

**WIN!**  
EIGHT CONSOLES!

**BRITAIN'S BIGGEST SELLING MULTI-FORMAT MAG!**



# Games Master

**EXCLUSIVE!**

## METAL GEAR SOLID 2

We play the finished game first! Every heart-pounding detail exposed!

**SPECIAL!**

## HARRY POTTER

Reviewed on PS, PC, GBA and GBC!

## CONSOLE WAR!

PS2 v GameCube v Xbox!  
Which one deserves to go under YOUR telly?

**BEST GAMES EVER!**

- Soul Reaver 2
- Smackdown! JBL
- Agent Under Fire
- Devil May Cry
- Syphon Filter 3
- Virtua Tennis 2
- SSX Tricky
- Wipeout Fusion
- Headhunter
- Shenmue 2
- Half-Life
- Pikmin
- DOA 3
- Halo



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CHRISTMAS DAY 14-03-02





# Games Master

TACTICAL ESPIONAGE ACTION

## METAL GEAR SOLID 2

SONS OF LIBERTY™

**C**hristmas... a time for peace, goodwill to all men, fat geese, eggnog (anyone?) and the biggest games of the year!

Ooh yes, it's a big one alright. *Metal Gear 2's* finished and we've played it (page 18), we've just got one of the first Xboxes in the country and it's not every month a new Shigsy game drops onto our Welcome mat (page 70). Then there's the little matter of Tony 3, Shenmue 2, Syphon Filter 3... we could go on. And on.

Have a good Christmas (your presents are in the bag) and we'll be back next ish to guide you through the new gaming year.

**HEAD THIS WAY FOR GM'S CHRISTMAS SPECTACULAR!**







## METAL GEAR SOLID 2

We've seen the whole game! Find out what's what, who's not and the mother of all plot twists!

p. 18

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## SHENMUE 2

Ryu returns! He's still hungry for revenge and looking miserable

XBOX

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## PIKMIN

We review Shiggy's latest gaming oddity!

## WWF SMACKDOWN JUST BRING IT!

We layeth the smacketh down in our slammin' guide!

p. 44

## TONY HAWK'S PRO SKATER 3

He's back and this time he's really rad!

## HARRY POTTER

Harry goes multi-format! but which ones are more muggle than magic?

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## 007 AGENT UNDER FIRE

It's Bond on the PS2! Find out if it's got a license to thrill...

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BEGINS... WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES

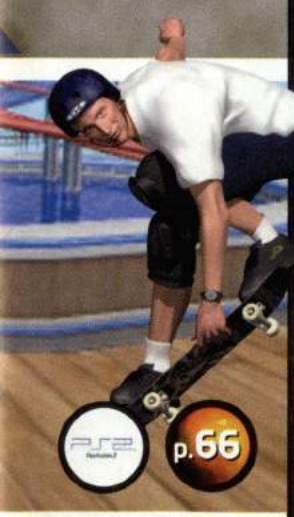


## HALO

We've played Xbox's heaven sent shooter!

# CONSOLE WAR

We've got 'em all! But who will be the winners and losers in this latest console conflict?



## PREVIEWS

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## ... the best games first...



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A sneaky peek at the gems in our next issue.



## Games Master

# TEAM

### Who's gone all Christmassy in #115?

## READER of the MONTH!



JOSH WILLIAMS  
GARDEN GAMER

Our Josh is one discerning games player. His hobby (when not bashing his joystick) is browsing the shops looking for new and exotic games to expand his knowledge. Now that's sophistication. Also, he has a lovely garden seat, which is just out of shot. Want to be GM's Reader of the Month? Tell us what makes you so special, apart from being a gamer. Win a game on the platform of your choice, but send us your picture!



MARK GREEN  
HUGH STERNO

Fave game this month: Pikmin  
Worst game: World Rally Champ  
Game most looking forward to in 2002: Mario Sunshine  
Fave Xmas song: Keeping the Dream Alive - Freheit

"This Christmas I've gone for a new look and modelled myself on someone famous. I'll give you a few clues who: spot the red, bulbous nose, the rank barnyard smell." Don't tell me! It's Rudolph? "No, Peter Schmeichel!"



ALI TURNER  
CHRIS MUSS

Fave game this month: Headhunter  
Worst game: G-Surfers  
Game most looking forward to in 2002: Mario Sunshine  
Fave Xmas song: Little Donkey



RICHARD MELVILLE  
JES LIKED

Fave game this month: Virtua Tennis 2  
Worst game: Director of Football  
Game most looking forward to in 2002: Metal Gear Solid 2  
Fave Xmas song: Last Christmas - Wham!



NICOLA KNEALE  
MAYOR DAYSBE

Fave game this month: Halo  
Worst game: Legends of Wrestling  
Game most looking forward to in 2002: Mario Sunshine  
Fave Xmas song: Fairytale of New York



ROBIN ALWAYS  
EMMA DREAMING

Fave game this month: Halo  
Worst game: Cricket 2002  
Game most looking forward to in 2002: Mario Sunshine  
Fave Xmas song: Little Donkey

"Ho, I love a bit of a Christmas pud! Let's hope I've got the piece with the tuppence. I'm due some good luck since that chimp-chucking incident... mmmph... There's something here! Now that's one rich Christmas pud!"



TOM EAST  
ARTHUR WHITE

Fave game this month: Harry Potter GBC  
Worst game: Harry Potter PSone  
Game most looking forward to in 2002: Oddworld: Munch's Oddysee  
Fave Xmas song: The Slade one.

Hmmm, that Christmas cake you made is great. How did you get it so tasty? "Well I use a special Christmas secret ingredient that's very hard to get hold of. I use Elf Raising Flour."



PAUL TYSALL  
JUAN SWEE

Fave game this month: Halo  
Worst game: Harry Potter  
Game most looking forward to in 2002: Doom 2  
Fave Xmas song: Christmas in Hollis - Run DMC

Does Christmas time bring back many memories for you Paul? "Well the earliest one I can remember was when I was a young boy. I recall waking up in the middle of the night and watching as a portly, white bearded elderly man crept up to my stocking and deposited what looked like some chocolate treats! Unfortunately when I woke up and discovered what the chocolate treats were, we had to take grandad back to the nursing home. It wasn't his first dirty protest, yer see. Did I ever tell you about my grandad and the jar of Nutella...?"

What are you doing to get in the Christmas spirit my feathered friend? "Well I'm having fun playing table tennis on a tall chair!" Why's that Christmassy? "Well it's ping pong merrily on high!"

What's up homie? "I've discovered what Tom's getting for Christmas. It's a Girls@Play commemorative plate and midget gems." Wow, and you worked all that out purely with the power of your mind? "Well you could say I felt his presents..."

"Hey look guys, I love N-Sync. That Justin Timberlake is lovely. He looks just like Mr Tumuss. And I can't resist mince pies either. I suppose you could call me a right Christmas fairy."





**JONNIE BRYANT**  
**MARY ANNE BRIGHT**

**Fave game this month:** Shenmue 2  
**Worst game:** Gunfighter  
**Game most looking forward to in 2002:** Final Fantasy 10  
**Fave Xmas song:** Hold Back the Cavalry - Jonah Louis

Every Christmas our Jonnie delivers presents round the office while going commando. Yep, you guessed it, he's our own St Knickerless...



**DAN DAWKINS**  
**BILL ZERRING**

**Fave game this month:** Tony Hawk's 3  
**Worst game:** Halo  
**Game most looking forward to in 2002:** TimeSplitters 2  
**Fave Xmas song:** Let it Snow



"Boy, this Father Christmas lark is tough work. Giving out presents all day really takes it out of you. Occasionally I have to have a rest. Or, as they call it in the biz, a Santa Pause."



**MARTIN KITTS**  
**R HUGH**

**Fave game this month:** Wario Land 4  
**Worst game:** Harry Potter PSone  
**Game most looking forward to in 2002:** Zelda  
**Fave Xmas song:** I hate Christmas (what a jolly fellow!)



"Last Christmas was ace. I met up with all my 36 cousins who all shook my hand and bought me a drink. The next day, I woke up with an aching head and a sore wrist. Well we've all had mornings like that..."



**JOEL SNAPE**  
**ANN MAYALL-URE**

**Fave game this month:** Agent Under Fire  
**Worst game:** Cricket 2002  
**Game most looking forward to in 2002:** Mario Sunshine  
**Fave Xmas song:** Good King Wenceslas



"These toys are rubbish! Call this a present? And these jelly beans are so old they're has-beans! God, Santa's helpers are crap. You're out of order Snape! Do y'know what your problem is? It's a lack of elf respect."

Every Christmas at GM, the decorations just aren't complete until we've decked the halls with boughs of Ollie. Far-la-la-la-la, la-la-la-la!



**OLLIE HURLEY**  
**CHRIS**

**Fave game this month:** Legends of Wrestling  
**Worst game:** Gun Survivor 2  
**Game most looking forward to in 2002:** Tekken 4  
**Fave Xmas song:** The Carol of the Drummer



**DAVE PERRETT**  
**BARON OUT**

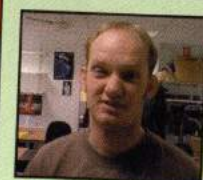
**Fave game this month:** Devil May Cry  
**Worst game:** Penny Racers  
**Game most looking forward to in 2002:** Pro Evolution 2  
**Fave Xmas song:** Do they know it's Christmas - Band Aid 2



"Hey Tom, here's an early Christmas present. Look it's a Yule Tide Log! I just made it - it's still warm! I even think there's some chewing gum in there as well."



Dave? Why all the jiggling about? Feeling energetic or something?  
"Well I can't stop as there are only 31 hopping days till Christmas!"



**ALEX COOKE**  
**MRS B WHITE**

**Fave game this month:** World Rally Champ  
**Worst game:** Gunfighter  
**Game most looking forward to in 2002:** Metal Gear Solid 2  
**Fave Xmas song:** Space Christmas - Shonen Knife



**CHRIS BATES**  
**S LEE**

**Fave game this month:** Wreckless  
**Worst game:** Serious Sam 2  
**Game most looking forward to in 2002:** Mario Kart for GC  
**Fave Xmas song:** Walking in the air

What you doing on the 25th then Dave?  
"Well, I'll be stuffing my face with drink and food and watching loads of TV." A typical Christmas then. "Christmas? Eh?"



"It was great last year! Our family got a puppy for Christmas! It went down lovely with a few roasties and a bit of gravy!"



**DAVE HARRISON**  
**EVE I DEARS**

**Fave game this month:** Virtua Tennis 2  
**Worst game:** NY Racer  
**Game most looking forward to in 2002:** Resident Evil 4  
**Fave Xmas song:** Christmas Rapping

"Christ! I was just in the pub when a huge fight broke out between Santa and his helpers, the Easter Bunny, and a Rayman fan. It was chaos. That's nonsense. We all know Rayman fans don't exist."













# HOT NEWS

THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...THE BIGGEST NEWS FIRST...



Project Gotham (p33)



Amped



Gun Valkyrie



GT 2002



Bloodwake



Jet Set Radio Future (p28)



Munch's Uddyssey (p38)



Dave Mirra 2



Rayman M



Fuzion Frenzy



Transworld Snowboarding



Halo (p.22)



**F1 2001** • From: EA • Out: TBC  
EA show their commitment to the 'Box with this official F1er. It's got everything you'd expect.

# XBOX

## XCITES AT X01!

GM Plays every Xbox game in existence!

As well as being one of the first mags in the world to get their hands on an Xbox, we've also been dead busy playing, just for you, pretty much every playable game for Microsoft's machine. No, honestly, we don't mind. The big M recently held a huge press event called X01, where GM got to play 40 Xbox games and clap lustful eyes on some very big and very new games. Here's all the new stuff, plus everything else on show you need to know about. Expect more, much more, next issue.



**MotoGP** • From: THQ • Out: TBC  
Same bike-racing official licence but nowt to do with Namco's PS2 game. Already looks tasty.



**BC** • From: Lionhead • Out: TBC  
Prehistoric cave dweller-'em-up where you evolve new skills, use natural resources and see off some impressive 'dinos.



**Project Ego** • From: Lionhead • Out: Autumn 2002  
This hugely ambitious full-on 3D RPG from Peter Molyneux sees your character age, have kids and get a tan! Work out and get muscles, eat and get lardy. The big thing though, is choosing to be good or evil...



**Brute Force** • From: Microsoft • Out: Early 2002  
Squad-based, third-person shooter with an emphasis on action as you control a team made up of a sniper, trooper, scout and alien.



**Rallisport Challenge** • From: Digital Illusions • Out: Feb 2002  
A rally racer to watch, featuring hill climbing, a World Rally Champ-style event, rallycross and slidey ice racing all with AI'd up opponents.



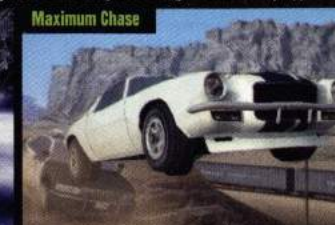
**Wreckless** • From: Activision • Out: TBC  
The most impressive of the new games, this stunning crash-'em-up through the streets of Hong Kong was lush. See p30.



Championship Manager '01/'02



Dark Summit



Maximum Chase



Project K-X



Genma Onimusha

The mighty **Man** uses the hard drive to make its console debut.

Future snowboarder with an intriguing action/adventure twist and zero slowdown.

*Driver*-style mission-based racing with a whiff of '80s road movie *Cannonball Run*.

Jap developed scrapper with outrageous moves and a dark, industrial feel.

Special edition of the PS2 game, with tweaked combat and levels.



THE  
MUMMY  
RETURNS™

GOOD

VS OR

EVIL

Go With Evil. You can hit restart  
When you get to hell.



As Rick you'll have a cool arsenal of swords, shotguns and revolvers.



As Imhotep, you'll use brute strength and have the awesome power to cast spells.



Your quest to defeat the Scorpion King takes you to London, Cairo, and the Hamunaptra ruins.

Wanna be bad? Good. In the Mummy Returns video game, you can be heroic Rick O'Connell or evil Imhotep. But either way you'll be facing pugny mummies, Anubis warriors and mummified baboons, bringing all the soul-sucking fun of the movie to life in eye-popping next-gen graphics. Survive all that, and you get to battle the Scorpion King. Pray there's an afterlife.



[www.universalinteractive.com](http://www.universalinteractive.com)

[www.mummyreturnsgame.com](http://www.mummyreturnsgame.com)







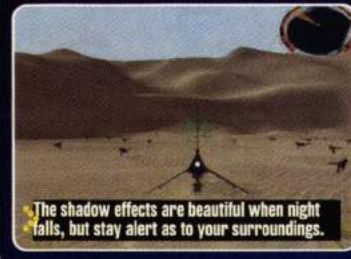


Bingo! The Training mode welcomes the mass destruction of easy targets. Get shooting.

## ROGUE LEADER



Look at the little fellas running from your laser cannon. Use them for target practice.



The shadow effects are beautiful when night falls, but stay alert as to your surroundings.

### >> Stunning training level unveiled!

Prior to the 18 November US GameCube launch, Activision have revealed a final set of screens that show the Tatooine training level of their gorgeous *Star Wars* game. Gasp in awe at the sand blowing towards each finely detailed ship.

The screens reveal small chicken-like creatures that fill the barren landscapes and, we'll wager, can be used as targets when training. As you read this, US gamers will have it, and we're certain *Rogue Leader* will debut alongside GC in the UK. Huge review next month!

## SCANDAL MONGER

### GAME OVER

Hot on the heels of *Time Crisis 2*, Empire are making rival shooter *Endgame*, loosely based on the film *Run Lola, Run*. The version we played showed a London Underground level with the heroine blasting through hordes of enemies. Scheduled for a 2002 release, expect more soon.

### WHO YA' GONNA CALL?



If *Beetlejuice* twinned with a platformer is your thing, ask for *Ghost Master* on PC - a puzzle-based adventure. Since *Luigi's Mansion*, we want more light-hearted fun in the gory, bullet-ridden world of PC games. It's due out in 2002.

### SEGA FOR HBOH

As if *Sega GT*, *Jet Set Radio Future* and a whole host of sports titles weren't enough, Sega have confirmed that both *Shenmue 2* and *Phantasy Star Online* are in development for Xbox. The possibilities of its modem and hard drive are making us wobble with expectant glee. Now all we want is *Xbox Sega Rally* and we'll forgive you for ditching DC!

## PS2 GUN SURVIVOR 3: DINO CRISIS VS XBOX HOUSE OF THE DEAD 3!

Two big developers are launching new lightgun games next year for two big consoles. First up, on PS2 is Capcom's *Gun Survivor 3* - scheduled to hit Japan first, with a UK version likely by the end of 2002. GS3 takes the free-roaming blaster approach seen in *Gun Survivor: Code Veronica* (see page 24) and adds the dinos and environments of *Dino Crisis*. Looking like the *Jurassic Park* arcader, GS3 will go head-to-head with Sega's cel shaded *House of*

*The Dead 3* for Xbox. We're not too sure how the cel shading will work compared to the realistic polygons of GS3, but it'll be a fierce fire-fight.



You'll be able to smell dino nose breath!



Would sir like cel shading with his new *House of the Dead* game? Why yes, everybody's doing it darling!

### RUMOUR: PS2 PLATINUM RANGE TO APPEAR FOR UK XBOX LAUNCH!

## CODEMASTER LOOPY FOR PROJECT IGI 2

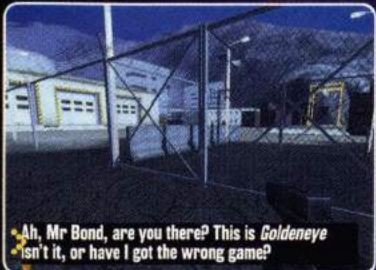
### >> SAS rampage in China, Russia and Libya!

The brilliant *Syphon Filter*-style FPS *Project IGI* was virtually the best thing you could do with a PC if you enjoyed stealthy shooting. Codemasters have snapped up the sequel for a May 2002 release. Developers Innerloop are looking to get Bond fans excited, as the game features Russian military locations reminiscent of *Goldeneye*.

Obviously, *IGI2* looks much better than the N64 classic, and we can expect to see water levels as well as a mass of 3D card-friendly weather effects to make you gasp. Weapons range from knives and missile launchers to the vital sniper rifle. Next issue we'll have a full preview. Will it be good enough to beat *Halo* on Xbox and *Agent Under Fire* on PS2 though?



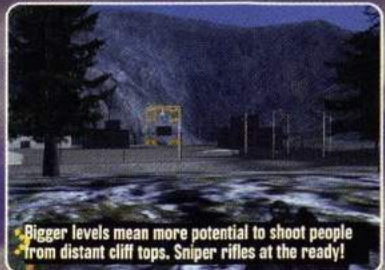
I have guns, a big truck but no toilet available, so this little spot will just have to do - hrrngh!



Ah, Mr Bond, are you there? This is *Goldeneye* isn't it, or have I got the wrong game?



It would be great if you actually got to pilot the helicopter as you can in *Operation Flashpoint*.



Bigger levels mean more potential to shoot people from distant cliff tops. Sniper rifles at the ready!

### THE THIRD PLACE



Activision are working on a third version of *Tenchu*, and it's looking better than Jackie Chan in a ninja suit. PS2 owners can enter the same world of oriental stealth as before, but with tense sword battles and an enhanced menu that shows gained items on the main screen. Fans of *Onimusha* should look out next year for the game that started the stealth genre.

### GRIPPING

Ever suffered Joypad-palm slippage during the final stages of *Goldeneye*? Gecko Grip have a device to solve your problem in the shape of plaster-style pads that act as non-slip grips for N64 and GBA. Costing £2 from [www.geckogrip.net](http://www.geckogrip.net), sweaty palms will no longer get in the way of gaming.





# VIRTUA FIGHTER 4 SEGA UNLEASH FIRST PS2 SCREENS!

## » Beat-'em-ups prepare to fight!

While *Tekken 4* on PlayStation 2 is still behind developer's closed doors deep in the Japanese development hideaway of Namco, Sega have stepped forward and shown us exactly what *Virtua Fighter 4* will look like on Sony's console.

The screens look faithful to the arcade version and, seeing as Sega didn't bother making *Virtua Fighter 4* for Dreamcast, this is the only home version we'll get to play – so it had better be good!

These are work-in-progress screens, and the slightly rough edges to the characters mean they don't yet look as good as *Dead or Alive 3* on Xbox. But, as any beat-

'em-up expert will tell you, it all comes down to the gameplay.

The unoriginal arcade version of *Tekken 4* has fuelled the need for a PlayStation 2 *Virtua Fighter 4* to compete with Namco's conversion – which is already familiar to PlayStation gamers.

We can't wait to get our hands on *Virtua Fighter 4* running on a next-generation console.

Namco, the ball's in your court.



The fighters look good, but the floor sections look a bit grainy and flat.



Akira goes for the throat as Wolf's hair falls across his head – the flick defence.



Wolf teaches Akira the fine, ancient art of Tai Chi before proceeding to kick his ass.



You broke my new nails so I will kill you, with my stubble sharp scratches.



*Virtua Fighter 4*'s devastating replay angles emphasise the game's oomph factor.

## ORANGE AND BLACK GBAS CONFIRMED FOR JAPANESE RELEASE!

# SANTA VOUCHER



*Gran Turismo 3* or *Penny Racers*? We know that one's top and the other's turd. But to old folk they're just games with cars in them. So, to make sure you don't have to practice your "It's just what I always wanted" face, cut out this voucher and give it to whoever's buying your pressies.

Dear Santa/Mum/Dad/Whoever, please give this voucher to an assistant at your top local games shop.

Hello Games Expert,

I know it's Christmas and you haven't got time to eat a mince pie, but please could you help this old person get me a good present. I don't want to find *Hugo - Black Diamond Fever* in my stocking.

The format I want my games on is:

- PS2
- PC
- Game Boy Advance
- Dreamcast
- PSone
- N64



Please Get Me...

- Gran Turismo 3
- SSX Tricky
- Pokémon Gold/Silver
- Zelda: Oracles
- Mario Kart: Super Circuit
- Doom
- Shenmue 2
- Virtua Tennis 2
- Pro Evolution Soccer
- Sheep, Dog & Wolf
- Paper Mario

Don't Buy Me...

