, it will be in a good few years because of GTAIV. But think of it, CJ before he left for Liberty City or CJ after killing 'Big Smoke'.

MICHAEL RICHARDSON, BLACKPOOL

A good idea, Michael, but maybe the future for GTA is to leave America altogether? The original GTA had a London expansion pack. We'd love to see this brought back.

VIOLENT URGES

I'm almost bored of talking about videogame violence and I can tie

CJ CROSSOVER

I have a great idea! Why doesn't Rockstar make Grand Theft Auto: San Andreas Stories? It could be set before Brian died or a long time after San Andreas. Plus it could build up in any way. Of course if Rockstar start making GTA: San Andreas

← Cultural diversity is a thorny issue, should games tackle it head on?





DEBATEBOX

Last month we asked you...

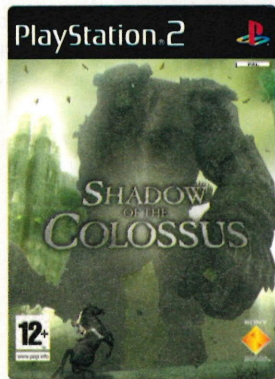
WHAT IS THE BEST PS2 GAME EVER?

Overshadowed or incarnate, you all agree that epic-scaled games are, well, epic...

SHADOW OF THE COLOSSUS

Shadow inspired a massive feeling of smallness. Which is good. It's the most awe inspiring, which is what the best should be.

JOHN THORNTON,
LEEDS



OKAMI

I don't think another game compares to its visuals, emotional storyline, lovable characters and truly innovative gameplay. It was a breath of fresh air among the first person shooters and GTA clones.

BASIMAL-BAKER,
LONDON



FINAL FANTASY XII

I have never lost myself so much in one single game. It has everything you could possibly need: a sweeping storyline; believable, grounded characters in the most stunning environments; and enough depth to keep you going for months.

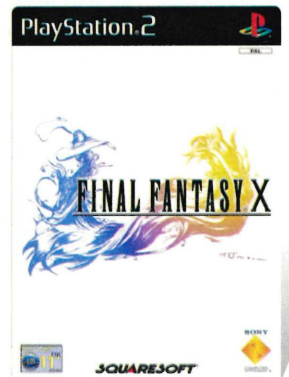
ADAM LAWRENCE,
NUNEATON



FINAL FANTASY X

When you're demonstrating to your non-gamer friends what a PS2 can do, sit them in front of this game's cutscenes to leave them spellbound. Coupled with a great story, intuitive style of gameplay and a soundtrack that would make most hollywood films sound like they were old 8bit games, FFX hooked pretty much everyone I know.

DAVID RILEY, LONDON

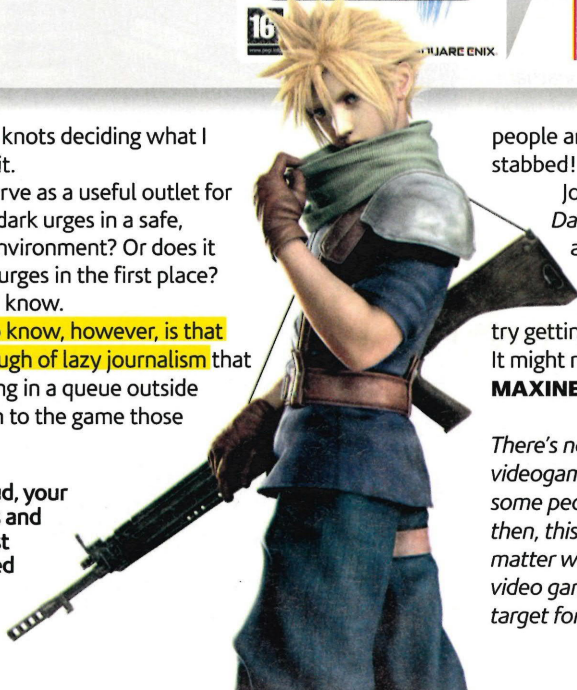


myself up in knots deciding what I think about it.

Does it serve as a useful outlet for venting our dark urges in a safe, controlled environment? Or does it incite those urges in the first place? Bugged if I know.

What I do know, however, is that I've had enough of lazy journalism that ties a stabbing in a queue outside Gamestation to the game those

→ Sorry Cloud, your blonde locks and blue eyes just aren't wanted any more



people are queuing for. People get stabbed! It's sad, but true!

Journalists of the *Metro*, the *Daily Mail* and so on – how about you get off your soap boxes, stop throwing us these smoke screens and try getting to the truth of the matter? It might not be as bad as you think.

MAXINE CROFT, COLCHESTER

There's no denying that some videogames are incredibly violent, and some people are affected by this. But then, this will always be the case, no matter what the medium is. Sadly, video game violence is just an easy target for lazy journalists.

BLONDIE BAN

Generally speaking, in what is becoming an increasingly influential media (probably even more so than films, since in games you actually are the lead character), we need to see more racial diversity in games.

I, for one, would actually find it more interesting to play characters from diverse and unconventional backgrounds. Aside from it simply being fair and representative, it would add to the story and be more intriguing. If your hero is a far cry from the blond-haired, blue-eyed boy you expect, you'd ask more questions about his or her motivations and their reasons for doing what they're doing. ▶



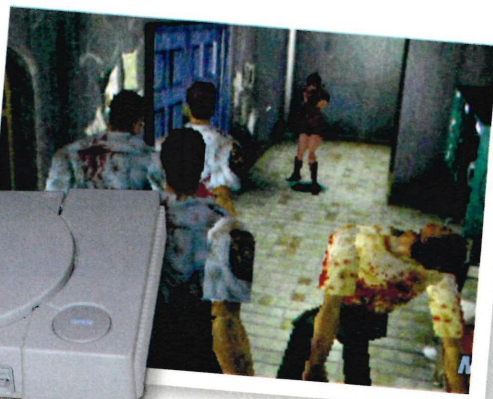
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YOUR LETTERS REVIEWS TIPS SECRETS STUFF

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TEXT PSNATION, THEN A SPACE,
THEN YOUR PIC TO 07738 647 177



← God bless the PS1 and all the legends it began



This can only be a good thing, both in artistic and moral terms.

DANGAY, KIDDEMINSTER

You're right Dan, it'd be nice to see a wider range of cultural lead characters and a break from conventional videogame settings in general.

POWER TO THE PS

I'm going to make a bold statement here and suggest the PS1 will be remembered as a more groundbreaking (and therefore more important) machine than the PS2.

After all, the PS1 took gaming out of the bedroom and into the living room.

Gaming as a media took its place next to music and movies, while the PS1 introduced us to some of today's most important franchises. Resident Evil, Grand Theft Auto, Gran Turismo and Tomb Raider (yes I know it started out as a Saturn game, but nobody remembers that version) all started out on PS1 and other franchises were reinvented on the mighty format.

CHRIS OSBORNE, WALES

The PS1 was a crucial console, and yes, it did start the ball rolling for legendary games. But the PS2 is just as important in keeping the momentum for names such as Tomb Raider, Resident Evil and Spyro – by giving them the processing power to have bigger games, better graphics and to further the experience. You're right to say that we should never forget our roots, though.

CRASH AND BURN

Oh no: what happened to Homer's car? I was playing the Simpsons: Hit And Run demo on the Issue 97 disc, when I accidentally crashed into the side of a house. Smoke started pouring from the bonnet,

followed by flames, then BOOM! The car exploded, leaving a charred frame.

The car was still surprisingly driveable, but only very slowly.

JONATHANGRAINGER, WEST SUSSEX

Disaster indeed, Jonathan! Sounds like you've hit upon a glitch there: but even though it's a fault, doesn't that make it a little bit more fun? Well, until you have to reset the console.

→ Jonathan discovered Homer's driving dos and d'oh-n'ts



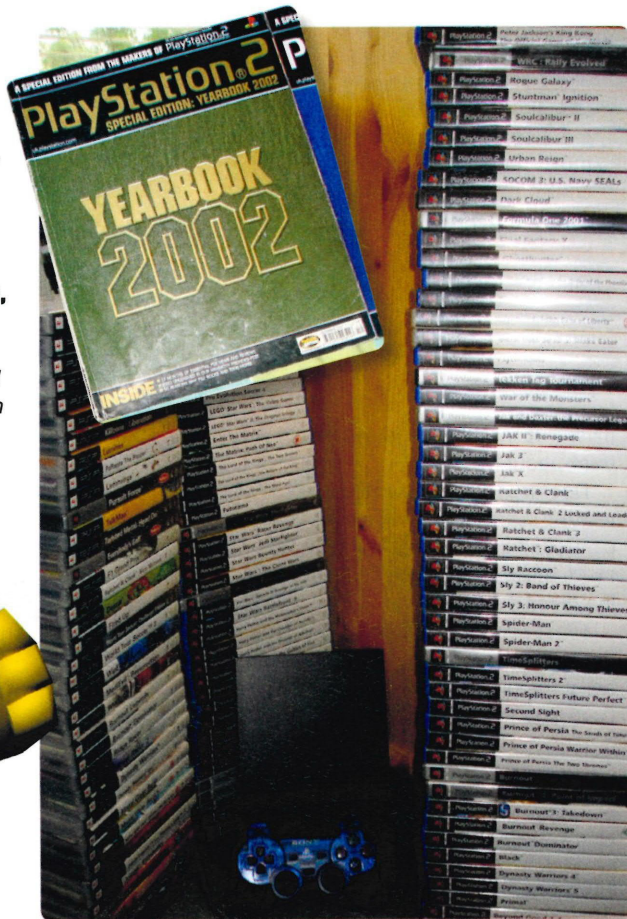
HAPPY BIRTHDAY

I've been reading your magazine for a good number of years now, so in recognition I thought I'd let you know a bit about what your magazine has done for me.

Back in 2002 I'd never been into demos. Everything changed when I received the OPS2 'Yearbook 2002' with demos of the year's biggest and best PS2 games. Ratchet & Clank, TimeSplitters 2, MGS2, Ico, Burnout 2... these and many more introduced me to a tremendous variety of game types and experiences that I might never have had. The magazine itself was brilliantly written/designed and I soon found myself mesmerised by reviews of titles I now consider to be 'classics'. I decided to subscribe to OPS2, and since then I've enjoyed countless features, previews, reviews and exclusives as you bring PlayStation 2's latest and greatest to the pages of your mag. So thank you OPS2 and happy 100th issue!

AARON LEE, LONDON

Thank you very much Aaron, we're glad we were able to provide you with your gaming advice needs for so long!





SPECIAL

READER PROFILE

WE WOULDN'T HAVE MADE IT ALL THIS WAY WITHOUT YOU, OUR READERS. SO THIS PAGE IS ALL ABOUT YOU (WELL, EIGHT OF YOU AT LEAST)

LEE BAKER

HOMETOWN
WESTGATE-ON-SEA, KENT

BEST GAME
GRAND THEFT AUTO: VICE CITY

FAVOURITE CHARACTER:
TOMMY VERCETTI
(GTA VICE CITY)

BEST GAMING MOMENT:
SNAKE AND RAIDEN FOREVER



At the end of MGS2, Snake and Raiden end up fighting alongside each other against ninjas. How could it get better?

ADAM LAWRENCE

HOMETOWN
NUNEATON

BEST GAME
SHIN MEGAMI TENSEI: PERSONA 3

FAVOURITE CHARACTER:
KRATOS
(GOD OF WAR)

BEST GAMING MOMENT:
100% ON DRAGONFORCE



The first time I 100%ed *Through the Fire and the Flames* by Dragonforce on GH3 using only a PS2 controller.

JERMAINE GREEN

HOMETOWN
HITCHIN, HERTS

BEST GAME
FINAL FANTASY VII

FAVOURITE CHARACTER:
ZELL
(FF VIII)

BEST GAMING MOMENT:
COMPLETING FINAL FANTASY X



Finally getting 100% completion on Final Fantasy X.


CHRIS OSBORNE

HOMETOWN
SWANSEA

BEST GAME
GOD OF WAR

FAVOURITE CHARACTER:
SEPHIROTH
(FFVII)

BEST GAMING MOMENT:
BATTLING UNICORN



Battling Unicorn at the end of the original Transformers game. Really lame combat, but I was a TF freak as a kid so it was a great thrill for me.

AIMEE RENVOIZE

HOMETOWN
ROMFORD, ESSEX

BEST GAME
GRAND THEFT AUTO: VICE CITY

FAVOURITE CHARACTER:
TOMMY VERCETTI
(GTA VICE CITY)

BEST GAMING MOMENT:
FINISHING GTA3 THE GOOD WAY



Completing the final mission of GTA 3 without using any cheats whatsoever.

RONNIE MCCULLAGH

HOMETOWN
SKELMORLIE, SCOTLAND

BEST GAME
GOD OF WAR II

FAVOURITE CHARACTER:
KRATOS
(GOD OF WAR)

BEST GAMING MOMENT:
KILLING ALL THE GODS



Watching Kratos climbing Mount Olympus with the Titans to destroy Zeus and Co.

MARCUS 'CÜS' BEARPARK

HOMETOWN
WOOTTON FITZPAINE

BEST GAME
GRAN TURISMO 4

FAVOURITE CHARACTER:
YANGUS
(DRAGON QUEST VIII: JOURNEY OF THE CURSED KING)

BEST GAMING MOMENT:
ACING GUITAR HERO 3



Completing Guitar Hero 3 on Expert.

DAVID RILEY

HOMETOWN
LONDON

BEST GAME
FINAL FANTASY VII / MGS

FAVOURITE CHARACTER:
SOLID SNAKE
(METAL GEAR SOLID)

BEST GAMING MOMENT:
DEFEATING THE OPPOSITION



Winning a Pro Evo pub tournament that I stumbled into by accident.



YOUR GAME IN LIGHTS!



These are the best ideas for games we've ever seen



THE SELECTED FORCE

DESIGNERS

Mat Bonken, Nial Canavan, Robbie Claxton, Simeon Hubbard, Josh Wiess, Tom Price, Jacob Smith, Lee Overton, Richard Jackson and Brandon Foster-Smith from Leicester.

THE PITCH

This is a tale of ten heroes who find their lives turned upside down when hostile robots take over their school. The brave boys manage to escape, then set about trying to save their classmates from destruction. In doing so, they discover the shocking truth behind the robots' invasion. Featuring over 15 vehicles and some awesome weapons including pistols, Napalm throwers and electric whips, this is going to be one huge adventure.

THE BAD GUY

ATZTON Mach 1 is filled with hatred after seeing its creator murdered. It swears revenge on humanity and orders the creator's other robots to destroy all life.

THE PLOT BEGINS

After seeing his master shot down, ATZTON used another of his master's creations, TRNP (The Random Name Picker), to pick the place of his revenge. Unfortunately, TRNP chooses the name Matthew Bonken, which leads to the hostile takeover of his school and the chain of events that ensues.

VEHICLES

Vehicles include a Motortrike, Wheelers, the Borret, Dune Buggies, and many more.

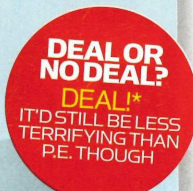
COLLECTABLE HATS

As a bonus feature, you'll be able to unlock various hats for accomplishing different feats – kick the clown for the Jester Hat, win a Mexican arm wrestling comp for the Sombrero, or beat elves for the Santa Hat.

OPS2 VERDICT

A bold concept with plenty of thought, charm and merciless robots packed in. We love the humanisation of the lead 'bot, which is all too rare in 'evil' game characters.

CHANCE OF **TSF** BEING THE NUMBER ONE GAME AT CHRISTMAS



SLIM



REAL

CONTACT OPS2 SMS
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PLAGUE

DESIGNER

LYNDEN AMERO, FARNBOROUGH

THE PITCH

The sunny state of Florida has become infected by a mysterious virus that's turning its cool citizens into zombie-esque monsters. Luckily, you have all the time in the world to sort it out.

OPS2 VERDICT

There's nothing we like more than a good zombie fest, and the idea that we have plenty of time to enjoy it brings joy to our hearts.

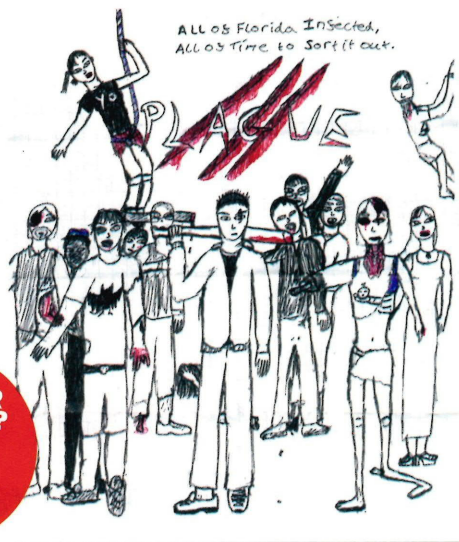
CHANCE OF **PLAGUE**
TOPPING THE PS2
CHARTS SOMEDAY

SLIM



REAL

DEAL OR
NO DEAL?
DEAL!*



BLADES OF CREATION

DESIGNERS

BEN SHIRUINTON AND HUW PEARSON

THE PITCH

When the Spirit of the Dark Emperor kidnaps Hayne and burns down the village of heroes Vayne and D-elf they embark on an epic journey to kill the Emperor and rescue their friend.

OPS2 VERDICT

An old-fashioned fight between good and evil is a strong theme to go with. We also like the inclusion of a Character Creation mode.

CHANCE OF **BLADES OF CREATION**
OCCUPYING THE OPS2 LUNCH HOUR

SLIM



REAL

DEAL OR
NO DEAL?
DEAL!*



KING DRUMMER

DESIGNER

NO NAME WAS SENT IN!

THE PITCH

In King Drummer a concert is about to start, but the drummer is ill. Step forward your rookie, who beats the competition and becomes the King Drummer!

OPS2 VERDICT

We at Team OPS2 are all about rhythm action games, and a drum based one sounds perfect. That way, we can add the title of 'King Drummer' to our CV of rock.

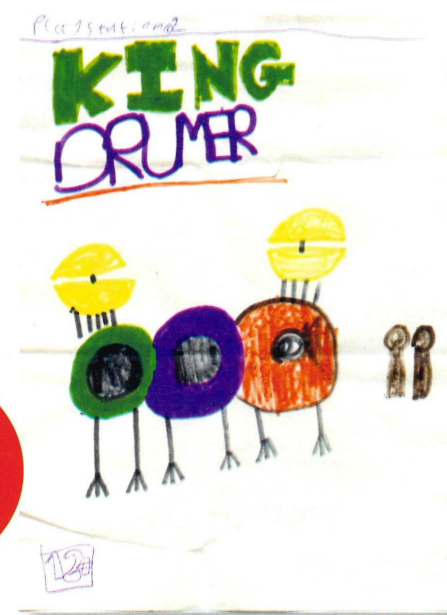
CHANCE OF **KING DRUMMER**
ROCKING OUR SOCKS OFF

SLIM



REAL

DEAL OR
NO DEAL?
DEAL!*



YOUR GAME IN LIGHTS!

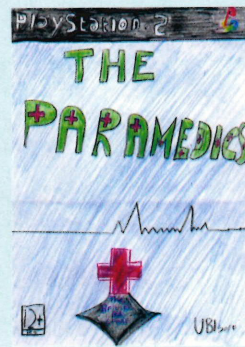
We take a look back at three of our favourite Game In Lights entries

THE PARAMEDICS

DESIGNER | HARRY JONES

THE PITCH

GTA meets ER in this action-packed sim. Drive around the city attending to medical emergencies in an ambulance, resuscitate victims at the scene of their accident, then get them back to the hospital where you become the surgeon.



SLIM



REAL

CARBON FOOTPRINT

DESIGNER | HELEN SCULLY

THE PITCH

Set in a modern day Earth where the ice caps have melted and you're stranded with only 10 other people to avert further disaster. It's a race against time to stop global warming, so use 2 player co-op mode to rebuild the world as we know it!



SLIM



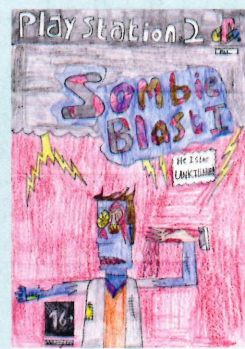
REAL

ZOMBIE BLAST 1

DESIGNER | NICO PORTER

THE PITCH

You rise from the grave 25 years after your untimely death on the fender of a van and are after just one thing: revenge. Eat, slice and blast your way through the human race, shapeshifting where necessary. Leave no one alive.



SLIM



REAL



PlayStation[®] 2

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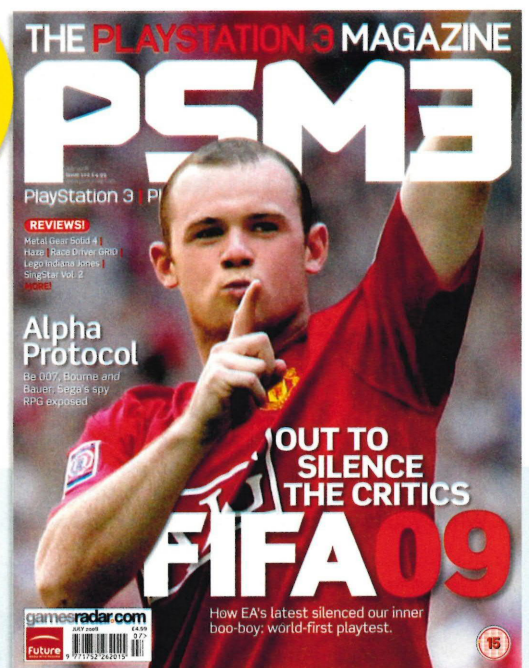


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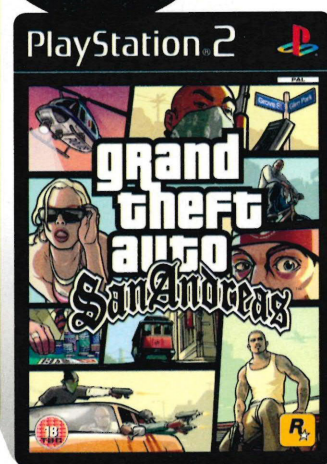
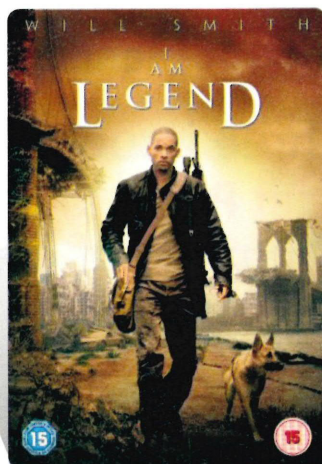
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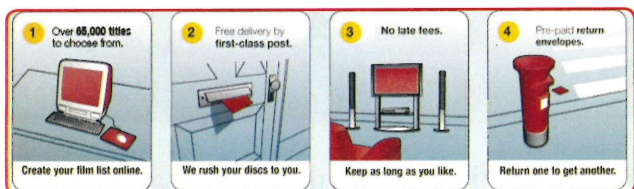
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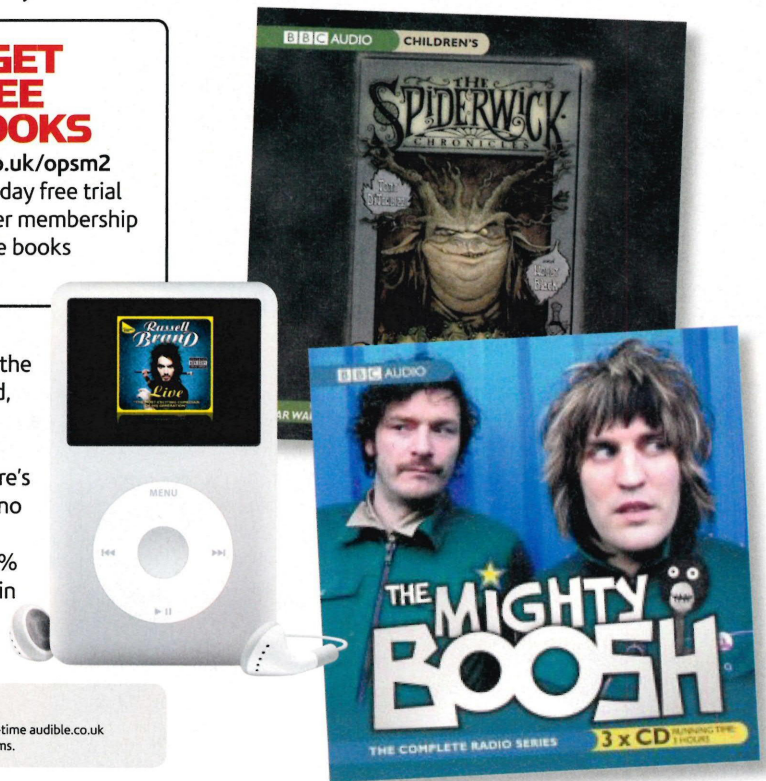
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HE'S BACK

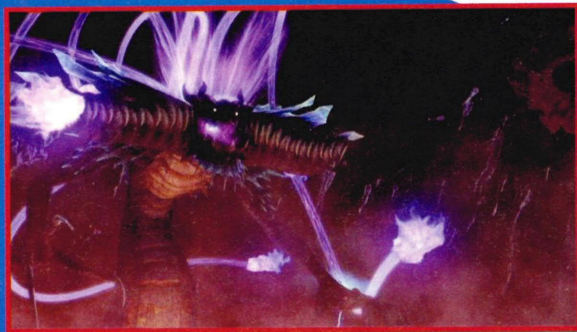
THE BLUE HEDGEHOG IS HERE TO REGAIN HIS LEGENDARY STATUS IN **SONIC UNLEASHED**



It's been 17 years since Sonic first sped onto the Sega MegaDrive and into our hearts. He's an icon, a symbol, a legend: but lately, he's been suffering. Hover boards, tennis rackets, and even

guns have found their way into the Sonic universe and they've dragged his credibility through the dirt. He's even appeared in the same game as Mario, his once great rival. The start of Sonic's fall from

COVER FEATURE



grace can be pinpointed to when the series went into the third dimension. Being the lord of 2D gaming, Sonic's never really looked comfortable in a full 3D world. Most of the gameplay elements that once made him great (such as special stages and environments that encouraged high speeds) just didn't work in 3D – giving way to cheap deaths, poor attack mechanics and sluggish levels.

Then there was the travesty that was Sonic the Hedgehog on PS3. In a furore of broken controls, sloppy

↑ Large, creepy-looking and multi-tentacled: this has to be a boss

↓ Speed ramps and loops: Sonic's back to his roots and looking good

camera tracking and disastrous glitches, the blue 'hog hit his darkest hour. But it finally appears that Sega have realised where they are going wrong. So, with a mission statement to "rebuild the Sonic brand and prove it could work in 3D environments", Sonic

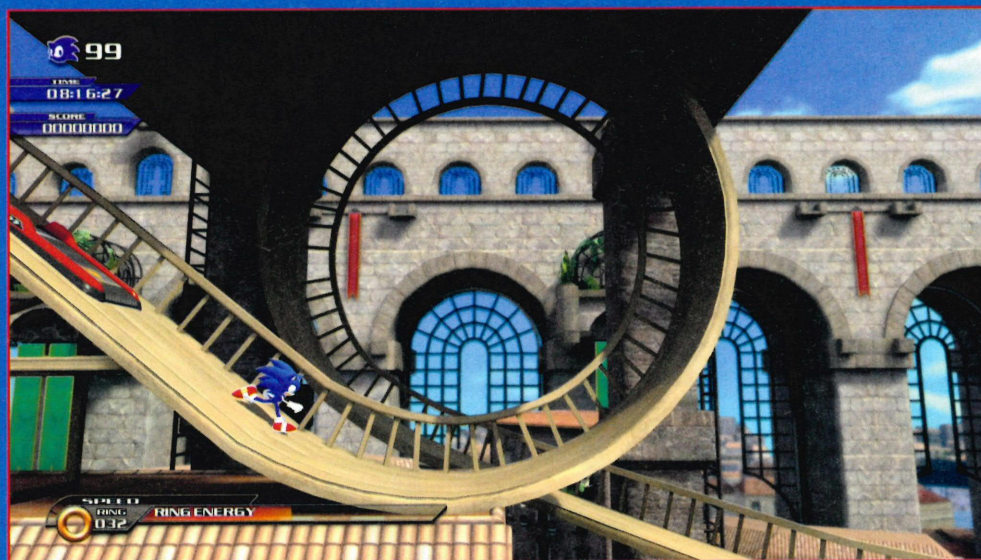
Team is striving to develop traditional Sonic gameplay to suit the new generation and establish a fresh series with new opportunities.

So, Sonic fans, breathe a sigh of relief: Unleashed is breaking free from the recent (rubbish) titles and, according to lead designer Yoshihisa Hashimoto, will share similarities with the Adventure series instead.

Back to the Future

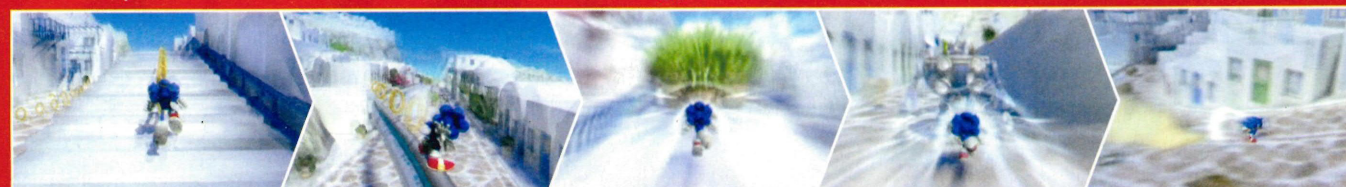
The concept behind Sonic Unleashed is seamlessly merging both 2D and 3D sections into diverse level designs. But how is this possible? Well, levels will be primarily 3D, but with 2D areas to tackle. Sections will be divided by viewpoint, with the key to success lying with fluid camera movements to change perspective on the fly.

For a great example of this, watch the official trailer. The camera is never static as Sonic speeds through the land: it zooms in, pans out, and rotates from behind Sonic after he crashes through enemies into a fixed side-on view to tackle those hallmark loop



WHAT'S IN A LEVEL? | PART 1

We take apart the official trailer and examine it for info nuggets



Golden Ladder

Sonic charges up the stairs, collecting a string of rings. Note that you could've taken the low road too...

The Daily Grind

...except that if you had, you wouldn't have experienced the thrill of high-speed rail grinding

Eco Disaster

At the end of the rail, Sonic runs into some plantpots. Never fear, he speed-boosts and ploughs through them

Can Opener

It's a ream of shiny robots next, but our hedgehog pal simply accelerates through them too

Round the Twist

As our speed freak starts a loop, the camera swoops around to show the action in glorious 2D-o-Vision



CHARACTER PROFILE

What you need to know about Sonic the Hedgehog



HEREPLACED ALEXKIDD

Sonic was created to be Sega's new mascot, and was originally named Mr Needlemouse!



HE'S THE FASTEST

He moves faster than Mach one (that's about 761mph). And he can run backwards.



HE CAN'T SWIM

Sonic sinks in water, but can overcome this by running over it like Jesus.

and corkscrew level elements.

It's clear, then, that the camera plays an important role in Sonic's evolution. To this end, Sonic Team has developed the Hedgehog Engine, which is capable of creating a realistic world and supporting these seamless camera transitions. So far, so good.

Blue Planet

The story itself has also returned to its roots and is a simple tale of good vs. evil. Dr Eggman (or Dr Robotnik, to purists) is up to his old tricks and has shattered the world into seven pieces. Cue the 'hog, who must travel the land and retrieve the seven Chaos Emeralds to bring the planet back together.

But just what planet is this? Why, it's our very own Mother Earth. So far, Greece and Africa have been formally unveiled, while new screenshots show

arid deserts, underground mines and tropical jungles.

These levels will be separated by towns and villages where Sonic can relax and chat to the locals, which could provide a way of activating side quests, while also creating a hub to begin the action sections from.

And you're in for a lot of action. All the old Sonic architecture is back:

SONIC HAS ALSO BEEN BEEFED UP WITH A FEW NEW ABILITIES

↓ Shield pickups return to prevent 'hog flambe

loops, rails, corkscrews, spikes, springboards, bumpers, platforms... It's satisfying to see the levels looking as action packed and tricky as the original games. Of course, you don't have to follow just one path. These rich, expansive worlds will have multiple routes to choose from, with some shortcuts requiring quick button sequences to get to them.

Speed Racer

This game is going to be a real test of your reflexes. You'll be dashing, dodging, jumping and crashing through obstacles. To help combat these environmental hazards, Sonic has also been beefed up with a few new abilities. As well as being able to Wall Jump, he can use Quick Step to swiftly sidestep oncoming solid obstacles, or jump rails when grinding. Meanwhile, Sonic Drift enables you to take on sharp corners and tight curves. And if you don't feel like you're going fast ▶





enough, fill up your Ring Energy Meter and activate the Sonic Boost.

As for dealing with the bad guys, Sonic's Spin Attack is making a return (where he curls into a ball, gains momentum, then charges into the opposition to unleash prickly hell). He can also target and dash into enemies in mid-air. Your primary targets will be Eggman's army of robots, who'll come in various shapes and sizes. There will also be other, darker monsters to fight, while bosses are going to be pleasingly huge and mechanical, just like the good ol' robot bashing days.

Unleash the beast

But it's not all going to be retro rehashing. There is a surprising new

↑ **Running on walls: a good way to beat rush hour**

SONIC UNLEASHED WILL FEATURE A DAY AND NIGHT SYSTEM

↓ **The Sonic Drift enables a quick turn at corners**

feature that could either kick things up a gear, or spin them out. Sonic Unleashed will feature a day and night system. During the day, Sonic will be up to his usual antics: high speed running, split-second reflex jumps and ring collecting. But when the night

falls, things are going to be a bit different.

Y'see, when Eggman split the world apart, he also trapped Sonic in one of his devious machines. Using the power of the seven Chaos Emeralds, he changed something inside Sonic's body. Now, when the sun starts to set and the moon begins to rise, Sonic gets incredibly hairy, his teeth turn into fangs and his hands into claws. That's right, Sonic will transform into the Werehog.

Apart from bringing snarls and bad breath to the field, the Werehog will introduce new gameplay elements to Unleashed. Due to his overlong arms, he'll be able to swing around the environments like King Kong, while his impressive body build means he can manhandle objects and engage in stompy combat with the opposition.



Level designs will change to accommodate this, including more things to swing on and baddies to bop. It's an interesting idea, but one to keep an eye on, because unless it's well implemented, it could potentially grind the game's momentum to a halt.

Ring Ring

As for ye olde Sonic elements, once again levels are littered with rings, and if you collect them at a certain pace,



WHAT'S IN A LEVEL? | PART 2

We take apart the official trailer and examine it for factoids



Going Loopy

Sonic comes up against an impressive loop, so thank goodness there's a speed pad here to help him out

Saving Pace

He completes the loop perfectly. Back on the ground, and our hedgehog has slowed down a bit...

Blue Streak

...so he activates a speed boost, which blurs the screen, then suddenly he's off in a cloud of blue fury

Prickly Welcome

Sonic reaches a set of spikes ready to relieve him of his rings. But the nimble 'hog bounces past them all

Stratosfear

As if this wasn't perilous enough, Sonic then hits a string of floating platforms. Sharp reactions required

INTERVIEW WITH AKINON NISHIYAMA ROLE: PRODUCER



OPS2: What prompted you to return the Sonic series to its 2D roots? Was it something Sonic Team wanted to do, or was it more about fan feedback?

AN: It is true that since Sonic turned into a 3D game, 2D Sonic gameplay was lost, which was a shame for the development team. So it was our strong desire to include both 2D and 3D to make a more complete game.

OPS2: What kind of split is there between the 2D and 3D sections?

AN: Although 3D areas and 2D areas are clearly divided, the transition takes place in a seamless and smooth movement of the camera. We are still deciding what the split will be between the sections.

OPS2: Will there be any kind of free-roaming hub like there was in Sonic The Hedgehog (PS3/360), or is Unleashed set up in a classic Zone structure like the original games?

AN: This time Sonic travels around the world and in the course of this, he visits villages and towns. The player can click on icons to talk to the villagers or get information, then move on to the action stages.

OPS2: Are there any other familiar characters from the Sonic universe making an appearance in Unleashed, and if so, will you be able to play as them?

AN: We might see some characters appear. But this time, it's based on solo adventure where Sonic tackles one task or another using his various abilities. That said, friends still play a big role for Sonic!

OPS2: What role do rings play in the game? Are they just collectables, or do they have other uses?

AN: If Sonic collects rings at a certain pace, his speed will go up. If he successfully collects them without getting hit by enemies, he's able to run faster. Also, collecting rings will enable Sonic to activate the Boost action to accelerate to his maximum speed in a flash.

OPS2: Have you felt limited by the PS2 hardware during the game's development? Is there anything you might have to cut?

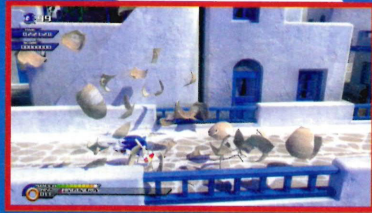
AN: The PS2 version is designed to fit PS2.

OPS2: For you, what is the best Sonic game ever made, and why?

AN: Sonic Adventure, because it's a kind of festive game to which we threw in all the different elements. Also, the "Sonic Rush" series which pushed 2D Sonic to the next level and made it a high quality game.

OPS2: Is Unleashed the future of Sonic games, or do you think the series will return to full 3D?

AN: We hope to evolve the traditional Sonic game style to new generation, while establishing this as a whole new series with new possibilities.



↑ Like a bull in a china shop, Sonic has no time for irksome pottery



↑ Robots with lasers?! Eggman's clearly updated his OS (and it's about time)



→ Super Sonic could well be playable in SU

they increase your speed. Of course, they'll also spill out of you should you be hit by an enemy. Shield pickups are back, providing Sonic with extra protection from the elements. It also appears that arcade features will make a return, with a level timer and score appearing in several screenshots.

No mention has yet been made about multiplayer options, but given that developers have already mentioned that this Sonic will be a solo adventurer, we reckon Unleashed will be a single player affair only.

That's not to say, however, that a few familiar faces won't appear. As well as Dr Eggman, Tails and Amy are hanging around somewhere, while Shadow and Knuckles are sure to pop up too.

Bringing Sexy Back

Sonic Unleashed is most definitely going to be different from the recent slew of disappointments. It's such a relief to finally see Sonic doing what he does best: charging through an obstacle strewn world, bashing aside robots and picking up rings. And damn, he's looking good whilst doing it.

The mix of realistic backdrops with Sonic's cartoonish style harbours a distinctive look that's been polished to a blinding sheen. The wild card inclusion of the Werehog has yet to completely convince us, but implemented well it could be a breath of fresh air to the old 'hog formula.

What keeps pushing all our doubts to the side is the fact that, finally,





TIME LINE

A HISTORY OF SONIC

Your complete guide to every Sonic game ever made



↓ Dr Eggman's army of robots are here to cause immense trouble

↓ Accelerate these bots into oblivion to avoid losing hard-earned rings

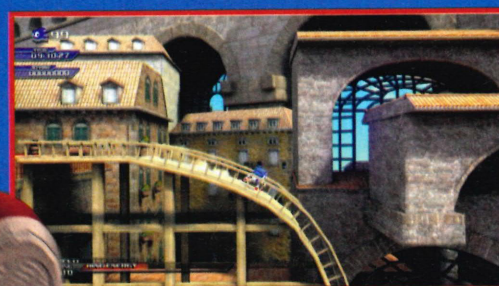


Sonic is returning to the thing that made him great: velocity. The use of motion blur and epic dust trails mean that the hedgehog is looking faster than ever, while momentum-encouraging layouts look fit to

SONIC IS RETURNING TO WHAT MADE HIM GREAT: VELOCITY

accommodate his high speed needs. It's about time the Sonic was

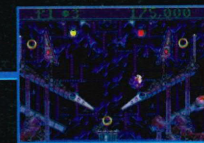
returned to his former glory and Unleashed looks in prime shape to do this. Welcome home, old blue. We've missed you. Kim Richards



4 SONIC CD
(1993)
Sega CD / PC



5 SONIC THE HEDGEHOG SPINBALL (1993)
MegaDrive / Master System



10 SONIC: TRIPLE TROUBLE (1994)
Game Gear



11 SONIC CLASSICS (1995)
MegaDrive



16 SONIC JAM
(1997)
Saturn



17 SONIC R
(1997)
Saturn / PC



22 SONIC ADVENTURE 2
(2001)
Dreamcast



23 ADVENTURE 2 10TH ANNIVERSARY (2001)
Dreamcast



28 SONIC BATTLE (2003)
GameBoy Advance



29 SONIC HEROES (2003)
GameCube / PS2 / PC / Xbox



34 SHADOW THE HEDGEHOG (2006)
GameCube / PS2 / Xbox



35 SONIC GEMS COLLECTION (2005)
GameCube / PS2

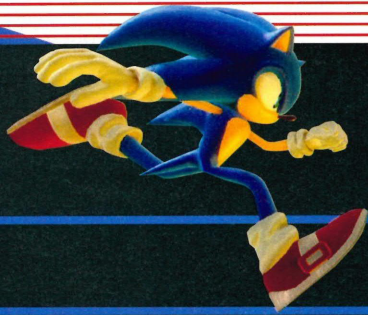


40 SONIC RUSH ADVENTURE (2007)
Nintendo DS



41 SONIC & THE SECRET RINGS (2007)
Wii





1 SONIC THE HEDGEHOG (1991)
MegaDrive / Master System



2 SONIC THE HEDGEHOG 2 (1992)
Mega Drive / Master System



3 SONIC CHAOS (1993)
Game Gear / Master System



6 DR. ROBOTNIK'S MEAN BEAN MACHINE (1993)
MegaDrive / Master System



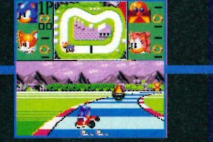
7 SONIC & KNUCKLES (1994)
MegaDrive



8 SONIC 3 (1994)
MegaDrive / Wii



9 SONIC DRIFT RACERS (1995)
Game Gear



12 SONIC LABYRINTH (1995)
Game Gear



13 KNUCKLES CHAOTIX (1995)
Sega 32X



14 SONIC 3D BLAST (1996)
MegaDrive / Saturn / Wii / PC



15 SONIC BLAST (1996)
Game Gear / Master System



18 SONIC & KNUCKLES COLLECTION (1997)
PC



19 SONIC ADVENTURE (1998)
Dreamcast



20 SONIC POCKET ADVENTURE (1999)
Neo Geo Pocket Colour



21 SONIC SHUFFLE (2000)
Dreamcast



24 SONIC ADVANCE (2001)
Game Boy Advance / N-Gage



25 SONIC 2: BATTLE (2001)
GameCube



26 SONIC MEGA COLLECTION (2002)
GameCube



27 SONIC ADVANCE 2 (2002)
Game Boy Advance



30 SONIC PINBALL PARTY (2003)
Game Boy Advance



31 SONIC ADVENTURE DX: DC (2003)
GameCube / PC



32 SONIC ADVANCE 3 (2004)
Game Boy Advance



33 SONIC MEGA COLLECTION+ (2004)
PS2 / PC / Xbox



36 SONIC RUSH (2005)
Nintendo DS



37 SONIC THE HEDGEHOG (2006)
PS3 / Xbox 360



38 SONIC RIVALS (2006)
PSP



39 SONIC RIDERS (2006)
GameCube / PS2 / PC / Xbox



42 MARIO & SONIC AT THE OLYMPICS (2007)
Wii / DS

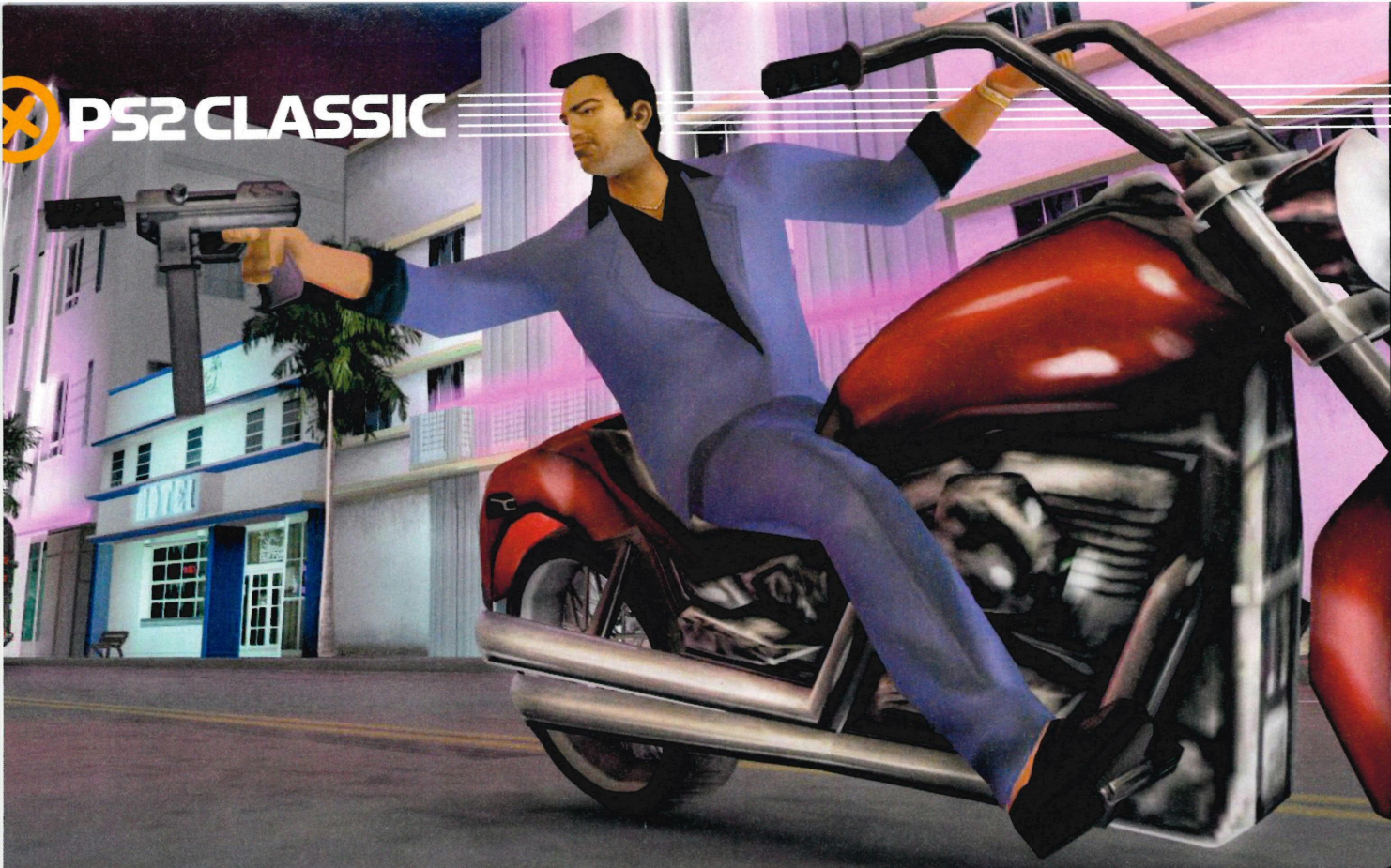


43 SONIC RIVALS 2 (2007)
PSP



44 SONIC RIDERS ZERO GRAVITY (2008)
PS2 / Wii

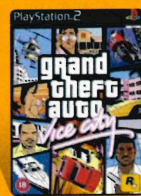




THE PS2 GAMES YOU SHOULD OWN #11

It sits proudly atop our PS2 Hall of Fame in its pastel jacket and espadrilles. Here's why we ♥ **Grand Theft Auto: Vice City**

KNOW THIS



Publisher
Rockstar Games
Developer
Rockstar North
Genre
Action
Score
10/10 OPS2 #27

WE SAID...
The best thing to come out of the Eighties

NOW WE SAY...
We call it the best PS2 game of all time for a reason

Why do we play videogames? Well, it's a simple answer, really. We want to be entertained. But it's a more complex issue than that, because how we're entertained is actually up to us. Unlike novels, films and television, it is we the players who provide the input, who direct the experience. It is we who make the games dance.

The reason the Grand Theft Auto series has been such a runaway success among hardcore and casual gamers alike is that your input reaps huge rewards. To look at it another way: there are no consequences in God of War, Final Fantasy and Guitar Hero – just a 'Game Over' screen should you fail. But if you chainsaw

pedestrians into lumps in GTA, the police are, understandably, coming after you. Then the SWAT teams. Then the army. See? Consequences.

Sandbox fresh

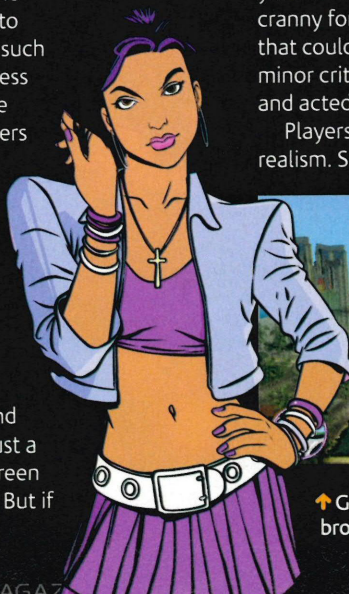
GTA: Vice City was a master class in superlative sequels. Developer Rockstar took the hugely successful GTAIII and, like a dentist peering into your mouth, examined every nook and cranny for niggles, cankers and things that could be improved. It took every minor criticism, every eager request, and acted on them.

Players said they wanted more realism. So you could now dive out of

speeding vehicles. Police would rappel out of helicopters and try to pop your tires with spike traps. You still couldn't swim, mind, but as San Andreas would later show, its inclusion hardly broke new gameplay ground.

The players said they wanted a bigger, more vibrant sandbox to play in. Rockstar created Vice City: the city Miami wishes it was and prays that it isn't at the same time. But it was the ability to purchase property that really got fans in a lather. Porn studios, taxi companies, car dealerships, clubs and hotels were all up for grabs once the player had made enough illicit lucre.

But most importantly, players



↑ Get to the chopper! Vice City brought aerial freedom to GTA



↑ New cop tactics, like popping your tyres with a stinger, upped the challenge

↓ Off in the far distance, Tommy spots a flock of seagulls...



wanted a story. Taking its lead from films like Scarface, Goodfellas and Carlito's Way, Rockstar made Vice City the backdrop to the story of Tommy Vercetti, a hard-bitten Mafia hit man who would go on to build a criminal empire. This time around, our protagonist would speak, and thanks to the vocal work of Goodfella's Ray Liotta, Tommy stands out as a memorable badass in a story packed with memorable characters. Backed up by a vocal cast that outstrips the star factor of most Hollywood films,

Rockstar spun a brilliantly sordid plot that we'd remember long after we finished the game.

Cocaine nights

Thanks to Vice City's plot, many casual gamers hit on an exciting discovery – that games could be genuinely funny. The game's acid satire of the excesses of the '80s is spot-on. And even if you didn't experience the era first-hand, you could do a lot worse than use Vice City as a primer to a time that saw coke-addled yuppies braying on mobile phones as big as bricks, the rise of pornography and VHS, and the mascara and vanity of New Romantic music

Rare among PS2 games, Vice City is greater than the



TOP FACT

When flicking between Vice City's radio stations, you can hear snippets of radio featured in the previous game, Grand Theft Auto III.

3 REASONS TO OWN IT

Say hello to my little friend



01

MIAMI NICE

Vice City! A neon oasis with sandy beaches, strip clubs, and a film studio. And you can buy most of it.



02

HOT WHEELS

GTA fans got all the vehicular porn they'd been craving: bikes, trikes, boats, choppers and ice-cream vans.



03

PLOTTING FOR GREATNESS

GTAIII's plot felt a little slender, but Vice City had an epic empire-building story with ace characters.

sum of its parts – an incredible fusion of razor-honed gameplay, sandbox destruction, and a smirk-a-minute plot. If you don't own it, you're either under 18, or should be arrested for seriously misunderstanding the reason you purchased a PS2 – to be entertained. Mike Sterry

↓ Inspired by Tony Montana, Vice City's Tommy Vercetti is an '80s badass

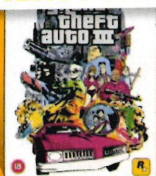


↑ Only Tommy Vercetti would bring a chainsaw to a golf tournament. Fore!

IN THE MIX

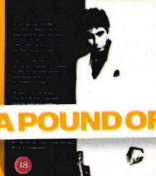
The seedy ingredients that go into Vice City

ASHOT OF...



... the free-roaming gameplay of GTAIII

AL PACINO SCARFACE



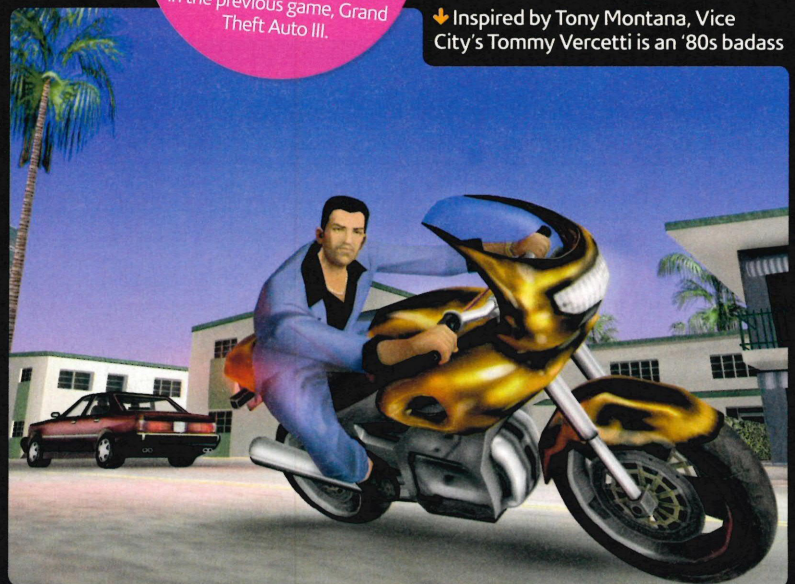
A POUND OF...

... the attitude of Pacino's Scarface

MIAMI VICE



... the Armani blazers and neon nights of Miami Vice



OFFICIAL PLAYSTATION 2 LADYBOY-O-METER

Dude looks like a lady? Thanks to the endeavours of plucky Japanese developers, androgyny is hotter than ever on PS2.

START
HERE



SHADOW HEARTS: FROM THE NEW WORLD

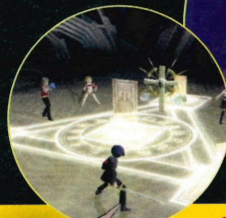
In J-RPGs, the border between pretty boy and pretty girl is pretty thin. Which is probably why Johnny Garland looks like Anne Heche.



TRANSAMERICA

SHIN MEGAMI TENSEI: PERSONA 3

Jeez, just because you can't tell if it's a girl or guy looking back at you from the mirror, that doesn't mean you've got something to sulk about. Chin up emo kid.



SHEMO

DAWN OF MANA

Much to our chagrin, Dawn of Mana never got a UK release. Which means we never got to find out if head honcho Keldric preferred to be called 'Sir' or 'Madam'.



MANAWOMAN



MAKAI KINGDOM: CHRONICLES OF THE SACRED TOME

Last time we went to the pub with just a sports bra covering our chests, we got laughed out. That doesn't seem to bother Makai Kingdom's Fighter class.



SHIRTY

GUILTY GEAR SERIES

Why is a cute nun named Bridget at the top of our list? Because Bridget is actually a twelve-year-old boy, raised by his parents as a girl. He's a complete bundle of wrongness.



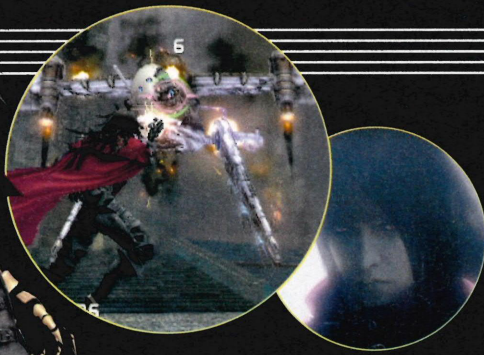
NUN BETTER

FINAL FANTASY XII

We can't decide. Vaan and Larsa are both so androgynous that we had to include them both. Given the fan fiction, we're not alone in this...