- Penny Racers
- ESPN X Games Snowboarding
- VIP
- Robocop
- GT Championship
- Kao the Kangaroo
- Spawn
- European Super League
- UEFA Challenge
- The Evil Dead
- Power Rangers



"UTTERLY COMPELLING.  
BETTER THAN ANYTHING OF  
ITS TYPE ON PS2."

PLAYNATION

"SOUL REAVER 2 FLOWS LIKE  
BLOOD FROM A FRESH WOUND."

"QUITE SPECTACULAR."

OFFICIAL PLAYSTATION 2 MAGAZINE

# SOUL REAVER 2™

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PlayStation 2

PC CD-ROM

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EIDOS  
INTERACTIVE





# CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

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## UK TOP 20 GAMES CHART

ChartTrack

GM uses the ChartTrack chart - the only chart officially recognised by the UK software industry. Get the full 40 in GM every month! It's the only chart that counts!

Last week  
2 weeks ago  
3 weeks ago  
Weeks on chart

NO.	GAME	WHAT'S IT ALL ABOUT?		PUBLISHER	PREVIOUS POSITIONS	Weeks on chart
1	Grand Theft Auto 3	Get to grips with a life of crime in Liberty City. Very naughty.	PS2	Take 2	New Entry	1
2	Championship Manager '01/'02	Fancy yourself as the next Sven? Tactically testing.	PC	Eidos	1 1 -	3
3	Time Crisis 2	Assassination race against time, with a lightgun. Shoot aors!	PS2	Sony	2 - -	2
4	C&C Red Alert 2: Yuri's Revenge	Round up your troops for a C&C expansion pack.	PC	EA	4 - -	2
5	Gran Turismo 3 A-Spec	The ride of your life, it's the biggest, boldest racer ever.	PS2	Sony	7 11 10	15
6	This is Football 2002	Middle of the road soccer sim with top of the range graphics.	PS2	Sony	3 2 1	5
7	Mario Kart: Super Circuit	Mazza hits the road in the best Game Boy Advance title yet.	GBA	Nintendo	5 3 2	7
8	Tony Hawk's Pro Skater 2	Fly like an eagle, and skate like a hawk... Tony Hawk, that is.	GBA, PS, DC	Activision	10 7 7	48
9	Theme Park World	None of the fun of the fair - just the hassle of managing it!	PS, PC, PS2	EA	12 15 12	75
10	Driver 2	Silicón straining sequel to the cool undercover cop-'em-up.	PS	Infogrames	11 9 15	36
11	The Italian Job	It's back to swinging '60s London in this cockney crime caper.	PS	SCI	9 4 8	4
12	Spy Hunter	Ancient arcade racer sees you drive boats, bikes and cars.	PS2	Midway	6 - -	2
13	Resident Evil Code: Veronica	Chris and Claire eat zombie pie in this great survival horror game.	PS2, DC	Capcom	8 5 3	13
14	Spyro: Year of the Dragon	Ape Escape aside, this is the best platformer on POne.	PS	Sony	14 Re-entry	15
15	The Weakest Link	Get a ribbing from Robinson. Festive fun for all the family.	PC, PS	Activision	13 6 5	5
16	Stronghold	Build castles up with your troops then defend them, RTS-style.	PC	Take 2	20 - -	2
17	Spider-Man 2: Enter Electro	Superhero's web-slinging sequel to the original POne smash.	PS	Activision	New Entry	1
18	Grand Theft Auto 2	Golden oldie crime romp with an old skool top-down view.	PS, PC, GBC, DC	Take 2	34 Re-entry	55
19	Soldier of Fortune: Special Ed	This limb blasting-fest is the most violent shooter around.	PC	Activision	15 16 21	6
20	Super Mario Advance	Conversion of NES' Mario Bros 2 - play as four characters!	GBA	Nintendo	19 17 16	19

### US CHARTS

Savour this chart run down as it's gonna look a lot different next month after Xbox and GC are released over there. That means no Anne Robinson in the top 10. Goodbye!



### US CHARTS

No.	Game	Format
1	Tony Hawk's Pro Skater 3	PS2
2	Grand Theft Auto 3	PS2
3	Time Crisis 2	PS2
4	Gran Turismo 3 A-Spec	PS2
5	Mario Kart: Super Circuit	GBA
6	Pokémon Crystal	GBC
7	C&C Red Alert 2	PC
8	The Weakest Link	PS
9	Madden NFL 2002	PS2
10	NBA Street	PS2

### BAD IS GOOD!

Well, the shock tactics worked to get you buying this extreme crime adventure, and the quality will keep you playing. This well-crafted, imaginative and funny adventure has earned the top spot, even if your behaviour hasn't.



▲ Ah, petrol bombs in the park in the morning. But beneath the crime-infested surface lies a great game...



▲ ... You get to explore a living, breathing city during day and night, and beat up all its inhabitants.

### GEE QUIZ!

Top consoles weren't made for playing host to quizzes. TWL tops WWTBAMP though, 'cos at least you can battle with other players. You can see the family appeal of these games, but let's hope gaming wins out.



▲ You know the rules: answer some really easy questions, bank some bucks, try to outsmart Anne Robinson.



▲ Some characters are meant to be cleverer than others. It's your nous that matters though, not theirs, silly.

### THIS IS OKAY!

Combining the playability of ISS with the sharp graphics of the FIFAs, TIF2002 boast superb player likenesses and cool stadia. But why buy anything else when Pro Evolution Soccer is about? It's top of the league, gov.



▲ Possibly the best looking footy game on consoles today, but gameplay's a much more important consideration.



▲ This is Football 2002 won't be in the top 10 after FIFA 2002 and Pro Evolution Soccer are released.

### JAPAN CHARTS

Ninty really have to get some more games released for GameCube if they want to avoid their N64 mistakes. But it's still early days, so things should pick up soon.



### JAP CHARTS

No.	Game	Format
1	Shin Sangoku Musou 2	PS2
2	Time Crisis 2	PS2
3	Bura Bohm Yujik	PS2
4	Reversal Trial	GBA
5	Formula One 2002	PS2
6	Luigi's Mansion	GC
7	Everybody's Golf 3	PS2
8	Ace Combat 4	PS2
9	SuperLite 1500 The Tetris	PS
10	Togeu 3	PS2



# COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule around so you can find out exactly what's on the horizon for your chosen format.

NOVEMBER				TBC				TBC				TBC			
23rd	BURNOUT	Acclaim	NONE PS2	TBC	BATMAN: VENGEANCE	Ubi Soft	NONE PS2	TBC	ROBOT WARS	BBC	NONE GBA	TBC	ROCKET POWER: DREAM SCHEME	THQ	NONE GBA
23rd	CRAZY CHASE	Kemco	NONE GBA	TBC	BATTLE REALMS	Ubi Soft	NONE PC	TBC	RUGRATS	THQ	NONE GBA	TBC	RUGRATS	THQ	NONE GBA
23rd	CREATURES	Swing!	NONE GBA	TBC	BONK	Ubi Soft	NONE GBA	TBC	RUGRATS: CASTLE CAPERS	THQ	NONE GBA	TBC	GIANTS	Interplay	NONE PS2
23rd	CREATURES	Swing!	NONE PS2	TBC	CAPCOM VS SNK 2	Capcom	NONE PS2	TBC	SCOOBY DOO AND THE CYBER CHASE	THQ	NONE GBA	TBC	SCRABBLE	Ubi Soft	NONE GBC
23rd	DAVID BECKHAM SOCCER	Rage	NONE GBA	TBC	CASPER SPIRIT DIMENSIONS	TDK	NONE PS2	TBC	SCRABBLE	Ubi Soft	NONE PC	TBC	SCRABBLE	Ubi Soft	NONE PS
23rd	DAVID BECKHAM SOCCER	Rage	NONE PS	TBC	CIVILISATION III	Infogrames	NONE PC	TBC	SCRABBLE	EON Digital	NONE PC	TBC	SEA DOGS	ACTIVISION	NONE GBC
23rd	DEVIL MAY CRY	Capcom	NONE PS2	TBC	CONFLICT ZONE	Ubi Soft	NONE PS2	TBC	SHAUN PALMERS PRO SNOBOARDER	ACTIVISION	NONE GBC	TBC	SILENT HUNTER II	UBI SOFT	NONE PC
23rd	FLOIGAN BROS.	Sega	NONE DC	TBC	CRASH: WRATH OF CORTEX	Vivendi	NONE PS2	TBC	SIX SHOOTER SHOWDOWN	Ubi Soft	NONE PS	TBC	SOLAR	Ubi Soft	NONE PC
23rd	FRANK HERBERT'S DUNE	Cryo	NONE PC	TBC	DARK SUMMIT	THQ	NONE PS2	TBC	SPONGEBOB SQUAREPANTS	THQ	NONE GBA	TBC	SPONGEBOB SQUAREPANTS	THQ	NONE PS
23rd	FRANK HERBERT'S DUNE	Cryo	NONE PS2	TBC	DESTROYER COMMAND	Ubi Soft	NONE PC	TBC	SPYRO: SEASON OF ICE	Vivendi	NONE GBA	TBC	STREET FIGHTER 2X REVIVAL	Ubi Soft	NONE GBC
23rd	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE PC	TBC	DONKEY KONG COCONUT CRACKERS	Nintendo	NONE GBA	TBC	STREET FIGHTER 2X REVIVAL	Ubi Soft	NONE PS2	TBC	SUPER DODGE BALL ADVANCE	Ubi Soft	NONE GBA
23rd	MECH PLATOON	Kemco	NONE GBA	TBC	DRAGON RAGE	3DO	NONE PS2	TBC	TENNIS MASTER SERIES	Microïds	NONE PC	TBC	TETRIS WORLDS	THQ	NONE GBA
23rd	NBA LIVE 2002	EA	NONE PS2	TBC	DRIVEN	Bam!	NONE GBA	TBC	TETRIS WORLDS	THQ	NONE PC	TBC	THE MUMMY RETURNS	Vivendi	NONE PS2
23rd	PHALANX	Kemco	NONE GBA	TBC	DRIVEN	Bam!	NONE PS2	TBC	THE SETTLERS IV: ADD ON PACK	Ubi Soft	NONE PC	TBC	VENEGANCE	Ubi Soft	NONE GBA
23rd	PLANET OF THE APES	Ubi Soft	NONE GBA	TBC	ECHO THE DOLPHIN	Sony	NONE PS2	TBC	VIP	Ubi Soft	NONE PS	TBC	HALF-LIFE	Sony	NONE PS2
23rd	PLANET OF THE APES	Ubi Soft	NONE GBC	TBC	ESPX GAMES SKATING	Konami	NONE GBA	TBC	WORMS BLAST	Ubi Soft	NONE GBA				
23rd	PLUCKY'S BIG ADVENTURE	Virgin	NONE PS	TBC	ESPX X GAMES SKATING	Konami	NONE PS2								
23rd	POPSTAR MAKER	Eidos	NONE PS	TBC	ET AND THE COSMIC GARDEN	Ubi Soft	NONE GBC								
23rd	PRO EVOLUTION SOCCER	Konami	NONE PS2	TBC	ET: DIGITAL PLANNER	Ubi Soft	NONE GBC								
23rd	ROBOT WARS - DESTRUCTION	BBC	NONE PC	TBC	ET: ESCAPE FROM PLANET EARTH	Ubi Soft	NONE GBC								
23rd	ROBOT WARS - DESTRUCTION	BBC	NONE PS2	TBC	ET: INTERPLANETARY ADVENTURE	Ubi Soft	NONE PS								
23rd	SILENT HILL 2	Konami	NONE PS2	TBC	EVIL TWIN: CYPRIEN'S CHRONICLES	Ubi Soft	NONE PS2								
23rd	STAR TREK: ARMADA 2	Activision	NONE PC	TBC	EXTREME GHOSTBUSTERS	Wanadoo	NONE GBA								
23rd	STUNT GP	Virgin	NONE PS2	TBC	EXTREME GHOSTBUSTERS	Wanadoo	NONE GBC								
23rd	TENNIS 2K2	Sega	NONE DC	TBC	FI RACING CHAMPIONSHIP 2	Ubi Soft	NONE GBC								
23rd	THE SHADOW OF ZORRO	Cryo	NONE PC	TBC	FI RACING CHAMPIONSHIP 2	Ubi Soft	NONE PC								
23rd	THE SIMS EXPANSION PACK	EA	NONE PC	TBC	FI RACING CHAMPIONSHIP 2	Ubi Soft	NONE PS								
23rd	WALKING WITH BEASTS	BBC	NONE PC	TBC	FI RACING CHAMPIONSHIP 2	Ubi Soft	NONE PS2								
23rd	WWF SMACKDOWN: JUST BRING IT	THQ	NONE PS2	TBC	FI RACING CHAMPIONSHIP 2	Ubi Soft	NONE PS2								
24th	WILD WILD RACING	Rage	NONE PS2	TBC	FTC: AFRICA	Rage	NONE PS2								
30th	ALIENATORS - EVOLUTION	Activision	NONE GBA	TBC	GODAI: ELEMENTAL FORCE	3DO	NONE PS2								
30th	BALDUR'S GATE: DARK ALLIANCE	Interplay	NONE PS2	TBC	GODAI: ELEMENTAL FORCE	3DO	NONE PS2								
30th	CHAMPIONSHIP MANAGER QUIZ	Sports Inter.	NONE PS	TBC	GOOFY'S FUN HOUSE	Ubi Soft	NONE PS								
30th	CRICKET 2002	EA	NONE PS2	TBC	GREMLINS	Koch	NONE GBA								
30th	DNA: DARK NAKED APOSTLE	Virgin	NONE PS2	TBC	HALF-LIFE	Vivendi	NONE PS2								
30th	G-SURFERS	Midas	NONE PS2	TBC	JURASSIC PARK 3: PARK BUILDER	Konami	NONE GBA								
30th	GUILTY GEAR X	Virgin	NONE PS2	TBC	JURASSIC PARK: SURVIVAL	Konami	NONE PS2								
30th	GUNFIGHTER	Ubi Soft	NONE PS	TBC	KIRIKOU	Wanadoo	NONE GBC								
30th	JACKIE CHAN ADVENTURES	Activision	NONE GBA	TBC	LARGO WINCH	Ubi Soft	NONE PS								
30th	007: AGENT UNDER FIRE	EA	NONE PS2	TBC	LOCH NESS	Wanadoo	NONE PC								
30th	LAKEMASTERS EX	Midas	NONE PS2	TBC	LOCK ON: MODERN AIR COMBAT	Ubi Soft	NONE PC								
30th	LEGENDS OF WRESTLING	Acclaim	NONE PS2	TBC	MASTER RALLYE	Microïds	NONE PC								
30th	MIDWAYS ARCADE HITS	Midway	NONE GBA	TBC	MEGA MAN 1	Ubi Soft	NONE GBA								
30th	RAYMAN M	Ubi Soft	NONE PS2	TBC	MISS SPIDER'S TEA PARTY	TDK	NONE PS								
30th	ROBOT WARLORDS	Midas	NONE PS2	TBC	MOTO MAYHEM	Infogrames	NONE PS2								
30th	ROBOT WARS: DESTRUCTION	BBC	NONE GBA	TBC	MOTO MAYHEM	Infogrames	NONE PS2								
30th	S CLUB 7 - ON THE ROAD	BBC	NONE PC	TBC	NASCAR HEAT 2002	Infogrames	NONE PS2								
30th	SCOOBY DOO - CYBER CHASE	THQ	NONE PS	TBC	NO ONE LIVES FOREVER	EA	NONE PS2								
30th	SHADOWMAN: SECOND COMING	Acclaim	NONE PS2	TBC	NO RULES GET PHAT	TDK	NONE GBA								
30th	SHAUN PALMER'S PRO SNOBOARDER	Activision	NONE GBA	TBC	NY RACE	Kalisto	NONE GBC								
30th	SHAUN PALMER'S PRO SNOBOARDER	Activision	NONE PS2	TBC	NY RACE	Kalisto	NONE PC								
30th	SHENMUE 2	Sega	NONE DC	TBC	NY RACE	Kalisto	NONE PS2								
30th	SSX TRICKY	EA	NONE PS2	TBC	PATRICIAN II	Infogrames	NONE PC								
30th	STAR WARS STARFIGHTER	Lucas Arts	NONE PC	TBC	POCKET MUSIC	Rage	NONE GBA								
30th	SUNNY GARCIA'S SURFING	Ubi Soft	NONE PS2	TBC	POCKET MUSIC	Rage	NONE GBC								
30th	SYPHON FILTER 3	Sony	NONE PS	TBC	POLICE 911	Konami	NONE PS2								
30th	CENTRE COURT	Midas	NONE PS2	TBC	POOH - TIGGER'S HUNNY HUNT	Ubi Soft	NONE GBC								
30th	TARZAN FREERIDE	Ubi Soft	NONE PS2	TBC	POOL OF RADIANCE	Ubi Soft	NONE PC								
30th	WALKING WITH BEASTS	BBC	NONE PS2	TBC	POWER RANGERS: TIME FORCE	THQ	NONE GBA								
30th	THE SIMPSON'S ROAD RAGE	EA	NONE PS2	TBC	POWER RANGERS: TIME FORCE	THQ	NONE GBC								
TBC	DRAGON WARS OF MIGHT & MAGIC	3DO	NONE PS2	TBC	POWER RANGERS: TIME FORCE	THQ	NONE PC								
TBC	HEROES OF MIGHT AND MAGIC 4	3DO	NONE PC	TBC	POWER RANGERS: TIME FORCE	THQ	NONE PS								

## DECEMBER

5th	WWF ROAD TO WRESTLEMANIA	THQ	NONE GBA
7th	WORLD RALLY CHAMPIONSHIP	Sony	NONE PS2
7th	ALL STAR RACING	Midas	NONE PS
7th	ATLANTIS 3	Cryo	NONE PS2
7th	CENTRE COURT	Midas	NONE PS2
7th	CRUIS'N VELOCITY	Midway	NONE GBA
7th	JIMMY WHITE'S CUEBALL WORLD	Virgin	NONE PS2
7th	KAO THE KANGAROO	Virgin	NONE GBA
7th	PLANET MONSTERS	Virgin	NONE GBA
7th	RAMPAGE PUZZLE ATTACK	Midway	NONE GBA
7th	SKY SPORTS FOOTBALL QUIZ	NI Sports	NONE PS
7th	THE SHADOW OF ZORRO	Cryo	NONE PS2
14th	JAK AND DAXTER: PRECURSOR	Sony	NONE PS2
14th	RAYMAN FOREVER	Ubi Soft	NONE GBC
14th	RESIDENT EVIL: GAIDEN	Virgin	NONE GBC
TBC	CHAMPIONSHIP MANAGER QUIZ	Eidos	NONE PS
TBC	DRAKAN	Sony	NONE PS2
TBC	LEGACY OF KAIN: BLOOD OMEN 2	Eidos	NONE PS2
TBC	MAXIMO: GHOSTS TO GLORY	Capcom	NONE PS2
TBC	MORTAL KOMBAT	Midway	NONE GBA
TBC	RETURN TO CASTLE WOLFENSTIEN	Activision	NONE PC
TBC	SERIOUS SAM: THE 2ND ENCOUNTER	Take 2	NONE PC
TBC	TEAM FACTOR	Singularity	NONE PC
TBC	ALIEN FRONT ROW 3D	Sega	NONE DC
TBC	AS SNOW...	Sega	NONE DC
TBC	BIKKURIMAN 2000	Sega	NONE DC
TBC	DERBY OWNERS CLUB ONLINE	Sega	NONE DC
TBC	DEUS EX	Eidos	NONE PS2
TBC	DINOSAUR PLANET: STARFOX AD.	Nintendo	NONE GC
TBC	DYNAMIC GOLF	Sega	NONE DC
TBC	FAR NATION	Sega	NONE DC
TBC	GOT BASS 2 FISHING	Sega	NONE DC
TBC	MONSTER 0 TSUKOROU	Sega	NONE DC



**WATCH OUT FOR...**  
**WWF SMACKDOWN! JBI (PS2)**  
 It'll be in the shops as you read this. The Rock and co storm into the ring.



**JAK AND DAXTER (PS2)**  
 Will PS2's brand new platforming duo have what it takes to smash Crash?



**REZ (DC, PS2)**  
 Mental chill out-'em-up. Shoot endorphins to make tunes. Oh yes.



**JET SET RADIO FUTURE (XBOX)**  
 Possibly the coolest looking game in the world - in-line skating on a cel-shading tip





**HALO**  
We've played Xbox's stunning first-person shooter, and it even sprays all over any PC game's graphics. Find out why this alien blaster is tops.

THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...

**OUT: FEBRUARY**    **FORMAT: PS2**    **DEVELOPER: KONAMI**    **SPECIAL FEATURES: NONE**    **CALL: 020 8582 5573**  
**PRICE: £40**    **PUBLISHER: KONAMI**    **OTHER FORMATS: NONE**    **PLAYERS: 1**

### PREVIEWER



Richard Melville



### Factpack

The stuff you need to know...

Soldiers .....	500
Completion time .....	16 hours
Playable characters .....	Hmmm
Weapons .....	12+



# Metal Gear Solid 2

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!...

**Solid Snake returns, Socom loaded, ready to fight a new terrorist threat, and we've played the final, absolutely finished masterpiece!**



We've waited a long time to type this: **MGS2 is finished!**

And after the most agonising wait in gaming history (plus lots of sneaking about that bleedin' green ship on the demo), we've (ulp) played it.

First thing you need to know: there's a huge twist about one hour in that'll shake planet gamer to its very core. See page 20 (taps side of nose). It's a real shocker.

In fact it's so massive, we were barely able to take in the

fact that they've slipped in two new items. Thermo-goggles show up guards as orange silhouettes in the dark and even lets you see their dog tags, complete with lucky winner names from the demo website compo. Snake now has a digital camera for missions too, and taking spy snaps is vital to progress as it

can reveal secrets.

Another twist (but not as big as THE twist) is that you leave the ship quickly. There are new outdoor scenes in the sunshine, complete with a huge posse of seagulls - take 'em out with the sniper rifle when they poo on you.