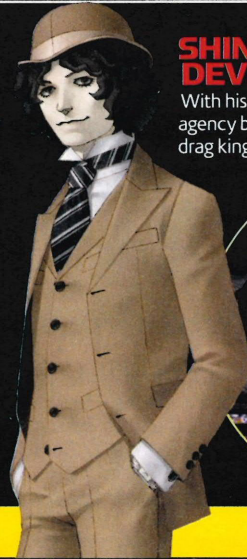


CONFUSING COUPLE



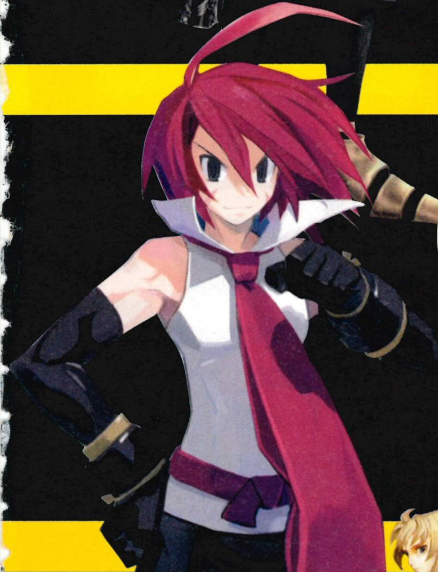
**DIRGE OF CERBERUS:
FINAL FANTASY VII**

At the lower end of the androgyny scale we've got FF7's Vincent Valentine, who you might only mistake for a chick in a low light situation. But don't - he'll claw your eyes out.



**SHIN MEGAMI TENSEI:
DEVIL SUMMONER**

With his delicately applied eye liner, detective agency boss Shouhei Narumi might look like a drag king - but he assures us that he's all man.



BUTCH



DISGAEA 2

To be honest, with characters only several pixels high, it's difficult to determine any of Disgaea's characters' gender. Adell here does his best to point out that he's a dude by wearing a tie and a scowl.

**SHIN MEGAMI TENSEI:
LUCIFER'S CALL**

Another Shin Megami game, another character in kohl eye liner. In a different life, the Lucifer's Call protagonist could easily have been the frontman of Placebo.



KOHL FACE

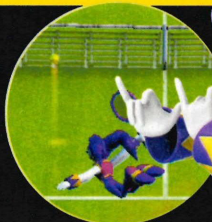


ODIN SPHERE

Odin Sphere's Prince Cornelius is a thing of ethereal beauty, like Gwyneth Paltrow in breeches. But it's only when he's transformed into a rabbit does he finally decide to man up.



TIE FIGHTER



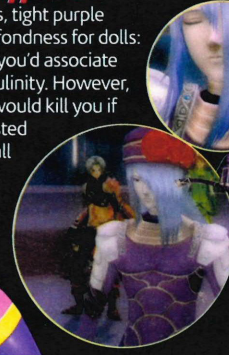
**SEGA
SUPERSTARS
TENNIS**

Flouncy jester NiGHTS might think himself beyond binary gender definitions, but he still whistles at Ulala.

SHORT TROUSERS

.HACK//G.U.

Rose petals, tight purple bodices, a fondness for dolls: not things you'd associate with masculinity. However, Endrance would kill you if you suggested he was at all ladylike.



RAMPANT RABBIT

DREAMY

FLOPPY DISC

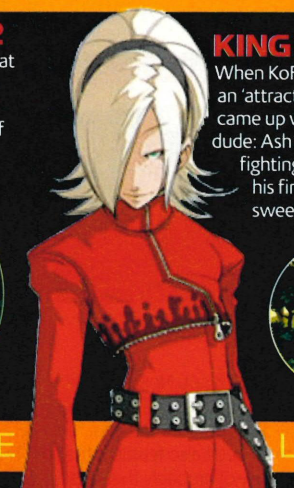


METAL GEAR SOLID 2

Raiden's appearance in MGS2 caused a great deal of consternation among fans, mostly to do with his effeminate appearance. Which is pretty unfair we think, given that he's capable of kicking just as much ass as Snake.



FLACCID SNAKE



KING OF FIGHTERS SERIES

When KoF's designers wanted to create an 'attractive evil character', they came up with this gender-bending dude: Ash Crimson. When not fighting, Ash loves painting his fingernails and eating sweets daintily.



LIMP FIST



In the beginning

OPS2#001

Made by a cast of thousands, the first issue of OPS2 was a monster. Weighing in at half a ton and printed on unicorn pelt, it was the epitome of spacey uber-design wrapped around sparing nuggets of text.



Consoles of destruction

OPS2#004 [News section]

Keen to set out its hard-hitting news agenda early, issue four featured a story on how Iraq was supposedly stockpiling the PS2. The implication was they'd use its 'mighty' processor to control guided missiles.



Gunned down

OPS2#008

Having spent weeks practising on Unreal Tournament III, the mag's pasty-skinned men travelled to London to challenge lads mag *Front* to a game of Quasar. Predictably, team OPS2 had its ass handed to it.



On...line?

OPS2#015

With the launch of the PS2's add-on network adaptor months away, OPS2 staffers forged a connection and played Pro Skater 3 against a girl from San Diego. The first message they sent? "What r u wearing?"



So, so wrong (pt.1)

OPS2#039

In an 'inspired' attempt to tap into lad culture, issue 39 saw the advent of 'Rate Your Mate', where readers sent in pics of their girlfriends for team OPS2 to score. Karolina was the first (and last) person to be rated.



So, so wrong (pt.2)

OPS2#040

Was it an attempt to stave off a sexism backlash? Who knows? This issue will be eternally remembered for featuring semi-naked disc ed, George Walter, sitting on a vibrating game mat under a blanket. (Ick).

GREA OPS2 M

Great games, bacon covered readers and utter Quasar had its share of



All fired up

OPS2#051

Another high-concept treatment saw issue 51's lead review of Killzone, printed vertically at the front of the mag. Brilliantly executed, if a bit impractical to read in front of your fellow commuters.



Ban this filth...

OPS2#057 [News section]

On what can only be described as a 'slow news month' OPS2 decided to grasp the thorny issue of the sexualisation of game characters with maturity and intelligence, then call it 'Would You Have A Go On?'



Where were you in November 2000? If you're looking clueless and saying 'I wasn't born, grandad', then off to school with you, young whippersnapper. If, however, the answer is that you were in a three-block-long queue to get your mitts on the first issue of OPS2 then...

All grown up

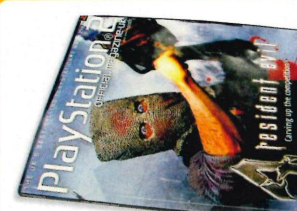
You're probably getting it confused with the day *X-Men* came out. That said, you'd be partially right. OPS2 did first hit the newsstands eight years ago. Before 9/11 changed everything, back in a time when people genuinely



The shame...

OPS2#063

You may remember Tim Clark. Current editor of OPM and former OPS2 helmer, back in issue 63 he was still junior enough to be forced into a spangly jacket and give 'Big Bargain Boutique' the hard sell.



What a monster

OPS2#065

Issue 65 was a beast. Not only did it mark a high point for OPS2's size – a never to be repeated 178 pages; feel the girth! – but it also featured the 10/10 review of probably the finest PS2 game made: Resident Evil 4.



You used to do what?

OPS2#079

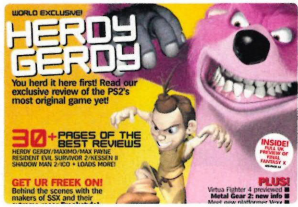
Plymouth Argyle's loss was OPS2's gain as Nick Ellis became the mag's fourth editor. Having come from an Xbox mag, Nick was keen to stress his PlayStation credentials from the off. "The disc goes in where again?"



So. Many. Games.

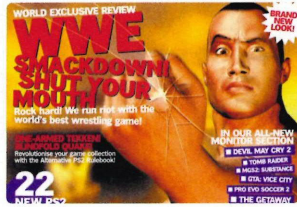
OPS2#082

Back in issue 40 mini reviews for every game were abandoned due to space constraints. Imagine, then, the office cheers when it was suggested that all of the 1,382 titles available be rated in one massive feature.



Herdy whatnow?
OPS2#018

In an act of towering hubris, and just a month after the classic Metal Gear Solid 2 was on the cover, issue 18 featured instantly forgettable herding game, Herdy Gerdy as its lead review. Second review? Ico...



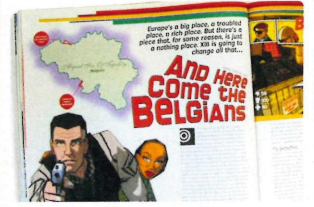
Evolution
OPS2#026

OPS2 gets its first redesign. Out go acres of white space, to be replaced with lots of words. So much so that Metal Gear Solid creator, Hideo Kojima was hired to pen a ten-part column-cum-3,500-word-thesis.



Offal sight
OPS2#033

The high/low point of OPS2's Money Shot feature – in which the mag recreated a game moment – came when staffer Fitz was covered from head to toe in raw bacon and minced beef to mimic Silent Hill 2.



OPS2 vs Belgium
OPS2#037

Never a mag to shy away from controversy, issue 37 took the (alleged) blandness of Belgium as its starting point for a feature on cel-shaded shooter XIII. We still get letters from (slightly) irate Belgians...

TEST OMENTS

staffers, scantily covered humiliation. OPS2 has certainly ups and downs...

thought the PS2 was the future of online gaming (instead of just the best, sexiest console of a generation), OPS2 was a very different mag from the one you hold today. As Sony's wonder box has evolved, improved and matured, so has the mag. Team members have come, gone, come back again and steadfastly refused to leave the building, but through all the changes, the spirit of OPS2 has grown to be bigger than any one person involved. Here then, are 24 of the best, most bizarre or just plain ace moments to have graced these hollowed pages. Enjoy it. We certainly have.



Gongs!
OPS2#047 [Ed's intro]

If you ever saw team OPS2's pay cheques you'd know they've never been in this for financial rewards. All the more gratifying, then, when this issue saw OPS2 win the Best Mag and Best Mag Team industry awards.



Turn to page...
OPS2#049

A stunning example of the constant desire to push the design envelope, this issue's GoldenEye feature was written in the style of those 'choose your own adventure' books, complete with multiple endings.



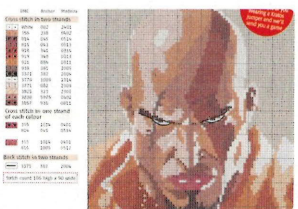
Couture games
OPS2#054

Arguably the highest of the mag's high-concept ideas, the Collezione turned the potentially boring 'upcoming games' supplement into a terrifyingly unique hybrid of *Arena Homme Plus*, *Attitude* and OPS2.



Smell the next-gen
OPS2#061 [News section]

With the announcement of the PS3, suddenly eyes were fixed on the horizon. The boomerang controllers never made it and we're still waiting on the silver finish, but remember, kids, you heard it here first...



That nice Kratos
OPS2#085

In the mother of all mash ups, Cross Stitcher Magazine reinterpreted OPS2's back page in thread. The result? *God Of War*'s bald, brutal psychopath, Kratos, reborn as a genteel cross-stitch pattern.



Old mag, new tricks
OPS2#090

Heading into the final straight, OPS2 gets its last makeover, introducing all of the features you know and love today. The focus of the new mag was to look fondly back at all that was great about the PS2.



Tits out for the feminists
OPS2#094

Proof that irony is still alive and kicking, this issue's thoughtful and measured debate about sexism in videogames was followed on by a jiggly Babe-O-Meter. Hey, it's post-modern. Deal with it.



Name withheld
OPS2#100

We've had our share of celeb readers in the past: Hideo Kojima, Matt Lucas, that guy from *Cold Feet* with the beard. Still, none of these can quite hold a candle to Sonic T. Hedgehog. Glad you could join us.

games radar.

CHECK OUT
OUR NEW
LOOK SITE!

gamesradar.com

**sexy funny weird highbrow
gaming culture**

(and news, previews, reviews, features, videos, screens etc)

REVIEWS

Ⓜ LATEST GAMES Ⓞ TESTED ✕ BUYING ADVICE Ⓚ KICKINGS



DR JONES WILL SEE YOU NOW

Ah, Indiana Jones. How we admire your reckless adventuring, your devil-may-care attitude to danger and your ability to pull off a fedora. We laughed when your Dad cracked you with a Ming vase, we gasped as you fell over a cliff on the back of a tank, and we cried when we went to see your latest silver screen adventure.

Yes, that's right, we didn't want to believe it, but Indiana's recent quest for the Crystal Skull was indeed a bit bum. But no matter! For we have Lego Indiana Jones to rely on, and he's proved to be infinitely more funny, daring and entertaining than his grey haired real life counterpart.

Block On

But as well as trekking all over the globe with Lego Indy and pals, we've also gone for a spot of sight-seeing in New York with Edward Carnby.

It's not the most relaxing holiday you could ever have. As if that wasn't enough, we've also been zipping around racetracks in SBK 08, topping off our action packed reviews section. Well, there's no rest for the wicked.

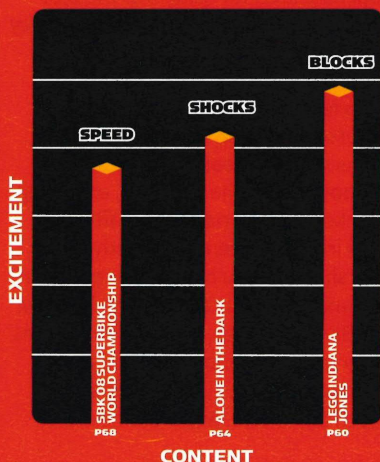
KIM RICHARDS
EDITORIAL ASSISTANT
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**'THE VERY ESSENCE OF
PLATFORM GAMING'**

**LEGO INDIANA JONES:
THE ORIGINAL ADVENTURES P60**

THIS SECTION CONTAINS



UNDERSTAND OUR SCORES!

10 ESSENTIAL

If you have a PS2, you owe it to yourself to own this game

9 OUTSTANDING

Truly innovative with lasting appeal: well made in all respects

8 AWESOME

A sterling effort, very playable and highly recommended

7 VERY GOOD

Falls short of brilliant, but still a great idea, well executed

6 GOOD

Has flaws, but fans of the genre or series will still enjoy it

5 AVERAGE

Not much cop, but maybe worth a go if you find it in a bargain bin

4 BELOW AVERAGE

Disappointing and boring, with few redeeming qualities

3 POOR

Oh dear. We recommend you steer well clear of this one

2 AWFUL

Broken, very badly made or actually unplayable

1 HORRIFIC

Not so much a game as an insult to console owners



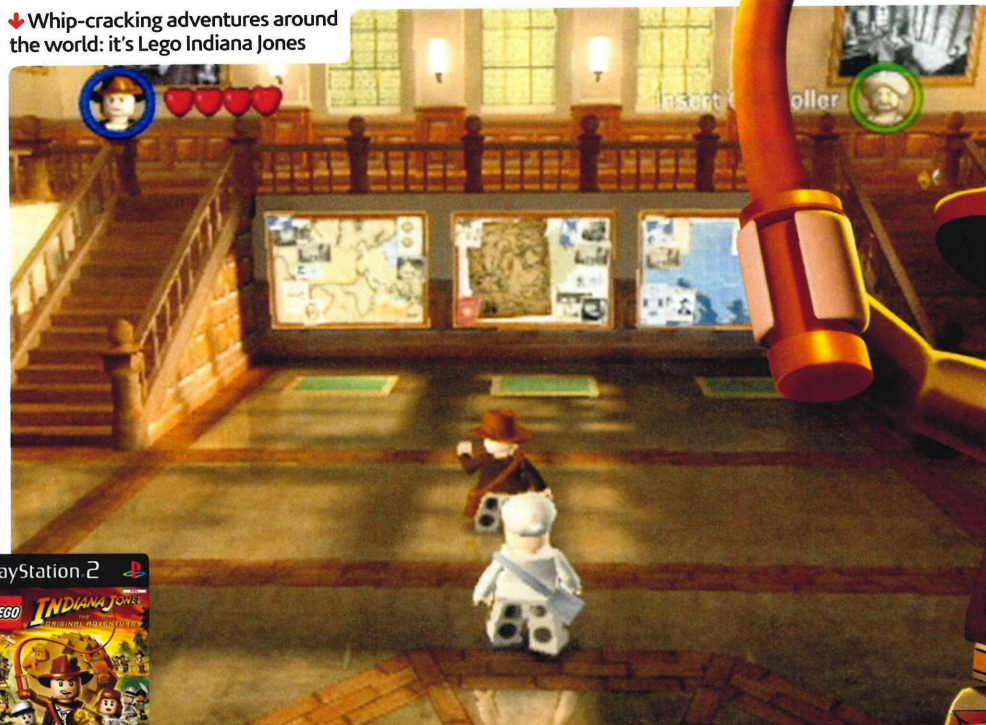
AWARDS

The Star Game medal is for great games that just have to be played, regardless of your usual genre preferences. The Hall Of Fame medal is for titles that rock our world so hard they'll be inducted into our OP52 Hall Of Fame next issue (find this month's complete listing on p88).

REVIEW

LEGO Indiana Jones: The Original Adventures

Whip-cracking adventures around the world: it's LEGO Indiana Jones



Release Out now Publisher Activision Developer Travellers Tales Price £29.99
Players 1-2 Web indianajones.lego.com Also try Lego Star Wars

LEGO INDIANA JONES: THE ORIGINAL ADVENTURES

Could it be this summer's biggest block buster?



Indiana Jones. Utter this name and you're talking about one of the greatest action heroes to swing across the silver screen. The epitome

The Star Wars cast make plenty of cameos



of rugged charm, he's the original tomb raider and no stranger to danger. This summer he's donning the fedora and whip once again; but this time he's reliving his adventures, LEGO style.

That's right, LEGO Indiana Jones: The Original Adventures fuses together the engaging platform antics of the LEGO videogame world with the action-packed charisma of the Indy movies. The result? The very essence of platform gaming: challenging obstacles to overcome, plenty of hidden extras and, most importantly, an overwhelming feeling of fun.

Around the world

LJ:TOA features the three existing movies, split into six levels each.



Brilliantly, once you've completed the opening level for *Raiders of the Lost Ark*, you'll unlock all three films to play in at your whim.

Absolutely nothing from the movies has been left out. You'll find yourself trudging through the catacombs beneath Venice, beating up soldiers on the Zeppelin, exploring Pankot Palace and chasing after the Ark in Egypt. Even Young Indy turns up, showing you how he became the legendary treasure seeker he is today.

Barnet College, where Indy teaches, functions as a hub which the good doctor and his pals return to after each adventure. But that doesn't

REVIEW

LEGO Indiana Jones: The Original Adventures



IT DOES WHAT?



THUGEE STATUES

Pray to this statue as certain characters or when wearing a turban and it'll open up new paths by revealing hidden doors.

ORIGINALITY RATING **84%**



↑ Leap from truck to truck until you reach the Ark

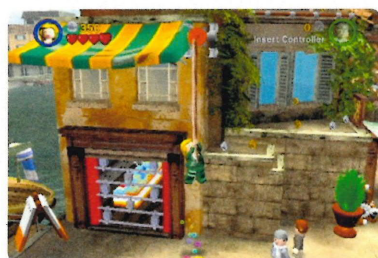


THIS IS A DESTRUCTION-HAPPY GAME AND A SATISFYING ONE

mean there's no action to be had in these academic halls. Similar to Croft Mansion, the college is full of hidden treasures to discover, each room housing goodies such as cheats, movie theatres and secret characters.

Forever Friends

Thanks to Indy's action-packed lifestyle, the gameplay draws heavily on his thrills and skills. Treasures must be gathered, while puzzle solving often involves assembling switches or piecing together important statues.



↑ Typically, girls can jump higher, as indicated by the flowery markers

You'll also have to uncover useful tools, such as shovels for digging or wrenches for fixing broken equipment.

Indy himself can use his whip as both a weapon and a tool, snapping guns from foes or swinging across bottomless pits. Other characters have special abilities to overcome spike pits, cliff faces and locked doors.

While familiar clichés crop up (girls can jump higher than boys),

↓ Lego humour translates well to the Indy series



there are also ingenious additions inspired by the films. For example, pathetic 'fraidy cat Willie can scream to shatter glass, while Short Round can crawl through small hatches. Best of all, some characters have phobias and will refuse to go near areas infested by snakes, rats or spiders until friends clear them away with fire.

In fact, a fair amount of puzzles



↑ Young Indy knew no fear, even when it came to facing down Lego lions

REVIEW

LEGO Indiana Jones: The Original Adventures



are solved by co-operative thinking, which brings a new dimension to the gameplay. For example, jump onto a rope and you'll need your partner to crank a lever to move it nearer to the desired platform. While you can get a real-life buddy to jump in and help out, the computer AI is usually competent

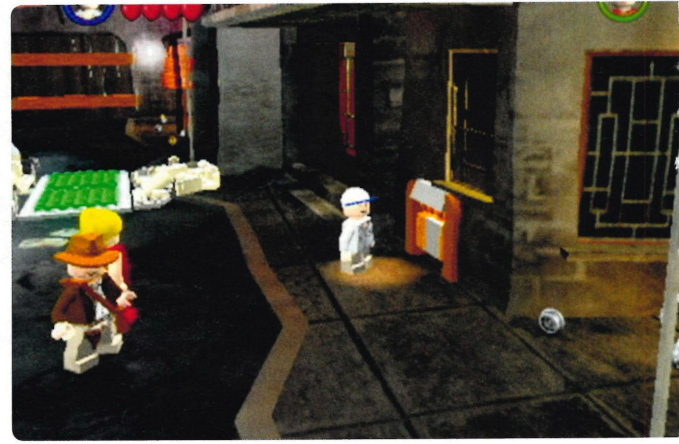
enough to assist without hindering you.

Collateral Damage

One thing is clear about LIJ:TOA. It's all about wanton destruction. From the abundance of scenery that explodes in showers of studs, to the gratifying bang or clank every time you whack something: this is a destruction-happy game, and a satisfying one at that.

In fact, the key to progressing in this game is often found by annihilating everything in the area, as objects like statues or carts will break apart into handy pieces that can be reassembled into something useful.

Unfortunately, a good deal of the otherwise solid platforming is ruined by the unhelpful camera. All too often it'll fix to one point, so as you wander into the distance, it becomes harder to judge jumps or see edges. It also makes it troublesome to target the



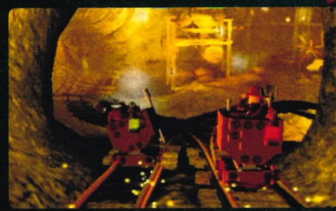
right items. For example, when trying to pick up the correct Grail on a shelf full of shiny cups, the auto-targeting system kept on overlooking the right one. It's needlessly frustrating.

Road rage

Similarly, while there's an abundance of ways to travel around the Lego world, the novelty of charging around in a forklift truck soon wears off given the haphazard handling. This usually doesn't matter, as vehicle sections normally involve simply crashing a truck through a locked gate. However, when it comes to the motorcycle

LUST LIST

Our favourite movie to Lego moments



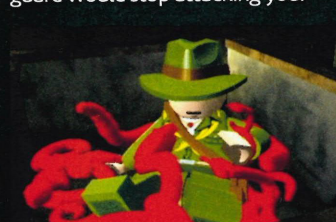
MINE

Escaping from evil priest, Mola Ram, means that Indy must speed through mines in a cart without brakes...



FINDING THE GRAIL

It's the ultimate prize and Indy needs it to save his father's life. If only this guard would stop attacking you.

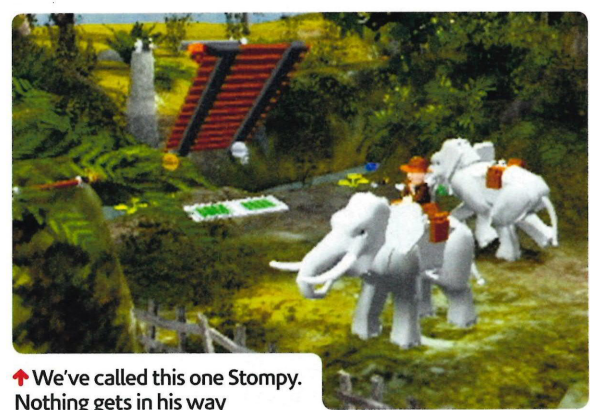


INDY'S PHOBIA

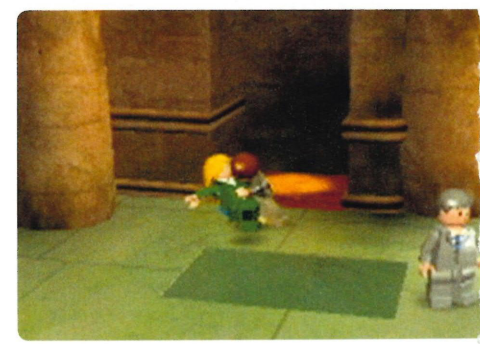
Dr Jones comes across as a fearless adventurer. So it's amusing when he becomes a wreck near snakes.



← Co-operation is the (mystical) key to success



↑ We've called this one Stompy. Nothing gets in his way



↑ Indy gets a bit cheeky with the ladies – he can use his whip to reel 'em in



REVIEW

LEGO Indiana Jones: The Original Adventures

SPECIAL MOVES

How to use character abilities in Lego Indy



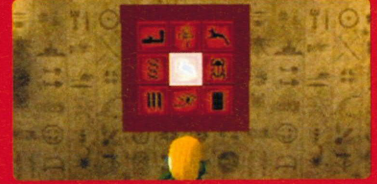
HAT TRICK

If you come across a guard post with a hatch on it, pinch a nearby enemy hat to fool the guard into opening up.



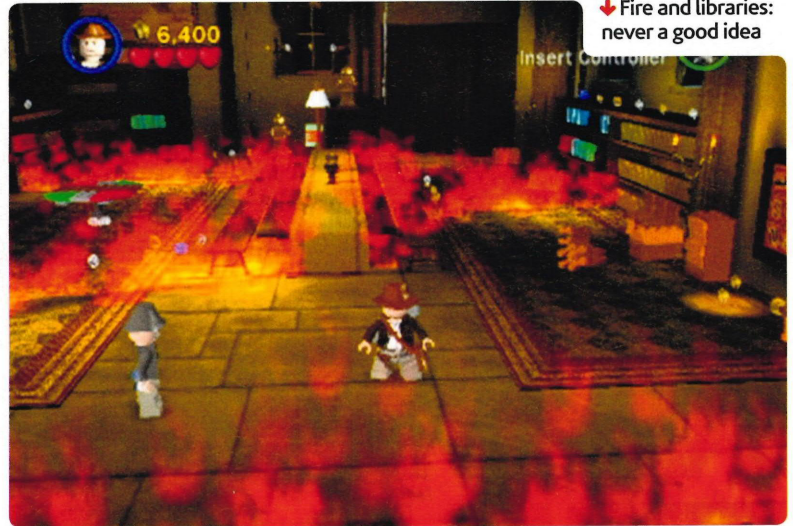
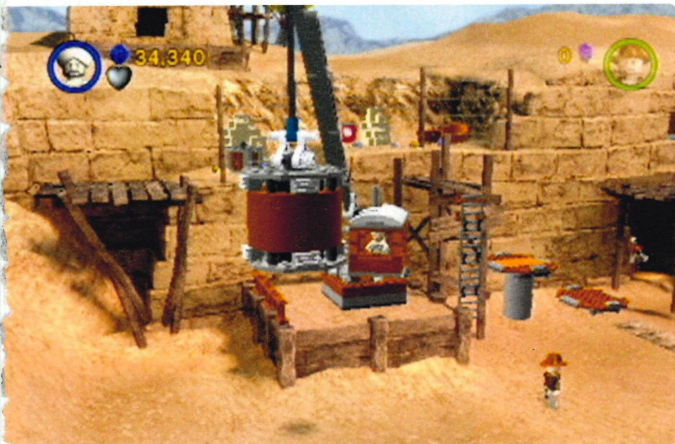
KABOOM KABOOM

Why is that object shining in silver? Best blow it up with a bomb or rocket launcher and see what lurks inside.