### GOT TO LAUGH

Interestingly, Hideo's included a number of in-jokes. Snake approaches a looming shadow of Raven from the original MGS early on. Turn

the corner and the shadow is revealed to be a toy action figure. Genius.

The guards really stand out

**...there's a huge plot twist that'll shake planet gamer to its very core. It's a real shocker...**

as amazing pieces of work. As well as quivering when you aim at their heads, they even sit down and have a rest on the stairs in Easy mode!

Once you get used to gazing at what must be one of the best looking games on any console, it's the tangled plot with its double crossing, lying, dying and amazing revelations that'll keep you happiest.

MGS2 will target the hairs on the back of your neck and make you proud to own a PS2. Review next issue.

**Softography**  
These guys have also made...

Metal Gear Solid .....	94%
MGS: VR Missions .....	90%
Zone of Enders .....	87%
Metal Gear Ghost Babel .....	81%





p.28

### JET SET RADIO FUTURE

Xbox gets some instant cool and leaves the impressive DC version in its shadows. Drool over the detail in our preview of the original cel-shaded game.



p.34

### RESIDENT EVIL

The original game updated for GameCube, with graphics that will have you hiding behind the sofa. Zombies have never looked so scary.

### PLUS!

RESIDENT EVIL: GUN SURVIVOR 2	24
LEGENDS OF WRESTLING	26
SHADOWMAN: SECOND COMING	30
RETURN TO CASTLE WOLFENSTEIN	33
WIPEOUT FUSION	35
HERDY GERDY	36

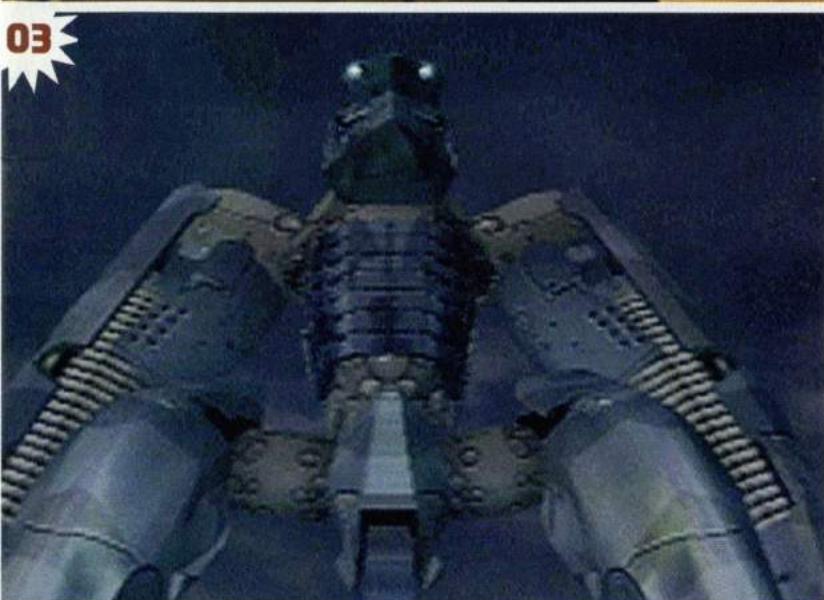
THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE NEWEST GAMES FIRST...THE



**01** Vamp menacingly approaches you. Hit **△** during a cutscene in the game and you can move in even closer to the action.



**02** Olga Gurlukovich, the first boss you encounter in the game, isn't happy with you after you leave her unconscious and bleeding in the rain.



**03** Metal Gear Ray is poised, ready to cause havoc if war should break out. Prevent this at all costs.



**04** Darth Vader stars in *Metal Gear Solid 2*, despite losing his helmet and growing tentacles.

## Watch My Whiskers Closely. I Can Make Them Wave!

During cutscenes, by pressing **△**, you can zoom in and rotate the game camera. The effect is amazing, as you see the finely detailed whiskers on the face of Solid Snake, and even the soft tufts under the armpit of first boss Olga Gurlukovich.



Get close with the zoom option and you can see the stubble move on faces, or er, parrots.

My, what a lovely set of teeth you have sir. But you have no tongue. How strange...



Zoom in and you can see a marine emblem on the unit. Have the US got control of Metal Gear?





## ▶ The Secret Twist! Proceed With Extreme Caution!

Right, the twist. If you're a big MGS fan we'd advise NOT reading on. You'll spoil it for yourself when the game hits the UK. In fact, just go to the next box. There's nothing to see here. Shoo. Impatient folk, read in a mirror to reveal some hefty old clues. We'll say it again. It's an absolute shocker.



▲ Clue 1: After Revolver Ocelot steals Metal Gear Ray, Snake is left standing on the ship's sinking ship and escapes in pursuit to Ocelot by jumping ship!



▲ Clue 2: Underwater, a change of plan occurs. Another agent named Raiden (real name: Quasim Flynn) appears and Snake takes a back seat.



▲ Clue 3: Here's Raiden and let's just say you'll be seeing a lot of him for the rest of the game!

## ▶ I See You, Baby!

When evading guards, a small second camera will show you where the enemy is if you have alerted him. Hide in a locker and you'll see him approaching, CCTV-style.



▲ In early screens of MGS2, the standard radar map was shown looking just like it does in the PSone version.

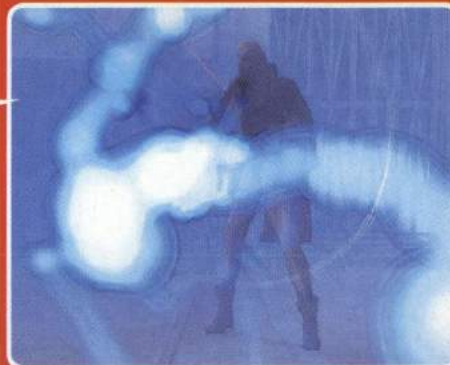
## ▶ First-Person Persuasion!

If you're clever, you can hold up a soldier by sneaking up on him and taking aim. Hit him with a tranquilliser dart, then shake him to steal his possessions. And, if he didn't quiver enough for you, shoot him again! Ooh, you are evil.



## ▶ Out of My Head!

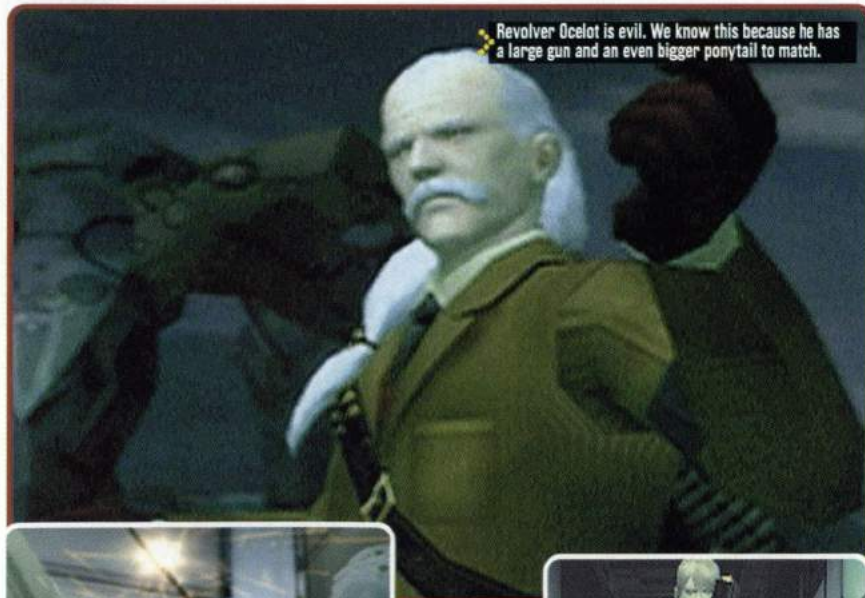
Revolver Ocelot feels a resurgence of a long lost character within his mind, shouts "Get out of my mind, Liquid!" and grasps his arm...



▲ Mysterious beginnings for introducing a boss - can you guess what it is yet? He appears in an enigmatic swirl of blue smoke.

## ▶ Alert: Plot Spoiler! Alert: Plot Spoiler!

Revolver is still a baddy and up to his usual tricks while in talks with the US President. Amid all this is a terrorist plot to make Manhattan a toxic swamp, by changing an environmental clean up into an evil way of getting \$50 billion. Named Big Shell, the operation could spell disaster for the US Government. But there is another entity at work here, on a similar mission to Snake. Who is it? We'll give you mere initials: Q.F!



▲ Revolver Ocelot is evil. We know this because he has a large gun and an even bigger ponytail to match.



▶ Olga is pregnant, but loses her child after a battle.

▶ The boat that houses Metal Gear is attacked - but who's on the offensive?



▲ Metal Gear Ray is a glorious machine which moves with the grace of an angry T Rex.



▲ You're not out of danger just because you leave the ship. The environment outside of it remains just as dangerous as inside. Watch your step.



## ▶ Vamp It Up!

Here's Vamp, with tattoos, no shirt and a holey head.



▲ Vamp has knife skills similar to Olga, who you encountered in the demo.



Excuse me, is that a bullet hole in your head or have you been body painting?



The water effects are brilliant, especially during the atmospheric cutscenes.





## Big Boss Confrontations!

If you thought Revolver Ocelot was a hard boss to beat, then think again. He's harder than you imagined. Just look at the firepower on display here and prepare for the worst.



▲ Come out, Mr Snake, wherever you are! I won't hurt you, honest.

▼ The bosses have greater firepower than before, which shows off new PS2 effects.



▼ Revolver stands beside Metal Gear Ray, which he wants to have all to himself.

► Suggest that Vamp looks like George Michael and he grows fiercely.



## Emily in Danger?

Little Emily is the daughter of the evil Octagon, and drops a few hints for Snake about the ship that is hijacked at the start of the game. Her life hangs in the balance as she helps goodies at great risk.



This is Emily, the twee innocent figure in the game – like Newt from *Aliens*.



Em, as she's known, is mysterious and looks like a young Jane Middlemiss.

## First Impressions

With *MGS2*, PS2 has come of age



*Metal Gear Solid 2* might not be the biggest gameplay revolution to hit the shelves over the last few years, but it's the best reason to believe that PS2 has the greatest game of all next-gen consoles.

Taking control of Snake, the range of moves and devices you have is boggling. Hold your gun at the head of a soldier and he'll shake uncontrollably. Shoot his arm and he won't radio for help. If he tries, blast his radio.

Using the spy camera adds even more stealth. You'll be sweating as you take photos among 50 soldiers, hoping that they don't hear the gentle click of your camera.

The familiarity of the controls allows Konami to add new moves to the game. How about cart wheeling down stairs and ninja-style fighting attacks? It's all here and, believe us, you'll find it as natural and intuitive as the original *Metal Gear*.

Taking full advantage of the DVD drive and PS2 hardware, this is the game the machine was built for. Just as *GT3* had more impact due to enhanced graphics, *MGS* has an even greater affect on the fear and triumph you'll get from just a couple of hours of play.

*MGS2* is as compulsive as the original – and a lot longer. Could you have ever asked for better gameplay than this?

## Metal Gear Sketchy!

Such is the greatness of the 2D sketching that creates each *MGS* title, here's the art depicting the new characters. It often gives an insight as to how they will appear in the game.

▼ Vamp really believes he is Batman when he opens his arms. The lack of lycra suggests otherwise.

▲ Emily is both helpful and cute, despite being the daughter of your rival, Octagon. You befriend her early on and she gives you clues as to how to progress.

▼ The moody as hell Solid Snake – ready to kill anyone who gets in his way. The only man with a mullet that you don't joke about; he'd have you for breakfast!

▼ He's handy with a gun and belongs in the wild west really. Revolver Ocelot may be old but he's fast, and he has a horsey pony tail – which looks bloody ridiculous.



▲ Olga Gurlukovich models her fashions on MC Hammer, wearing baggy balloon pants.

## Solid Snake: The Story So Far!

After beginning life over a decade ago on Sony's MSX home computer, Snake ventured onto the NES, PSone, GB and has now returned to a Sony machine. The screens here show how much the game has progressed since starting development over two years ago. Notice how much the graphics have refined over time. Beautiful.



▲ Snake no longer wears a shimmering fish suit, instead opting for a darker outfit to reflect his brooding nature.



▲ The new look-round-corners move soon becomes second nature for eyeballing guards.



▲ Bold icons and ammo bars have been replaced with smaller stats bars and even small 'live cam' screens.

## GOOD COP BAD COP



Konami manage to twin reality with the playful appeal of a *Mario* classic. Konami are kings of videogame artistry.



16 hours to finish, and triple that to find the secrets. Your parents won't know you and your lady will dump you.

## WHERE IT'S AT



*Metal Gear Solid 2* is finished and ready for a February 2002 release. Come on Konami, we need this game.





**OUT: MARCH 2002**

**FORMAT: XBOX  
PRICE: £45**

**DEVELOPER: BUNGIE  
PUBLISHER: MICROSOFT**

**SPECIAL FEATURES: LINK-UP  
OTHER FORMATS: NONE**

**CALL: 0870 601 0100  
PLAYERS: 1-16**

## PREVIEWER



Richard Melville



Kill these cheeky midget clown aliens with a machine gun before they swarm you and make life difficult.

# Halo

◀ When all else fails, run as fast as you can and let that rifle rip!

## ➤ Gun Barrel!

Pick up a sniper rifle or a normal pistol and you can zoom in on enemies. For added thrills, though, nick a gun from an alien and use it for bright fireworks!



Take aim on foot, or hang your body out of the jeep for a quick, accurate shot!



Steal alien hardware and there's no telling what you'll be able to do.



Take a good look around sir, because you won't be coming back here.

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST SHOTS!.. SHOTS!...UPDATE!..

### The big Xbox first-person shooter comes out fighting like the best of them, ready to stomp on all alien scum!

If there's one game you want to find pre-loaded on the hard drive of your mag's very own Xbox, it's *Halo*. There's no better way of showing just what Microsoft's console can do.

The first thing that will strike you like a hot pan on your head is the graphics,

which are amazing. We're not just talking nice, we're talking about PC-style definition moving at lightning speed with no slowdown and massive draw distance. As you traverse the huge, second forest-based level, you can see aliens as distant specs and then take 30 seconds to run up to their

squelchy corpse. Grenades pulse and glow in wonderful neon fireworks, and alien weapons soar towards their targets like cruise missiles.

### GET IN TRAINING

Getting to grips with the game early on shouldn't be a problem, as Bungie have

installed a small Training Room to make sure new Xbox gamers get the hang of using the bulky black pad.

Any reservations hardcore FPS fans might have about pads are put to rest as you eagerly chase laughing aliens down corridors. The squad-based play – with helpful CPU players – is great and adds to

**Softography**  
These guys have also made...

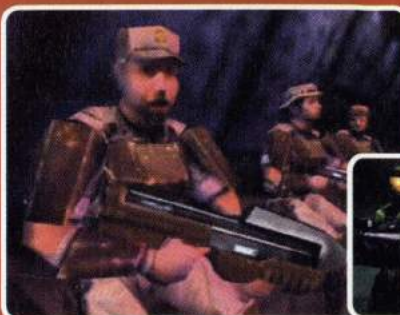
Oni .....	78%
-----------	-----

the game, especially when soldiers direct you to points of the game with realistic voice-overs.

Next March you'll have the chance to play the biggest FPS in the world. We can't wait to get stuck into the finished game for next issue's review.

## ➤ Soldier Soldier!

Rather than being dumb fools, each soldier in *Halo* will speak to you and give advice. Some even moan at you for shooting an alien because they wanted to kill it.



◀ Get close to talking soldiers and you can see facial expressions.

▼ Your character is in a protective suit, but he screams and shouts.

**PC-style definition moving at lightning speed with no slowdown and massive draw distance...**

### Factpack

The stuff you need to know...

Multi-player levels .....	12
Weapons .....	15
Power-ups .....	5
Missions .....	25



➤ I'll run forward and shoot them, then you can drive over them as they fall to the ground. Ready?



## Oh, What a Beautiful World!

We've already mentioned just how massive the environments of *Halo* are, but did we mention how different they all look too? You really feel like you're travelling through different scenarios. From war-torn spaceships to forests with flowing rivers, *Halo* has all kinds of scenery and settings— even a snow scene for Christmas.



▲ Get into a jeep and you can speed across the vast landscape of the levels and run aliens over. Way-hey!



▲ When on board a spaceship, corridor-based strafing is needed but the levels still remain open plan.



▲ Even in snowy conditions, the fighting never stops. See falling snow like you've never seen in a shooter.

## Bullet Frenzy!

Let go of a full magazine and you'll be greeted with an explosion of sparks and shell spray. Target a nearby wall and a blaze of sparks will appear. And some of the aliens' weapons shoot bullets so big they look like meteors.



▲ Your protective suit is handy when molten lead and laser spray hits you.



▲ Grenades blow up in blue light after a slight pause, when an orb appears.

## You Ain't Nothin' But ET Scum!

If you shoot something that looks human you've made a mistake. All enemies in *Halo* look strange, from Wookiee-style midgets who laugh like loons, to horsey foes. The latter go berserk when they're about to die, too.



◀ These guys are hard to defeat but have great guns that can be used against them.



▲ The midget aliens are disposed of easily enough, but look quite cute when they run away screaming.

## This is War!

The alien army in *Halo* is vast and the whole game is a mass war campaign against them. Your team of soldiers assist you throughout, but the co-operative multi-player mode should be thrilling with up to 15 other mates.



▲ Tanks, jeeps and even space craft are all involved in this alien war.



▲ Look, it's just like the *Star Wars: Episode I* forest battle scene.

## Drive Like a Pro, Shoot Like a Madman!

Handy jeeps act as a good source of transport and are needed to enable you to move around the massive environments on offer. Meanwhile, the aliens pilot spaceships, some of which can be blasted out of the sky by you. Watch your head!



▲ Blast them out of the sky with rockets or an automatic weapon. We haven't been able to take down the big dropships. Yet.



▲ Drive fast and you'll surprise the more dozy aliens with a large gun as you speed towards them.



▲ You can shoot these little blighters down when they're flying over you – if your aim's good enough.

## First Impressions

You never forget your first time



FPS adventures are nothing new, neither are cinematic plots being bolted on to them.

But, and here's the big one, *Halo* was hailed as a landmark title for PC fans last year. The PC version was cancelled and became an Xbox exclusive, but a FPS has to be pretty special to even be noticed by the PC FPS crowd.

*Halo* is very special indeed. Play it for the first time and it immediately becomes a landmark in gaming technology. Placing the *Halo* disc in the Xbox drive inspires the same awe as *Ridge Racer* on an import PlayStation did way back in 1994. So solid are the environments and landscapes, you suddenly feel all the scope of a PC game with none of the hardware glitches or loading hang ups. If anyone tells you that they've seen better looking FPS games on PC, they're likely to be lying through their teeth!

No doubt you'll realise from the screens here that *Halo* looks far better than anything even a PC can produce at the moment. Xbox owners will be incredibly lucky to own the most ambitious and downright huge first-person shooter of 2002. The Deathmatch levels are shaping up to be every bit as good as *Goldeneye* too.



## GOOD COP BAD COP



Detailed, gorgeous and fun, with up to 16 players, virtually no loading times and a healthy dose of gameplay.



The FPS market is saturated, with *Half-Life*, *Quake 4*, *Red Faction* and a dozen other titles vying for your attention.

## WHERE IT'S AT



*Halo* is now finished by the gods at Bungie. A US import review will appear next issue – as if by magic!



**OUT: FEBRUARY** FORMAT: PS2 DEVELOPER: CAPCOM/NAMCO SPECIAL FEATURES: G CON 2 LIGHTGUN CALL: 0207 925 2565  
 PRICE: £40 PUBLISHER: CAPCOM OTHER FORMATS: ARCADE PLAYERS: 1-2

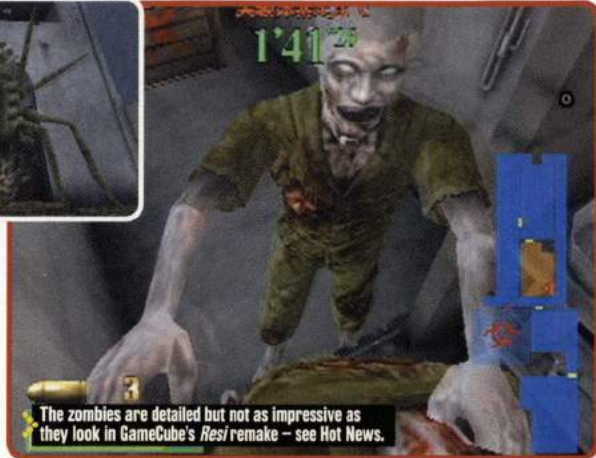
## PREVIEWER



Richard Melville



▲ The Terminator-style Nemesis is back. If he catches you it's game over, as you die instantly. Beware!



▲ The zombies are detailed but not as impressive as they look in GameCube's *Resi* remake – see Hot News.



▲ The DiCaprio-esque Steve has the ability to use double guns in the game. Handy for that spider that can jump on top of you.



▲ "Hello, your eyes look just like eggs. I'll have them on toast, please."

# Gun Survivor 2

## Code: Veronica

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

**The survival horror saga continues with more guts, zombies and, most importantly, lots of guns. Mobilise.**

If you've just completed *Code: Veronica* and are wondering what this version of the *Evil* is about, let us explain.

Firstly, *Gun Survivor 2* is based on a lightgun arcade machine, which features familiar *Code: Veronica* environments. If you managed to complete the

Dreamcast version, *Gun Survivor 2* is based around the first-person shooter mode that you get as a reward for finishing it. The romantic duo Claire Redfield and Steve Burnside return, guns loaded, to kick zombie butt and save the world from the evil Umbrella organisation.

Gameplay is furious and against the clock, and a map will appear at the start of each level showing you your destination. In most cases, this means running around a maze, picking up a key and blowing the head off zombies.

A novel touch is the inclusion of Steve Burnside (or Claire, depending on

which character you select) who will assist you in the levels, as long as you don't accidentally shoot him. The mass of enemies that appear range from old skool ceiling-mounted spiders from the original *Resi*, to the grotesque Nemesis – who is unleashed if the in-game timer runs out.