CODEBREAKER

Academic types are great for decryption. Stand 'em in front of a wall and tap in the pattern they discover.



↓ Fire and libraries: never a good idea



escape in *The Last Crusade*, you'll experience a whole level's worth of pad-flinging fury as you drive off the road again and again.

↑ Find bouncing blocks and press ⊗ to assemble them

Comic genius

It's incredible the amount of attention Traveller's Tales have paid to every little detail. Individual characters will move and act like they should. So, Indy's dad will stretch his back after carrying something heavy, Willie fights with furious slaps and soldiers will march rather than walk.



This is important as LIJ:TOA uses these touches to make you laugh. As well as slapstick moments there are lots of little giggles to keep you going. For example, shove a bomb up a fireplace in Nepal and Santa Claus will fall out. Or crack your whip near a girl and watch Indy pull her in for a snog.

Easter eggs

Once you complete a level, you'll unlock the option to repeat it in Freeplay Mode. Here, you'll be able to cycle through twelve characters mid-action, allowing you to use their different abilities to solve previously unsolvable puzzles and find every last secret's hiding place.

Hidden extras range from collecting artefact pieces (which will assemble a

mysterious structure at Barnet College) to finding parcels to mail back for cheats. The best extras are the *Star Wars* cameos. Even Mos Eisley Cantina is lurking around somewhere.

There may be some niggles with the camera and controls, but these are easy to overlook in the face of the quality platforming mechanics and laugh-out-loud humour. Every time you find a new character, you'll be overcome by a sense of glee from seeing them rendered in Lego form. And this is really what LIJ:TOA is all about: light-hearted gaming and good old-fashioned fun. Kim Richards

THERE ARE LOTS OF LITTLE GIGGLES TO KEEP YOU GOING



↑ Each level has ten shiny Lego artefacts to collect. Treasure these small details



PlayStation 2
Official Magazine UK

VERDICT

- 😊 It'll make you laugh
- 😊 Enough unlockables to sink a ship
- 😊 Fun platforming action
- 😬 Stupid, evil camera

It's not perfect – but the humour, drama and pure fun of Lego Indy will keep you hooked to the end

8



REVIEW

Alone In The Dark

↓ "Right then, who wants the first slice of battenburg cake?"




Release 20 June Publisher Atari Developer Hydravision Games Price £29.99
Players 1 Web www.centraldark.com Also try Resident Evil 4

ALONE IN THE DARK

Does this horror game put the super back into supernatural?



↑ The zombies are real let down and hardly constitute a threat once again. Not much to ask then.

 Few games have the pedigree of Alone of the Dark. The 1992 PC original wasn't your average action-adventure: it was the game that created the survival horror genre, that created the template that games like Resident Evil and Silent Hill followed. Despite two successful sequels in the series however, it was

Capcom and Konami's games that really pushed the genre forward and became hugely popular, so much so that when Alone in the Dark 4 was released in 2001 it was met a rather lukewarm response.

So seven years on the challenge for this new Alone in the Dark is to wow gamers with a fresh slant on survival horror that makes the series relevant

Alone again, naturally

For those unfamiliar with the series it followed the paranormal investigations of Edward Carnby, who has a knack of foiling apocalyptic evil with a mix of puzzle-solving and demon-slaying. He was doing this way back in the 1930s so it's a big mystery why he turns up in present day Manhattan, his memory wiped and at the top of a building being torn apart by an invisible force. But that's where we're dropped into the action and immediately see that Atari has really completely reworked their game.

The last Alone in the Dark was all key collecting and pre-rendered backgrounds. Here you begin with a first person perspective and the ability to blink with the R3 button allowing Carnby to clear his vision. It's a slow and curious beginning but it signals

THE DANGERS OF ALCOHOL

How to destroy an airborne menace with ambulance and gun



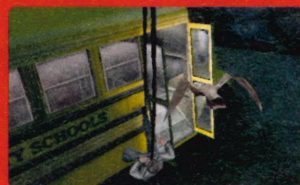
Blood sucker

In one of the best set-pieces you must fend off some winged beasts from the back of an ambulance. Chucking out blood packs distracts the smaller ones.



Flaming Moe

To hurt the larger beasts you have to hurl a bottle of pure alcohol at the target then make it burst into flames by blasting it with your pistol.

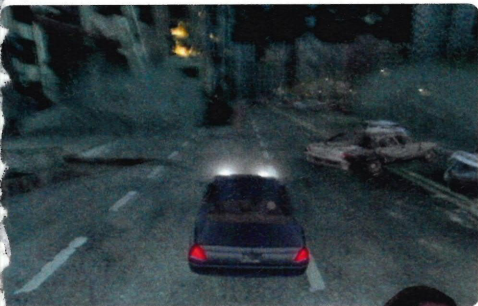


Roof and ready

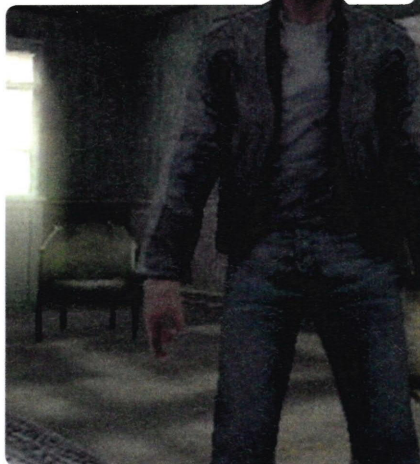
Finally you must clamber on the roof and finish the job off with your side arm as the paramedic supplies you with ammo from down below.



↑ Cables make for useful ropes as Carnby clammers about like an ape



↑ The driving sections are a bit daft but thankfully brief



the intent to pull you right into the heart of the action from the very start, leaving little time to worry about exposition or motivation. So once you've got your bearings its all about getting Carnby out of the towering inferno.

Faulty tower

This direct and dynamic opening is typical of the whole presentation as the developers are aspiring to create the same dramatic pace as US TV shows such as *Lost* and *24*. This has influenced the whole structure of the game as it's chopped up into episodes and scenes making the game playable in bite-sized chunks. One of the benefits of this is that each section

↑ Burning carnage is always lovelier by night



↑ Here's Carnby, all brooding and in need of a good wash

had its own distinct pacing and style, and this variety becomes one of the game's strengths.

The first episode is much like a platformer as Carnby has to avoid the falling debris from the crumbling tower by traversing ledges and swinging on cables. As he reaches the ground floor the action switches to hotwiring security doors while keeping zombies at bay by swinging chairs at their heads. Then once out into the street it becomes a racing game as Carnby drives through the desolated New York streets as the unnamed menace carves up

the road behind him.

It's never predictable, it's never repetitive but the problem with it flitting between gameplay styles is that it never does anything really well, just a lot of things 'OK'. The platforming is hardly *Prince of Persia* as you often have to wait for onscreen prompts before progressing and the constant switching of camera angles makes it hard to judge distances.

The zombie slaying is perfunctory in the extreme as they offer no threat in terms of speed or numbers and the driving sections are limited, handle poorly, but are mercifully brief.

Not much positive can be said of the look of the game either, particularly the character models with Carnby looking washed out and angular, the zombies identical and other monsters like *Resi* rejects. ▶

REVIEW

Alone In The Dark

↓ Fire is much more effective at downing monsters than bullets



CHARACTER PROFILE

What you need to know about **Edward Carnby**



HE'S LOST HIS MEMORY

But soon he finds out that he's wanted by several intelligence agencies in Eastern Europe. Great!



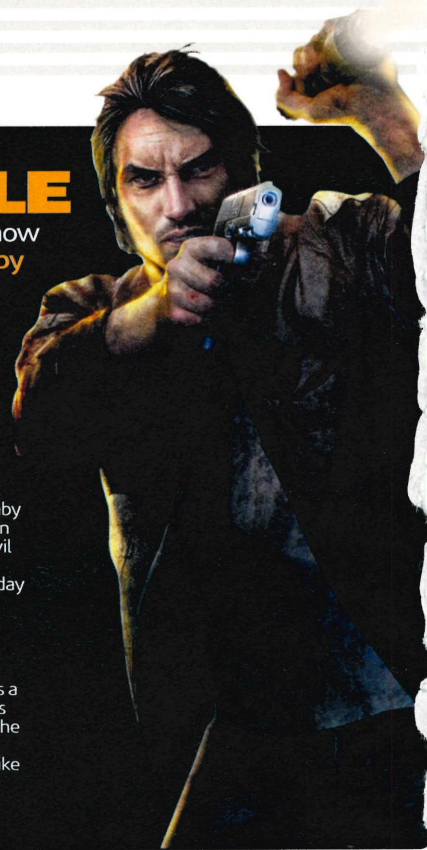
HE'S DEAD OLD

Last time we saw Carnby he was dressed like Van Helsing and fighting evil in the 1930s. But now he's turned in present day New York.



HE'S GOT LOT OF POCKETS

The inventory screen is a shot of him opening his jacket and inspecting the contents. The way he does it is suspiciously like a flasher would.



SHOWDOWN

Just how does Alone In The Dark compare to the latest adventure from Silent Hill?



ALONE IN THE DARK
ATARI, 2008

SILENT HILL ORIGINS
KONAMI, 2008

GRAPHICS

Not one of the game's strengths as the character models look awkward and the environments uninspired. **X**

Originally designed for the PSP and it shows. Fortunately most of the game takes place in dark corridors. **✓**

GAMEPLAY

Spliced into bite-sized action set-pieces and real world puzzle solving, intending to keep the action flowing. **✓**

Designed to continually disorientate the gamer in order to leave them feeling isolated and alone. Not to every gamer's taste. **X**

LIFESPAN

Allows you to play any chapter you like in any order and designed to get you through even the trickier bits quickly. **X**

Load of secrets to unlock if you're man enough take on the achievements that include not looking at the map screen. **✓**

OVERALL

Concentrates on quick bursts of action rather than building suspense, so feels a lot different to most other survival horrors. **X**

Keeping to the SH formula, it's often a dark, suffocating experience. It will definitely give the creeps but isn't always 'fun'. **✓**

THERE'S A FRUSTRATING INCONSISTANCY THAT RUNS THROUGHOUT

Then there's a frustrating inconsistency that runs throughout, from what warrants death to what you can interact with. For instance you can be slashed at several times by a nine-foot monster with razor sharp arms and survive, yet one crash in a fork lift truck results in instant death. Zombies flit between chasing Carnby down corridors and showing complete disinterest, some doors have to be smashed down while others have to be shot and there's certain situations where you're not able to flick

between first and third person views. Good games established the rules and boundaries early so the gamers can start working within them, Alone In The Dark however, seems happier to make it up as it goes along.

Take my hand

Lastly and probably most importantly for fans of the series, there's hardly any time when you're either 'Alone' or 'In The Dark'. Carnby, for large periods is followed round by a flat-faced female sidekick who thinks nagging



↑ No need for hot-wiring, just jump start the thing



↑ Here you must use a severed hand to open a security door

constitutes constructive behaviour during the apocalypse and as this is focused on quick, punchy action there's little time to create a menacing atmosphere or any real tension.

Despite its many faults though, *Alone in the Dark* does just enough to get under the skin mainly through its matter of fact approach to the puzzles. Rather than trying to find the Amulet of Barthelrel to shove in the Slot of Dalziel, it's about hot-wiring cars, outwitting security systems and at one point relieving a dead security guard of his hand to activate a touch pad. They're interesting, testing challenges and importantly they're all relevant to the setting.

What also helps is that everything comes thick and fast. Unlike other survival horrors there's no wandering around aimlessly not sure what to do. Here you're trapped in room with

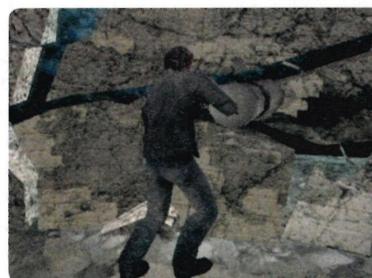
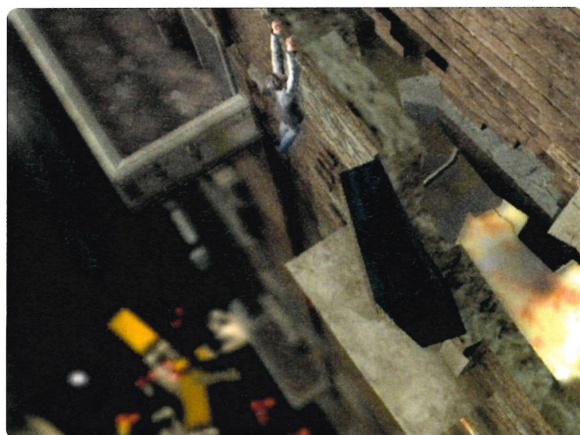


↑ Axes, pipes, bins and chairs can be picked up and used as melee weapons

several options and it's up to you get on with it. It's like a series of mini-games threaded together by a narrative and this combined with fun-sized episodes means you'll whip through game at the speed the developers intended.

With *Resi* so action-orientated and *Silent* sedate and suspenseful, Atari had try something different to set itself apart from the competition. Not all of the ideas work and at times there's more to laugh at than scare you, but there's a quirky charm to *Alone In The Dark* that should mean we won't have to wait another seven years for the next one. **Andy Hartup**

↑ It opens like a platformer as Carnby escapes a burning building



↑ There's a lot of breaking down doors or weak walls with bins

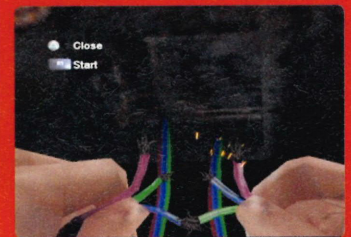
MUST SEE

Don't miss this stuff



PATCHING YOURSELF UP

If you become injured you must strap yourself up or bleed to death. All you need is some alcohol spray to clean the wound then just apply the bandage.



HOT WIRING A CAR

Some cars have the keys in them, usually found tucked in behind the sun visor, otherwise it's time to crack open the dashboard and get creative with the wiring.



USE CARNBY'S ESP

When Carnby closes his eyes he gets sight beyond sight. So hold down R3 and look for clues and items that will solve the puzzles you need to progress.

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Interesting and relevant puzzles
- 😊 Some cracking set pieces
- 😊 Linear like a big fat ladder
- 😞 Some frustrating inconsistencies

Flawed, scruffy and inconsistent, but the small moments of magic go some way make up for the lack of overall polish

7

REVIEW

SBK08

↓ A rare glimpse at the podium lot – we must have the assistance on



Release 30 June Publisher Blackbean Developer Milestone Price £19.99
Players 1-4 Web www.sbk08.com Also try SBK07



↑ Pulling a wheelie in real life: very dangerous. In SBK: very cool



SBK08 SUPERBIKE WORLD CHAMPIONSHIP

Pure motorcycling proficiency and nothing more

There's nothing more humbling than playing a realistic bike game. You're equipped with a high performance machine, designed specifically for speed and handling, yet all you're capable of doing is ploughing a line almost directly parallel to the desired racing one. You end up spending as much time in the sand as on the asphalt,

↑ Careful in the wet. One mistake means serious friction burns

mourning the loss of your very expensive superbike to the tyre wall. Slowly you get better. You position higher, trouble the leaders and even start to feel good about yourself. Then you take a look at the handling options and realise you're a complete fraud. The only reason you're staying upright is because Realistic Inertia, Bike Damage and Tire Wear are all turned off, while the Traction Control, Anti Locking Brake and Rider Help features are all switched on. You've had the virtual arm-bands on. That second place you achieved was as worth celebrating as a ten-pin bowling strike with gutter-guards up.

When this happens in other sims you'd get the sense that you're having your hair ruffled or the game would admit to being patronising if it felt you knew what the word meant. However, SBK08 genuinely wants you to learn and is just giving you all the tools to do so. The idea is that you gradually lessen the assistance so you realise what effect it has on the bike and



↑ No other riders in sight, and it's not because we're first...

learn to ride it better. The best place to experiment with this is the Challenge mode of the game, where you're presented with bite-sized nuggets of racing that require you to nail a manoeuvre or objective to progress. You soon realise that having all the assistance on just means you have less control over the bike and to really compete you must rip off the stabilisers and man-up.

The problem is this noble journey of self-discovery takes time, and while





↓ The HUD is simple and unglamorous, much like the rest of the graphics



you're overcoming the many frustrations in SBK08 there's too little that dazzles to keep you motivated. Everything about the presentation is, at best, OK – the graphics, the 12 tracks, the licensed teams, the weather effects – all functional rather than special and hardly a huge leap forward from ancestor SBK07.

Then there are the horribly long loading times that suck the joy out of repeating any of the challenges, the drill-to-the-skull sound effects and the AI that falls into line rather than displaying any character or soul. What this leaves SBK08 left to brag about is admirable authenticity and realistic

↑ SBK does make good use of its licence but we'd like a bit more character, please

physics - both essentials for a great bike sim to be sure, but only likely to be appreciated by those who know their SBK Championship or have the time to invest in learning the way of the digital superbike.

Hard-edge simulators will always have limited appeal as they're designed to satisfy a niche rather than the majority. The good news is that SBK08 gets the basics right, but that's the least you'd expect from experienced bike game developers like Milestone. To really recommend this as a thrilling racing game it would need a personality and polish that's sorely lacking. **Dave Harrison**

NAIL IT!

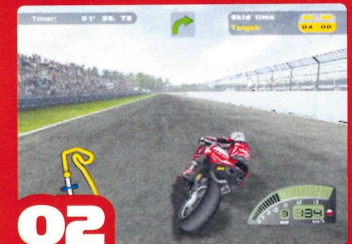
What to expect when you take on the Challenge Mode



01

ACCELERATION

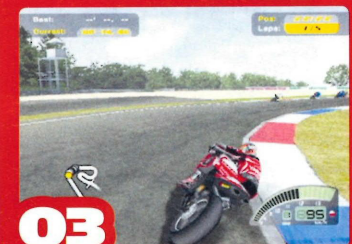
Pass through checkpoints, exceeding the target speed, to learn when it is and when it isn't a good idea to open up to full throttle while riding a Ducati Sterilgarda.



02

SKID

Make your rear tyre leave a rubber trail in the designated sector of the track, then complete a lap within the time limit. This is designed to get you used to handling the bike in extreme racing situations.



03

SIMULATION MODE

Test your ability with the simulation mode and finish the race in at least third. This should only be attempted after you've toyed with the handling options and eased your way into the game to avoid disappointment.

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Allows you to learn
- 😊 Authentic feel to the handling
- 😊 Takes time to get into
- 😞 Limited and scruffy presentation

Functional and deep but wrapped in a package inaccessible to all but the most ardent petrol heads

7

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and

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HALL OF FAME

Ⓐ PS2'S 100 GREATEST Ⓞ BEST GAMES EVER ✕ CLASSICS Ⓚ HISTORY



WELCOME TO THE OPS2 HALL OF FAME

I'm not a violent man. I love peace, flowers and kittens as much as anyone - but there's something about God Of

War II's brutal melee combat that I just can't get enough of.

God Of War II certainly doesn't do anything new with the hack'n'slash formula, but what it does is mix fluid, savage and ultra-violent combat that - on PS2 - is second to none with epic scenarios and a fine story to create one of the most intense games ever.

Gore blimey

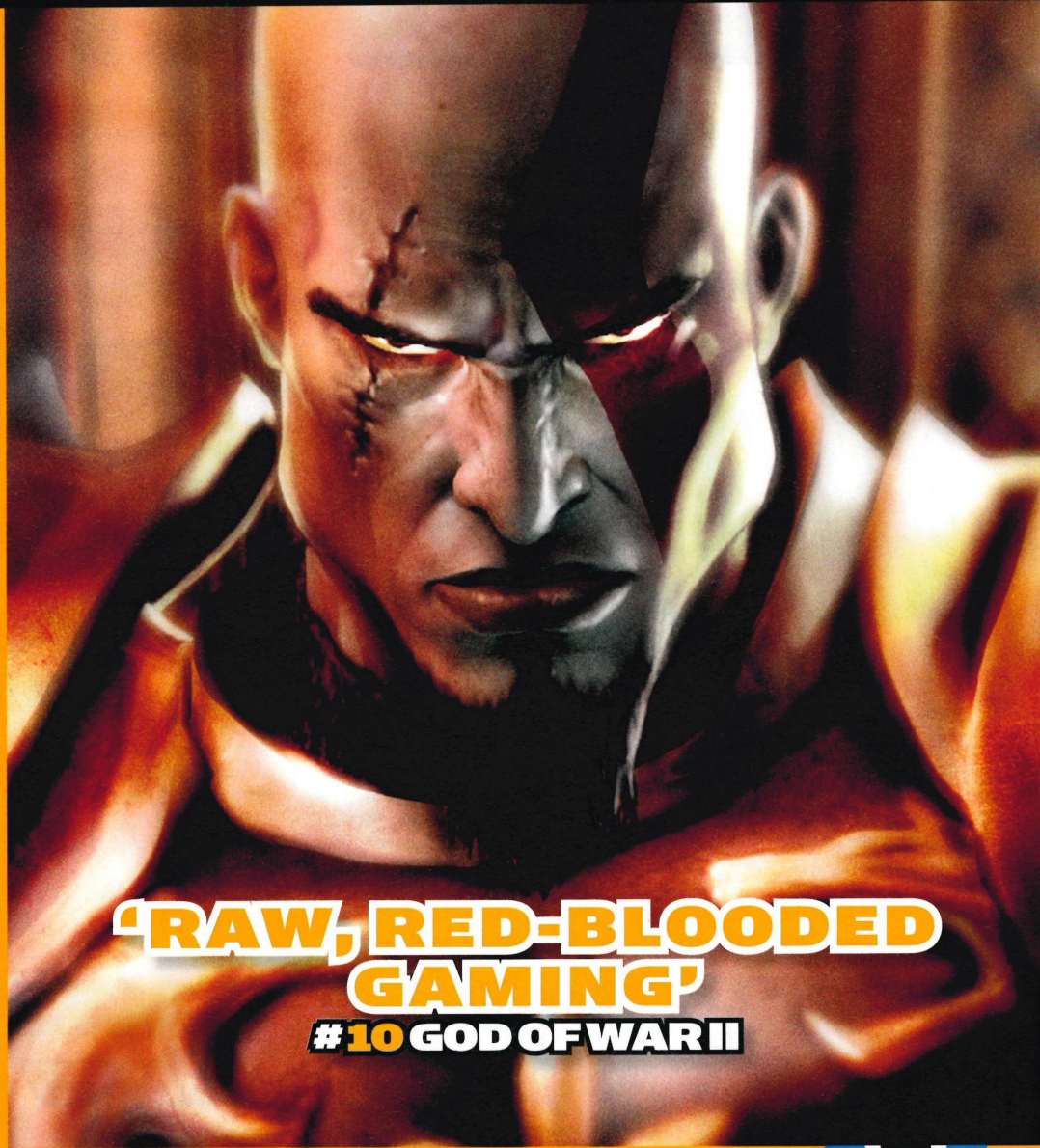
The opening level sees our hero, Kratos quickly stripped of the divine powers he inherits at the climax of the original, and the rest of the game follows his path to revenge against Zeus, king of the pantheon of gods.

Along the way he murders Perseus, rips the wings off Icarus, and beheads Medusa's rather portly sister. Yes, it does take massive liberties with classical mythology, but no, we don't care a bit.

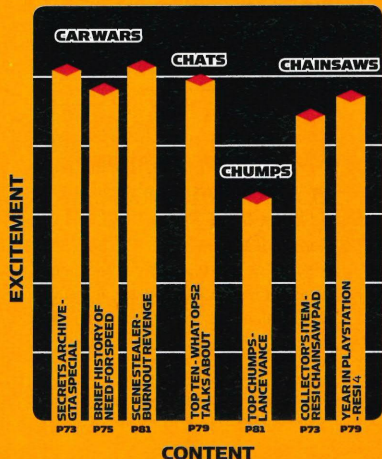
This is raw, red-blooded gaming at its very best, and for me, GoW II is the best game I've played on PS2.

ANDY HARTUP
ACTING EDITOR

psnation@futurenet.co.uk



THIS SECTION CONTAINS



HALL OF FAME ESSENTIAL INFO

HOW A GAME GETS IN THE TOP 100

We don't award membership to the Hall of Fame lightly. To prove itself worthy of induction, a game must demonstrate many of these qualities: outstanding gameplay, glorious graphics, pioneering innovation, superior use of sound and great replay value.

WE USE OLD REVIEW SCORES

Scores for games listed in the Hall of Fame are those that were awarded when the game was first reviewed in OPS2. Times change and technology evolves, so some of the games released early in the PS2's life, while still great, may not have the same polish as more recent titles.

AWARDS

If you see this medal on the verdict box in a game review, it means the title is worthy of a place in the Hall of Fame and will be inducted in the following issue.



OPS2 HALL OF FAME



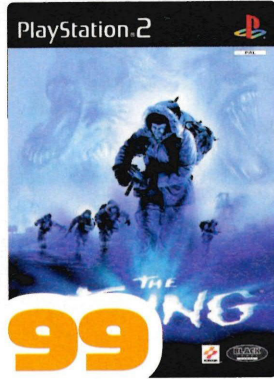
TOP FACT
Canadian publisher Dreamwave planned to publish a Killzone comic in 2005 but, sadly, went bankrupt before Vol. 1.

100

KILLZONE
Sony, 2004 **Shooter**
Didn't turn out to be the Halo-killer that it was billed as, but worth a blast anyway, if only to see what all the fuss was about.
Buy it if... you need a lesson in vaulting ambition and you like blasting aliens.

OPS2 #51 **9/10**

■ PLAYED IT ■ OWN IT

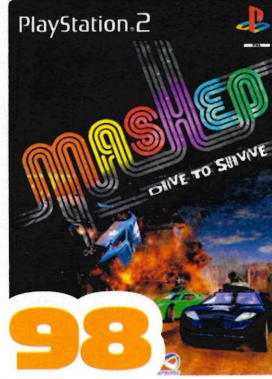


99

THE THING
Konami, 2002 **Horror**
Takes up where the 1982 sci-fi/horror movie left off: you and your troops must survive a nightmarish Arctic in a tense, atmospheric thriller. Chilling stuff (arf!).
Buy it if... you don't feel the cold.

OPS2 #25 **9/10**

■ PLAYED IT ■ OWN IT

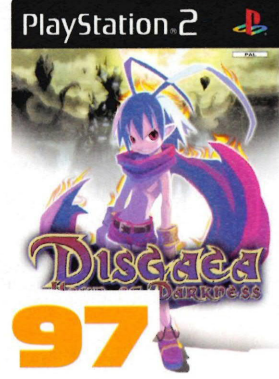


98

MASHED
Empire, 2002 **Racing**
Birds-eye-view driving with weapons that just screams to be played with three mates via multitap. The definitive party racer.
Buy it if... the local garage won't fit homing missiles to your motor.

OPS2 #48 **9/10**

■ PLAYED IT ■ OWN IT

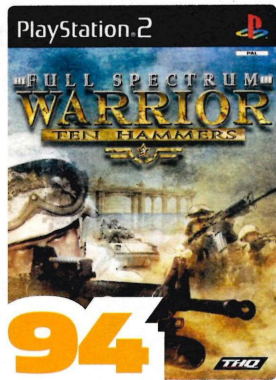


97

DISGAEA: HOUR OF DARKNESS
KOEI, 2004 **RPG**
Strategic RPG with more depth than the Marianas Trench and full of giggles.
Buy it if... the idea of deploying exploding penguins in a tactical RPG appeals.

OPS2 #47 **8/10**

■ PLAYED IT ■ OWN IT

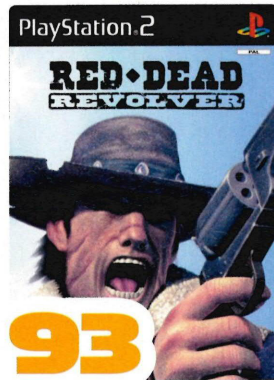


94

FULL SPECTRUM WARRIOR: TEN HAMMERS
THQ, 2006 **Tactical shooter**
Hardcore, squad-based tactical sim used by the US Army to help train new recruits.
Buy it if... you failed your Territorial Army recruitment physical.