*Gun Survivor 2* sounds like quick fire fun for lightgun fans but, with *Time Crisis 2* now stomping onto the PS2 scene, can a mix of ghouls and guns beat the Namco classic? Look out for our full review next year to find out if Capcom can scare us silly yet again.

### TOP SHOT

*Gun Survivor 2* isn't as arcade based as *House of The Dead*, though. The dual control of joypad and lightgun (or a single G-Con 2) allows you to leg it around the level, strafing and spinning as you go.

... Enemies range from old skool spiders to the grotesque Nemesis...

### Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resi Evil Code: Veronica	94%
Code: Veronica Complete	92%
Onimusha: Warlords	90%

### ► I'm Spinning Around, Move Out of My Way!

*Gun Survivor 2* isn't just about shooting y'know. You'll need to spin around and run away as much as go blasting at full belt. The shoulder buttons rotate your character on the spot, and the analogue stick controls your full movement. When the action gets a bit too frantic to know what's going on, you'll need to look behind you constantly to avoid being eaten.



▲ Rather than being led around, like in most lightgun games, you can get trapped and even reach dead ends. Panic!



Steve ducks to avoid zombies. Hiding behind walls and boxes is essential.

### ► Tarantula!

The first boss you encounter is the biggest spider you'll ever see. It's important to protect the second character in the game at this point. Shoot the green spider in the bum, miss the head of your fellow gun-toting accomplice, and pray that you don't run out of rifle ammo. A pistol doesn't help much, sadly.



▲ The sign alerts you to the fact that you have to face the boss. No turning back now – Nemesis could be chasing.



▲ The spider has eyes all over its body. You have to kill it quickly so that it can't see and chase you.

### GOOD COP BAD COP



It's *Resi* in a John Woo-style double gun bonanza. Games don't come much more frantic and pacy than this.



The gameplay is fun, but where's the longevity? Surely you can only shoot so many zombies before yawning.

### ► WHERE IT'S AT



*Gun Survivor 2* is due in the shops in February. Expect to see more about it in GamesMaster before then.



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**OUT: JANUARY**

**FORMAT: PS2**  
**PRICE: £40**

**DEVELOPER: ACCLAIM**  
**PUBLISHER: ACCLAIM**

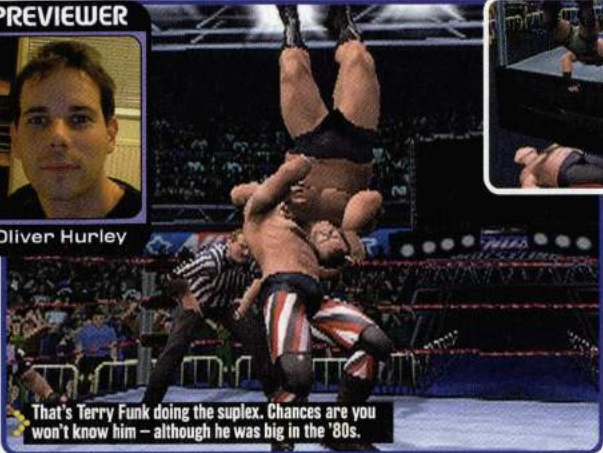
**SPECIAL FEATURES: DUAL SHOCK 2, MULTITAP**  
**OTHER FORMATS: GAMECUBE**

**CALL: 0207 344 5000**  
**PLAYERS: 1-4**

## PREVIEWER



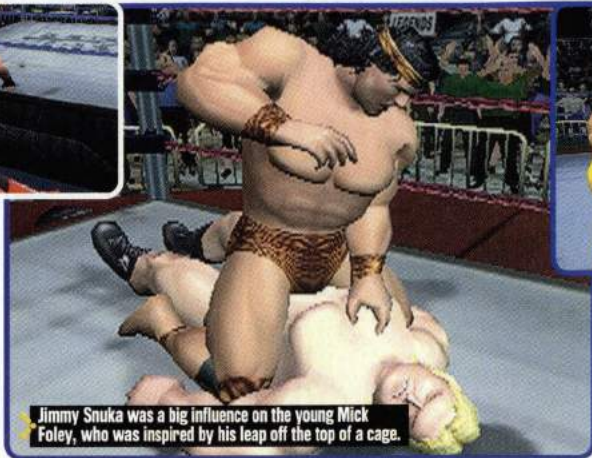
Oliver Hurley



That's Terry Funk doing the suplex. Chances are you won't know him – although he was big in the '80s.



Jimmy Snuka was a big influence on the young Mick Foley, who was inspired by his leap off the top of a cage.



▲ Hulk Hogan vs King Kong Bundy headlined *WrestleMania* – back in 1986!



▲ The game uses a control system that's fairly similar to that of *beat-'em-ups*.

# Legends of Wrestling

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...N

It's Acclaim's latest grappler and it's packed full of stars from the '70s and '80s. So why's RVD in it?

## Old Skool Wrestlers!

Around 40 different wrestlers are featured – although most of them were best known around 15 to 20 years ago.



▲ They appear in the game as the Road Warriors but are best known recently as the WWF's Legion of Doom.



▲ Although Jerry Lawler was a commentator in the WWF, he spent years as a wrestler in Memphis.



▲ The growth on Terry Funk's chest rapidly grew out of control. By now, he wished he'd visited his GP sooner.

When it comes to wrestling games, Acclaim clearly aren't ones to give up without a fight.

On losing the WWF licence to THQ (who then went on to mastermind the mighty *SmackDown!* series), they churned out a couple of games for cult grapple outfit ECW. When ECW folded at the start of the year, and with no more mainstream wrestling licences up for grabs, Acclaim starting signing individual wrestlers up for *Legends of Wrestling*.

The roster for the game, then, is a mixed bag. As the title suggests, most of the characters are old-timers – many of whom would be completely alien to current

... Gameplay is closer to that of a beat-'em-up, and it feels hard-hitting...

WWF fans. After all, have you heard of Ivan Putski? Thought not. More recognisable are the likes of Hulk Hogan, Bret Hart and Jerry Lawler. But Acclaim's real coup is in having signed Rob Van Dam to appear in the game shortly before he inked a deal to join the WWF. Indeed, RVD isn't even included in *SmackDown! Just Bring It* so, if you want to play as him on PS2, this is the only place you can do it.

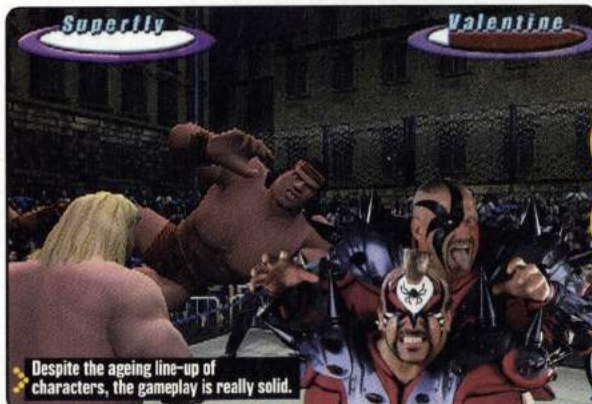
## COUNTER-ATTACK

Compared to *SmackDown!*, the gameplay itself is actually closer to that of a beat-'em-up, and the game feels

pleasingly hard-hitting. One of the more ingenious elements is a cool reversal system that works in a similar way to power bars in golf games. So, if your reflexes are good enough, you can reverse your opponent's piledriver attempt, for example, into a spine-shuddering backdrop.

Unlike in the *SmackDown!*s, there is also

plenty of blood here. Lovely. What *Legends* doesn't offer though, judging by the early code we've seen, is *SmackDown!*'s huge range of modes, although it does include the usual Career and Create-A-Wrestler options. But you can smack your opponent in the head with a chair – and that's what really matters, isn't it?



Despite the ageing line-up of characters, the gameplay is really solid.

## Wanderer!

Acclaim managed to get a scoop by signing up Rob Van Dam to appear in the game shortly before he signed a contract with the WWF. As a result he's not in *SmackDown! Just Bring It* – even though that's the official WWF game. All his trademark moves are featured, including the variety of splashes and moonsaults he performs.



▲ RVD has worked his way towards the top of the WWF in near record time – yet he's not in *SmackDown!*



▲ Instead, he makes a surprise appearance in *Legends*, complete with his vast array of moonsaults.

## GOOD COP BAD COP



Should boast a solid fighting system, with a cool approach to reversals. The only PS2 wrestler to include Rob Van Dam.



Lacks *SmackDown!*'s number of modes and, with a couple of exceptions, the characters are really obscure.

## WHERE IT'S AT

Most characters are there but the control system needs tweaking. Loads of time though – it's not out till Jan.

## Softography

These guys have also made...

WWF Attitude	90%
ECW Hardcore Revolution	79%
ECW Anarchy Rulz	76%



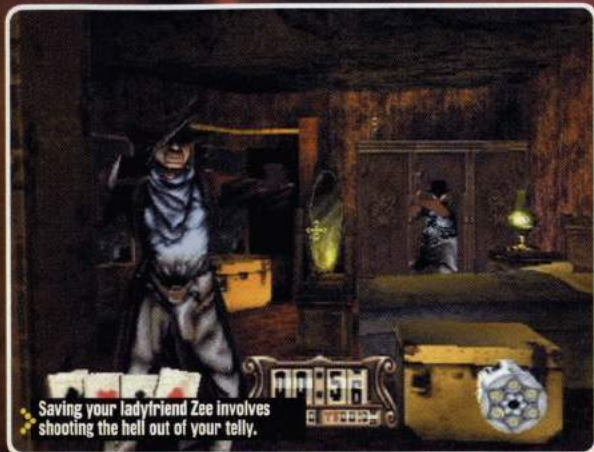
**OUT: JANUARY**

FORMAT: PS  
PRICE: £20

DEVELOPER: REBELLION  
PUBLISHER: UBI SOFT

SPECIAL FEATURES: LIGHTGUN  
OTHER FORMATS: NONE

CALL: 01932 838 230  
PLAYERS: 1



Saving your ladyfriend Zee involves shooting the hell out of your telly.



Mini games like this shooting gallery make a change from popping caps in live cowboys.



Ah, the classic wild west saloon bar – scene of many a mean movie shoot out.



Evil cow folk try to gun you down. Your lightgun will rarely stay in its holster.

## Gunfighter: The Legend of Jesse James

**Guns, girls, sheriffs: what more do you want from a wild west game, a lightgun? It's there!**

Welcome to the world of Jesse James. Pleasant place. That is, if you don't mind getting chased through a bar by loads of gun toting cowboys out for your blood. *Gunfighter* is like *Time Crisis* set in the wild west, as you grab a G-Con and blast

evil cowboys through five action-packed levels. It doesn't sound like much, but there are five boss battles for you to try your hand at, and once you've completed the Story mode you'll open up four *Point Blank*-style minigames, which have you shooting tin cans and bottles off shelves.

There are 18 enemies to gun down in authentic wild west bars and dusty streets. Have a pop at Spanish bandits, henchmen with huge taches, before blasting the big boss. The one level demo we played is good fun, and we'll find out if *Gunfighter* is a *Time Crisis* beater when we review it next issue.



### GOOD COP BAD COP

The wild west setting is fantastic, and we can't wait to have a pop at the cowboys with our G-Cons.

With only 10 main levels in the Story mode (including boss battles) *Gunfighter* seems a bit short.

### WHERE IT'S AT

Apart from the dumb enemy AI, *Gunfighter* is pretty much sorted. We'll bring you the review next issue.

**OUT: JANUARY**

FORMAT: PC  
PRICE: £30

DEVELOPER: CROTEAM  
PUBLISHER: NETWORK

SPECIAL FEATURES: ONLINE  
OTHER FORMATS: NONE

CALL: 01753 854 444  
PLAYERS: 1-16

### Pumpkin Die!

The pumpkin head baddies in this version are even scarier than the beheaded zombies from the first game. Get your guns out.



The Aludran Reptiloids return with their green homing blobs. Run!



The scariest monsters – these are the chainsaw-wielding mutant pumpkins.



The WWF will be onto us. Yes, Shane McMahon will have something to say.



When you die, the evil-doers celebrate around your lifeless corpse. That's plain rude.

## Serious Sam: The Second Encounter

The **dumb but fun** shooter returns. And this time its got **chainsaw waving pumpkin evil!**

"The best PC shooter since *Doom!*" That was GM's verdict of *Serious Sam*.

And this sequel looks even better, with more mad baddies and brand new, heavy duty weapons. Check

out the armies of chainsaw-wielding pumpkin-headed monsters who roam South America. They're evil.

These nutters are joined by hordes of killer bulls, one-eyed pigs, and *Doom*-style monsters with cannons for arms. Thankfully you've a huge arsenal of weapons, including a flame-thrower, sniper rifle and – our fave so far – a huge chainsaw.

Not that you'll have much time for careful sniping. We played one of the boss levels and the action is relentless,

as waves of mutants chase you through the jungle, forcing you to back pedal while unleashing shotgun fire.

The multi-player games haven't been revealed yet, but we know there'll be a Deathmatch and Co-op mode which has you and a mate taking on baddies.

Look forward to serious shooting action next year.

### GOOD COP BAD COP

With tons of baddies to gun down, this is the most action-packed shooter available on PC at the moment.

It's a bit of a no-brainer shooter. You won't be racking your brains working out how to gun down the baddies.

### WHERE IT'S AT

Once the multi-player levels have been sorted this will be finished. Look out for a review in the new year.



This is one of our favourite weapons – it's the meaty Gatling Gun. Start shooting!





**OUT: MARCH**

**FORMAT: XBOX  
PRICE: £45**

**DEVELOPER: SMILEBIT  
PUBLISHER: INFOGRAMES**

**SPECIAL FEATURES: TBC  
OTHER FORMATS: NONE**

**CALL: 020 8222 9700  
PLAYERS: 1-4**

## PREVIEWER

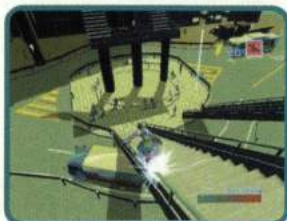


Robin Alway

There are 10 playable characters, including new taggers like this cone-hatted loon.



▲ The speed boost on the B button's now so nippy that the whole screen goes fuzzy with heat haze when you hit it.



▲ Tokyo-to's still crawling with police. There's now even more of them to put a stop to your tagging and grinding.

# Jet Set Radio Future

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...N

It's the return of the **real slim cel shady!** *Jet Set's* back to give Xbox an **aerosol-tinged air of cool...**

You can keep yer hi-tech but too-floaty hover boards, Mr *Airblade*. When it comes to skating around and, more precisely, skating around in the future, we've only got eyes for the still-to-be outfunked *Jet Set Radio*.

This Xbox-only sequel provides Microsoft's, shall we say *slightly chunky* machine with some instant cool. On our first play at Microsoft's X01 event in the company of Jap developers Smilebit, it was like the world's fridge

doors had swung open while it was loading. The cel-shaded streets of Tokyo-to – which already looked stunning on Dreamcast – are now looking nothing short of incredible.

## PACKED STREETS

Smilebit reckon there are three times the level of detail. That's not to say the lursh graphical style of the original's changed, though. They've just had fun putting Xbox's extra power to good use, creating 20 huge, multi-levelled city scapes that are crowded with literally hundreds of pedestrians, vehicles and, praise the good lord of skating, lots and lots of rails to grind.

Pavement chaffing in-line skating and grinding's still the



▲ The cel-shaded look's the same but there's at least three times the detail.

order of the day, as you bait the hapless future rozzers by out graffiti-tagging rival gangs. But this time the large stick twiddling pieces of the

**...New tricks make for even more look-how-great-I-am skating...**



▲ The resident DJ'll spin a whole new soundtrack, with help from Grand Royal.

DC game have gone in favour of more on-the-move spraying. Along with a set of new linkable tricks, this makes for even more fluid, look-how-great-I-am skating than in the first one.

Add new co-op and head-to-head four-player modes, and you've got yourself a game that, in graffiti terms, makes the great original look like 'Sharon Luvs Dave' scrawled on a toilet wall.

## City High!

The trick system's had its nose tweaked a little, but the most obvious improvement in *JSRF* are the size and detail of the levels. They're absolutely huge, full of pedestrians and cars, and the rail sliding takes you miles above street level. In fact, rail's been strewn about the place like it was going out of fashion.



▲ The streets are teeming with bystanders – and look at the detail on those buildings! Staggering stuff.



▲ Cool! Look at all those new levels on this revamp of the DC game's first stage.

## Get Set for Jet Set Trickiness!

The original *Jet Set* was always more about thrashing it through amazing city environments and grinding your skates down to the plastic than *Tony Hawk's*-style linked tricknology. Smilebit have made more of tricks this time round though. You can now grind up the side of a building while pulling off multiple combos. And, because everything's much speedier, you can now do a few linked tricks when your skater jumps in the air.



▲ You can now grind for much longer on walls and use them as a launch pad for an extended trick combo.



▲ There's much more tagging walls on the move this time. No more tiresome stopping and spraying.



▲ Expect ridiculous amounts of rail twisted into cool shapes just waiting for you to slide down. Mmm-mm.

## GOOD COP BAD COP



Looks even lushier and plays much faster than the already great DC version. Multi-player's a great bonus.



Tough competition from *Tony 3's* more complex tricknology. And it's not massively different from the first one.

## WHERE IT'S AT



Set to hit in March, there's no reason why this shouldn't be a UK launch game. Here's hoping.



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**OUT: EARLY 2002**

**FORMAT: XBOX**  
**PRICE: TBA**

**DEVELOPER: BUNKASHA**  
**PUBLISHER: ACTIVISION**

**SPECIAL FEATURES: TBA**  
**OTHER FORMATS: NONE**

**CALL: 01753 756 100**  
**PLAYERS: 1-TBA**



The police bubble car, perfect for smashing through windows of a shopping mall.

Everything you can see is destructible. It makes *Crazy Taxi* look like taking mum to Sainsbury's.



▲ This easily rollable buggy's driven by a cool, shades-wearing chick detective.



▲ You'll need the Ferrari-style motor to catch the quicker crooks.

# Wreckless

**Check yourself before you wreck yourself and the whole of Hong Kong...**

**Wrecklots** would be a sadly rubbish but definitely more appropriate title for this new mission-based racer that's exclusive to Xbox.

Within a minute of playing it at Microsoft's X01 event, we managed to total a few

double decker buses, a tram, an entire shopping centre and several hundred cars hurtling through the packed streets of Hong Kong.

Basically, think classic coin-op *Chase HQ* relocated to one of the most detailed, traffic-choked cities seen in a videogame. Over 20 mission-

based levels see you taking on a crime syndicate by rearing their motors or racing through checkpoints.

The 10 or so vehicles take in everything from monster trucks to buggies, but it's the neon-laden streets of Hong Kong that are the real gob-smacking stars.



## GOOD COP > BAD COP



Spectacular looking city where everything blows up beautifully. Very intense and arcadey.



Might be *too* arcadey and shallow. A great idea for a coin-op rather than a hard drive hogging Xbox game?

## WHERE IT'S AT



It's early days but is already looking incredible. Expect plenty more playtests before this is released.

PREVIEWER: Robin Alway

**OUT: FEBRUARY**

**FORMAT: PS2**  
**PRICE: £40**

**DEVELOPER: ACCLAIM**  
**PUBLISHER: ACCLAIM**

**SPECIAL FEATURES: NONE**  
**OTHER FORMATS: NONE**

**CALL: 0207 344 5000**  
**PLAYERS: 1**

## Combat!

The dual world set-up in *Shadowman* lets you use real and fantasy tools of destruction, making defeating demons fun too.



▲ Double gun action in the wild, wild west. Big Willie style! Wicky wicky...



▲ You may be twice my size with fire breath, but I am going to kill you.



▲ Shadowman holds a sharp blade that can decapitate and be a boomerang.



The octopus' bum threatened to swallow Shadowman whole after a flame fart stunned him.

# Shadowman: Second Coming

**Religious adventure and ghoulish destruction with a familiar hero.**

We've had *Soul Reaver 2*, *WWF Just Bring It*, and now *Shadowman* is stepping up as a new year sequel.

Sadly, a group of barely human satanic folk are under the command of evil leader Asmodeus, who plans to end civilisation as we know it. Cue *Shadowman* attempting to save the day with an assortment of bizarre mystical weapons, and good, old fashioned firepower.

The adventure sprawls across some beautiful scenes that use fogging and mist effects to terrify you along

your journey of puzzle solving and blasting.

The gameplay was shoddy on some consoles, but Acclaim have chosen to make the sequel a PS2-only game. This should mean we'll have a game that looks as good as the concept sounds.

## GOOD COP > BAD COP



Acclaim Teeside have worked hard on this – and it shows. If it lives up to expectations it could become a classic.



The cross-platform prequels were of a mixed quality, and that's the last thing PS2 needs to realise its success.

## WHERE IT'S AT



In the last stages of development, *Shadowman: Second Coming* should be here in February next year.



▲ Auto-aiming means you can attack two enemies at once, with shocking effect.

PREVIEWER: Richard Melville



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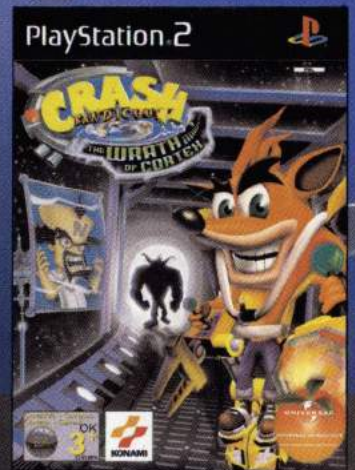
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# Unleashed on PlayStation®2



## COMING SOON



## 2 Fast 2 Catch, 2 Strong 2 Beat, 2 Good 2 Miss!



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**OUT: DECEMBER**

FORMAT: PC  
PRICE: £30

DEVELOPER: GREY MATTER  
PUBLISHER: ACTIVISION

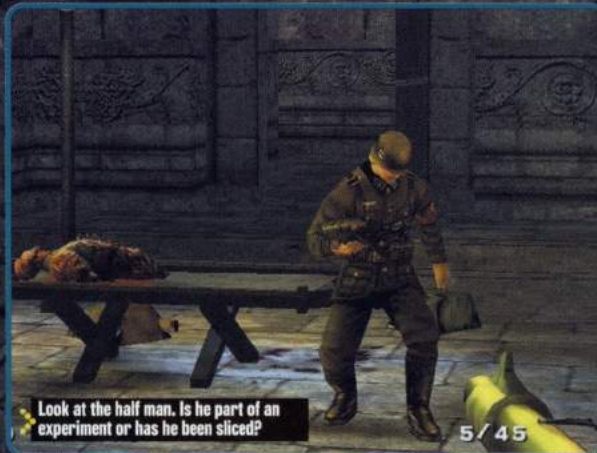
SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE

CALL: 01753 756 100  
PLAYERS: 1-16



He wasn't paying attention to the battle, and even his helmet can't help him now.

26/270



Look at the half man. Is he part of an experiment or has he been sliced?

5/45



This is what happens when you mess with the DNA of a soldier. Be warned.



Surprisingly, the toilets had a see-through mirror but security was tight.

## Return to Castle Wolfenstein

### Multi-player Nazi madness with the daddy of first-person shooters...

PREVIEWER: Richard Melville



While *Doom* is set for a gory second coming on GBA, id have licensed their 1992 FPS *Wolfenstein* for a sequel.

Back in 1992, *Wolfenstein* was the first FPS to feature real people and real-life situations. Now id have passed the baton to Grey Matter, who are developing a

new WW2 universe with a *Quake 3* engine.

This sees you play as a beefy hero asked to save the world from Nazis in a massive frag fest. While the WW2 setting might be familiar to fans of *Medal of Honor*, the fictional bio-engineering sub plot means it's not just angry soldiers you'll fight. Horned beasts and demonic

monsters rampage over the German landscapes too.

We've played the co-operative multi-player levels and can report that, if it's teamwork twinned with all-out fragging you need, you'll be very happy indeed.

Next month we'll investigate the single-player mode to see how it fares against the competition.



### GOOD COP BAD COP



It's fast, good looking and has great weapons for you to mess about with. And it's from a classic pedigree.



A WW2 first-person shooter isn't exactly innovative gameplay any more. Anything surprising up its sleeve?

### WHERE IT'S AT



The game will be done and dusted by the time you read this. We'll have a review ready for you next issue.

**OUT: MARCH (UK)**

FORMAT: XBOX  
PRICE: £45

DEVELOPER: BIZARRE CREATIONS  
PUBLISHER: MICROSOFT

SPECIAL FEATURES: TBC  
OTHER FORMATS: NONE

CALL: 01895 456 700  
PLAYERS: 1-4

### Wax On!

Here's what makes *PGR* different: its style-based Kudos scoring system and those eye soothingly lush reflections...



The scenery's reflected on the car in real-time, thanks to the hard drive.



Pulling powerslides and overtaking racks up your Kudos points.



It's not just about getting round; you need to take corners stylishly.



The city scenery's amazingly detailed. Look at old Lahndahn town's Houses of Parliament.

## Project Gotham Racing

This launch racer shows off the Xbox's power as you show off your powerslides



Everyone knows a serious racer's necessary when releasing a console. It's as important as a bottle of champers when launching a ship.

Our latest play of a nearly finished *Project Gotham* suggests Microsoft can put a big red tick next to it on their

launch line-up clipboards. In fact, make that a gold star, because this is surely the best looking racer ever.

Think 25 perfect-looking car models racing around 200 eye-rubbingly realistic city circuits (in London, Tokyo, New York and San Fran). The two come together and, er, snog in the frankly amazing real-time reflections of the scenery on the car bodies.

Wisely, it also nicks the innovative Kudos system from predecessor *MSR* on Dreamcast. Points get awarded for stylish racing, and lots of the 100 odd

challenges and multi-player races require you to show off rather than come home first.

Bill G's hard earned's been well spent on securing licences too. There might not be the same quantity of motors as in *GT3*, but this is the only place you'll see Porsche and Ferrari on one selection screen. And, fantastically, you can damage them, pounding in panels and bumpers.

Full test drive next ish.

### GOOD COP BAD COP



Technically streets ahead, it's also got gameplay innovation in the form of Kudos, and all the right licences.



We know it's good, but we'll need a finished copy and a few weeks of play to know if it can take on the *Turismo*.

### WHERE IT'S AT



We'll be taking *Project Gotham* for a full test drive next issue. Expect minimal tweaking for the UK launch.



Cars won't roll but you can get them airborne and mash up the bodywork.

PREVIEWER: Robin Alway





**OUT: MARCH 2001 (JAP), TBC (UK)** **FORMAT: GC** **DEVELOPER: CAPCOM** **SPECIAL FEATURES: NONE** **CALL: 0207 925 2565**  
**PRICE: TBC** **PUBLISHER: CAPCOM** **OTHER FORMATS: PS, PC** **PLAYERS: 1**

## PREVIEWER



Richard Melville

▲ The main staircase looks great, and expect zero loading time when ascending the posh steps of doom.

▲ "A mouse. I saw it and it scared the life out of me, so now I have to shoot it. Mummy, I need your help!"

▲ Heads will roll once Chris starts to use this baby. Watch out for flying skulls!

▲ Those models are getting thinner and thinner these days. It's just not attractive.

# Resident Evil

LATEST SHOTS!... UPDATE!... LATEST SHOTS!... UPDATE!... LATEST NEW GAME!... FIRST SHOTS!... NE

Capcom are going to **scare GameCube owners silly** next year with a **remastered gaming classic**.

## ▶ The Look of Love!

The zombies now wear a range of sinew-soaked shirts and blood-stained denims. Get too close and they'll snog you.



▲ The medallion man swaggers closer, despite his flabby chest swallowing his prized golden tiger medallion.



▲ The open shirt theme continues as you're in the woods with the undead moaners while green mist appears ahead.



▲ The real-time lighting effects can be seen when characters head towards lamps or wall-mounted lights.

Remember 1996? Capcom do because it's the year when their famed games *Street Fighter* and *Mega Man* played second fiddle to their new survival horror epic *Resident Evil*.

One of the best loved game series ever, Capcom are transplanting *Resident Evil* to GameCube, starting with the original. We've brand new shots of the trouser-browning remake, and they concentrate on the environment of the mansion and show detailed weapons.

You can see that the hi-res overhaul means that *Resi* has become truly photo-realistic.

**... Fear and panic will be delivered even quicker than ever before...**

Pause the game and you'd be hard-pressed to convince your friends that the on-screen action wasn't from the latest horror flick. Both Jill Valentine and Chris Redfield have military uniforms and a massive amount of detail on their clobber, revealing S.T.A.R.S logos and fearsome weapons that were previously just a dark blur on PSone.

the position of enemies and puzzle sequences. With the hyper-fast loading times of the GameCube, the days of waiting for doors to swing open will be a thing of the past. Fear will be greater and panic will be delivered more quickly than ever before.

Producer Shinji Mikami has confirmed that all *Resi* games produced by his

studio will be exclusive to GC too, so you have to get one if you want more *Resi*. He says: "We will release *Resident Evil* on GameCube as it is the hardware which can embody my concept of the game".

Just look at these screens and tell us you don't want to be scared out of your mind. We know you do, so look out for more next month.



Remember this bit with the plant? The knife isn't going to help you much is it?

## ▶ Horror Home!

Welcome to the mansion of evil, *Resident Evil*. You may remember the doors and feel at home, but now it seems more real, more frightening. Look at the shiny floors and darker lighting and imagine a zombie lurking in the shadows, moaning louder than the presenters of *Watchdog*. You'll believe that the mansion is alive.



▲ There'll soon be blood on the carpet, the marble floor and the doors. Carol Smilie would *not* be very happy.



▲ Even the faithful typewriter looks more real in this GC version, so there can be no missing the vital save points.

## GOOD COP ▶ BAD COP



*Resi* now looks more terrifying than *Silent Hill 2* and just about any survival horror game we've ever seen.



It's largely the same game as the 1996 original was. *Resident Evil 4* will be where the real innovation is.

## ▶ WHERE IT'S AT



*Resi Evil* will debut on 22 March in Japan. UK gamers may not even have a GC by then, however. See next issue.

## Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resi Evil Code: Veronica	94%
Resi: Veronica Complete	92%
Resi Evil Code: Veronica X	92%

## FOILED A GAME

Capcom are aware that many gamers will have played the original before, and it's possible - in the style of *Resi: The Director's Cut* - that Capcom will play about with





**OUT: JANUARY**

FORMAT: PS2  
PRICE: £40

DEVELOPER: SONY  
PUBLISHER: SONY

SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE

CALL: 0207 533 1400  
PLAYERS: 1-2

**PREVIEWER**



Richard Melville



▲ 180° twists aren't unusual but, when approaching them at speed, walls are a problem. As you can see.



▲ New teams and new characters appear too, such as this funky cyber chick and er, a strange bald man.



▲ New craft include this purple anti-grav vehicle that you can use to bully opponents.



▲ Light effects and explosions threaten to throw you off course – stay on target.

# Wipeout Fusion

NEW GAME!...FIRST SHOTS!...NEW GAME!...FIRST SHOTS!... NEW GAME!...FIRST SHOTS!...

Want something that **little bit faster** on PS2? The king of speed is reborn, and it's already **up and running**.

## Seek and Destroy!

Missiles, proton cannons and grenades are among the weapons. Secret, team-specific weapons bring the total to 15.



▲ Lock on to your racing road rage enemy and let rip with a hefty, energy-depleting missile attack.



▲ Spray destruction on multiple craft with a handy proton cannon. It's a great device for stress relief.



▲ Grenades cause massive explosions on the track and distract all passing racers. A very sneaky tactic.

## Here We Go!

Want to feel sick? Well, not really, but a few stomach-turning twists wouldn't go amiss. Just take a look at the drops, Tarmac swirls and massive jumps along these tracks. Alton Towers is a walk in a kiddy amusement park by comparison. Keep the vomit bag handy and sit on a steady chair.



▲ Argh, where's the floor? Top speed is needed to clear jumps, otherwise you end up at the back of the pack.



▲ There are bigger drops than those you find on rides at Alton Towers. Oblivion, eat your heart out.

The original *Wipeout* arrived in 1995 and heralded the debut of PlayStation in the UK, at a time when Britpop was rife and *Extreme-G* was just a distant idea in the minds of those at Acclaim.

Fast forward to 2001 and Psygnosis are preparing to unleash the manic speed fest that is *Wipeout Fusion* on PlayStation 2.

Imagine if *F Zero X* on N64 was given a funky designer overhaul, and those industrial tracks that made *Wipeout* so good were twisted into colourful roller coasters. That's *Wipeout Fusion* and, in short, it's looking like the best

**...Dead craft, dirt and nuclear weapons get in the way of the finish...**

next-generation futuristic racer we've seen.

## PERSONALITY

Psygnosis have put a little more emphasis on pilots this time around (they actually exist), with comic strip characters joining the recognisable *Wipeout* racing teams, such as Feisar. *Wipeout Fusion* remains true to the series in terms of gameplay, with inventive weapons, air brakes and fiercely competitive racing. The explosions, weather effects and illuminous trails left by rockets and exploding craft are clearly designed to

thrill fans. At times it's almost impossible to see the track ahead of you when a messy pile up has occurred. Dead craft, dirt and nuclear weapon discharge all get in the way of passing the finish line in pole position. Including reverse tracks, 45 tracks are featured in the game, and the single-player modes such as League, Elimination and

secret Zone mode mean that it will take an age to crack the devious death tracks that Psygnosis have designed.

Despite slipping to a January 2002 release, the Psygnosis magic is in full effect with *Wipeout Fusion*. Any gamer in need of some adrenaline pumping and heart pounding speed should look no further.



▲ It's a good idea to release your rockets on a nice long straight for the best effect.

## GOOD COP BAD COP

Speed, guns and roller coaster rides have never been so much fun. Not that we've done all three in real life, of course.

Utah Saints adverts? Are they on the soundtrack and do we care? No. They're sooo early '90s, man.

## WHERE IT'S AT

Final touches are being added to make *Fusion* as pretty as Britney in a santa suit. Full review next issue.

## Softography

These guys have also made...

Legend of Dragoon	82%
This is Football	82%
Medieval	83%
C-12 Final Resistance	69%
Formula 1 '97	90%
Rollcage	81%



**OUT: FEBRUARY**

**FORMAT: PS2  
PRICE: £40**

**DEVELOPER: CORE  
PUBLISHER: EIDOS**

**SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE**

**CALL: 01332 227 800  
PLAYERS: 1**

**PREVIEWER**



Tom East



Each Disney-style level is so cute. Playing it will make you feel all warm inside.



Oh look, a snow level. Being Disney-esque means a cheerful winter scene is essential. But, hey, it is Christmas.



Follow the white brick road, herd some Doops and hope that they aren't eaten in front of you by a laughing Gromp.

# Herdy Gerdy

LATEST SHOTS!...UPDATE!...LATEST SHOTS!...UPDATE!...LATEST NEW GAME!...FIRST SHOTS!...N

**Watch out Pokémon. Tons of cute creatures are coming to PS2, and you've got to catch 'em all!**

David Attenborough would love this game. Playing as Herdy, you get to meet 30 different animal species on one island. That's enough for two dull nature documentaries.

Well, it would be if these animals weren't made up. Ever heard of Doops? Well, after a quick bash on *Herdy Gerdy* you'll know the little pink rabbit-like creatures well enough to swear at them very loudly and make them follow you into a pen.

**Softography**

These guys have also made...

Project Eden	84%
Tomb Raider Chronicles	87%
Tomb Raider: Revelation	87%
Tomb Raider 3	93%
Thunderhawk: Phoenix	75%
Fighting Force	63%

They're irritating buggers and, just as you think you've got them all cooped up, a rogue one will escape and squeak a cheeky "Doop" at you. But you'll have to save them all to open up new levels and stop the evil Sador winning the herding tournament and taking control of Herdy's magical island.

**CHALLENGING**

After a first play of *Herdy Gerdy*, it's clear that winning this tournament is going to be a tough task. The first level is crawling with Doop gobbling Gromps who need taking out. But the Herdster doesn't have any weapons, and he can only guide them into traps. But if he takes them to the wrong trap (one that is close to a Doop's pen), the ugly

monsters will catch the Doops with a fishing rod.

And the Doops are the easiest animals to herd too. Quivels are shy creatures who dive into bushes when you're attempting to herd them; you'll need a flute to catch the Bleeps and Honks, and Gloomers will dive into the nearest hole as soon as they see Herdy. Nice.

But it's not just a fun little herding game; it's a huge herding game. All 35 lush looking levels are massive, and they're rammed with

**... All 35 lush levels are huge, and full of animals to interact with...**



That mushroom's as big as Herdy, yet you herd animals the size of cats. Hmm.

animals to interact with and people to chat to. Also, it's the first proper free-roaming cartoon adventure on PS2, with huge Disney-style areas to explore and get completely lost in. So, although it looks a bit too cute, it'll be bigger than *Jak and Daxter*.

**Gromps!**

Once you've got your herding tools together you can start herding those little Doops. But watch out for the Gromps - they're thick and they can't kill you, but they are fond of Doop sandwiches. So run up to them, make them chase you, and catch them in a trap that's far away and safe from the Doops' pen.



"Herdy, he's behind you!" "Oh no he's not!" *Herdy Gerdy* tends to go all panto during chase scenes. Funny.



If you wake the dozy pink Gromp he'll pummel you.

**Sticks and Stones...!**

... Won't break my bones, but they might help me to herd some animals. After herding a bunch of creatures in record time, Yggdrasil will give you a herding stick that will help you to catch those darn Doops more swiftly. Later on, as you rack up more herding skills and records, you'll receive other herding tools, such as a flute, a horn and a hammer. You could have done with them from the start...



Come on Doops, stay in line. If you don't, I'll smack you with my big stick - no matter how cute you are.



Here, you are witnessing a rare sight. Let us watch as the Doops stick together in a communal huddle.



The purple fiends decide to steal Herdy's pocket money pot of gold.

**GOOD COP BAD COP**



Unlike *Crash Bandicoot*, *Herdy Gerdy* is an original adventure - we've never herded animals before. It's huge too.



It's herding. If you don't swear at your PS2 after a spot of Doop penning action you deserve a medal.

**WHERE IT'S AT**

The camera needs loads of work if it's going to make its February release date. Could go back to March.



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**OUT: MARCH**    **FORMAT: XBOX**    **DEVELOPER: TEAM NINJA**    **SPECIAL FEATURES: NONE**    **CALL: 0870 601 0100**  
**PRICE: £45**    **PUBLISHER: TECMO/MICROSOFT**    **OTHER FORMATS: NONE**    **PLAYERS: 1-2**



▲ Crashing through the scenery can totally change the level's geography.



▲ Serves him right for taking his sun hat into a scrap. Now nick his shoes.

Check out the snow effects as Gen kicks Frosty the snowman's flakey ass.

Here's Gen in his alternative clothing and some fetching dungarees.

## Dead or Alive 3

It'll only turn up with Xbox, but we thought we'd keep you abreast of the situation.

While the beat-'em-up dynasties of *Virtua Fighter*, *Tekken* and *Soul Calibur* were absent this year, the 3D joy of the feisty upstart *Dead Or Alive* managed to slap its way to the top of the console tree. And, with number three on its way, it'll take some beating.

Playing a nearly complete version at X01 (see p10) left us thinking this is right up there with the *Tekken 4* coin-op technically. As well as the usual mix of flowing combos and spiky counters, enough new moves and characters are in there to make this a 'proper' Xbox exclusive sequel – it looks incredible.

So much has been made of the visuals that you might think *DOA3* isn't much more than a fancy graphics demo, but it does indeed set a new benchmark in animation and interactive environments – one that even the mighty *Tekken 4* may struggle to match. Full playtest and review next month.



**GOOD COP → BAD COP**

Amazing visuals and the fastest flowing 3D fighting that money can buy – on a brand new console. Bring it on!

Lacks the character of *Tekken* and *Virtua Fighter*. Perhaps a bit too spectacular for purists.

**WHERE IT'S AT**

We'll give you our opinion on the US release version, but UK gamers will have to be patient till March.

PREVIEWER: Dave Harrison

**OUT: MARCH**    **FORMAT: XBOX**    **DEVELOPER: ODDWORLD INHABITANTS**    **SPECIAL FEATURES: NONE**    **CALL: 0870 601 0100**  
**PRICE: £45**    **PUBLISHER: MICROSOFT**    **OTHER FORMATS: NONE**    **PLAYERS: 1**

### Mind Control!

It's not just Munch and Abe against the Sligs, as our heroes can exert influence over all the creatures they meet.



▲ Munch chatting to some Fuzzles...



▲ Abe can talk to the oppressed workers and get them to follow him.



▲ Munch can use the mind control device to help him out.



## Oddworld: Munch's Oddyssey

Take a 2D PS platformer; and make it Xbox's launch platformer; it's an odd, odd world

What a brave console Xbox is. It's taken one of the best-selling 2D platform games ever and quite literally added an extra dimension to it. This was all the idea of developers Oddworld Inhabitants, who felt that Xbox was the only console with enough power

at its disposal to bring their 3D epic vision to life. And our first play of the game since E3 suggests it could be the most innovative platformer till Ninty get their *Mario Sunshine* arse in gear.

It's not just the render-quality character models that'll have you cooing. The stars (Munch and Abe) feel brilliantly different to control, and the way the two link up to make the best of their unique abilities works nicely. For example, Abe chucked Munch over a wall to make the most of his swimming skills in a watery section.

Another new demo level had us escaping from the lab as Munch and collecting Fuzzles to discharge an energy blast from his little bonce.

It's all dead easy to pick up and play, with stacks of in-game signposts and instructions. Plus, if you die, your co-star can revive you, cutting down on the frustration you could feel with the trial and error puzzles.

It's a world of fun.

**GOOD COP → BAD COP**

All the playability of the original but with a huge 3D world to potter around and explore. Lovely.

Even though it's very impressive visually, a lot of the backgrounds seem a bit bare. Where's the detail?

**WHERE IT'S AT**

It really has been a labour of love for the developers, but it should be ready come March next year.