OPS2 #72 **8/10**

■ PLAYED IT ■ OWN IT

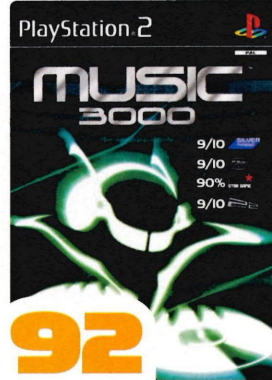


93

RED DEAD REVOLVER
Rockstar, 2004 **Adventure**
Not quite as good as Gun (see #76), but if you love John Wayne and shooting greasy robber-barons in the face, this is for you.
Buy it if... in your house, 'spaghetti' goes with Westerns, not bolognese.

OPS2 #47 **9/10**

■ PLAYED IT ■ OWN IT



92

MUSIC 3000
Jester Interactive, 2003 **Music**
A powerful music editor. There's little else like this on PS2; it lets you sample MP3s, CDs or even your old GameBoy.
Buy it if... you tout yourself around as the new Fatboy Slim.

OPS2 #33 **9/10**

■ PLAYED IT ■ OWN IT



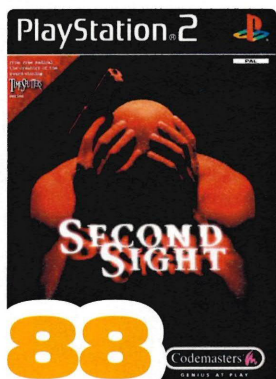
TOP CHEAT
Collect six Titanium Bolts to unlock the mighty Ratchetzilla costume then wreak havoc upon your foes.

91

RATCHET & CLANK: SIZE MATTERS
Sony, 2008 **Platformer**
A welcome return to form for the intergalactic action duo.
Buy it if... you like the idea of turning your enemies into cows.

OPS2 #97 **9/10**

■ PLAYED IT ■ OWN IT

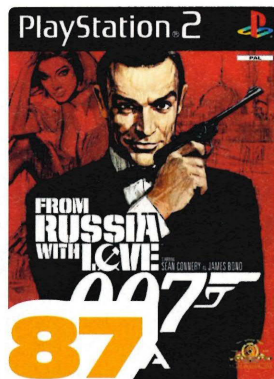


88

SECOND SIGHT
Codemasters, 2004 **Adventure**
There aren't enough games that let you telekinetically throw people off buildings.
Buy it if... you ever wondered what Professor X from *The X-Men* would be like with no wheelchair and an SMG.

OPS2 #50 **8/10**

■ PLAYED IT ■ OWN IT



87

JAMES BOND 007: FROM RUSSIA WITH LOVE
EA, 2005 **Action**
Superb adaptation: as close as you'll get to being 007 without actually killing a man.
Buy it if... you've been ex-schpecting it, Mr Bond.

OPS2 #66 **8/10**

■ PLAYED IT ■ OWN IT

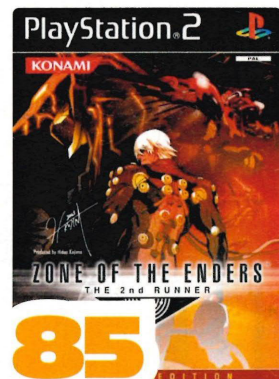


86

NBA 2K7
2K Sports, 2006 **Sport**
You don't have to be a b-ball fan to enjoy the subtleties of this top-tier basketball game. If you are, well, 2K7 will have you believing in true love.
Buy it if... the local court is rained out.

OPS2 #79 **9/10**

■ PLAYED IT ■ OWN IT

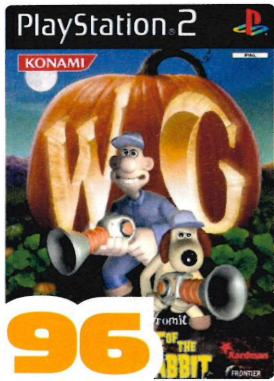


85

ZONE OF THE ENDERS: 2ND RUNNER
Konami, 2003 **Action**
Metal Gear Solid creator Hideo Kojima's other series, it couples scraps in flying mechs with a bonkers plot to great effect.
Buy it if... you're a Transformers fan.

OPS2 #38 **8/10**

■ PLAYED IT ■ OWN IT



96

WALLACE AND GROMIT: THE CURSE OF THE WERE-RABBIT
Konami, 2005 **Platformer**
Well-crafted, with pleasing graphics that do justice to the original characters.
Buy it if... you wear the wrong trousers.
OPS2 #65 **8/10**

■ PLAYED IT ■ OWN IT

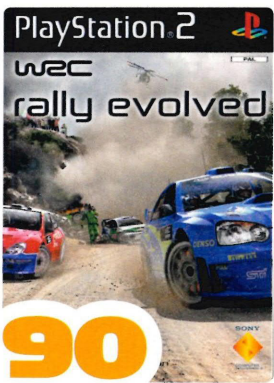


95

SOCOM II: US NAVY SEALs
Sony, 2004 **Shooter**
The daddy of squad-based tactical war simulations, SOCOM still boasts a thriving online community.
Buy it if... you've yet to experience the joys of squad-based online play.
OPS2 #43 **8/10**

■ PLAYED IT ■ OWN IT

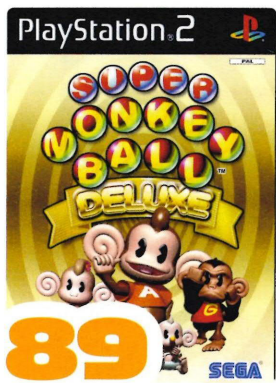
TOP CHEAT
Completing the game on Captain and Lieutenant ranks will unlock all the songs for the jukebox.



90

WRC RALLY EVOLVED
Sony, 2005 **Racing**
Sits neatly between punishing sim and fluffy arcade racing and remains accessible while gradually ramping up the challenge.
Buy it if... you've already nailed Colin McRae Rally 2005.
OPS2 #65 **9/10**

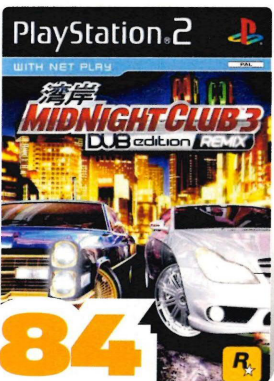
■ PLAYED IT ■ OWN IT



89

SUPER MONKEY BALL DELUXE
Sega, 2005 **Puzzle**
Crazy action-puzzler-racer with chimps locked in giant plastic balls. A bit like that dream we have after eating cheese.
Buy it if... hamster balls fascinate you.
OPS2 #59 **8/10**

■ PLAYED IT ■ OWN IT



84

MIDNIGHT CLUB 3: DUB EDITION REMIX
Rockstar, 2006 **Racing**
Nitro-tastic, open-world street racer with a generous selection of authentic vehicles, modding options, race types and tunes.
Buy it if... you're a fast-driving insomniac.
OPS2 #72 **8/10**

■ PLAYED IT ■ OWN IT



83

HARRY POTTER & THE ORDER OF THE PHOENIX
EA, 2007 **Adventure**
Roam freely around Hogwarts in a surprisingly fantastic game that Potter obsessives and lay folk alike will enjoy.
Buy it if... you're not a Muggle.
OPS2 #87 **8/10**

■ PLAYED IT ■ OWN IT

SECRETS ARCHIVE

A whole stack of secret stuff you might have missed...

GHOST TOWN!



GRAND THEFT AUTO III

Want to see some cool stuff in GTA III? Grab yourself a Dodo and head off from the Cochrane dam. Bank right, go round the cliffs and you'll find the 'set' for the bank job level at the start of the game.

FUNNY STUFF!



GRAND THEFT AUTO: VICE CITY

Try checking out some of the signs in Vice City. The butchers in Little Havana has a box of human organs in the window, the funeral director has a great sign, and the blue hotel has an, er, unusual light display...

CRUDE, LEWD, COLD!



GRAND THEFT AUTO: SAN ANDREAS

Here are the locations of a few hidden goodies in San Andreas: the statue of Lewdity is inside the Atrium in Commerce, there's some police brutality behind the Pershing Square police station, and body bags in a hole at El Castillo del Diablo, Bone County. Go get 'em.



SHOW US YOUR EASTER EGGS!

Email your game tips to psnation@futurenet.co.uk

WHERE THE HELL IS...?

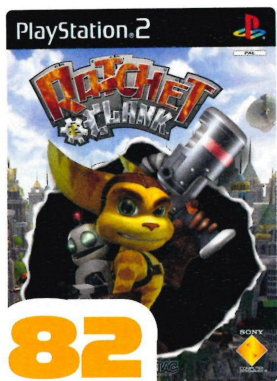
Psi-Ops

Midway, 2004

This month's great game that didn't quite make it into the Top 100 is third-person action game Psi-Ops: The Mindgate Conspiracy. OPS2's Andy is convinced that "it's a better psychic shooter than Second Sight, and thoroughly deserves to be in the Hall Of Fame".

Did we miss out your fave game? Tell us why it should go in! Contact details on p3.





82

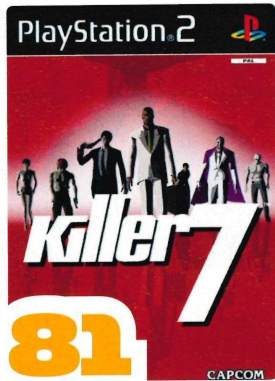
RATCHET & CLANK
Sony, 2002 **Platformer**

One of the finest games of the PS2's early years, the original R&C is still one of the most entertaining, inventive romps you can buy, even after three sequels.

Buy it if... you haven't played it already!

OPS2 #26 **9/10**

■ PLAYED IT ■ OWN IT



81

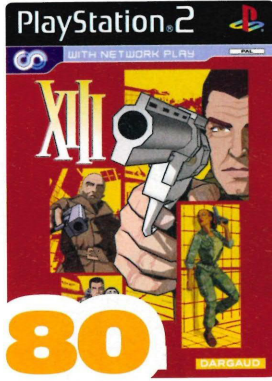
KILLER 7
Capcom, 2005 **Action**

Unorthodox, on-rails shooter where you play as a wheelchair-bound assassin who can call on seven personalities with special powers to work for him.

Buy it if... the voices tell you to.

OPS2 #61 **8/10**

■ PLAYED IT ■ OWN IT



80

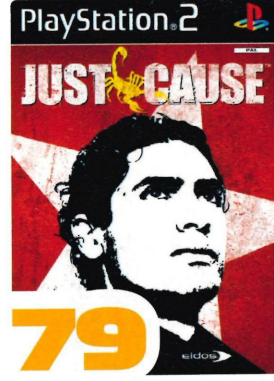
XIII
Ubisoft, 2004 **Shooter**

Highly original shooter starring a special-forces agent with amnesia who must crack a global conspiracy. Presented just like the cult comic book it's based on.

Buy it if... you love graphic novels.

OPS2 #40 **8/10**

■ PLAYED IT ■ OWN IT



79

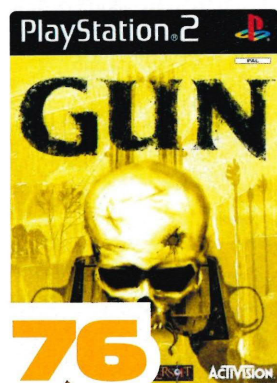
JUST CAUSE
Eidos, 2006 **Action**

Parachute into the shoes of a CIA agent and bring down a corrupt government. Huge, beautiful and free-roaming.

Buy it if... the idea of Grand Theft Auto with politics gets you excited.

OPS2 #77 **8/10**

■ PLAYED IT ■ OWN IT



76

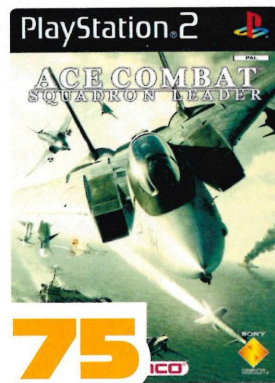
GUN
Activision, 2005 **Shooter**

Gun-totin', horse-ridin', baccy-chewin', poker-playin', free-roamin' Wild West action with a classic cowboys'n'injuns storyline and great voice acting.

Buy it if... you're an outlaw.

OPS2 #67 **9/10**

■ PLAYED IT ■ OWN IT



75

ACE COMBAT: SQUADRON LEADER
Sony, 2005 **Shooter**

An unashamedly arcadey flight sim with tons to do and all kinds of aerial combat.

Buy it if... you failed your eye test for the RAF.

OPS2 #56 **8/10**

■ PLAYED IT ■ OWN IT



74

EYETOY PLAY 2
Sony, 2004 **Party**

Twelve entertaining, movement-based mini-games, plus the ability to turn your EyeToy camera into an inexpensive home security system, will make you smile.

Buy it if... you dream of being on the telly.

OPS2 #53 **8/10**

■ PLAYED IT ■ OWN IT



73

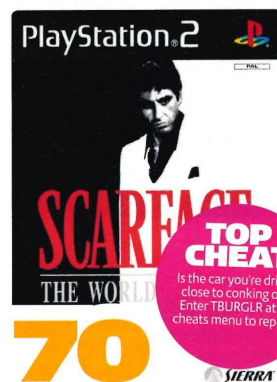
SLY 3: HONOUR AMONG THIEVES
Sony, 2005 **Platformer**

Cartoon japes starring a light-fingered raccoon and his gang. Sly is slick, stylish and bursting with ideas.

Buy it if... diamonds are your best friend.

OPS2 #52 **9/10**

■ PLAYED IT ■ OWN IT



70

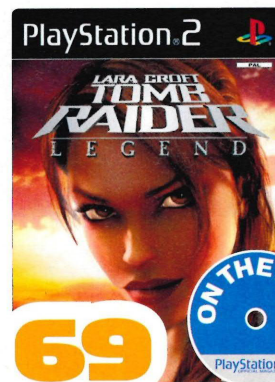
SCARFACE: THE WORLD IS YOURS
Vivendi, 2006 **Action**

A GTA-inspired swear-a-thon that has you guiding Tony Montana from death's door to top of the Miami underworld.

Buy it if... you wanna play rough.

OPS2 #78 **8/10**

■ PLAYED IT ■ OWN IT



69

TOMB RAIDER: LEGEND
Eidos, 2006 **Adventure**

Helping us forget the horror that was Angel Of Darkness, Lara's real PS2 debut is a trifle easy and a little short but a return to past form nonetheless.

Buy it if... you had a happy Anniversary.

OPS2 #71 **8/10**

■ PLAYED IT ■ OWN IT



68

ROGUE GALAXY
Sony, 2007 **RPG**

An excellent intergalactic roleplayer that borrows heavily from Star Wars, but in the most affectionate way. And with pirates.

Buy it if... you want great characters, settings and story. With pirates.

OPS2 #86 **9/10**

■ PLAYED IT ■ OWN IT



67

VIEWTIFUL JOE
Capcom, 2004 **Fighting**

A sexy marriage of snazzy, comic-book visuals and a retro-tastic difficulty level, this loves to be hard but is hard not to love.

Buy it if... the words 'challenging' and 'retro' quicken your pulse.

OPS2 #52 **8/10**

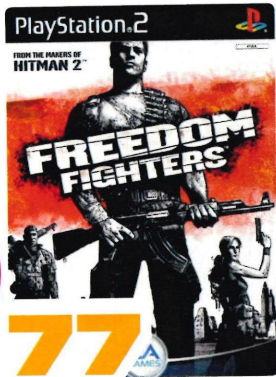
■ PLAYED IT ■ OWN IT



78

ODIN SPHERE
Square Enix, 2008 **Action RPG**
Jaw-droppingly pretty, and deeper than the deep blue sea, this late arrival is an absolute must play for all PS2 owners. **Buy it if...** you like to think of games as true, artistic masterpieces.
OPS2 #97 **9/10**
■ PLAYED IT ■ OWN IT

TOP CHEAT
Unlock a special Wheel of Fate scene by watching all other scenes in the game, including both endings and all armageddon scenes.



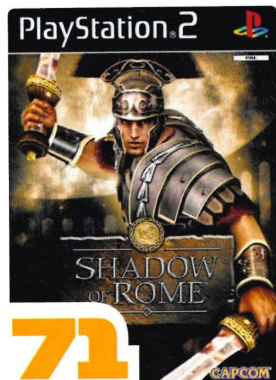
77

FREEDOM FIGHTERS
EA, 2003 **Shooter**
Insanely addictive strategic and tactical shoot-'em-up set in a bleak New York overrun by Communist Russians. **Buy it if...** you wonder what it would've been like if Russia had invaded the USA.
OPS2 #37 **9/10**
■ PLAYED IT ■ OWN IT



72

AMPLITUDE
Sony, 2003 **Music**
Vastly under-rated rhythm-action title: perform, mix and remix your way through classic tunes from the likes of David Bowie, Slipknot, BT, Pink and Run DMC. **Buy it if...** you're a bedroom DJ.
OPS2 #38 **8/10**
■ PLAYED IT ■ OWN IT



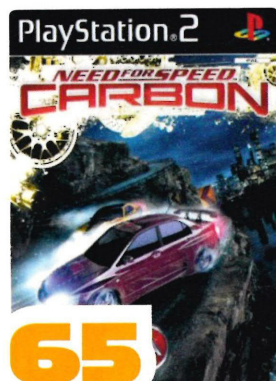
71

SHADOW OF ROME
Capcom, 2005 **Action**
Gruesome toga'n'slash action mixed with stealthy detective work and a story that has more twists than Homer's *Odyssey*. **Buy it if...** *Gladiator* and *300* are your favourite films.
OPS2 #56 **8/10**
■ PLAYED IT ■ OWN IT



66

FAHRENHEIT
Atari, 2005 **Adventure**
Ambitious and engrossing, this plays like an interactive movie. You must find out how you were made to commit a murder before the police catch up with you. **Buy it if...** you like messing up your mind.
OPS2 #64 **8/10**
■ PLAYED IT ■ OWN IT



65

NEED FOR SPEED CARBON
EA, 2006 **Racing**
A blur of spoilers, nitros and elaborate paint jobs that speeds past you in the outside lane doing 175mph, this is the best in the Need For Speed series so far. **Buy it if...** you feel the need.
OPS2 #79 **8/10**
■ PLAYED IT ■ OWN IT

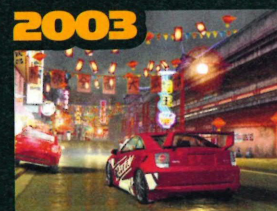
A BRIEF HISTORY OF... NEED FOR SPEED

The best-selling racing series has had a long, distinguished career on PS2



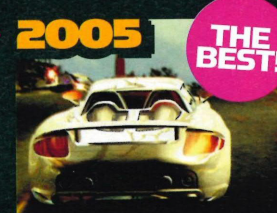
2002

NEED FOR SPEED HOT PURSUIT 2
The first NFS title on PS2 was a solid racer that focused on fleeing the police in a variety of ultra-expensive super-cars. It lacked a little of the street-racing cool we now associate with the 'Speed.



2003

NEED FOR SPEED UNDERGROUND
Underground very much defined the Need For Speed series as we know it today (ProStreet notwithstanding). It had a city to race in, stacks of cars to mod and plenty of scorching tunes to listen to while you're at it.



2005

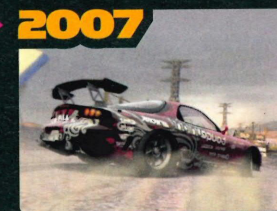
THE BEST!

NEED FOR SPEED MOST WANTED
For us, this is where Need For Speed peaked. The introduction of a greater sense of speed and audible police chatter gives the game a real sense of urgency and tension. The modding features are also spot on.



2006

NEED FOR SPEED CARBON
Carbon took the Most Wanted formula and tried to apply it to drift racing around mountain-road circuits. Although an entertaining game, it lacked the punch and originality of its predecessor. Shame.



2007

NEED FOR SPEED PROSTREET
ProStreet is a great example of a series getting it wrong. Thrilling street racing gave way to dull, repetitive track meets. The visuals took a nose-dive and the series' normally excellent presentation was a total mess.

COLLECTOR'S ITEM

Resident Evil 4 Chainsaw Controller

Not many of these unwieldy chainsaw controllers were made, but they're still fairly easy to find on places like eBay and Amazon. For around £20, Resi completists can pick up this totally impractical, but impossibly cool controller. Bet you can't beat the game using it!

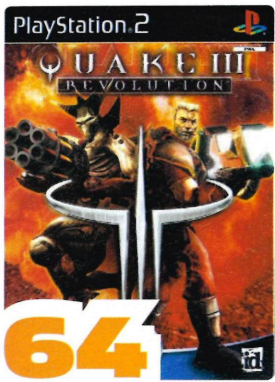


RARITY VALUE

CHAINSAW ACCIDENTS

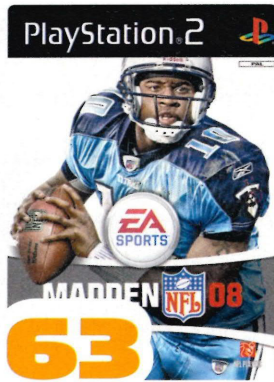
CHAINSAW MASSACRES

OPS2 HALL OF FAME



64
QUAKE III REVOLUTION
 EA, 2001 **Shooter**
 Old as the hills it may be, but Quake's only appearance on PS2 remains a solidly enjoyable, stress-relieving blastathon. **Buy it if...** you need a breather from TimeSplitters 2 (see number 4).
OPS2 #6 9/10

■ PLAYED IT ■ OWN IT



63
MADDEN NFL 08
 EA, 2007 **Sport**
 Another improvement on EA's superlative gridiron sim. With an in-depth Franchise mode and accessible on-pitch gameplay this really is American Football for all. **Buy it if...** rugby looks too dangerous.
OPS2 #90 9/10

■ PLAYED IT ■ OWN IT



62
REZ
 Sega, 2002 **Shooter**
 A brain-frying, psychedelic, on-rails shooter-cum-music game where you hear colours and see sound. No, really. **Buy it if...** taking your brain to another dimension sounds like a good idea.
OPS2 #16 9/10

■ PLAYED IT ■ OWN IT



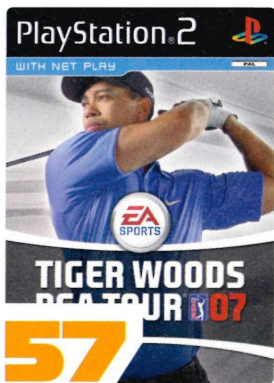
61
SIMS 2 CASTAWAY
 EA, 2007 **God sim**
 You wake up marooned on a desert island. What do you do next? Anything you want in this addictive, funny adventure that is open-ended but never feels aimless. **Buy it if...** you want a holiday.
OPS2 #92 8/10

■ PLAYED IT ■ OWN IT



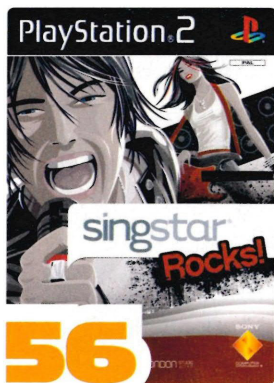
58
SPARTAN: TOTAL WARRIOR
 Sega, 2005 **Action**
 A battle-heavy romp through the ancient world that blends the historical and mythological with swords and sorcery to great effect. **Buy it if...** you want to be one of the 300.
OPS2 #64 9/10

■ PLAYED IT ■ OWN IT



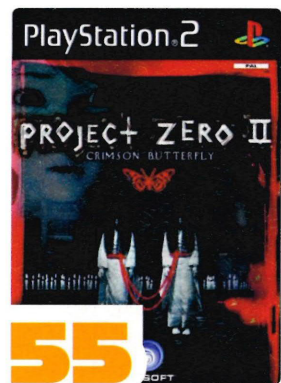
57
TIGER WOODS PGA TOUR 07
 EA, 2007 **Sport**
 With excellent analogue stick controls for your swing and a dazzling array of official licences and customisation options, this is the definitive pro tour title. **Buy it if...** you're a serious golf fan.
OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



56
SINGSTAR ROCKS!
 Sony, 2006 **Karaoke**
 Our favourite of the SingStar series, with Bloc Party, The Killers, Coldplay, The Rolling Stones and Keane on the tracklist. **Buy it if...** you wanna rock! Also try SingStars Pop Hits, '90s and Legends.
OPS2 #72 8/10

■ PLAYED IT ■ OWN IT



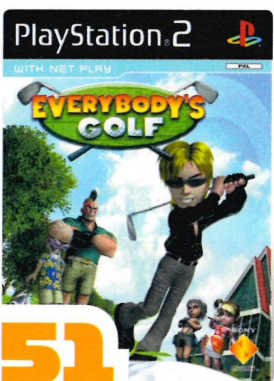
55
PROJECT ZERO 2: CRIMSON BUTTERFLY
 Ubisoft, 2004 **Horror**
 A gore-free yet terrifying ghost story. Your only weapon is a camera that can exorcise the spirits trying to steal your soul. **Buy it if...** you dare.
OPS2 #46 8/10

■ PLAYED IT ■ OWN IT



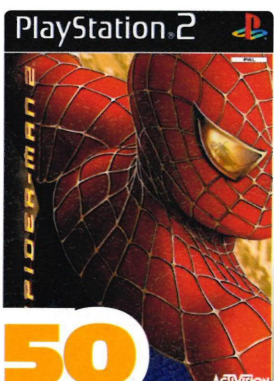
52
DESTROY ALL HUMANS! 2
 THQ, 2006 **Action**
 B-movie-inspired shooter that puts you in an alien's spacesuit, hands you an anal probe and lets you take revenge on mankind for all the ET-blasting games. **Buy it if...** you hate the human race.
OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



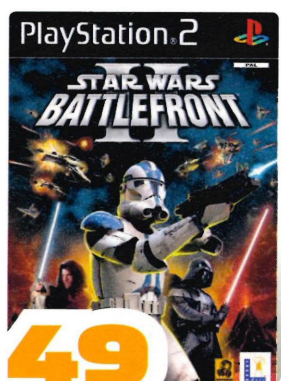
51
EVERYBODY'S GOLF
 Sony, 2005 **Sport**
 If you're not bothered about official PGA licences and don't mind the cute, cartoony looks, you'll find this to be the finest and friendliest golf game of all time. **Buy it if...** you can live without Tiger.
OPS2 #65 8/10

■ PLAYED IT ■ OWN IT



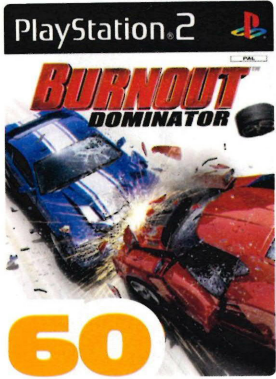
50
SPIDER-MAN 2
 Activision, 2004 **Action**
 Free-roaming and beautifully animated web-slinging adventure based on, but also expanding on, the movie of the same name. The best Spidey game, bar none. **Buy it if...** your spider senses are tingling.
OPS2 #49 8/10

■ PLAYED IT ■ OWN IT



49
STAR WARS BATTLEFRONT II
 Activision, 2005 **Shooter**
 Offers both tactical and arcade gameplay options plus all your favourite characters, vehicles and locales. **Buy it if...** you can feel a disturbance in the Force.
OPS2 #66 8/10

■ PLAYED IT ■ OWN IT



60

BURNOUT DOMINATOR
EA, 2007 **Racing**
Reckless driving? We don't recommend it. Burnout Dominator? Yup, totally recommend it. Great soundtrack, too.
Buy it if... you don't want to lose your no claims bonus.
OPS2 #83 **8/10**

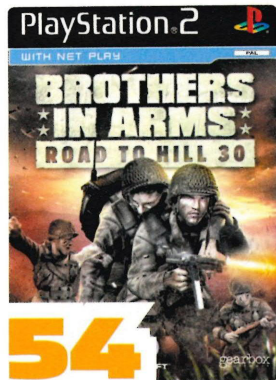
■ PLAYED IT ■ OWN IT



59

BUZZ! THE MEGA QUIZ
Sony, 2007 **Party**
Quiz show-style fun for all the family that comes with special buzzer controllers. Kids should try the Buzz! Junior series.
Buy it if... you like quizzes but can't stand that Noel Edmonds.
OPS2 #84 **8/10**

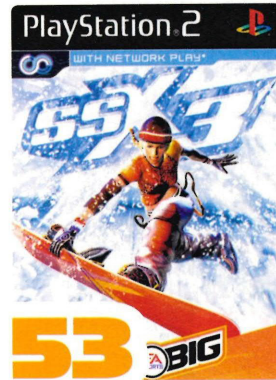
■ PLAYED IT ■ OWN IT



54

BROTHERS IN ARMS: ROAD TO HILL 30
Ubisoft, 2005 **Shooter**
The story of a squad from the 101st Airborne in Normandy after D-Day. Realistic, atmospheric and respectful.
Buy it if... all's quiet on the Western front.
OPS2 #58 **8/10**

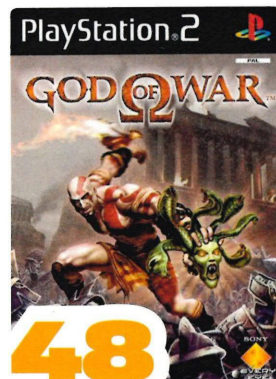
■ PLAYED IT ■ OWN IT



53

SSX 3
EA, 2003 **Sport**
Sublime snowboard sim with one giant mountain to play on, dozens of disciplines to learn and hundreds of tricks to pull off.
Buy it if... bailing on concrete is too painful a prospect.
OPS2 #40 **9/10**

■ PLAYED IT ■ OWN IT



48

GOD OF WAR
Sony, 2005 **Action**
Blessed with divine inspiration, this gore-spattered hack-fest begins the tale of Kratos, the angriest man in ancient Greece. Bettered only by its sequel.
Buy it if... you want to stick the knife in.
OPS2 #60 **9/10**

■ PLAYED IT ■ OWN IT



47

PRINCE OF PERSIA: WARRIOR WITHIN
Ubisoft, 2007 **Adventure**
Combat-heavy platforming with a spellbinding story adds up to an electrifying experience.
Buy it if... you can run up walls.
OPS2 #54 **9/10**

■ PLAYED IT ■ OWN IT

GREAT GAME INGREDIENTS THE SIMS

Why playing God feels so damn good

TOTAL CONTROL



What makes The Sims such an enduring franchise is the absolute power it hands to the player. You control everything in your Sims' lives – from their career and love life, right down to whether or not they go to the toilet.