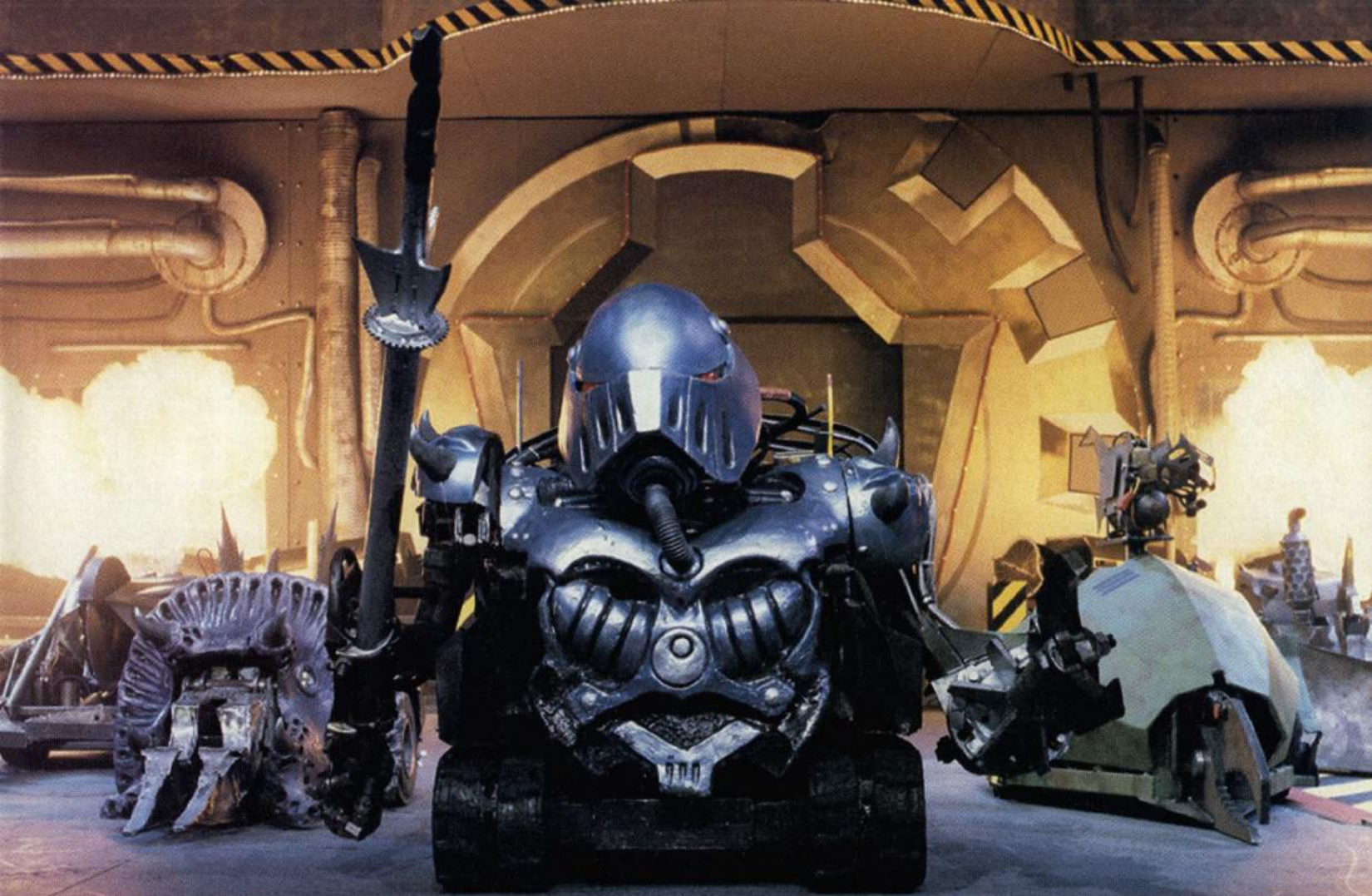
Being a fish, Munch has trouble moving round on dry land – nothing a wheel chair can't sort out



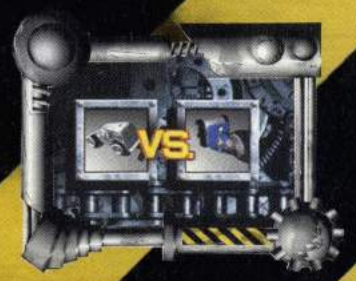
▲ It's carnage as the Slig's attack Abe's mates. Damn their oppressive regime!

PREVIEWER: Dave Harrison





**SCHOOL'S OUT!**  
**Now YOU teach someone a lesson.**




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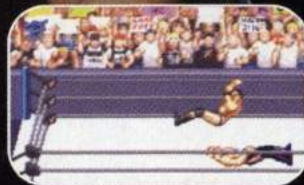


# **ROAD TO WRESTLEMANIA**



Heartache, Glory  
and  Mayhem!

OUT NOVEMBER 2001



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# Games Master



THE HOTTEST TIPS FOR THE LATEST GAMES! THE HOTTEST TIPS FOR THE LATEST GAMES!



### TIPS MISTRESS

Hello there! Code Girl here. I'm here to bring you the very finest cheats, codes and game busting guides every issue. If you've got some ace tips up your sleeve, or if you're tearing your hair out with a game, drop us a line, and send it in with the coupon (or a copy) on page 57. And remember, cheating makes you more attractive. And cool.

NU-CODE GIRL PASSES ONLY THE COOLEST LETTERS TO OUR TIPS MASTERS! WRITE TO US NOW!

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## THE GUIDE



# WWE SMACKDOWN! JUST BRING IT

ALL THE SPECIAL MOVES, PLUS GRAPPLE AS MARIO!

### TIPS EXPRESS

LATEST CHEATS!



p42

### MASTER CLASS

YOUR TIPS!



p50

### CONSOLETATION ZONE

YOUR QUESTIONS!



p52

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.50



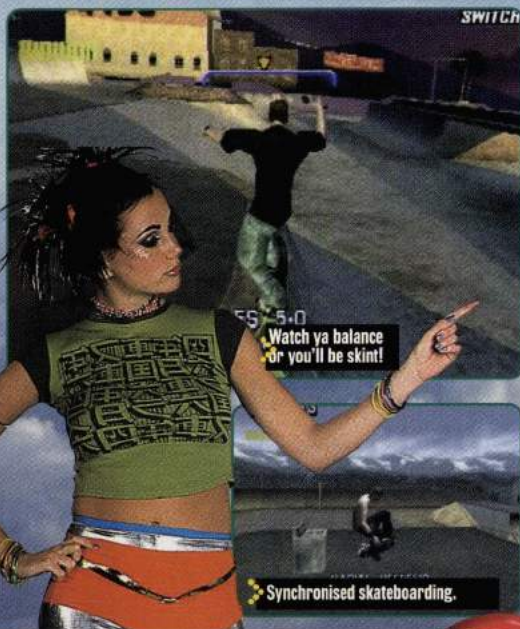
# TIPS EXPRESS

Welcome to the world's hottest tips section! Code Girl sifts fact from fiction and gold from guff to bring you the latest cheats every month!

THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...



## HELPFUL HINTS FOR THE HAWKSTER! TONY HAWK'S PRO SKATER 3



Not only are Tone's games the best skaters in the world, they come loaded with cheats. To get these going, simply press Pause and tap in the codes. The screen will shake if you've entered 'em right.

### Super Quick Spins

Hold **[PS]** and press **↑, ↓, →**.

### Fat Skater

Hold **[PS]** and press **⊗, ⊗**.

**⊗, ⊗, ←, ⊗, ⊗, ⊗**

**⊗, ←, ⊗, ⊗, ⊗**

**⊗, ←**

### Thin Skater

Hold **[PS]** and press **⊗**.

**⊗, ⊗, ⊗, ⊗, ⊗**

**⊗, ⊗, ⊗, ⊗, ⊗**

**⊗, ⊗, ⊗, ⊗, ⊗**

### Blood Mode

Hold **[PS]** and press **←**.

**↑, ↓**

### Disco Mode

Hold **[PS]** and press **←, ↓, →**.

### Level Flip

Hold **[PS]** and press **←, ⊙, ⊙**.

### Stud Mode

Hold **[PS]** and **[PS]** and press **⊗**.

**⊗, ↓, ↓, ↓**

### Display Completion Date

Pause the game,

then hold **[PS]** and

press **↓ ↓ ↓**.



Our favourite tip's for Super Quick Spins. Now, what's 360° x 3 again? Where's the protractor?



## SPACED OUT SECRETS! ANACHRONOX



▲ Go where you want when you take the clipping paths off. Wee-hee!

Here's a warning: if you want to get these cheats working you'll have to fiddle about with the game file, so make sure you make a back-up. Use a Text Editor to edit the "default.cfg" file in the "\anachronox\anox\data\configs\" folder. To enable the Debug menu, change the "set debug 0" entry to "set debug 1". When the game begins, debug messages will appear. Press ~ to display the console window, then type "invoke 1:86" to unlock the Cheat menu. Now you can bash in this powerful pair of cheats. Phew!

Win Battle Instantly  
battlewin  
No Clipping  
Mode  
noclip

CHEAT  
DETECTION  
SENSORS ON  
FULL POWER!



## CHEATS FOR THE STREET! NBA STREET



▲ There are so many teams to unlock... ▲ ... All of which are cool as.

We know you've had plenty of *NBA Street* cheats but these new codes are even better, as they let you play as cool teams, including one with *SSX* characters.

### All Courts

Go to the Court Selection screen in Hold the Court mode. Hold **[PS]** and press **↑, ↓, ←, →, →, ←, ↓, ↑**. Hold **↑** and press **⊗** to unlock all courts.

### Big (SSX Snowboarders) Team

Go to the Enter User ID screen. Enter the user record box, hold **[PS]**, and quickly press **↑, ↓, ↓, ←, ⊗**.

### 3LW Team

Go to the Enter User ID screen. Enter the user record box and hold **[PS]**. Quickly press **←, ←, →, ↓, ⊗**.

### NYC Legends Team

At the Enter User ID screen, enter the user record box. Hold **[PS]** and quickly press **↓, ↓, ↓, →, ⊗**.



DREAM  
A LITTLE  
DREAM  
TEAM!



## YOU CHEATING COCKNEY! THE ITALIAN JOB

THE  
KEY TO  
UNLOCKING  
COCKNEY  
CAPERS!



▲ Now it's unlocked, you just have to complete it.

Never mind the doors, with these top cheats you can blow the whole game open. Tap these in at the main menu.

### Unlock All Missions in The Italian Job Mode

**⊙, ⊙, ⊙, ⊙, ⊙**

### Unlock Checkpoints

**⊙, ⊙, ⊙, ⊙, ⊙**

**⊙, ⊙, ⊙, ⊙**

**⊙, ⊙, ⊙, ⊙**

### Unlock Destructors

**⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙**

**⊙, ⊙**

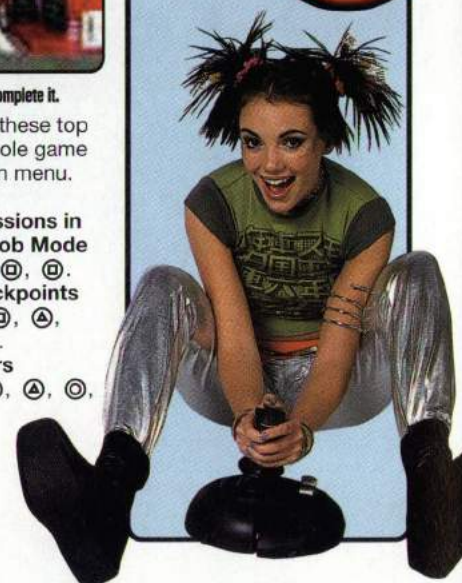
### Unlock All Free Rides

**⊙, ⊙, ⊙, ⊙, ⊙, ⊙**

**⊙, ⊙**

### Unlock All Challenges

**⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙**





THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...THE LATEST GAMES BUSTED WIDE OPEN...

**PC** **WAR ON MARS!**

## RED FACTION



▲ Climb through the opening in this shaft to search for more miners.

With these fab cheats you can blow holes in the walls without running out of ammo. Bonus! To get the cheat list, start playing a game and press ~. Then type:

- Get All Weapons and Ammo – bighugmug
- Go To Camera View One – camera1
- Go To Camera View Two – camera2
- Go To Camera View Three – camera3
- Toggle God Mode On/Off – vivalahelvig
- Fly Mode On/Off – heehoo

**PlayStation** **DISH OUT ELECTRIC SLAPS!**

## SPIDER-MAN 2

If you can't wait to sting Electro, enter these as codes.



**Cheat Mode**  
AUNTMAY

**Level Select**  
NONJYMNT

**All Costumes**  
WASHMCHN

**What If? Mode**  
VVISIONS


**Debug Mode**  
DRILHERE

▲ Spidey scales the advert up-close – he's forgotten his specs.

**ELECTRIFYING CHEATS TO ESCAPE STICKY SPOTS!**

**PlayStation** **MASTER THE MUTANTS!**

## X-MEN MUTANT ACADEMY



**X-RATED CHEATS FOR EXTRA CHARACTERS!**

▲ Bish, bash, bosh.

**Unlock Professor X**  
Beat the entire Arcade mode with Juggernaut. Then highlight Magneto and press **□**.


**Unlock Psylocke**  
Beat the Arcade mode with Wolverine.

**Unlock Spidey**  
Beat Spider-Man in Arcade mode. Then highlight Cyclops and press **□** to select Spidey.

**Master Code**  
Go to the Title Screen and press **□**, **↓**, **□**, **□**, **□**, **□**.

Now you're ready to cheat away the day.

**Unlock Juggernaut**  
Beat the game with everyone (including Psylocke).



**GAME BOY ADVANCE** **SUPER SPIDEY SECRETS**

## SPIDER-MAN: MYSTERIO'S MENACE

Now you can make Spidey look even cooler. With these cheats you can make him wear an armour suit, a thermal costume and a black costume. Oh, and we've got a level skip too. Our cheating sense is tingling!

**Level Select**  
To unlock all the levels in the game, enter JV31 as a password

**New Costumes**  
Enter SP1DY as a password.

**Start at Last Level**  
To start at the final level with some pretty swanky gear (armour suit, web cartridges and fluid), enter RV8WJ as a password.



▲ A menace to the community – or at least he was until you got yerself tooled up. Now go and menace him!

**PUT ON YOUR POSH FROCK AND SKIP TO THE END!**

**PC** **TOP SECRET CODES!**

## SPY HUNTER

You'll have to do a bit of work to unlock the secret stuff. Here's the info.

**Unlock 'Making Of' Video**  
Beat Level 13 in 2:15.

**Unlock Extra Saliva Video**  
Beat Level Three in 2:40 or less. The video will be in the Extras menu.

**Unlock Camera Flip Cheat**  
Beat Level 11 in less than 3:10.

**Unlock Concept Art**  
Beat Level Nine in under 3:45.

**Unlock Early Test Anamatic Video**  
Beat Level Five in less than 3:25.

**Unlock Extra Cameras**  
Beat Level Six in 3:45

**Unlock Fisheye Lens**  
Beat Level 10 in less than 3:15.

**Unlock Green HUD**  
Complete all Level Two objectives in under 3:35.

**Unlock Hover Spy**  
Beat the entire game to unlock a hover vehicle.

**Unlock Inversion Camera**  
Beat Level Eight in under 3:05.

**Unlock Night Vision**  
Complete Level Four in under 3:15 or less.

**Unlock Puke Camera**  
Beat Level 12 in under 3:30.



▲ There's tons to unlock, but have you got what it takes to do it?

**ONLY THE SHARPEST SPIES CAN UNLOCK THESE SECRETS!**

**HACKERS PARADISE**

**Dreamcast** **CRAZY TAXI 2**

Stick your Action Replay cartridge into the back of your Dreamcast and bash in the following codes:

**Crazy Taxi 2**  
Crazy Pyramid All Open  
1234DAA5  
0000FFFF  
Infinite Passenger Time  
7835D2BE  
00002331  
Infinite Arcade Time  
C12BE644  
00003000  
Infinite Game Time  
C12BE644  
00003600  
All Balloons Popped  
E4D71759  
00000000

**PC** **SCHLOCK HORROR!**

## ALONE IN THE DARK 4



▲ Let's see who's scared of the dark now you've got all this ammo.

These only work with an Xplorer cartridge, and they're the only cheats you'll find.

**Cheats**

**Xplorer Codes**  
SLES02801  
RCJC  
700E9F46 ?????  
Never Saved  
\$74316BFB15C8  
\$34316BFB15C9  
Infinite Health  
\$34315A0EE340  
Have Revolver Ammo  
\$3431581ED205  
Triple Barrelled Shotgun  
\$34315806E22D  
Rocket Launcher  
\$3431583ED2E5  
Grenade Launcher  
\$343159D7D3FC





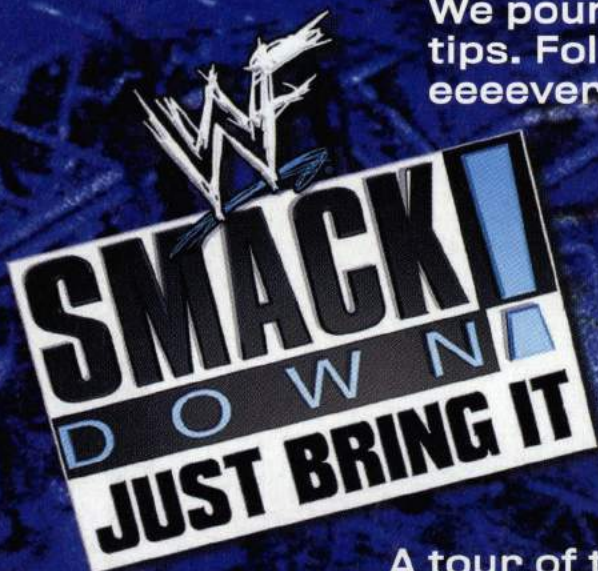
LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE L



# The Guide

THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

We pounded the latest *SmackDown!* until it cried tips. Follow our advice, and your mates'll never, eeeever be the same again. It's true! It's true!



## GETTING STARTED

There are loads of new features in *Just Bring It*, but before you start playing them you have to learn to counter. With a well-timed tap of @ you can reverse almost any move, from a left hook to a flying powerslam. Experiment with the timing, then you're ready to get nasty...

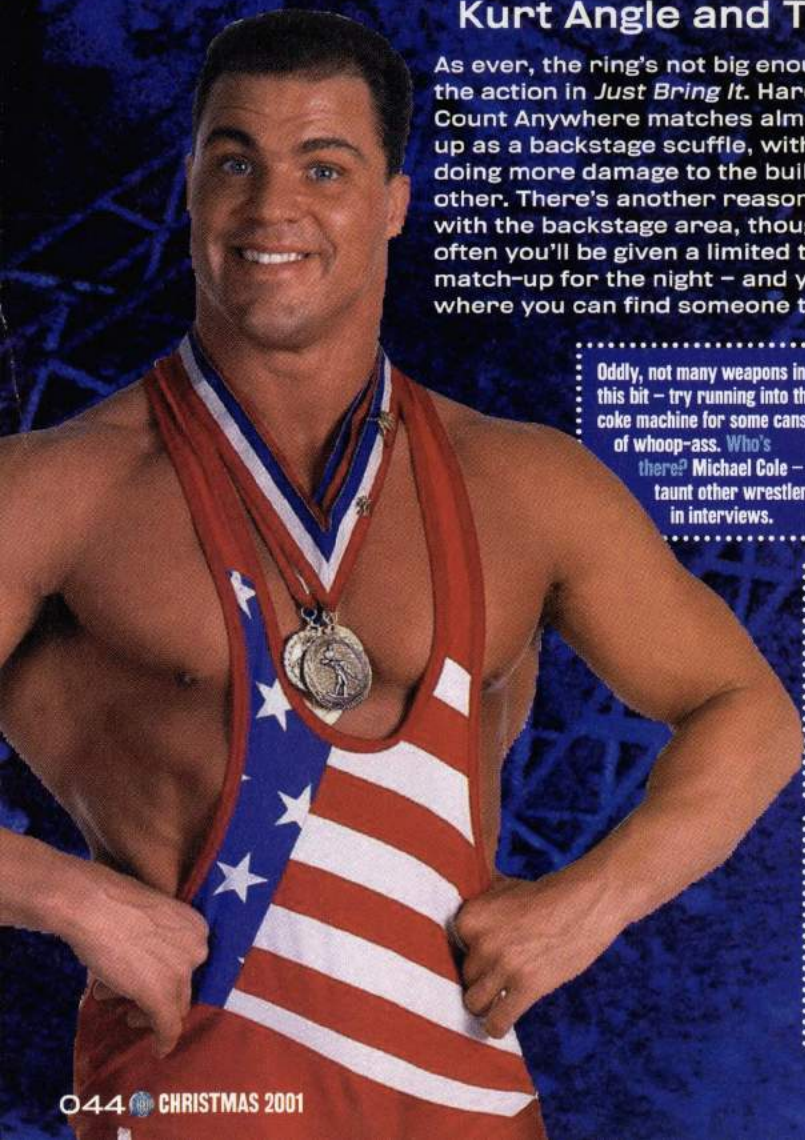


## CHANGING ROOMS

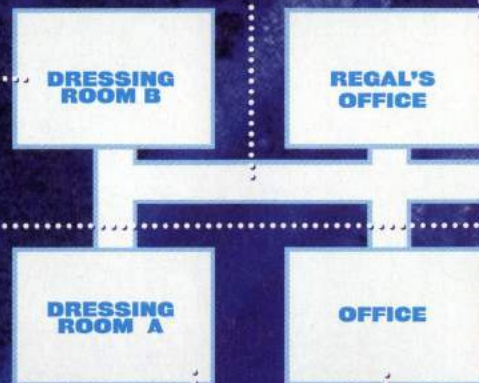
A tour of the *SmackDown!* arena, accompanied by Kurt Angle and The Rock.

As ever, the ring's not big enough to contain the action in *Just Bring It*. Hardcore and Falls Count Anywhere matches almost always end up as a backstage scuffle, with the wrestlers doing more damage to the building than each other. There's another reason to be familiar with the backstage area, though: every so often you'll be given a limited time to find a match-up for the night - and you have to know where you can find someone to challenge.

You'll find the odd fire extinguisher to chuck about in the corridors, but not much else. Pretty boring, really. *Who's there?* No one - they're just corridors. No running, mind.



Oddly, not many weapons in this bit - try running into the coke machine for some cans of whoop-ass. *Who's there?* Michael Cole - taunt other wrestlers in interviews.



Try running your opponent into the windows at the back. They won't go through, but it makes a nice cracking noise. *Who's there?* Other wrestlers - this is the best place to find a tag team partner.



Just what you'd expect from the hard-drinkin' Acolytes: beer cans, ashtrays and a door to smash people through. And you can give 'em a clout with the table too. *Who's there?* Farooq and Bradshaw, otherwise known as - duh - the APA. Ask 'em for some personal protection.

Lots of chairs, a table, and even the odd pot plant for chucking about - you're never short of inventive weapons. *Who's there?* Senior referee Earl Hebner - grab him if you're on the Hardcore title trail...







THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE LATEST GAMES BUSTED!... TOP TIPPAGE!... THE

## ARE YOU BLIND, REF?

There's a ref in the ring at all times, and you can get disqualified if you hit them or use weapons. Cheat in tag matches – when Hebner's arguing with your opponent's partner, jump in for a double team. When your partner's got someone in a headlock, stand next to them and hit **○** for a double-suplex.



▲ That cameraman's awfully keen. Hang on...

## THIS IS HARDCORE

You can now pick up illegal weapons from around the ring. Our favourite's the TV camera, usually lying around near the bottom. Alternatively, run into the crowd and they'll leave crates and chairs behind as they scatter. Then there's the Spanish announcer's table...



▲ Try moves off the table to do extra damage.

## CHAIRS, TABLES, ETC.

If you catch your foe on the ladder, hit **○** to put them in Y2J's Walls Of Jericho. There are no new offensive moves in the chair, but there's a taunt. Sit by pressing **⊘** to build up your gauge. The best new table move is to pick it up, hit **↓** and **⊗** to drop it – you'll shove it into your opponent's stomach.



▲ Jericho's not going to be happy about this...