FINE DETAIL



The mark of a good God-sim is fine detail. Every The Sims game on PS2 is rammed full of tiny touches that make each play-through unique.

THE LAUGHS



All Sims games are full of intentional comedy, but the real laughs can be found in mercilessly torturing your Sims.

DO IT YOURSELF



Sims 2 Pets and Sims 2 Castaway have a whole stack of character customisation options to tinker with.

CRAZY STORIES



Half the fun of The Sims is finding out what your mates have been doing with their virtual minions.

FINDING LOVE



Finding a companion in The Sims is great fun. Just expect to get a fair few slaps to the face along the way.

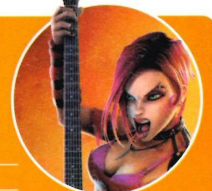


DO YOU LOVE THE SIMS?

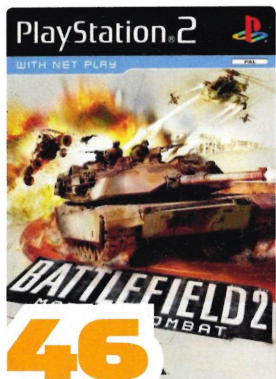
Send us your memories: psnation@futurenet.co.uk

TOP 10 Things we talk about on Official PS2 mag

- 10 Why do people keep buying the Transformers game?
- 9 How awesome Lego Indy is
- 8 Sexual ambiguity (ladyboys)
- 7 What's the canteen serving for lunch?
- 6 Kim's stalkers
- 5 Stupid stuff we've done in GTA IV
- 4 Can we go to the pub yet?
- 3 Did we over-score Iron Man?
- 2 Who's turn is it to make the tea?

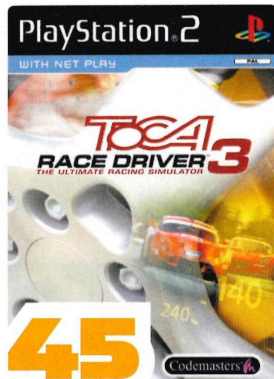


#01
Why Guitar Hero needs more Muse



46
BATTLEFIELD 2: MODERN COMBAT
 EA, 2005 **Shooter**
 A superb modern warfare shooter that lets you switch between soldiers at the touch of a button. Great in multiplayer, too.
Buy it if... you're an armchair general.
 OPS2 #65 **9/10**

■ PLAYED IT ■ OWN IT



45
TOCA RACE DRIVER 3
 Codemasters, 2006 **Racing**
 Variety is the spice of life and with all sorts of wheels on offer this multi-disciplined racer is a potent feast for petrol-heads.
Buy it if... you love motorsports but can't choose a favourite.
 OPS2 #69 **9/10**

■ PLAYED IT ■ OWN IT



44
METAL GEAR SOLID 2: SUBSTANCE
 Konami, 2003 **Stealth shooter**
 The plot may be complex but MGS2 is still one of the most thrilling, cerebral games on PS2. Substance includes extras galore.
Buy it if... you can follow the storyline.
 OPS2 #32 **10/10**

TOP CHEAT
 Collect all the Dog Tags in the plant level on all difficulties and Raiden gets a ginger wig. This gives him infinite grip. And a complex.

■ PLAYED IT ■ OWN IT



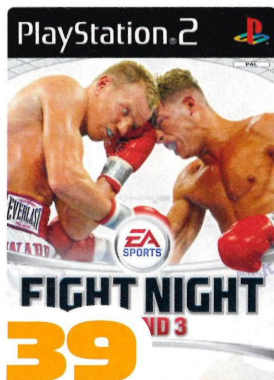
43
DEUS EX
 Eidos, 2002 **RPG**
 PC gamers: they think they're all that. Well, they ain't. PS2 owners have one of their greatest games in the shape of Deus Ex.
Buy it if... you suspect you may actually be a nanotech-enhanced superhuman.
 OPS2 #20 **9/10**

■ PLAYED IT ■ OWN IT



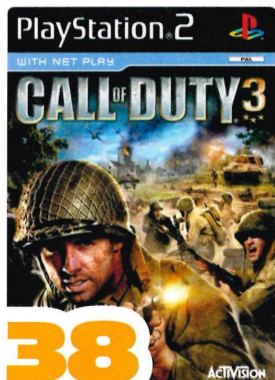
40
FIFA 08
 EA, 2007 **Sport**
 The best season yet for the veteran football sim, a plethora of licences combined with striking gameplay. The awesome Be A Pro mode is worth the price in itself.
Buy it if... you want to keep it official.
 OPS2 #91 **9/10**

■ PLAYED IT ■ OWN IT



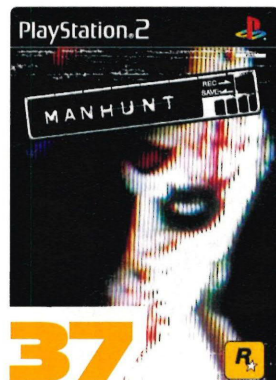
39
FIGHT NIGHT ROUND 3
 EA, 2006 **Sport**
 There's nothing quite like punching a man in the chin and watching as sweat and blood flies off in slow-mo.
Buy it if... you need a legal outlet for your anger-management issues.
 OPS2 #71 **9/10**

■ PLAYED IT ■ OWN IT



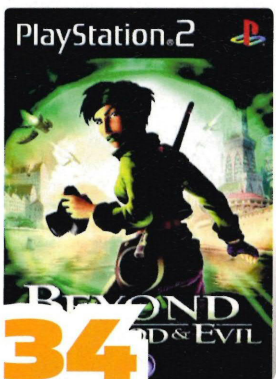
38
CALL OF DUTY 3
 Activision, 2006 **Shooter**
 There are roughly one million WWII games out there, but this is by far the best of them thanks to some intense action and great multiplayer.
Buy it if... you hate Nazis.
 OPS2 #80 **8/10**

■ PLAYED IT ■ OWN IT



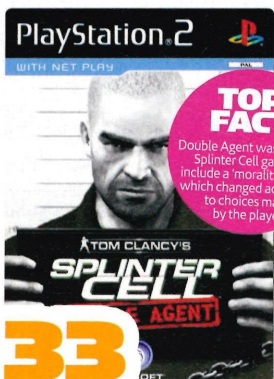
37
MANHUNT
 Rockstar, 2004 **Stealth**
 The grisliest game ever to find its way onto PS2, this sinister stealthier drips with atmosphere and twisted tension.
Buy it if... you have a lust for gore and are looking for a sicko storyline.
 OPS2 #42 **9/10**

■ PLAYED IT ■ OWN IT



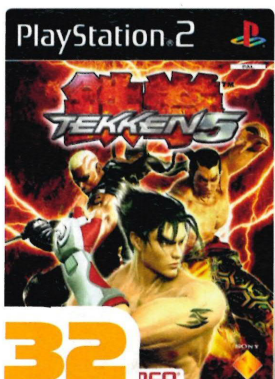
34
BEYOND GOOD & EVIL
 Ubisoft, 2003 **Adventure**
 Under-appreciated weirdness starring a female photo journalist and her piggy uncle fighting off an alien menace.
Buy it if... you've got an eye for a photo and a penchant for green eyeshadow.
 OPS2 #40 **8/10**

■ PLAYED IT ■ OWN IT



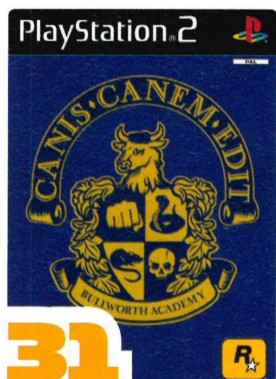
33
SPLINTER CELL: DOUBLE AGENT
 Ubisoft, 2006 **Stealth**
 Pinnacle of the futuristic stealth series on PS2, this has moral dilemmas to get to grips with as well as nailbiting action.
Buy it if... you can think as well as sneak.
 OPS2 #79 **8/10**

■ PLAYED IT ■ OWN IT



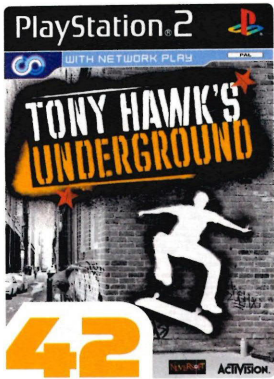
32
TEKKEN 5
 Sony, 2005 **Fighting**
 The King Of Iron Fist Tournament returns with more fighters and fancier settings than ever. The quintessential 'easy to play, hard to master' scrapper.
Buy it if... you heed the call.
 OPS2 #61 **8/10**

■ PLAYED IT ■ OWN IT



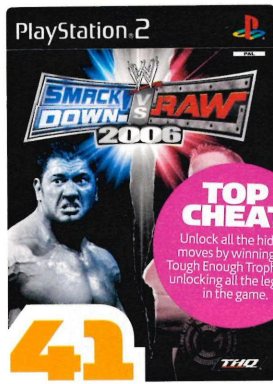
31
CANIS CANEM EDIT
 Rockstar, 2006 **Action**
 Grand Theft Auto meets Grange Hill for free-roaming adventure fun set in an American private school.
Buy it if... you like melting Jelly Babies in test tubes.
 OPS2 #79 **9/10**

■ PLAYED IT ■ OWN IT



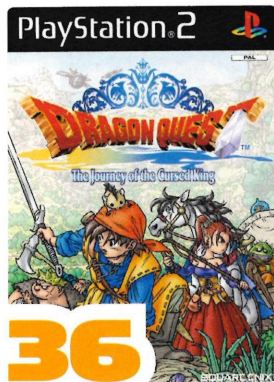
42
TONY HAWK'S UNDERGROUND
 Activision, 2003 **Sport**
 With its story-driven trickplay, this is the best of the many titles in the skate series.
Buy it if... you ever dreamed of pulling a backside 360° heelflip to fakie.
OPS2 #40 9/10

■ PLAYED IT ■ OWN IT



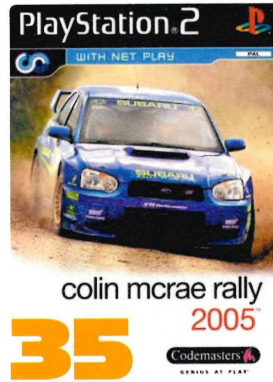
41
WWE SMACKDOWN! VS RAW 2006
 THQ, 2005 **Fighting**
 It's not the most recent in the franchise but pound for pound, SmackDown! Vs Raw 2006 is the best wrestler out there.
Buy it if... you're a grapple fan.
OPS2 #66 9/10

■ PLAYED IT ■ OWN IT



36
DRAGON QUEST VIII: JOURNEY OF THE CURSED KING
 Square Enix, 2006 **RPG**
 A truly epic old-school roleplayer, with alluring visuals and a strong narrative.
Buy it if... you've 100 or so hours to spare.
OPS2 #71 9/10

■ PLAYED IT ■ OWN IT



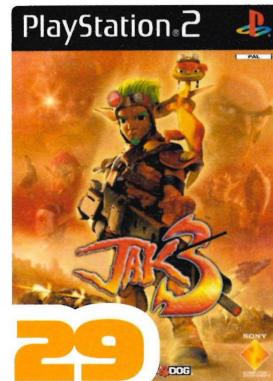
35
COLIN MCRAE RALLY 2005
 Codemasters, 2004 **Racing**
 Rally legend McRae will be remembered not only for his racing, but also for the ace games to which he lent his name. This is the best mud-slider on the market.
Buy it if... you live life close to the hedge.
OPS2 #51 9/10

■ PLAYED IT ■ OWN IT



30
KINGDOM HEARTS II
 Square Enix, 2006 **RPG**
 The stars of Final Fantasy make friends with the Disney crew for a super-cute adventure that's as deep as it is handsome.
Buy it if... Donald Duck and Cloud Strife in the same game is your idea of heaven.
OPS2 #78 8/10

■ PLAYED IT ■ OWN IT



29
JAK 3
 Sony, 2004 **Platformer**
 Second only to Ratchet & Clank in the PS2's platformer-cum-shooter stakes, Jak and Daxter's third outing has variety and charm in brightly coloured spades.
Buy it if... you're a Jak of all trades.
OPS2 #53 8/10

■ PLAYED IT ■ OWN IT

PLAYSTATION WORKOUT



Kim Richards teaches you how to stay alive in the terrifying survival horror genre

WEEK 01



EASY

OBSCURE II

A by-the-books horror romp inspired by the recent spate of teen-slasher films. Obscure II is an easy entry point for first-time fright-fans and you can play it in co-op, if you're too scared to play alone.

- **PLAY IT IN** COOPERATIVE MODE
- **MUST DO** SEE THE CHAINSAW-WIELDING PSYCHO

WEEK 02



MEDIUM

SILENT HILL 2

One of the most psychologically creepy games you'll find on PS2. You'll need a good head for puzzles and a strong stomach to beat it, but the strong, character-driven story is well worth unravelling.

- **PLAY IT ON** MEDIUM
- **MUST DO** GET THE INFAMOUS 'DOG ENDING'

WEEK 03



HARD

RESIDENT EVIL 4

The daddy of PS2 horror games, Resident Evil 4 redefined the RE series, putting a greater emphasis on action and monsters than shocks and scares. It's a long, challenging game too.

- **PLAY IT ON** HARD MODE
- **MUST DO** PLAY THE MERCENARIES MINI-GAME

WEEK 04



KILLER

FORBIDDEN SIREN 2

Why is this terrifying Japanese horror game so tough? Two reasons. The first is that it's super-dark; the second is because its story and structure are extremely complex. Good luck finishing it!

- **PLAY IT IN** SINGLE PLAYER
- **MUST DO** PLAY ONE LEVEL AS A GUIDE DOG

TOP CHUMPS

Lance Vance

Double-crossing weasel

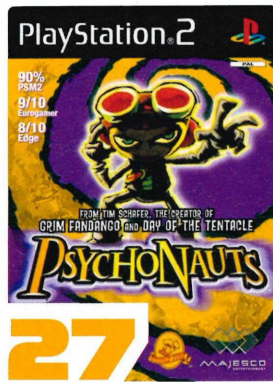
He may seem like your best buddy at the start of Vice City. Hell, a few hours into the game and you'll race across town, taking bullets for him. However, your friendship comes to an abrupt halt when Lance changes sides during the game's final shoot-out and tries to kill you. His motive? Power and money. What else? See him in **GTA Vice City**





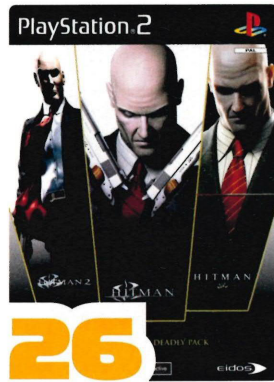
28
ONIMUSHA 3
 Capcom, 2004 **Action**
 Jean Reno stars in this demon-slaying Samurai spectacular that flips between modern day Paris and feudal Japan.
Buy it if... you think the film *Leon* would have been better with a spear whip.
 OPS2 #48 **9/10**

■ PLAYED IT ■ OWN IT



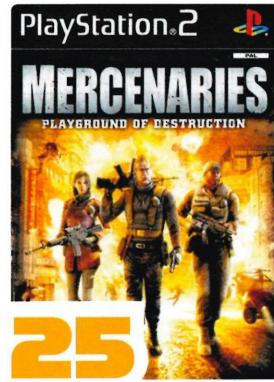
27
PSYCHONAUTS
 THQ, 2006 **Platformer**
 Quirky, funny and genuinely entertaining, this is one of the greatest, yet sadly most overlooked platformers on PS2.
Buy it if... you like a side order of laughs with your gaming.
 OPS2 #65 **9/10**

■ PLAYED IT ■ OWN IT



26
HITMAN TRIPLE PACK
 Eidos, 2007 **Stealth**
 All three PS2 games – worth getting for Blood Money alone. Sneak around using disguises and cunning to carry out hits.
Buy it if... you fancy yourself as a genetically engineered assassin.
 OPS2 #88 **8/10**

■ PLAYED IT ■ OWN IT



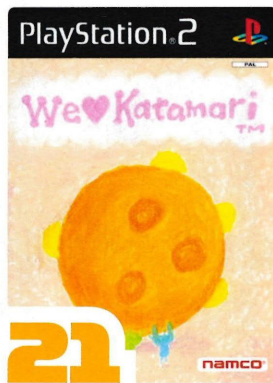
25
MERCENARIES
 Activision, 2005 **Action**
 Hijack tanks, demolish buildings and topple a dictatorial regime in North Korea – all while making a pretty penny.
Buy it if... you think the explosions in Grand Theft Auto are kind of puny.
 OPS2 #55 **9/10**

■ PLAYED IT ■ OWN IT



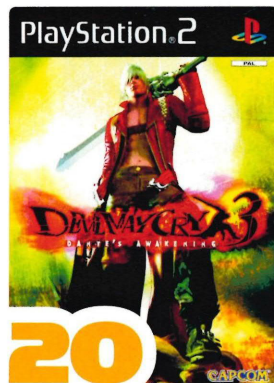
22
LEGO STAR WARS II: THE ORIGINAL TRILOGY
 Activision, 2006 **Adventure**
 The best *Star Wars* game money can buy. It's fresh, funny and cute without being sickly sweet or disrespectful to the films.
Buy it if... you liked the Ewoks best.
 OPS2 #77 **9/10**

■ PLAYED IT ■ OWN IT



21
WE ♥ KATAMARI
 EA, 2006 **Puzzle**
 Completely mental, utterly unique and dangerously addictive, Katamari's genius is in its simplicity. Just roll a sticky ball around a city and collect stuff!
Buy it if... your life isn't weird enough yet.
 OPS2 #69 **8/10**

■ PLAYED IT ■ OWN IT



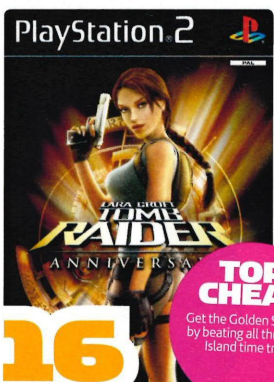
20
DEVIL MAY CRY 3: DANTE'S AWAKENING
 Capcom, 2006 **Action**
 Super-hard prequel to the first-rate demon-slaying action series. Buy the Special Edition if you're inexperienced.
Buy it if... modern games are too easy.
 OPS2 #77 **8/10**

■ PLAYED IT ■ OWN IT



19
SHIN MEGAMI TENSEI: PERSONA 3
 Atlus, 2008 **RPG**
 A sublimely detailed roleplayer that blends thrilling demon-slaying with a unique 'school lessons and socialising' mechanic.
Buy it if... you have an 'interesting' fringe.
 OPS2 #95 **10/10**

■ PLAYED IT ■ OWN IT



16
TOMB RAIDER: ANNIVERSARY
 Eidos, 2007 **Adventure**
 This stunning revamp of a classic title expands upon the original by extending fiendish tombs and adding extra puzzles.
Buy it if... you want globe-trotting action.
 OPS2 #85 **8/10**

TOP CHEAT
 Get the Golden Shotgun by beating all three Lost Island time trials.

■ PLAYED IT ■ OWN IT



15
GRAN TURISMO 4
 Sony, 2005 **Racing**
 PS2's most comprehensive and authentic racer offers some 700 of the world's finest cars and 50 tracks to drive them around.
Buy it if... you never miss an episode of *Top Gear*.
 OPS2 #57 **9/10**

■ PLAYED IT ■ OWN IT



14
RATCHET & CLANK 3
 Sony, 2004 **Platformer**
 This third helping of pan-galactic, combat-centric platforming is a riot of barmy weapons, barmier enemies and glorious environments.
Buy it if... you want *Star Wars* with smiles.
 OPS2 #53 **9/10**

■ PLAYED IT ■ OWN IT



TOP FACT
 On rare occasions single-seater aircraft will appear from the Bermuda Triangle and crash on the streets of San Andreas. Seriously.

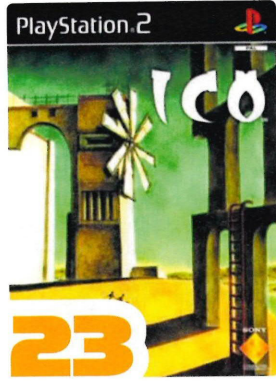
13
GRAND THEFT AUTO: SAN ANDREAS
 Rockstar, 2004 **Action**
 A massively ambitious, crime-filled romp with planes, trains and automobiles by the score and 1001 things to see and do.
Buy it if... you're the original gangster.
 OPS2 #54 **10/10**

■ PLAYED IT ■ OWN IT



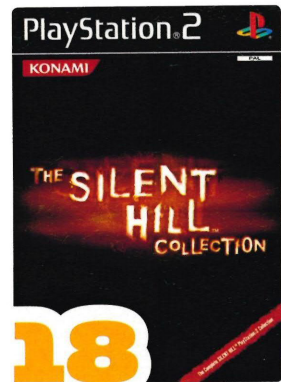
24
DARK CHRONICLE
 Sony, 2002 **RPG**
 An engrossing, attractive Japanese RPG with a great storyline, real-time combat, time travel and town planning among its many delights. Nick's favourite game!
Buy it if... you enjoyed Rogue Galaxy.
 OPS2 #35 **9/10**

■ PLAYED IT ■ OWN IT



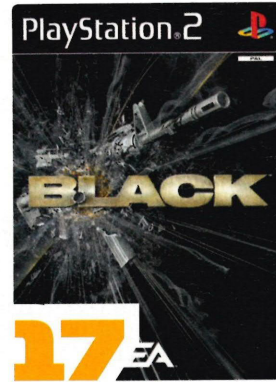
23
ICO
 Sony, 2002 **Adventure**
 Visually stunning, intensely atmospheric puzzler with simple combat. Reminds you how emotionally powerful games can be.
Buy it if... the puzzles in Tomb Raider were a bit easy for you.
 OPS2 #69 **9/10**

■ PLAYED IT ■ OWN IT



18
SILENT HILL COLLECTION
 Konami, 2006 **Horror**
 A bumper pack of Silent Hill scares. Each chapter has you guiding doomed visitors through a twisted, terrifying ghost town.
Buy it if... you want to own a meaty chunk of horror history.
 Not reviewed

■ PLAYED IT ■ OWN IT



17
BLACK
 EA, 2006 **Shooter**
 The makers of Burnout set their sights on the shooter genre with delightfully destructive results. As fine as guns'n'ammo game as you could wish for
Buy it if... you love to blow shit up!
 OPS2 #69 **10/10**

■ PLAYED IT ■ OWN IT



12
SOUL CALIBUR III
 Sony, 2005 **Fighting**
 Some purists cry foul at a fighting game involving weapons, but Soul Calibur III is as deep and engaging as they come.
Buy it if... you've a hankering for some stunning-looking swordplay.
 OPS2 #66 **9/10**

■ PLAYED IT ■ OWN IT



11
OKAMI
 Capcom, 2007 **Adventure**
 Restore life to a cursed world with a magic 'paintbrush'. An epic, emotionally charged journey with stunning, picture-book art.
Buy it if... you'd like to make the world a nicer place.
 OPS2 #81 **10/10**

■ PLAYED IT ■ OWN IT

THE YEAR IN PLAYSTATION 2005

PS2's premier year saw the best and the worst of the console come to light

THE BEST



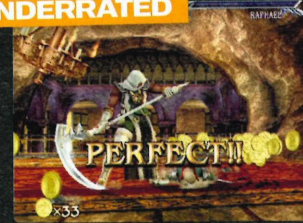
RESIDENT EVIL 4
 Capcom, Horror
 After a year of jealously oggling the GameCube version of RE4, we got a PS2 port, which turned out to be even better than the original.

THE WORST



CRAZY FROG RACER
 Jamster, Racer
 Ringa-ding-ding-ding etc. Imagine that - the world's most irritating soundbite - attached to a god-awful racing game.

UNDERRATED



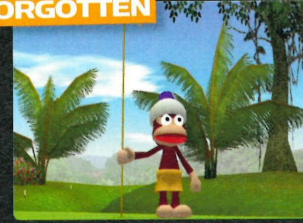
SOUL CALIBUR III
 Namco, Fighting
 Despite the consistent, diamond-like quality of the Soul Calibur series number three wasn't as popular as Tekken 5. Shame, because it's great.

OVER-HYPED



TENCHU: FATAL SHADOWS
 Sega, Stealth
 What could have been a sterling return to form for the PlayStation's favourite stealth series turned out to be a botched job. Dammit.

FORGOTTEN



EVERYBODY'S GOLF
 Sony, Sport
 2005 saw Tiger Woods hogging the limelight with that pristine grin of his, while the superior Everybody's Golf slipped under the radar.

NEVER AGAIN!



PINK PONG
 505, Sport
 Bikini-clad lovelies playing table tennis? Could have been a winner, but it turned out to be a huge mess that made us feel slightly dirty.

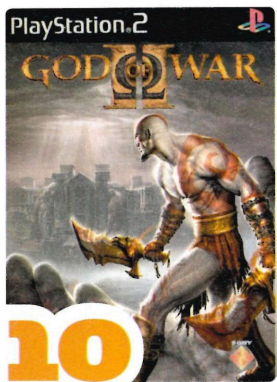
SCENE STEALER



Revenge is sweet

Burnout Revenge
 EA, 2005
 In all our years of playing PS2 games nothing quite matched the sensation of nudging our rival racers into oncoming traffic and watching them explode in a shower of smashed glass and red-hot metal sparks. Especially if they'd done the same thing to us the lap before.

OPS2 HALL OF FAME

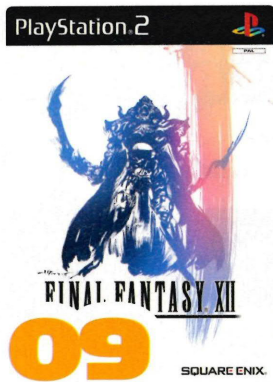


10

GOD OF WAR II

Sony, 2007 **Action**
 Accessible, exhilarating and macho as all hell, the second thunderous outing for PS2's angriest anti-hero is an essential buy. **Buy it if...** you're feeling a little tense – and have a strong stomach.
 OPS2 #83 **9/10**

■ PLAYED IT ■ OWN IT

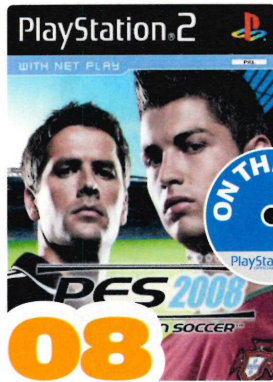


09

FINAL FANTASY XII

Square Enix, 2007 **RPG**
 The latest in the fabled roleplaying series is as engaging of plot, epic of scale and achingly beautiful as any of its ilk. **Buy it if...** you're on a quest to find the apex of sword and sorcery adventuring.
 OPS2 #81 **10/10**

■ PLAYED IT ■ OWN IT



08

PRO EVOLUTION SOCCER 2008

Konami, 2006 **Sport**
 The ultimate PS2 kickabout, even more so than last year's fantastic PES 6. Also: plays better on PS2 than it does on PS3. Ha!
Buy it if... the world is at your feet.
 OPS2 #92 **9/10**

■ PLAYED IT ■ OWN IT



07

GUITAR HERO III

Activision, 2007 **Rhythm action**
 The best in this rock-tastic series, with real songs, loads of co-op multiplayer options and fiendishly fierce two-player battles. **Buy it if...** you're a legend in your own living room. Or anyone else's.
 OPS2 #93 **9/10**

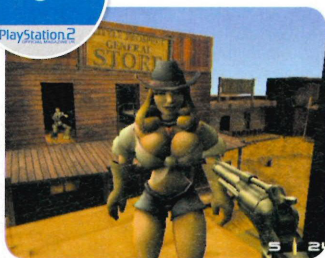
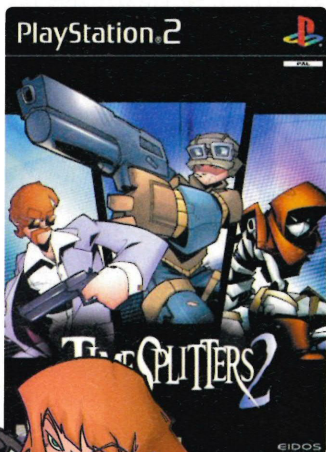
■ PLAYED IT ■ OWN IT

TOP FACT
 Knights Of Cydonia by Muse, which features on Guitar Hero III rocks. Hard.

RUNNER-UP!



04

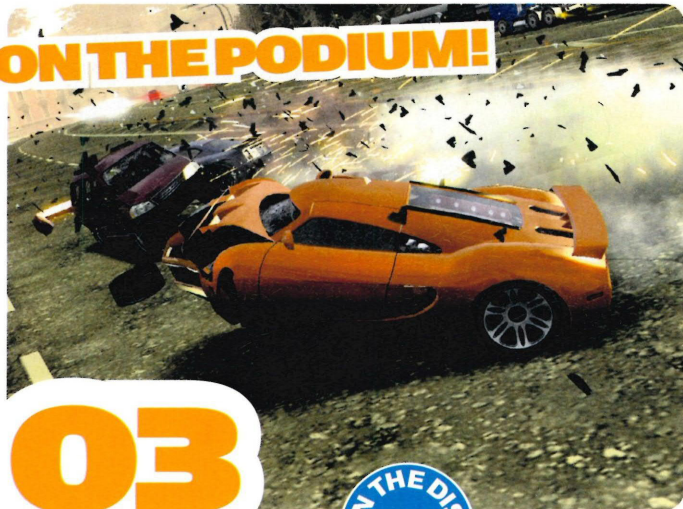


TIMESPLITTERS 2

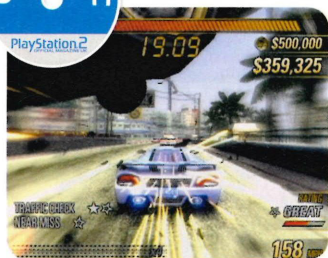
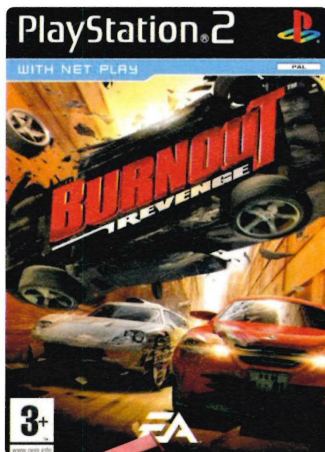
Eidos, 2002 **Shooter**
 Killzone, Medal Of Honor, Call Of Duty – they all pale in comparison to this, simply the best first-person shooter on PS2. The singleplayer affair stands up by itself but it's in the expansive multiplayer modes that the game really shines. A copy of 'Splitters 2 plus a multitap equals countless hours of fun. **Buy it if...** you have friends.
 OPS2 #25 **10/10**

■ PLAYED IT ■ OWN IT

ON THE PODIUM!



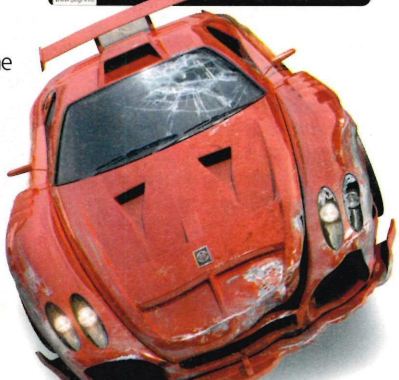
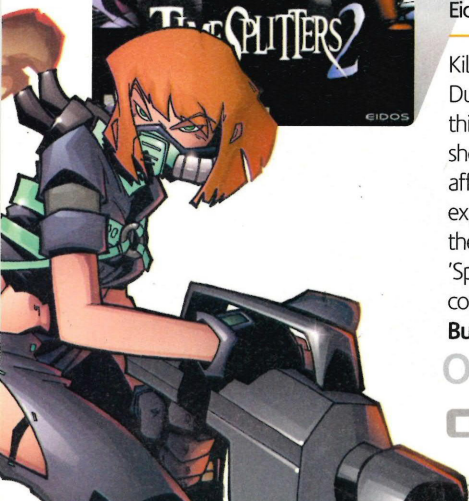
03

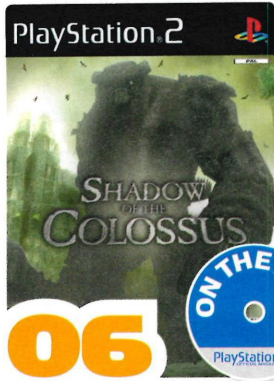


BURNOUT: REVENGE

EA, 2005 **Racing**
 Insanely chaotic race'n'crash action – speed through rush-hour traffic, shoving ultra-aggressive opponents off the road, then watch slow-mo replays of the massive explosions that result. Great online multiplayer, too. All the Burnouts are classics, but Revenge is the definitive version. **Buy it if...** VROOM! SMASH! and BOOM! are your favourite words.
 OPS2 #64 **10/10**

■ PLAYED IT ■ OWN IT





06
SHADOW OF THE COLOSSUS
 Sony, 2006 **Adventure**
 Battle a series of gigantic monsters in a world touched by artistic genius and have your heart warmed by PS2's most original and unique game.
Buy it if... you've got the wanderlust.
 OPS2 #68 **9/10**

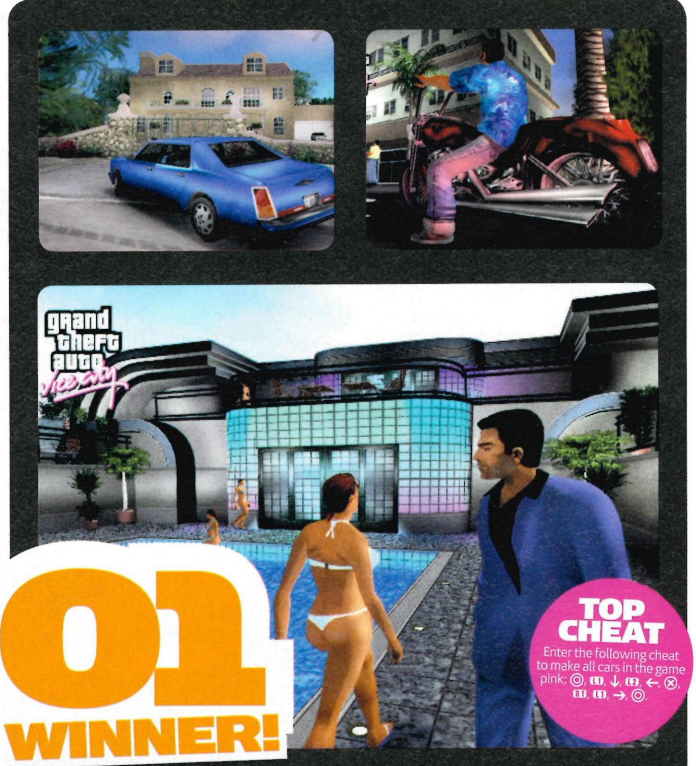
■ PLAYED IT ■ OWN IT



TOP CHEAT
 Make the location of The End appear on your map by entering ↑↑↓↓←←→→ in the map screen.

05
METAL GEAR SOLID 3: SUBSISTENCE
 Konami, 2005 **Stealth shooter**
 The finest blend of sneaky and shooting that money can buy includes two extra discs containing a mass of extras.
Buy it if... you like to stay hidden.
 OPS2 #78 **9/10**

■ PLAYED IT ■ OWN IT



01
WINNER!

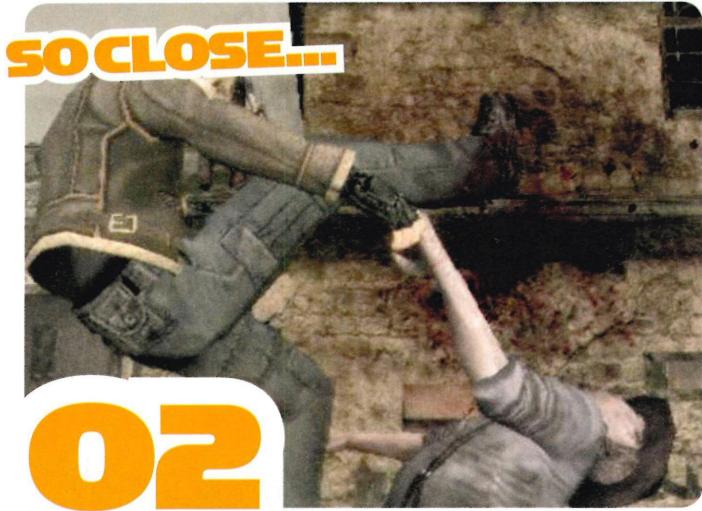
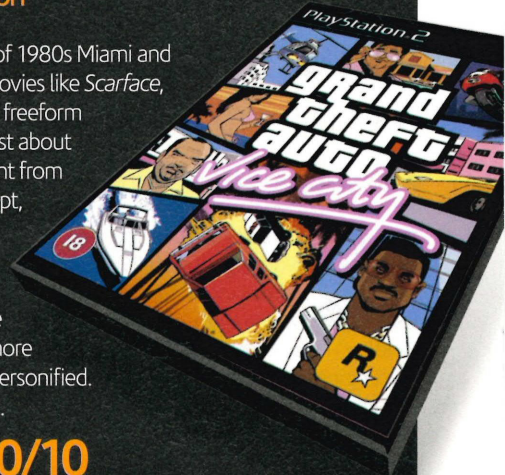
TOP CHEAT
 Enter the following cheat to make all cars in the game pink: ⊕ ↓ ⊕ ↓ ⊕ ← ⊕ ⊕ ⊕ → ⊕

GRAND THEFT AUTO: VICE CITY

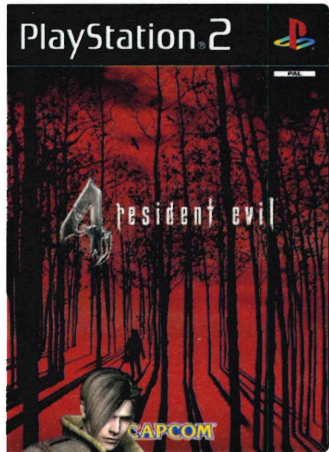
Rockstar, 2002 **Action**

Set in Rockstar's version of 1980s Miami and taking inspiration from movies like *Scarface*, the open-world map and freeform mission-structure offer just about everything you could want from a game: a razor-sharp script, superb voice work, awesome music, fast driving, helicopter gunships, shooting up the 'hood and oh, so much more besides. Gaming genius personified.
Buy it if... you own a PS2.

OPS2 #27 10/10
 ■ PLAYED IT ■ OWN IT



02



RESIDENT EVIL 4
 Capcom, 2005 **Survival horror**
 An immaculate adventure that outshines every other horror title and most other games full stop. A blend of beguiling plot, puzzles, boss battles and barmy villagers out for your blood, you can play the main game through numerous times without getting bored and there are bonus missions galore too. Essential.
Buy it if... your veins contain blood.

OPS2 #65 10/10
 ■ PLAYED IT ■ OWN IT

HALL OF FAME FEEDBACK FORM

O! YOU'RE WRONG!

Dear OPS2, I disagree with your Top 100 in the following respects:

GAME NAME	OPS2 NO.	MY NO.

I am right, you are wrong, so change the list immediately. Thank you.

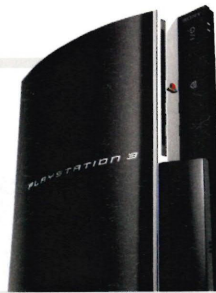
Name
 Email

Alternatively email feedback to psnation@futurenet.co.uk



PS3 IN OPS2

All you need to know about what's happening in next-gen



BACK IN THE ZONE

Shoot to thrill with the awesome-looking *Killzone 2*

PUB Sony DEV Guerrilla ETA 2009 WEB killzone.com

 Killzone looks a-ma-zing. Nothing else on PS3 even comes close. Our demo began with 'planet landing' – a suicidal descent that sees us clinging to the roof of a troop carrier falling from the stratosphere, with glimpses of a sandy shore and industrial buildings far below. We're surrounded by aircraft and artillery fire is exploding all around us. It's an amazing spectacle: a futuristic riff on the much imitated opening sequence of *Saving Private Ryan*.

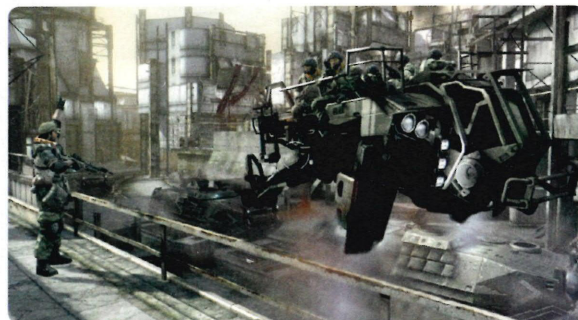
Suddenly, a nearby ship takes a hit and we see it tumbling overhead in a ball of flames. This is followed by the screaming of a soldier who smashes sickeningly into the front of our carrier before spinning off into the clouds.

Then we crash to the ground, and the Helghast are on us instantly. Using **○** to take cover, we pop out to return fire whenever there's a lull in the barrage. The controls work well, apart from clicking R3 to use precision aim, which feels far from natural in the heat of Killzone's intense battles.

The carnage on display is terrifyingly impressive. Earth and Helghan forces clash on the beachfront while shouts from the team steer us through the chaos.

Light fantastic

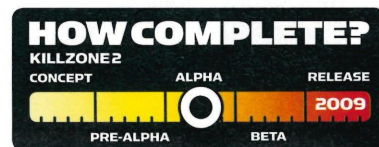
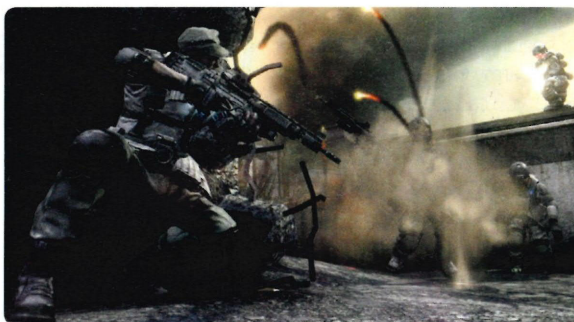
After a bitter shoot-out the Helghan troops fall and we split off from the squad with a soldier called Garza to open a gate for our trapped convoy. We fight together through a warehouse. It looks fantastic, with light blooming through broken windows and beautifully animated Helghans abseiling from the roof.



↑ These human landing craft are stuffed full of soldiers

Unfortunately, without the distractions of the enormous beach assault, it's easy to see invisible lines setting off each attack – one wave appears after walking through a door, another after turning a corner. It's not broken, but it does spoil the illusion of being in a real battle a little.

With the Helghans finally taken out it's then just a case of using Sixaxis to turn a valve that opens a gate, letting our convoy through. Mission over.



'RING ME ANY TIME

Take control of Tolkein's armies and fight for possession of 'The One Ring' in **Lord Of The Rings: Conquest**

PUB EA DEV Pandemic ETA TBA WEB pandemicstudios.com/conquest

Imagine an alternate ending to LOTR in which Frodo fails, leaving the forces of evil to sweep through the Shire. Cool, right? Well, you get to play that in Conquest. You can opt to join the alliance of elves, humans, dwarves and sad trees – but the bad guys are way more fun. Think of Sauron ploughing his way through elves, shouting "Take that, pointy-eared scum!" and you'll realise why.

The gameplay is essentially a fantasy version of the Star Wars Battlefront series, using every major clash from the Rings movies, plus a few only hinted at in the books.



↑ You'll be able to smash up the Ents while playing as an orc in this game



↑ Conquest lets you recreate famous battles from the films

Wade in as a soldier, pick off enemies as an archer, back-stab as a scout or unleash lightning as a mage. Rack up enough kills and you'll temporarily unlock a special character – so Fellowship members for the do-gooders, while the baddies get the Witch King and the Balrog. Nice!



PS3 TOP 5 CHARTS

The UK's best-selling titles – and that's official!

01
GRAND THEFT AUTO IV
Publisher Rockstar
OPS2 Score 10/10

02
GRANTURISMO 5 PROLOGUE
Publisher Sony
OPS2 Score 7/10

03
CALL OF DUTY 4 MODERN WARFARE
Publisher Activision
OPS2 Score 10/10

04
FIFA 08
Publisher EA
OPS2 Score Not reviewed

05
IRON MAN
Publisher Sega
OPS2 Score Not reviewed

STRIP SEARCH

Casinos, clubs and cocktails: **This Is Vegas** is heading to PS3

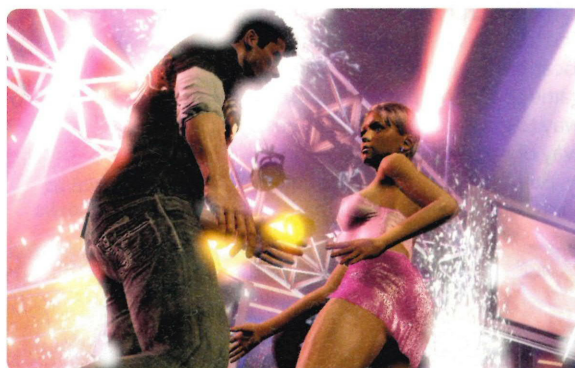
PUB Midway DEV Midway ETA November WEB midway.com/rxpage/Game_ThisisVegas.html

This Is Vegas is an open world game in which you're trying to prevent Sin City's sanitisation by family-friendly corporations. Doing so involves driving and fighting elements, but as we haven't seen the driving, and the fighting is so horribly basic, let's skip straight to the nightclub.

Here, your goal is to kickstart a banging party. So, you tend bar – a simple colour-coded mini-game in which you have to serve drinks and light smokes before each punter's timer runs down – and play bouncer, brutalising the drunkards who threaten to ruin your big night.

Boogie nights

Then it's time to stray onto the dancefloor, where your character automatically starts jiggling and



↑ "Freeze, baby: Female Body Inspector!". *Massive sigh*

swaying in time to the music. By tapping buttons you'll throw down moves, such as body-popping or moon walking, and by matching the timing to an on-screen meter you can create crowd-pleasing sequences.

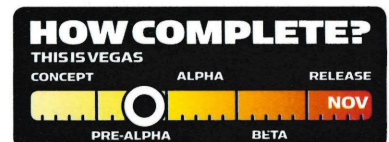
Get it right and impressed clubbers will be drawn to the floor. Get it really



↑ In this game you get to eject drunks from your club if they get feisty right and they'll form up behind you for a synchronised routine.

Like a lot of This Is Vegas, it's genuinely funny the first time you see it – but the clear implication is that you'll be doing pretty much the same stuff again and again. Which means the fun is likely to wear out fast.

Oh, and you can also drink booze to fuel your 'buzz', which makes for a better party, but runs the risk of you eventually sicking up. Not cool.



PS3 REVIEW

Haze



Release Out now Publisher Ubisoft Developer Free Radical Price £49.99
Players 1-4 Web hazegame.uk.ubi.com Also try Call of Duty 4

HAZE

This is what being a junkie must be like: highs and lows

In Haze you play a newly enlisted soldier for an advanced private army run by uber-corporation

Mantel Global Industries. In battle its soldiers (you) self-medicate with a performance-enhancing drug called Nectar. The drug's plus sides are enormous – camouflaged enemies glow yellow, you see booby traps clearly, heal quickly and have superhuman strength. But overdose and it'll make your enemies and allies look alike and your trigger finger squeeze uncontrollably.

Your enemies use this to their advantage: becoming temporarily invisible to Nectar-vision by lobbing overdose-triggering grenades.

So, by the time my first overdose kicked in and I started uncontrollably killing my obnoxious fellow grunts, I was heartily sick of Nectar, Mantel and its Starship Troopers brand of gung hoism. Not ideal for a game that aims to make you think while you frag.

But while the plot doesn't live up to its ambitions, the shooting is everything you'd hope for from the team behind the Timesplitters series.

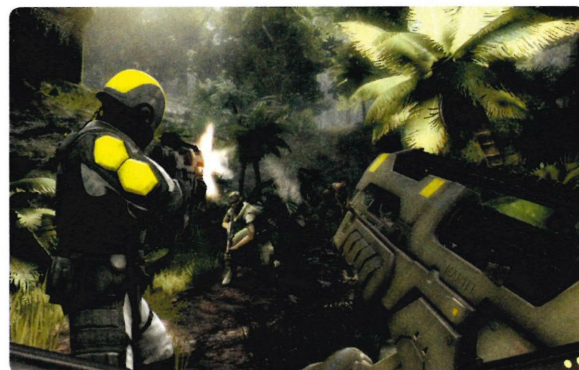
Reload times are pitched perfectly, punishing anyone who doesn't change clips during hard-won lulls in combat. From running speed to jumping height, everything about Haze's shooting conspires to make every last bit of your FPS skills count.

Level up

The level design itself is superb, with locations moulding the rhythm of your game so that bottleneck kill zones give way to gigantic, open landscapes by way of maze-like encampments.

All of which makes Haze's many shortcomings all the more baffling and

↘ Haze: not as good as it looks



frustrating. The game can and does look tidy in places, but the textures simply don't hold up to close scrutiny. On three separate occasions we got snagged on the scenery in a way that required suicide to resolve, and there are plenty of other glitches, too. While none of these errors ruin Haze, they make total immersion impossible.

PlayStation 2
Official Magazine UK

VERDICT

- 😊 Nectar concept is amazing
- 😊 Pushes your FPS skills to the limit
- 😞 Messy plot that fails to connect
- 😞 Glitch-tastic

No amount of sharp gunplay can redeem Haze's clichéd script and patchy execution

6

↓ Send your minions to deal with this huge beast



Release Out now **Pub** Codemasters **Dev** Triumph Studios
Price £49.99 **Players** 1 **Web** codemasters.com/overlord/
Also try The Darkness

OVERLORD: RAISING HELL

It feels so good to be this bad

Tired of saving the world? Become an evil overlord instead, building your powers and enslaving lands. After all, in Raising Hell, you've got plenty of minions to do the heavy lifting for you. Heavy lifting which, in this case, includes smashing up pumpkin patches, ransacking villages and slaughtering herds of lovely unicorns.

As a resurrected dark lord you need to regain control of your land and rebuild your tower, decking it out with all the spikes and gizmos an overlord needs.

The most fun bit is managing your bunch of squirming goblins in the overworld. The avid minion collector can expect to encounter four kinds: brown ones are disposable grunts, reds love (read: throw) fire, blues can swim and green ones sneak about and can absorb poison.

Goblin commander

Controlling goblins is as simple as pointing at an object; they'll then

destroy, kill or carry it depending on what it is. (Point at an enemy and they'll swarm him into the next life.) It means the satisfaction of maximum carnage with minimum effort. And while they're running around doing your dirty work, you can do as you see fit – take part in battles, cast spells, or just contemplate your next evil deed while the boys do the hard graft.

There's a slight problem early on, when you find yourself exploring a new area only to run into missions you don't have the minions for yet, but after an hour or so they're all unlocked.

That leaves you free to terrify the pun-spouting populace and get on with the tricky business of finding a lady friend who doesn't mind washing the smell of brimstone out of your tattered cloak. Give Overlord a chance and you're rewarded with an original, interesting game with a wicked sense of humour. So it's true, then: the bad guys really do have more fun.



↑ Save the fair maiden, or abduct her for the ransom...?

PlayStation 2 Official Magazine UK
VERDICT

A non-offensive god-sim packed full of laughs and originality. Buy it

7

QUAKE WARS

Only the Strogg survive



Release Out now **Pub** Activision **Dev** Splash Damage **Price** £49.99 **Players** 1-16 **Web** enemyterritory.com
Also try Resistance: Fall Of Man

Honestly, who wants to look at a screen filled up with this? Enemy Territory is a world of dull browns, poor textures and unsightly angles.

None of which should be too much of a surprise – given that the game's based on id Software's pensionable Doom 3 engine. It looks like an old PC shooter because, genetically, that's what it is. And it plays like one, too, with the focus almost entirely on network multiplayer.

The main problem is that the core mechanics are way off the

pace of PS3's best shooters – men slide around like they're on ice-skates and vehicles glide along with no real sense of mass.

It's not broken, but in a market stuffed with top shooter titles, that's just not good enough.

PlayStation 2 Official Magazine UK
VERDICT

Ugly as sin, with clunky mechanics to boot. Not great value compared to other PS3 shooters

5

PlayStation®
 Official Magazine - UK



PREVIEWS

Killzone 2
 This Is Vegas
 Ghostbusters
 Lord Of The Rings: Conquest

REVIEWS

Haze
 Enemy Territory: Quake Wars
 Overlord: Raising Hell
 NBA Ballers
 Valkyria Chronicles

FEATURES

James Bond 007: Quantum Of Solace
 Massive 2008 preview

PLAYABLE DEMOS AND MUCH MORE!

ON SALE NOW!