## A FUN THREE FOR ALL!

Finally, our favourite addition to the game is the new ability to participate in three-man tag team attacks. Just Irish whip your opponent into the corner of the ring where your two teammates are standing, walk up to him and press **↓** and **○** together. Nasty. How more vicious can you get?



▲ One... Two... Jesus, my back! Hurry up.

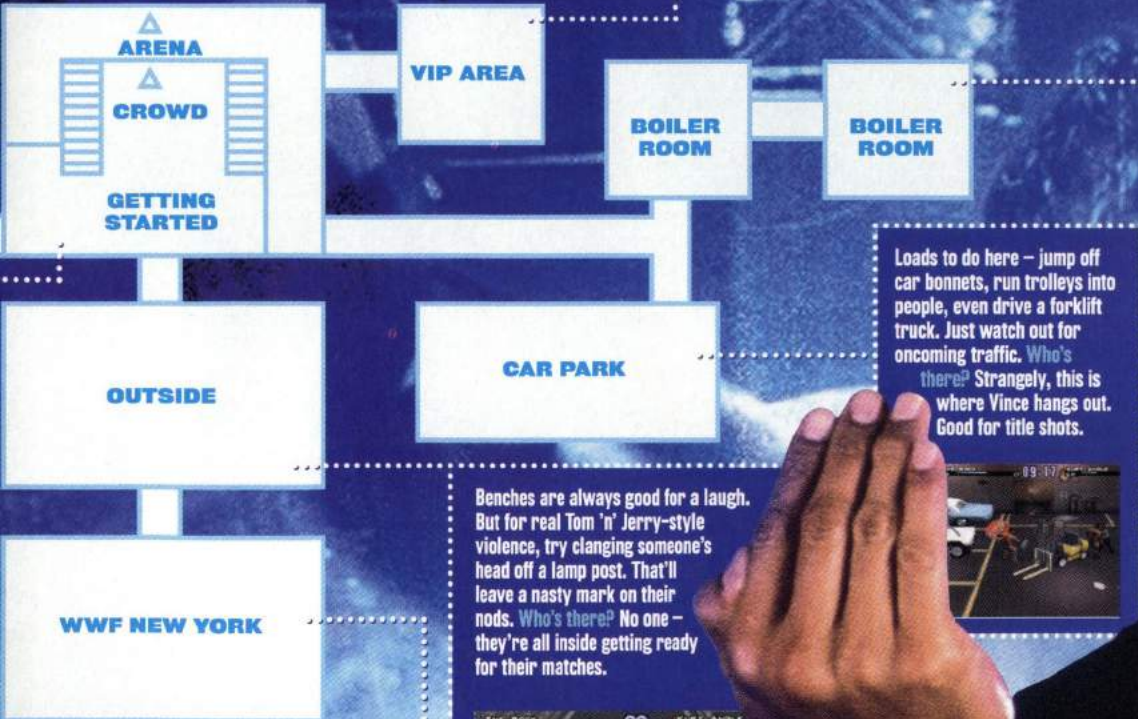
Almost everything's a weapon in this room, including the teapot and filofax on his table. But we like jumping off the desk the best. Who's there? Commissioner Regal, match. He'll set you up in some title-up matches.



Today, Carol, we've gone for plush leather sofas and big marble tables. They look elegant and are brilliant for hitting people. Who's there? Vince, Shane and Steph – handy for high-profile match-ups.



It's changed a bit since the classic Boiler Room Brawl with Mankind – all the pipes are really shiny in here now. You can still break them with your head, though. Who's there? The occasional tag-partner, moonlighting as a janitor. And, naturally, Mick 'Mankind' Foley.



Loads to do here – jump off car bonnets, run trolleys into people, even drive a forklift truck. Just watch out for oncoming traffic. Who's there? Strangely, this is where Vince hangs out. Good for title shots.



Benches are always good for a laugh. But for real Tom 'n' Jerry-style violence, try clanging someone's head off a lamp post. That'll leave a nasty mark on their nads. Who's there? No one – they're all inside getting ready for their matches.



Jump off the stage to attack or ram the crowd – they'll scarper, leaving chairs behind. Who's there? We've found Shane before.





# HERE'S ONE WE MADE EARLIER...

The Create-A-Wrestler system's more advanced than ever before. Here's how to use it to grapple with a few console favourites.

## LARA CROFT

It's easy to create PlayStation's favourite chattering class' archaeologist. Here's our version of Ms Croft.

### FACE

- Use the basic female template, but enlarge the eyes a bit and make 'em brown.
- Give her a big ponytail from the Back Hair menu. Obvious enough...

### CLOTHES

- Give her a vest from the No Sleeves menu, then turn it pale green.
- Pick some nice brown shorts out of the Pants menu.
- Gloves: 17
- Shoes: 16



▲ The hokey cokey.



▲ Makes a change from shooting tigers, anyway...

## ROB VAN DAM

RVD's easy to make, but how do you make him act like Mr Monday Night? Easy.

- In Biography, give him + abilities in Hardcore, Ladder and Title matches.
- Set his two Move Logic options to Aerial and Hardcore.
- Spend all of your ability points on Technical and Speedy abilities.
- Pick loads of high-risk moves – make sure his finisher is the Frog Splash.
- Select Chair as his weapon – handy for the Van Daminator.
- Don't forget to give him a big ponytail. And we've used his leopardskin bodysuit, but you can create all of his different outfits. Try the Yin-Yang from the Symbols menu for some interesting combinations.



▲ Pity you can't do the Van Terminator off the top turnbuckle. Still, there's always the Frog Splash.



▲ Can he kick it? Yes. He can. Right in the ribs, in fact.

In real life, Mazza would look like a redneck crim.

WEAPONS  
ITEMS  
HAT & CAP  
HORNS

DECISION

SELECT | CANCEL

## MARIO

Getting a bit more complicated now, how are you supposed to get the tubby plumber's unique physique into a wrestling game? Easy.

### FACE

Here are the features we used.

- Facial Hair: 7 (black)
- Eyebrows: 11 (black)
- Nose: 24
- Jaw: 28
- Eyes: 16

Can I not just jump on their heads three times? Oh.

### CLOTHES

- Cap 11 works for us.
- Long-sleeved red shirt.
- Dungarees from the Pants menu.
- Finally, make his arms, forearms and legs short, his chest small and his abdomen massive. Give him some bouncy moves (like the Banzai drop) and bring on the Rhino!
- Shoes: 16, for a nice pair of clumpers.



## OTHER HANDY HINTS...

- Check out the Sample wrestlers. One of them looks spookily like The Scorpion King, as played by The People's Champ himself.
- Look through the Other Taunts menu for ideas of how to customise your wrestler – you'll find Shawn Michaels' pose, Hulk Hogan's wave and Booker T's Spin-A-Roonie, among others.
- Make sure your wrestler's got support in the crowd by altering the signs they hold up. We used Hardcore for RVD, and Isn't He Cute? for Mario.
- Give your wrestler a nickname in the Biography menu and that's what Michael Cole will call him. Try putting Bouncer for Mario.
- And, of course, winning wrestling cards unlocks body parts and entrance music. Collect the set!

► Surely the stupidest move in sports entertainment?



▲ If only you could be the gigantic CG version, eh?





## LAYING THE SMACK DOWN

We'll turn that joystick sideways, shine it up real nice, and... Er, hang on a minute.

The SmackDown system's changed. Now everyone's got two signature moves, so when you've a character who does both from the front (like Undertaker's Last Ride and Choke Slam), one of them involves pressing a direction on the D-pad as well as **△**. The best way to

set a wrestler up for a front move is a kick to the abdomen - press **↓/→** and **⊗** to leave 'em clutching their stomach. Back moves - like Christian's Unprettier - are trickier. Run and press **⊙** to slide through their legs, then do a chop (**←** and **⊗**) to get them off-guard.



<b>Albert</b> 	<b>Baldobomb</b> - <b>△</b> facing groggy fighter. Spinning Sankake Slam - <b>△</b> + direction when facing groggy fighter.	<b>The Big Show</b> 	<b>Final Cut</b> - <b>△</b> facing groggy opponent. Alley Dap - <b>△</b> + direction facing groggy opponent.	<b>'The One' Billy Gunn</b> 	<b>Fame Asser</b> - <b>△</b> facing groggy fighter. The One and Only - <b>△</b> from behind a groggy opponent.	<b>Bradshaw</b> 	<b>Clothesline From Hell</b> - <b>△</b> against a groggy. Jackknife Powerbomb - <b>△</b> + direction facing a groggy fighter.
<b>Bubba Ray Dudley</b> 	<b>Bubba Cutter</b> - <b>△</b> facing groggy fighter. Powerbomb - <b>△</b> + direction facing groggy opponent.	<b>Chris Benoit</b> 	<b>Crippler Crossface</b> - <b>△</b> facing a groggy. Kamikaze Headbutt - <b>△</b> when opponent's on the floor.	<b>Chris Jericho</b> 	<b>Walls of Jericho</b> - <b>△</b> facing groggy fighter. Lionsault - <b>△</b> when standing near grounded opponent.	<b>Christian</b> 	<b>Unprettier</b> - <b>△</b> from behind groggy fighter. Reverse Tornado DDT - <b>△</b> behind opponent facing turnbuckle.
<b>Crash</b> 	<b>DDT</b> - <b>△</b> facing groggy opponent. Crash Bulldog - <b>△</b> behind opponent facing turnbuckle.	<b>Dean Malenko</b> 	<b>Powerbomb Cloverleaf</b> - <b>△</b> if facing a groggy opponent. Texas Cloverleaf - <b>△</b> near grounded fighter.	<b>D-Von Dudley</b> 	<b>Diving Reverse DDT</b> - <b>△</b> from behind a groggy opponent. Powerbomb - <b>△</b> if facing groggy fighter.	<b>Eddie Guerrero</b> 	<b>El Paso</b> - <b>△</b> facing groggy opponent. Frog Splash - <b>△</b> opponent on ground, player on turnbuckle.
<b>Edge</b> 	<b>Buzzkiller</b> - <b>△</b> facing groggy opponent. Downward Spiral - <b>△</b> + direction facing groggy opponent.	<b>Farooq</b> 	<b>Dominator</b> - <b>△</b> facing groggy opponent. Super Spinebuster - <b>△</b> + direction facing groggy opponent.	<b>Hardcore Holly</b> 	<b>Alabamiaslam</b> - <b>△</b> if facing groggy fighter. Falcon Arrow - <b>△</b> + direction facing groggy opponent.	<b>Ivory</b> 	<b>Samoan Driver</b> - <b>△</b> facing groggy fighter. Special Slap - <b>△</b> + direction facing groggy opponent.
<b>Jeff Hardy</b> 	<b>Twist of Fate</b> - <b>△</b> if facing groggy fighter. Swanton Bomb - <b>△</b> when opponent's on the floor.	<b>Kane</b> 	<b>Chokeslam from Hell</b> - <b>△</b> facing groggy foe. Falling Powerbomb - <b>△</b> + direction fighting groggy foe.	<b>Lita</b> 	<b>Twist of Fate</b> - <b>△</b> facing groggy fighter. Lita Moonsault - <b>△</b> opponent on ground, player on turnbuckle.	<b>Matt Hardy</b> 	<b>Twist of Fate</b> - <b>△</b> facing groggy fighter. Hardy Boyz Leg Drop - <b>△</b> opponent grounded, player on turnbuckle.
<b>Molly Holly</b> 	<b>Double Wrist Suplex</b> - <b>△</b> facing groggy foe. Molly-Go-Round - <b>△</b> opponent on ground, player on turnbuckle.	<b>Perry Saturn</b> 	<b>3-handed Credenza</b> - <b>△</b> facing groggy foe. Death Valley Driver - <b>△</b> + direction facing groggy opponent.	<b>Raven</b> 	<b>The Raven Effect</b> - <b>△</b> facing groggy fighter. Complete Shot - <b>△</b> + direction facing groggy opponent.	<b>Steve Richards</b> 	<b>Stevie Kick</b> - <b>△</b> facing groggy fighter. Sitout Steviebomb - <b>△</b> + direction facing groggy opponent.
<b>Rikishi</b> 	<b>Banzai Drop</b> - <b>△</b> opponent on lower turnbuckle. Rikishi Driver - <b>△</b> facing groggy fighter.	<b>Stone Cold Steve Austin</b> 	<b>Stunner (Rude)</b> - <b>△</b> facing groggy fighter. Stunner (Polite) - <b>△</b> + direction facing groggy opponent.	<b>The Rock</b> 	<b>The Rock Bottom</b> - <b>△</b> facing groggy fighter. The People's Elbow - <b>△</b> standing near grounded opponent.	<b>Tazz</b> 	<b>Back Tazzmission</b> - <b>△</b> behind groggy foe. Ground Tazzmission - <b>△</b> standing near grounded opponent.
<b>Steve Blackman</b> 	<b>Guillotine Choke</b> - <b>△</b> facing groggy fighter. Martial Arts Kick - <b>△</b> + direction facing groggy opponent.	<b>Triple H</b> 	<b>Pedigree</b> - <b>△</b> facing groggy opponent. Another Pedigree - <b>△</b> + direction facing groggy opponent.	<b>Trish Stratus</b> 	<b>Special Slap</b> - <b>△</b> facing groggy fighter. Low Blow - <b>△</b> when behind a groggy opponent.	<b>The Undertaker</b> 	<b>The Last Ride</b> - <b>△</b> facing groggy fighter. Chokeslam - <b>△</b> + direction facing groggy opponent.
<b>Vince McMahon</b> 	<b>Knockout Punch</b> - <b>△</b> facing groggy fighter. Stunner - <b>△</b> + direction when facing groggy opponent.	<b>William Regal</b> 	<b>Regal Cutter</b> - <b>△</b> facing groggy fighter. Regal Stretch - <b>△</b> standing near grounded opponent.				





Not even  
Hagrid can  
help you now



Be Harry Potter. Play the video





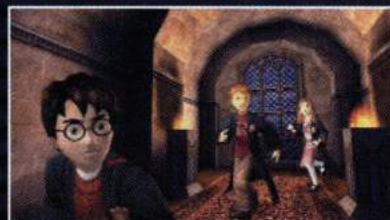
# Harry Potter

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games now.



# MASTER CLASS

Code girl gathers together your collected gaming wisdom and spreads the wealth. Here's how to crack the toughest code and jump-start your gaming!



## TIP OF THE MONTH

### Pokémon Stadium 2



**Unlock GB Tower Secrets** – to get your games to play at a higher speed at Game Boy Tower, defeat either Gym Leader Castle or all Stadium Cups in Round One. This will give you the Doduo sticker for GB Tower, allowing you to play Gold and Silver at double speed. If you beat the Castle or Stadium Cups in Round Two, the Dodrio GB Tower will be unlocked, allowing you to play the Game Boy games at hyper speed.

**New Start-Up Screens** – beat all of the cups in Stadium mode and you'll unlock a special title screen. Do it again in Round Two and you'll see yet another new start-up screen.

**Fight Your Rival** – once you beat all of the cups in Stadium mode and all of the trainers in Gym Leader Castle, you will unlock a special Rival Cup in the

lower right corner of the main map. Click on it to pit your team against the mega-tough trio of Mewtwo, Ho-oh and Lugia.

**Get Rare Pokémon** – beating the Rival Cup the first time will yield a rare Farfetch'd Pokémon with Baton Pass. The second time you beat the Rival Cup (round two), you'll be granted a Gligar with the Earthquake move. Both of these moves are not normally learned by these Pokémon, making them very useful and rare.



**Harder Minigames** – challenge your computer opponents to a Hard seven-coin minigame battle. If you win the game, another difficulty level will be unlocked for you to play: Super Hard. Get going!

— Ryan Pope, Huddersfield



▲ It's a small machine but it cheats big-style. Get big air and big cheats with Tony GBA. If you find yourself in a sticky situation, unlock Spidey for some superhero skating.



▲ Heaven is a half-pipe on a handheld.

shoulder button and press Left, A, Start, A, Right, Start, Right, Up, Start.

**Unlock Spider-Man** – at the Main menu, hold the R-shoulder button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes.

**Level Select** – at the Main menu, hold the R-shoulder button and press A, Start, A, Right, Up, Up, Down, Down, Up, Up, Down.

**Level Select and Lots of Money** – at the Main menu, hold the R-shoulder button and press B, A, Left, Down, B, Left, Up, B, Up, Left, Left.

No name given, Leeds

## SPYHUNTER (PS2)

Once you complete a mission in the time set out below, go to System Options, then Extras. Now opt for the Cheat Grid from the menu, and feast your eyes on all the extras.



▲ With wheels this wonky, you're headed straight for that wall.

## CART FURY CHAMPIONSHIP RACING (PS2)

**All Cars** – to obtain all the cars available in the game, press A, A, X, A, O, Y, A at the Cheat menu.

**All Tracks** – to get those latter, super hard courses, press Y, A, X, X, Y, Y at the Cheat menu.

**Death Car** – want to go through the race killing everything that moves? Try pressing Y, O, Y, Y, Y, Y at the Cheat menu.

**Death Wall** – to activate this cheat, press X, O, Y, A, Y, Y at the Cheat menu. You'll now get your hands on this super cool, super dangerous racing track.

Kenneth Tobin, Co. Wexford

## TONY HAWK'S PRO SKATER 2 (GBA)

You'll hear a sound and the wheel will spin when you enter these codes correctly.

**Cheats Opened** – at the Main menu, hold the R-shoulder button and press B, A, Down, A, Start, Start, B, A, Right, B, Right, A, Up, Left. Now access the options and the Cheats option will be available.



▲ Don't expect a walk in the park if you choose to drive the Death Car on the Death Wall.











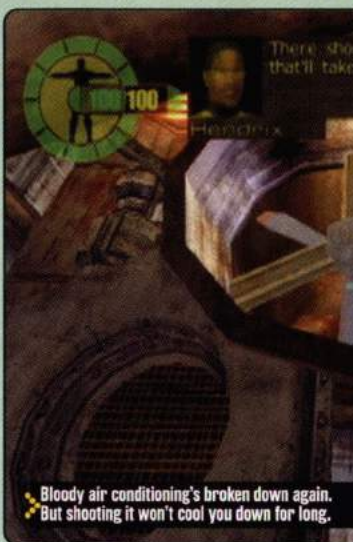
## RED FACTION

**Dear GM,**  
I really need your help. How the hell do you go about defeating Capek when Eos appears in *Red Faction* – when you are in his lab. Please help me guys.

**Barry 'Big D' Graham, e-mail**

Can't defeat the evil Capek? Not so 'Big' now, are you Barry? Well, despite your showing off, we'll still help you. After following Capek through the base and down into his Inner Sanctum, wait for Eos to smash through the wall and Capek will float in. After the chat, head down this ramp to the area below. Strafe back and forth, using the shotgun to pop off a few rounds at Capek's shield too. His shield will start to fade and he will start talking. After his speech, just

keep shooting him until he crashes to the floor. Now Capek is dead. Eos will tell you that someone is waiting for you outside. This is your cue to leg it through the hole where Eos entered and get outside within the 60 second time limit.



## INTERNATIONAL CRICKET CAPTAIN 2001: ASHES EDITION

**Dear GM,**  
I have a game called *International Cricket Captain 2001: Ashes Edition* and I am stuck. Can you help? Please!  
**Andrew Hughes, e-mail**

*Stumped* are you Andrew? Ho ho. On a bit of a sticky wicket? Ha ha. E... sorry. Well don't fret 'cos we know how to help your chances of taking home the little Ashes urn. First, remember to rotate your bowlers. Always start with your best pair and crank up their aggression so that they really attack the opening batsmen. After they have bowled seven overs each, swap them over for your second best pairing and set their aggression lower, so that you don't give too many runs away. Once the first pair have refilled their stamina bars they should be raring to go, so turn up their aggression again and let them skittle that middle order. Apart from that, remember to use the pacemen when the ball is new, and only use spinners after it's seen 30-odd overs.

## CLASSIC

### WIPEOUT 3

**Dear GM**  
I bought *Wipeout 3* the other day and it's great, but I'm not very good at it. Could you help me with some codes, cheats or tips to make it easier?  
**Mikey Davis, Plymouth**

We can see the future, Greg. And as the mists of time clear, we see you winning all your races and being the best there is at *Wipeout*. But until that day arrives, use the codes below to cheat to the top. Enter them as your name and get on your way.

- Unlock All Tournaments – BUNTY**
- Unlock All Challenges – THEHAIR**
- Bonus Ships – AVINIT**
- White Turbo Triangles – BEBDEE**
- Crash Slow Down Sleds – NOWHEELS**
- Infinite Hyperthrust – MOONFACE**
- Infinite Random Weapons – DEPUTY**
- Infinite Shields & Thrust – GEORDIE**
- More Tracks – CANNER W**
- Phantom Class – JAZZNAZ**

Wha-ha-haa!  
Another game humbled!

## ZELDA: LINK'S AWAKENING

**Dear GM,**  
I am stuck on *Zelda: Links Awakening* for GBC. I am on the seventh dungeon, Eagle's Tower. How do I beat the eagle boss? Please help.

**Billy McGraw, London**

We know how to ruffle the eagle's feathers and we'll tell you how. The most important thing is to stay on the tower. If you get knocked off you will have to start the level all over again, and you really don't want to have to do that. So, once you can get to the middle of the tower, stay there and use the Hookshot to aim for the eagle's beak. When the eagle suddenly stops and starts to hover, it is your cue to whip out your shield. While he flaps his wings, hold it out to protect you from the feathers. Of course, being in the middle of tower, you won't get blown off if you do this.

## THE LEGEND OF ZELDA: MAJORA'S MASK

**Dear GM,**  
Can you help me with *The Legend of Zelda: Majora's Mask*? I have reached the Water Temple but the last boss keeps beating me up? Can you tell me how to beat him? I'll love you forever...

**Clark Dury, Lincoln**

There is something is a bit fishy about Gyorg – so you can fight him from on dry land too. To beat him without getting your feet wet, use Zora's boomerang things to stun him, and then try the Zora's barrier attack. By doing this, you will stay out of his way once he starts to attack, launching his streams of fish. Trying to waste him in the water is far more dangerous, but here's how we'd do it: hit him first with Zora's boomerang attack, then use the Barrier Attack and leap out of the water to avoid his teeth.