PSP IN OPS2



Your quick guide to the best new games for your handheld friend

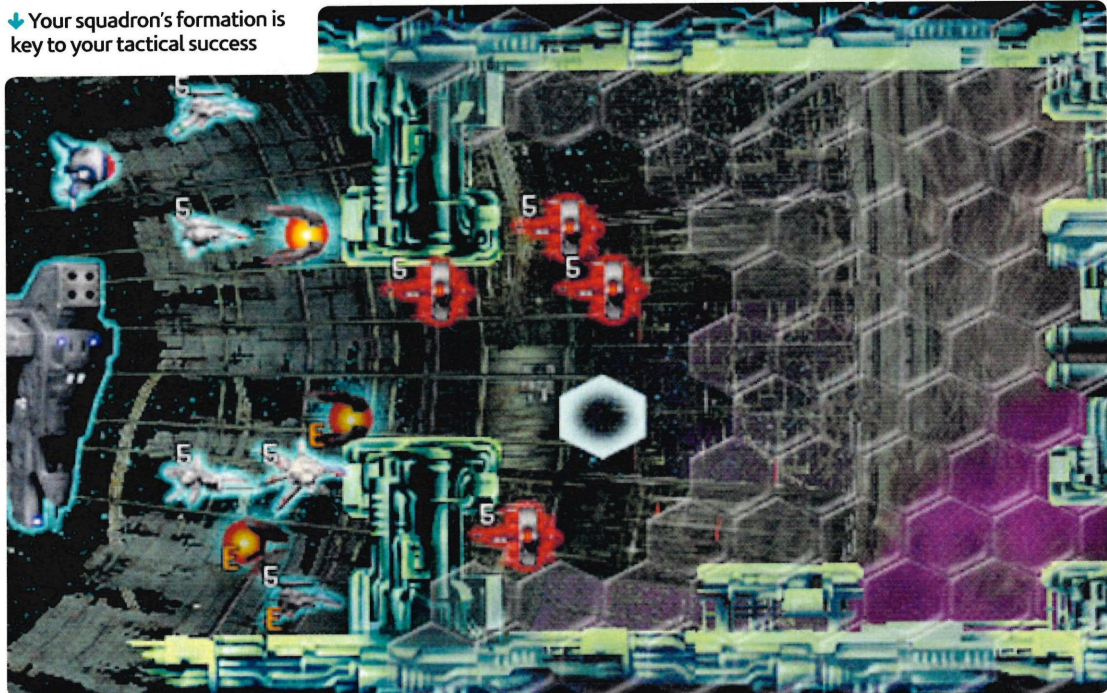


↑ Weapon choices will play an important role in boss fights



↑ R-Type's movement phase is simple enough not to leave you gridlocked

↓ Your squadron's formation is key to your tactical success



METEORIC MARVEL

R-Type Command goes all RTS on us

PUB Atlus DEV Irem ETA August WEB www.atlus.com/r-type/

When considering games that could possibly be turned into strategy titles, R-Type isn't one that immediately springs to mind. But, against the odds, Command is bringing R-Type back in a whole new way.

When R-Type bid farewell to the world with R-Type Final on the PS2 it was decided that the series was over, the story finished and the Bydo finally defeated. So its rebirth as a strategy game is somewhat miraculous. Of course fiddling with R-Type's DNA is dangerous, but it's not the first time such logic has been used. Metal Gear Solid became Metal Gear Acid and Killzone became Killzone Liberation, so for followers of R-Type it's time to

give that trigger finger a rest and take charge of the battlefield instead.

Taking turns to move, the human side's R-series fighters are thrown up against the Bydo armada. Command plays out on a side-scrolling map where human units always face right and the Bydo aim left. With the most powerful attacks only launched forwards, it's a tactical game where formation and blocking are critical parts of your strategy. Do you form a flying barrier to stop the Bydo from passing? Perhaps take on a wave formation with your strongest ship up front, scooping everything it misses with your backups? Maybe break your squadron down into smaller teams with set roles for each?

Type-ography

For all that makes it unlike its shoot-'em-up siblings, Command isn't so dissimilar – reach the right boss with the wrong weapon in any R-Type game and you'll be crushed; dodge at the wrong time and you're back to square one. The same holds true in Command: you still need the right weapon and perfect positioning, but those split-

↓ You'll also command large units like this dreadnought



second shooter decisions are extended and an entire army takes the place of your lone ship.

Somehow, the game nobody ever asked for is coming to the UK, and in doing so, it may just become the best strategy game on the PSP. It's proven popular in Japan and with Atlus handling the port, it's in very safe hands.



↑ R-Type bosses were always tough, expect no exceptions here



HOW COMPLETE?

R-TYPE COMMAND

CONCEPT	ALPHA	RELEASE
██████████	██████████	○ AUG
PRE-ALPHA	BETA	

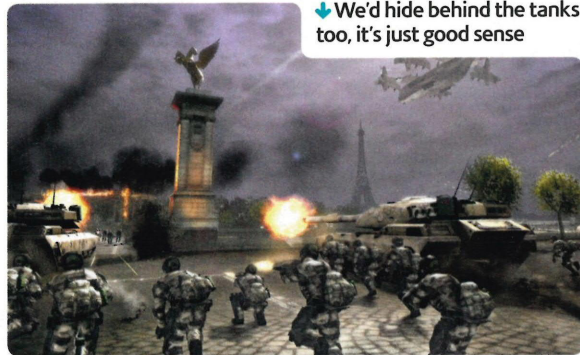
WAR MONGERING

Talking a good game with **Tom Clancy's End War**

PUB Ubisoft **DEV** Ubisoft Shanghai **ETA** 2009 **WEB** endwargame.us.ubi.com

A Call us cowards, but if we had to go to war we'd see ourselves in a supervisory role, sat in a comfy command centre, issuing orders to other people. Fortunately, that's what Ubisoft's new Tom Clancy game, End War, is all about.

First and foremost a next-gen console game, End War is a real-time strategy title that lets you issue orders to your units by barking commands at them down a microphone. You're in control of troops, tanks, jets and other realistic military forces, the idea being to use them to wipe your opponents off the



↓ We'd hide behind the tanks too, it's just good sense

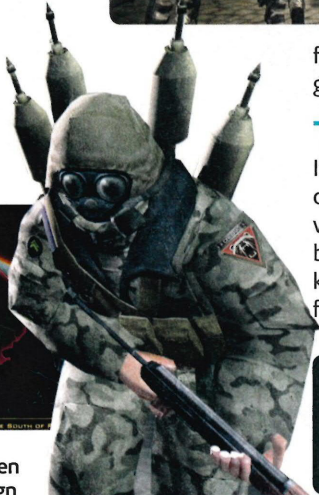
face of the earth and resolve the game's fictional World War 3.

Trouble and strafe

It won't be out until 2009 and we don't think the voice-command stuff will make it to the PSP. So it's probably best to just content yourself with the knowledge that a quality Clancy-fuelled RTS is inbound.



↑ This rather gorgeous map screen enables you to plan your campaign



PSP TOP 5 CHARTS

Big sales on a little console! The biggest right now are...



01
PRO EVOLUTION SOCCER 2008

Publisher Konami
OPS2 score 8/10



02
IRON MAN

Publisher Sega
OPS2 score 5/10



03
GOD OF WAR: COO

Publisher Sony
OPS2 score 10/10



04
FIFA 08

Publisher EA
OPS2 score 8/10



05
FOOTBALL MANAGER 2008

Publisher Sega
OPS2 Score 8/10

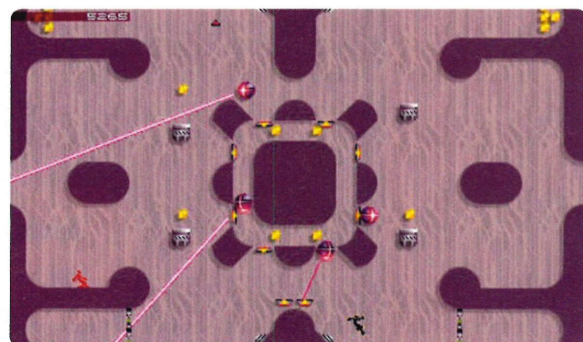
TO THE NTH DEGREE

Stealthily sneaking from its Flash-based origins and into our disc drives, find out why **N+** PSP equals compelling fun

PUB Atari **DEV** SilverBirch **ETA** July **WEB** www.thewayoftheninja.org

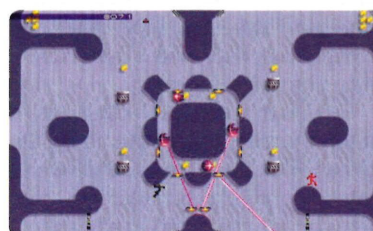
X There's a fine line between a rip-off and a must-have game. N+ is treading that line carefully, like the good ninja that it is. You see, N+ is available as a free Flash game on the net. So, why would you buy it for your PSP?

↓ Modern retro gaming at its best



The most obvious answer is that it's addictive: seriously addictive. The idea of the game is for you to guide your stick-ninja through a level, flicking switches to open the exit. You can run, jump and climb walls to avoid traps, collect items and beat the time limit. It's simple, yet fiendishly compelling stuff.

N+ is gaming stripped to its birthday suit – retro-heads will delight



in the purity of the action and the fluidity of the controls as they dance through the game's myriad levels, pausing only to hit restart in an attempt to beat their last time.

Samu-rivals

The PSP version comes with a level editor, so you can build an infinite amount of arenas to test your ninja skills, then share them online. You can also download levels and check out the leaderboards to see how you stack up against other stick-ninja.



PSP REVIEW

Warriors Orochi

Massacre your way through waves and waves of gormless enemies



Release Out now Publisher Koei Developer Omega Force Price £24.99
Wi-fi Yes Web koei.com/whisorochi Also try Viewtiful Joe: Red Hot Rumble

WARRIORS OROCHI

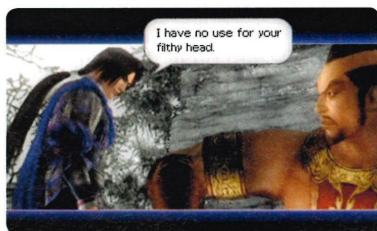
Stubbornly similar and now on the small screen...

Few would question that Japan is the home of videogame innovation. A brief look at the Japanese sales charts, however, will also show that it's the home of consuming the same experience over and over again. Pokémon; Mario; even, dare we say it, Final Fantasy: all are series near endless in instalments, and it's hard to distinguish one game from another...

Which brings us to Warriors Orochi – a game that has resolutely refused to evolve since Dynasty Warriors 2. It's enduring popularity baffles us, but to Koei's credit, it does have some reason to exist on the PSP.

'Ming' ing

While investing time in the console versions is an exercise in repetitive strain injury, a quick hack through a swathe of demonic soldiers on the



Stern poses and disturbing facial hair are Dynasty Warrior staples

PSP will provide some brief, brainless entertainment. It all works surprisingly well – especially as the look and format of the game has been maintained. The size and pace of the battles holds up admirably, too.

For those with minimal knowledge of the series, Warriors Orochi brings together 79 different warriors across the Dynasty and Samurai Warriors games. They've been collected by a time-bending Serpent King, called Orochi, to identify who is the best at chopping up his demons.

For you this means selecting a team of three warriors, then hammering the **○** and **△** buttons across 60 different battlegrounds. You can switch between the characters at any given

time and if one of them dies its game over for all three, but as your warrior massively outclasses every fighter on the battlefield, you'd have to do something pathetic for that to happen. It all takes about as much skill as stamping on ants.

Although the simplistic nature of brainless mass-murder makes it better suited to the PSP than consoles, we could refer you to any other Dynasty Warriors review for the flaws. It really is just more of the same. If you do buy it, you might be interested in some old rope we've got lying around...

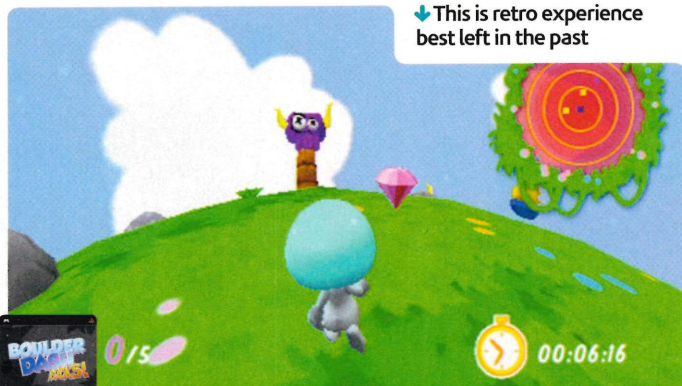
PlayStation 2
Official Magazine UK

VERDICT

- Decent port from the console version
- Just the same as all DW games
- Simple and brainless
- Lacking in subtlety and variety

Hopelessly repetitive and only offers the same amount of cheap thrills as every other Dynasty Warrior type game

6



↓ This is retro experience best left in the past



Release Out now **Publisher** EA **Developer** 10tacle Studios
Price £29.99 **Wi-fi** Yes **Web** boulder-dash-rocks.com
 Also try Mercury Meltdown

BOULDER DASH ROCKS!

More rocky patch than rock star



There's retro, and then there's games that were out on the Commodore 64. This pebble-pushing puzzler's older than most of its target audience and it's showing its age.

The idea's simple: each level is a grid, full of boulders and diamonds. The aim is to guide the hero, Rockford, to pick up gems while avoiding rocks, monsters and dynamite. Once you've collected the required number of diamonds within the time limit, an exit will appear.

Out stone cold

The longer you play, the more new elements get chucked into the mix, such as teleporters, keys and one-way trapdoors. Don't worry though, the learning curve is gentle and there are plenty of tutorials to help you along.

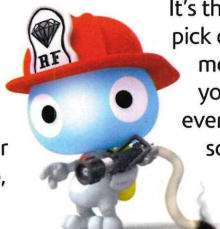
There's a need in gamers to collect things and Boulder Dash taps straight into it. That's enough to keep you hooked for the first 15 levels or so, but things soon get



repetitive. The boss levels should offer some much needed variety, but instead are utterly frustrating because they require trial and error more than any form of skill.

And that's the problem with the game. A good puzzle game will familiarise you with the rules, then let you show off to your heart's content. Boulder Dash Rocks waits until you're halfway in then humiliates you with cheap deaths galore, because any mistakes you made at the beginning of a level only become apparent towards its end. Very frustrating.

It's the sort of thing you might pick out of a bargain bin in a moment of nostalgia for your misspent youth, but even then you'll soon be screaming at Rockford in frustration and digging out Puzzle Quest.



PlayStation 2
Official Magazine UK

VERDICT

There's little here except nostalgia and a chance to use your favourite swear words

5

DUNGEON EXPLORER



Release Out now **Publisher** Hudson Soft
Developer Hudson Soft **Price** £29.99 **Wi-fi** Yes
Web hudsonentertainment.com/de Also try Final Fantasy II



Basing an RPG on one central location can be a risky endeavour unless you've got something enticingly unique to offer. Sadly, this isn't the case with Dungeon Explorer, which is about as poorly acted and generic as swords-and-sorcery RPGs come.

Set in a war-torn world that was once infested by monsters, the game combines a predictable plot with equally mundane action. Your primary role is to trawl through endless dungeons hammering buttons to kill stuff.

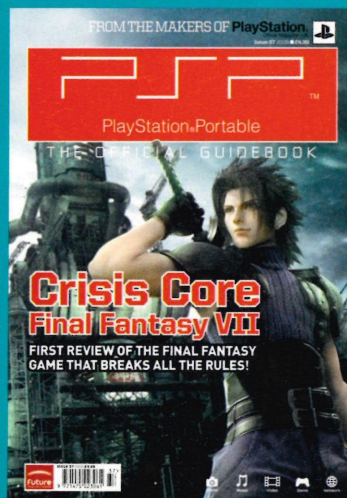
Even the interesting multiplayer options are nullified by the fact you have to find two others who actually purchased a copy of the game, something that isn't likely to happen in this reality anytime soon.

PlayStation 2
Official Magazine UK

VERDICT

A repetitive RPG-by-numbers. Only grind veterans will find a vague sense of enjoyment

5



PREVIEWS

Everybody's Golf 2
 Buzz! Master Quiz
 Secret Agent Clank
 Tom Clancy's End War
 Lego Indiana Jones
 R-Type Command
 Diabolik: The Original Sin
 N+

REVIEWS

Crisis Core: Final Fantasy VII
 Coded Arms: Contagion
 Warriors Orochi
 Bomberman Land
 Boulder Dash Rocks!
 Need For Speed: ProStreet

FEATURE

21 Reasons Why You Need A PSP This Summer

ON SALE NOW!

PLAYSTATION EDUCATION

#19 GADGETS

The modern age is all about technological bling and futuristic gadgetry. To become the elite tech-head, grab these....



THE OMNITRIX

Seen in *Ben 10: Protector of Earth* (2007)
The Cereal Box Watch It may have the power to transform the wearer into one of ten aliens, but by golly, it looks cheap.



THE JETPACK

Seen in *From Russia With Love* (2005)

Mechanical Wings Arch-nemesis escaping in a helicopter? Never fear, simply strap into this portable jetpack and you're away.

NIGHT VISION GOGGLES

Seen in *Splinter Cell* (2002)
Peeping Tom Essential to any spy's career, these allow you to watch your enemies undress... and patrol in the dark. Handy for planning an attack.

THE EYETOY

Seen in *Eyetoys Astro Zoo* (2008)
The Real Deal Bridging the gap between virtual reality and real life, the Eyetoys steals your image and plants it into a PS2 game. Spooky.





THE EVOKER

Seen in Shin Megami Tensei: Persona 3 (2008)
The 'Kids-Don't-Try-This-At-Home' Demon
Summoner Not technically a gun, 'shoot'

yourself in the head with it to manifest your inner
being, or 'Persona'.

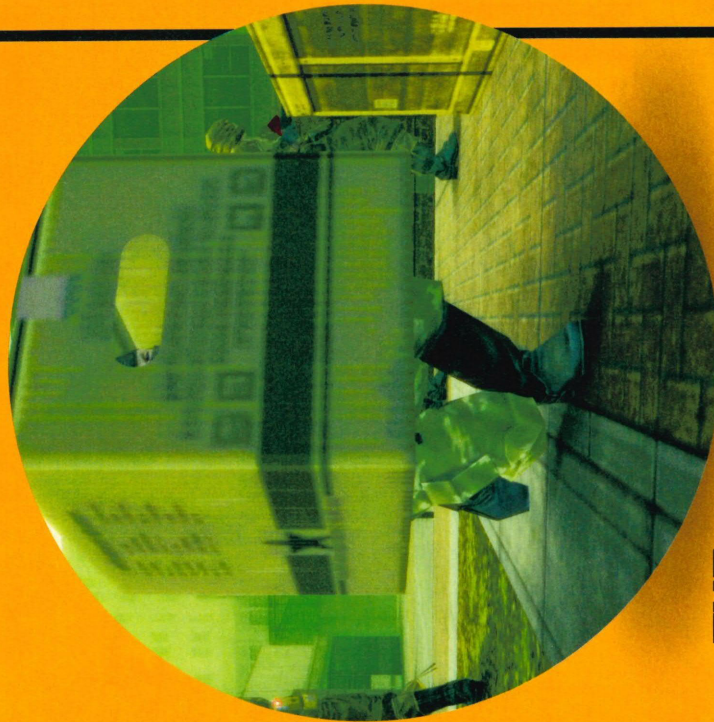


MYSTICAL CAMERA

Seen in Project Zero (2001)
The Spook Snapper If you find yourself
surrounded by ghosts, don't reach for the
Bible, grab this camera instead. Just don't
forget to take the lens cap off.

THE HYDRO DISPLACER

Seen in Ratchet and Clank (2002)
High Tech Watering Can If you've ever
wondered what being like Moses would
be like (can't say I have - ed), use this to
make bodies of water to do your bidding.



THE CARDBOARD BOX

Seen in Metal Gear Solid 2 (2001)
The Container With this state-of-the-art gadget,
you can instantly transform yourself into a
cardboard box, making enemies oblivious to your
presence. Easy to carry and 100% recyclable.

Playstation 2
OFFICIAL MAGAZINE UK

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PlayStation 2 Magazine UK



PlayStation 2
OFFICIAL MAGAZINE UK
THANKS FOR READING, FROM TEAM OPS2!

SPLIT SCREEN

One mag, two ways to make it. So how does Official PS2 get made?

METHOD 1 FICTION

MISSION START

How do we make Official PS2 magazine? In truth, we work bloody hard to forge the bundle of coloured pages you're holding. But sometimes, we hear rumours to the contrary: that we're a bunch of venal layabouts who spend all day playing games. This is how *that* OP2 might be made...



After two weeks off following the last stressful issue, the team rock up to their spacious, modern office at 11am on Monday.



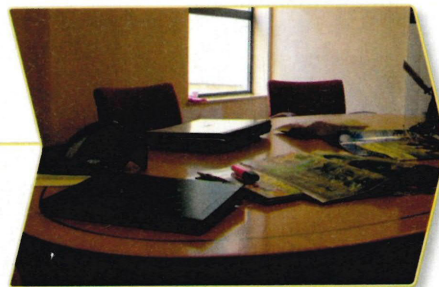
Several games of Guitar Hero III later, the team finishes for lunch and heads for an afternoon stint in the local pub's beer garden.



No one turns up on Tuesday (hangovers) but when we arrive early Wednesday afternoon there's a pile of games waiting to be played, yay!



As a bonus, there's an envelope full of cash from that publisher because we put their game on the cover. The team goes out for drinks.



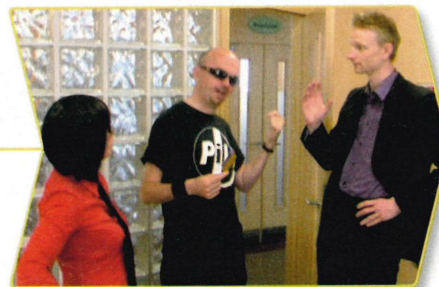
Hangovers again on Thursday and there's little point coming in on a Friday, so the team gets back to the office on Tuesday of deadline week.



Bidding finishes for OP2's cover – that publisher wins again! Mark slaps an image on the cover and the team nips out for a swift half.



On Wednesday Kim spends the day looking at LOLcats, while Andy and Mark discuss sport. The team leaves early to watch *Deal Or No Deal*.



Thursday is spent chatting about last night's *Deal Or No Deal* until a games PR arrives to take us to the poshest restaurant in Bath for lunch.



It's deadline day and we forgot to do the mag! Kim writes it all before lunch, Mark designs it and sends it to the printer. Andy orders pizza.



MISSION COMPLETE

Another issue finished, the team eats pizza before heading off for a well-deserved drinky. With four whole weeks to make the next magazine, Andy gives everyone a two-week holiday, shares out the remainder of last issue's bung and heads off to pick up his new Merc. Sweet.

**FLIP TO SEE HOW
WE ACTUALLY MAKE
OP2 MAGAZINE!**

SPLIT SCREEN

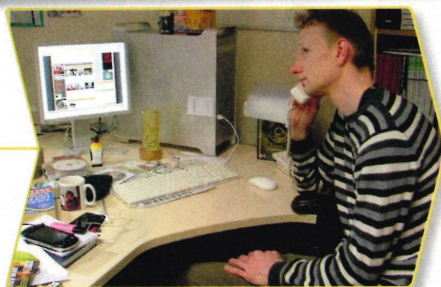
One mag, two ways to make it. So how does Official PS2 get made?

MISSION START

How do we really make OPS2 magazine? Honestly this time. Well, we certainly aren't saints – and yes, we do go to the pub a lot – but we do manage to cram in some actual work in between the game playing and the recreational alcoholism. Here's what usually happens. Kind of...



METHOD 2 FACT (ISH)



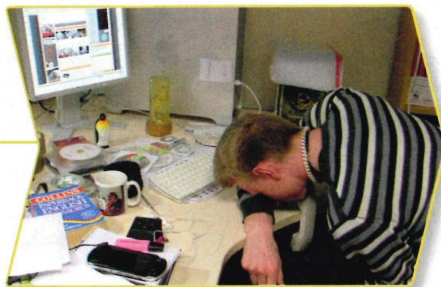
With last issue out of the way, Andy spends Monday planning the next OPS2. He phones a publisher to check the cover art is on its way.



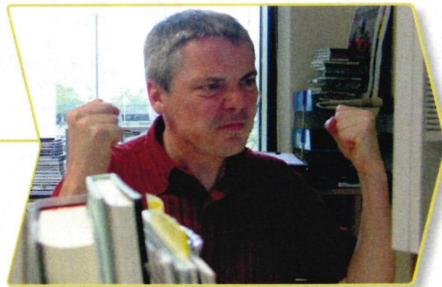
Skip forward to Friday. Mark and Kim run out of work because all this issue's review code is 'in the post'. Andy rings to chase the cover art.



Next Wednesday, post arrives! Oh, bugger: it's a retail copy of Iron Man, which we hide in a drawer. Andy chases cover art again.



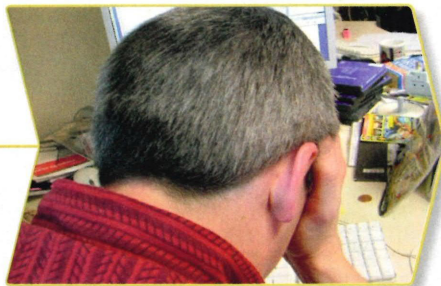
It's Friday, week two, and still no games to review. Kim is talking about ladyboys, Mark is late. Andy rings yet again about the cover art.



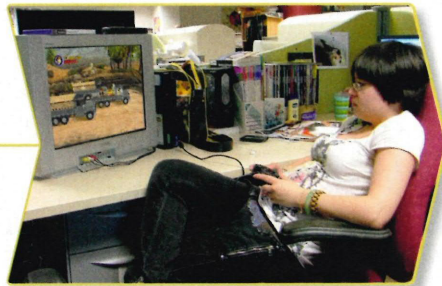
Finally, the cover art arrives! It isn't what we were expecting, so Mark spends the next three days fiddling with it to make it presentable.



Two minutes before our cover deadline and we get it to the printer. A flustered Andy stays late to check the review code is actually coming.



Monday of deadline week – the mag is only half written and feature artwork is nowhere to be seen. Mark grows another grey hair.



It's Wednesday and we've got some review code! Kim spends her next 72 hours playing and writing, with daily 5 min breaks to eat and sleep.



Deadline day. Tiredness has created hysteria in the office, so everyone giggles like maniacs when the cover feature artwork finally turns up.



MISSION COMPLETE

After a few late nights, some shouting and the occasional flood of tears, the team sends the latest issue of Official PS2 to the printers. Then we have a drinky to celebrate. Next week, the whole process starts again. But you know what, we couldn't imagine doing anything else...

MISSION SELECT

Have you got a favourite mission you'd like us to feature here? Well, to be honest, you've left it a little late to tell us about it. These are the last few words in the mag, so from all the team: thanks for everything. We've been great...

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The blue blur's latest mobile adventure, based on the first half of the classic game, Sonic The Hedgehog 2!

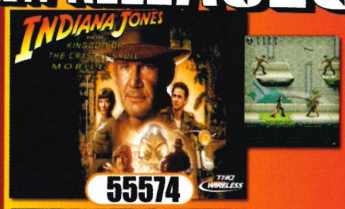
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CRASH NITRO KART

Race and battle against your opponents through 16 tracks with 10 devastating weapons!

55445



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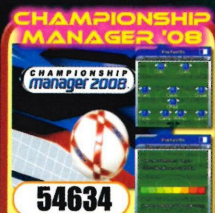
To order any game text:
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GAMES



54489

Guide Pac-Man through the maze and avoid the ghosts in the arcade classic!



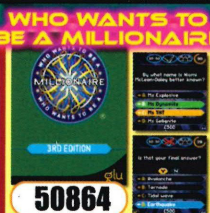
54634

The mobile phone version of the pioneer of football management games!



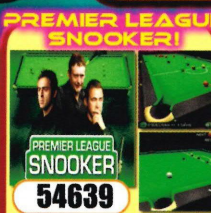
52268

Take the challenge in a double dose of SEGA's classic puzzle games!



50864

Test your skills and try to reach the magic million pound question!



54639

In Premier League Snooker you can pit your skills against snookers greatest stars!



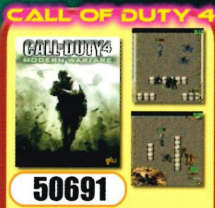
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Burst the bubbles and travel the world in 20 manic levels!



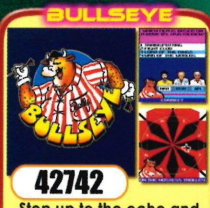
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A new exciting version of Taito's most intriguing games!



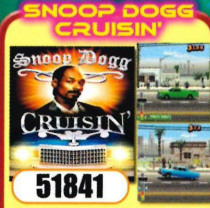
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Fight in modern wartime environments. Your squad is depending on you!



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46179

Get ready to enjoy Guess Who? on your mobile phone!

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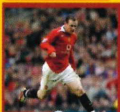
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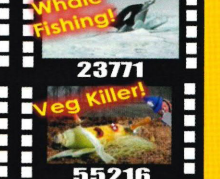
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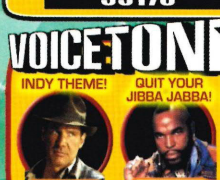
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