Get in five or six hits like this and he will curl up his fins and die. But before that, if you hear him growl you can dive into the water again and collect two or three fairies to restore you health, before getting out again very quickly.







# YOUR SHOUT!

## THE EDITOR



Hey, hey, hey it's the bit of GM you write, giving us more time to fight each other for the next go on GTA3. We're after your letters, game ideas, pics and reviews. Send everything over to [gamesmaster@futurenet.co.uk](mailto:gamesmaster@futurenet.co.uk), or cram your stuff in an envelope, fill out the coupon (or copy it out) on page 57 and heave it all to us at: Your Shout, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Don't forget, we read everything you send us!

Robin Alway

➔ A bumper pile of streetwise opinion from the planet's coolest readers. To get involved, scrawl a letter and get yourself heard! Mark the envelope 'Your Shout' and slip in the coupon on page 57.

## INNER BEAUTY

Dear GamesMaster, Over the years of reading your magazine I have seen games complimented for use of sound, visuals and gameplay, yet no one has ever picked up on the wonderful creativity that goes into some boxes and instruction manuals. I recently purchased *Sam and Max Hit the Road*. This offered instruction manuals full of gags, witty comments and funny pictures – why can't all games be this creative? I also find the boxes important. The wonderful use of a Pizza Delivery box for *Pizza Syndicate 2* had me in tears. I stood in the games shop laughing my eyes out until I was kicked out at closing time. The use of the box in *Metal Gear Solid* made the game for me – using the box to solve a puzzle? Ingenious! I would like to take the opportunity to salute the designers who take that extra time injecting their magic into those few pages of instruction. They deserve to have a film written about them, or even a musical.

**Matthew Castle, e-mail**  
*Or how about a massive statue, fireworks display and an opera dedicated to the unsung heroes of manual*



*Metal Gear's use of the box for a hidden code was genius. Er, unless you lost the box, that is.*

*creationP P'haps not. But they deserve, er, biggin' up. My all time favourite has to be the DK64 instructions in which Cranky Kong spends so long slagging off modern gaming that he almost forgets to tell you the buttons. Any other nominations for best manual/packaging everP*

## TOP GEAR

Dear GamesMaster, What is going on with F1 games? With Dreamcast, PS2, Xbox and GameCube able to give near photo realistic visuals, maybe developers will go back to the old skool of F1 games and add playability. Let's go



back to the days of Super Monaco GP on the

MegaDrive, which had a mode where you would have the option to start in a naff car, and you would have to prove yourself in the season. Then a team would put an offer in for you, or you could challenge someone for their seat in a better team. Would this be so difficult to implement? I don't think so and it be a great addition to a game. What do you think?

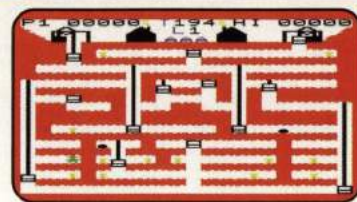
**John Borromeo, e-mail**  
*Sounds like Champ Man with pit stops. We'd buy it!*

## STAR LETTER

### SO RETRO!

Dear GamesMaster, We were emptying the loft in our house the other day when I came across an ancient videogame. It's about 20 years old and I found out that my dad wrote it! It's called *Mine Madness* and it's a VIC-20 game. We don't have a VIC-20, so I haven't seen any screenshots, let alone played it, and I wondered if you a) remembered it, and b) had any screenshots of it that you could print for me. Thanks!

**Alex Allen, Richmond**  
*We remember the VIC-20, but we don't remember the game, I'm afraid. But we have found Mine Madness for you on that there Interweb. Why don't you log on and download an emulator with a copy of the game (see the VIC 20 Geek Site: [www.kdef.com/geek/vic/](http://www.kdef.com/geek/vic/))P Your old man should be proud. What the ancient Mine Madness lacks in complexity (avoid the lifts, pick up the yellow things), animation (the hero runs like Graham Norton), and colours (just the four), it more than*



*Mine Madness in all its heady 8-bit beauty. Course, games were really games then. And you could leave your front door open at night.*

*makes up for with some addictive lift-catching action. And it only takes up 12k of memory - less than most e-mails. Maybe Mr Allen Senior could start work on a 128bit follow up game, featuring the latest in cel shading, z-buffering and specular lightingP Just a thought.*

## STAR LETTER



If you're the Star Letter writer you win a top game on the format of your choice, so get scribbling or typing right now!

[gamesmaster@futurenet.co.uk](mailto:gamesmaster@futurenet.co.uk)

## BACK TO THE FUTURE

Dear GamesMaster, I have a problem about the misplaced loyalties of some developers. Take Capcom for example, with *Devil May Cry* and *Resident Evil*. Now that a new console has come along (GameCube) they have taken their software from PS2 to this. I'm a PS2 owner and think Capcom's decision is unfair. I have gone off them now, and they used to be my favourite developers. This console war is really getting out of hand now as everybody is starting to backstab each other.

**Aaron Braund, Luton**  
*It's a weird one all right; the world's scariest game on the as-cute-as-a-kitten (at least so far) 'Cube. But we're all for spreading the love. PS2 did get Onimusha and Devil May Cry. Who are you, Aaron Braund, to deny GC owners some much-needed zombie deathP*



*PS2 fans may cry into their Dual Shock 2s - Resident Evil's now exclusive to GameCube.*

## CENSOR-TIZZ

Dear GamesMaster, I am writing to complain about age restrictions for the games played on consoles. Most games that my friends and I like to play fall into the 15-18 years of age category. For example, in my local games shop, *Command & Conquer* is classified as an 18. As a strategy game, C&C has very little graphic brutality. Compare it to games like *Silent Hill* and *Resident Evil*, which both contain excessive violence – they are both classified as 15. This just doesn't seem logical! I would like



C&C and other similar games to be reclassified as age 12.

**Matt Shephard, Rotherham**  
*Wise words indeed. The only person who could be offended by C&C are lovers of toy soldiers and teeny little tanks. Army Men, on the other hand, should just be banned outright.*

### GRAPHIC VIOLENCE

Dear GamesMaster, I buy your magazine every month. As I was flicking through it recently I saw an article on *Zelda* for GameCube and some

screenshots, and I was appalled at the new 2D effect. Where are the great graphics that Shigsy promised us at E3? I have already started saving up for a GameCube, but this news has left me wondering whether to get this or an Xbox.

Paul Tynan, Sheffield

*Well, it's not so much 2D as cartoony, rather than realistic. What does everyone else reckon? Has this cel shading business gone too far? First it was Jet Set on DC and we loved it. Now you can't step*

*out of the house without a new cel shaded game flaunting its, er, shaded cels. How long, my friends, before we see an Army Men game with cel shading?*

Come orf it. You 'avin' a lart, Shigsy, eh? Muppet!



Old Pointy Ears in his new cel shaded GameCube glory. Has Shigsy lost the plot?



This is what you could have won. GameCube tech demos showed Link looking all realistic.

## CART BOOT SALE!

Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on p57!

### Games For Sale

I will sell *Pokémon Blue* for £10 and will sell *Simpsons Cartoon Studio* for £15.  
Call or text Louis on 07788 004 012.

PlayStation games for sale, including *WWF War Zone*, *Legacy of Kain*, *V-Rally*, *Xplore*, *Silent Hill* and *Hercules* - all with instruction books. Also, a GB original with *Pokémon Blue*, *Terminator 2: Judgement Day*, *Prehistorik Man* and a *Light Magnifier*. And N64 with three official controllers and six games, including *Goldeneye*, *Diddy Kong Racing*, *Mario Kart 64*, *Worms Armageddon*, *Wrestlemania 2000*, *International Superstar Soccer*, two *Rumble Paks* and a *Memory Pak*. All of this for £120.  
Contact: [hammers.r@excite.co.uk](mailto:hammers.r@excite.co.uk)

### Games/Consoles Wanted

PlayStation games wanted: *Warcraft 2*, *Theme Park World*, *Worms*, *Doom*, *Command & Conquer*, or *Buzz Lightyear of Star Command*. Will swap for N64 games.  
Call Mark on 0161 480 7786, or e-mail: [cooper\\_wassup@operamail.com](mailto:cooper_wassup@operamail.com)

I'm desperately looking for a copy of *Final Fantasy* Game Boy games or *Revelations: The Demon Slayer*. Will swap for *FIFA 2000* or pay a tenner for both.  
Contact me at [bryan@jaggystar.com](mailto:bryan@jaggystar.com)

I'm looking for a PlayStation 2 with at least two games. Will swap for Dreamcast with one controller, VMU, internet leads, DC Keyboard, five games (*WWF Royal Rumble*, *Sega GT*, *UEFA Soccer*, *Chu Chu Rocket*, *Quake 3 Arena*) and two DC mags.  
Contact Graham on 07759 056520.

I'm desperately looking for SNES RPG games (US) *Breath of Fire 1 & 2*, *Final Fantasy 2 & 4*, and *Chrono Trigger*. I am willing to pay £30 for each.  
Contact Ben on 01449 781 110 Mon & Wed-Sat after 6pm, or any time on Tues & Sun.

### Games to Swap

I will swap *Super Mario World* (SNES) for *Power Rangers: The Fighting Edition* (SNES), or I am willing to pay around £15 for the game (probably a bit lower if it's not boxed or with manuals). Can't say fairer than that can ya?  
Call Sebastian Hodgson on 01680 880 337, or e-mail: [basmoncopywriter@hotmail.com](mailto:basmoncopywriter@hotmail.com)

I will swap my GBA with two games (*Mario Super Circuit* and *Mario Advance*) and my Dreamcast with *ECW Revolution*, *Fur Fighters* and *Ready 2 Rumble Boxing*, a memory card, *Pokémon Silver* and *Yellow* (GB) for a PS2 (doesn't matter about games).  
Phone Robert on 01636 480 111 (between 4.30 and 10pm), or phone 07929 806 631 after 4.30. Must be able to get to Berkshire, or pay for P&P.

### Consoles For Sale

Boxed purple Game Boy Color with portable rubber protector with straps, Rumble Pak and sound amplifier, worm light, *Pokémon Red*, *Pocket Bomberman*, *Zelda: Link's Awakening*, *Men in Black: The Series* - £70 ono. Also, clear GB pocket with screen magnifier and light, power packs and mains adaptor, *Alleyway*, *Game Boy Gallery* (five games in one), *F1 Race*, *Mario and Yoshi*, *Chase HQ*, leatherette Nintendo case with bolt clip, hard travel case with room for GB pocket, eight games and a link cable and worm light. £50 ono.  
Contact: [93moore@cischool.co.uk](mailto:93moore@cischool.co.uk), or call 0161 440 9263.

Dreamcast with four controllers, one VMU, Action Replay GDx, two cheat demos, nine demos, *Planet Ring*, 26 Games, including *Shenmue*, *House of the Dead 2* (with Mad Katz gun), *Code: Veronica*, *Virtua Tennis*, *Jet Set Radio*, *Quake 3* with mouse, *Soul Calibur*, and many more. £225 or will swap for PS2 with two controllers and a memory card.  
Call Joe Stapleton on 01279 855 064 after 6pm.

Dreamcast for sale with six demos, two controllers, one VMU and internet leads. In mint condition with 14 games, all for £260, or willing to swap for a PS2 with at least two PS2 games and two controllers.  
Contact Sundeep Sagoo on 01926 423 876, or e-mail: [sun\\_sagoo@hotmail.com](mailto:sun_sagoo@hotmail.com)

Dreamcast for sale, with two controllers, one VMU, Dreamkey, and nine top class games, including *Crazy Taxi*, *Unreal Tournament*, *Sonic Adventure*, *Virtua Tennis*, *Resident Evil Code: Veronica*, *Ferrari Challenge*, *Quake 3*, *Tony Hawk's Pro Skater 2*, *Dead or Alive 2*, and loads of DC mags too. All boxed for £120, or will swap for a PS2. If interested, call Daniel on 01661 838 792.

I want to sell my Sega MegaDrive 2 and these games: *Aladdin*, *Super Monaco GP2*, *World Cup Italia*, *Golden Axe*, *Streets of Rage*, *The Revenge of Shinobi*, *Super Hang On*, *Jurassic Park*, *Captain America*, *The Avengers* and *Vectorman*. Also has two controllers (one official). £100.  
Contact Jay Balins at: [jagstar4444@aol.com](mailto:jagstar4444@aol.com)

Dreamcast for sale: one controller, one VMU, one game, internet cable, Dream Key disc. All boxed as new: £100 ono.  
Call Gavin on 01422 261 267 or 07870 401 469.

PlayStation games with 19 games, including *ISS Pro Evolution 2*, *Knockout Kings 2001*, *Syphon Filter 2*, nine demo discs, six controllers, *Xplore FX Professional*, *Multitap*, six memory cards - all £80 ono.  
Call Rich on 07966 737 869, or e-mail: [pulferich@hotmail.com](mailto:pulferich@hotmail.com)

PSone with 14 games, including *SmackDown! 2* and *Alone in the Dark*. One controller, one memory card, also includes *Game Shark* and four demos. Boxed like new, all for £120.  
Call 01226 237 476 and talk to John.

Boxed PSone for sale. Three pads, three memory cards, Action Replay cartridge, *MGS*, *Die Hard Trilogy*, *WCW Backstage Assault*, *Tomb Raider*, *Tiger Woods Golf*, *Prem Manager '98*, *MTV Sports*, *Int'l Track and Field*, *Knockout Kings* and *Tomorrow Never Dies*. All for £120 ono.  
Contact Jon on 07940 032 921.

### Penpals

Want to chat with like-minded loons? Or perhaps you're looking for that special someone to share a two-player game with... Mark your letter 'Penpals' and use the coupon on page 57!

Hi, I'm looking for a male penpal aged 15-17 (I'm 16). I like PlayStation, music (I love Limp Bizkit, Korn and Staind), and I'm looking for someone with similar interests. Hope to hear from you soon.  
Kelly Grocott, 8 Crestaway Road, Baddeley Green, Stoke on Trent, Staffordshire, ST2 7LD.

Hiya, I'm Holly. I'm 14 and I'm looking for a penpal aged 12-15. You must like *Sonic*, RPGs and must be weird 'n' wacky. Please don't be a wrestling maniac. I like drawing games characters and writing. Reply guaranteed x 100 million. A photo or drawing of yourself would be preferred.  
Holly Ferrie, 35 Manor Road, Farnborough, Hampshire, GU14 7EX.

Hi, my name is Conor and I'm looking for a female penpal aged 13-14 (I'm 14). I like Blink 182, Wheatout and Red Hot Chili Peppers. I hate Pokémon. I also like skateboarding. Photos please. I promise to reply 100%.  
Conor Thompson, 138 Stillorgan Road, Donnybrook, Dublin 4, Eire.

Looking for a male/female 12 year old penpal. I'm roughly 60 days away from being 12. Must love RPGs. I like skateboarding, rap/rock music, PlayStation, PC, N64. Must have a good sense of humour. Tell me what you like if you write, and please send a photo. I can only reply to one person within 20 days.  
James Matcham, 69 Alma Road, Portswood, Southampton, SO14 6UQ.

Male/female penpal wanted. I'm 14 years old. I love the WWF, WCW, ECW and I like Limp Bizkit and *Phantasy Star Online*. I have

I have a purple GBC for sale with a gold cover and charger, a link cable, and *Pokémon Red* and *Yellow*. All for £45 ono.  
Call Luke on 0114 245 3442.

N64 with three pads, a 4Mb memory card, Rumble Pak, 10+ games, including *Goldeneye*, *Mission Impossible*, *GT64*, carry case, cheat books, good condition - all for £100.  
Call Karl or John on 0121 356 3337 between 6.30-7.00pm.

N64 with two joypads, a memory card, Rumble Pak, and eight games, including *Zelda 1 & 2*, *Goldeneye*, *Perfect Dark*, *Turok 2*, *Worms Armageddon*, *Extreme G*, *Conkar's Bad Fur Day* (Expansion Pak included) - all in great condition with loads of mags. Also for sale is a Dreamcast with one joypad, 4Mb Memory Card and two games (*Skies of Arcadia* and *UEFA Striker*). I will sell it all for £250 minimum. I will also swap both for PS2 with any one game and a memory card. Thanks.  
Call me on 0207 661 4970 and ask for Tommy (after 5 only).

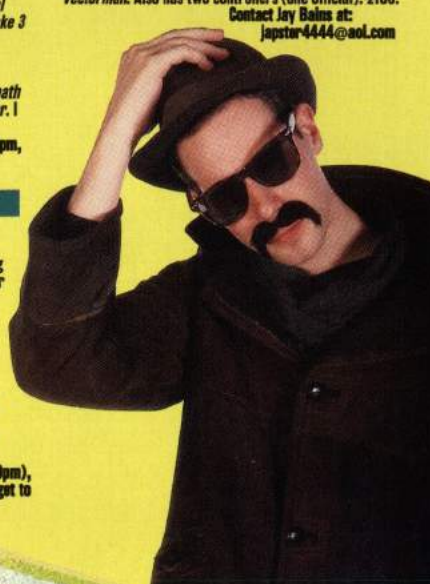
a Dreamcast (and preferably so do you) and a GBA. A photo would be nice. 100% reply guaranteed.  
Andrew Chambers, Felldown Cottage, Brampton Road, Alston, Cumbria, CA9 3BD.

Male/female goth penpal wanted, aged 11-13. I'm 12 and a Slipknot and Marilyn Manson fan. Pics not necessary, but one would be nice. You must have a PC plus any games console. You should like skateboarding. Reply guaranteed.  
Jonathan Shiel, 39 Dovehouse Fields, Lichfield, Staffordshire, WS14 9BH.

Male penpal aged 12-14 wanted. I'm David and I'm 13. I don't care about pics but you must have to live for *Champ Man*. I'm into what everyone my age is into: WWF, *The Simpsons*, music and Pokémon. I have a N64 but I don't mind a greystation owner writing to me. 100% reply.  
E-mail: [dave.dj@talk21.com](mailto:dave.dj@talk21.com), or [dsy2k2@yahoo.co.uk](mailto:dsy2k2@yahoo.co.uk)

Hi, I'm 15. I'd like a male/female penpal aged 13-16. You must like *Star Wars* or sci-fi/horror films like the *Alien Trilogy*. No photos needed. Quick reply guaranteed.  
Rosemary Dearing, 3 Surreygarth, Boothferry Estate, Hull, HU4 7JL.

Male/female penpal wanted aged 12-15. I'm 13. You must have a PS2, love *Final Fantasy* and *Tony Hawk's* games and love rock music. I like Blink 182, Linkin Park, *South Park*, *Road Trip* and *Next Friday*. A picture would be great but isn't essential.  
David Nekon, 3 Athal Terrace, Bathgate, West Lothian, Scotland, EH48 4DD.





# GM ART HOUSE

Are you a whizz with the old felt tips? Why not send us a pic (no bigger than A4) and show it off to the nation? Our fave each month wins a free game on any format! And don't forget to include the coupon on page 57!

Lee McArdle's got Sonic and Shadow burning up the (cunningly easy to draw) geometric dancefloor. Owl!



Bog-eyed and about to burst a cerise blood vessel, the Dragon Ball Z are on Lloyd Davies.



Showing off their fighting skills and colourful trews, it's Richard Chung's Dragon Ball Z fellas.



Looks like we've got ourselves a painter! Theo Williams' FF10 pic has been done in water colours. Very apt.



Tom Nanni's AirBlade. Extreme colours for an extremely brutal future world. That pink!

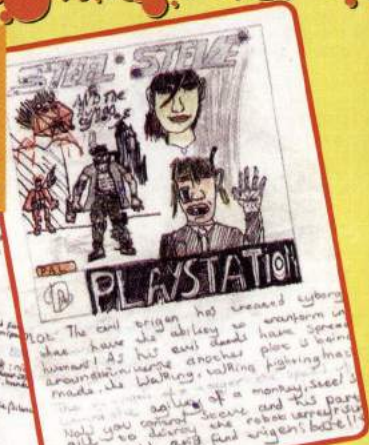
Chris Mackey's sent us a decent Dragon Ball Z pic that scoops the Best Mad Manga Haircut of the Month award, which we've just made up.



David Elliot's done a classy Lazza pic. Although he's underestimated certain 'characteristics', it's a Croft original (unlike that joke).

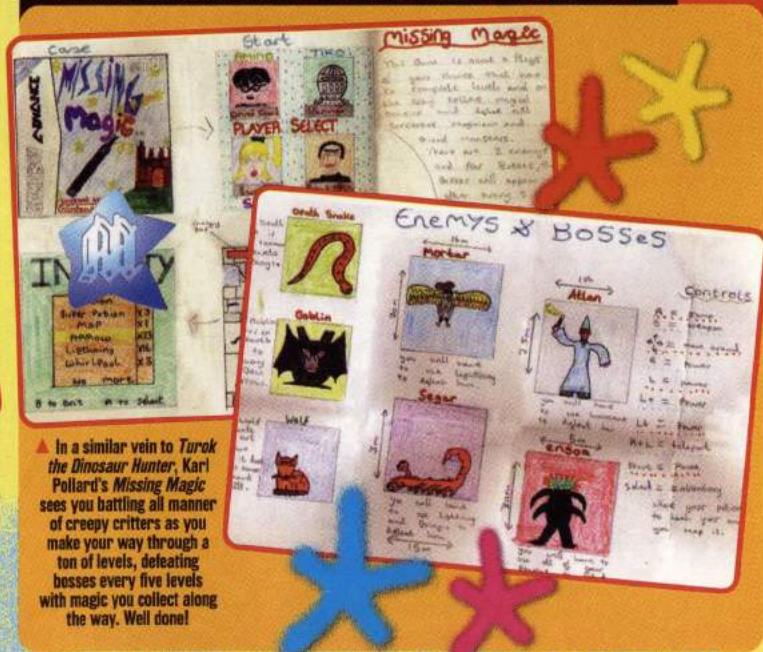
# GAME DESIGNERS' WORKSHOP

Have you got a great idea for a game? Each month GamesMaster dishes out a free game to the best effort. Think you can do better? Send in your design now!



Larry Ramjuttan impressed us with his idea for Steel Strike and the Human Cyborgs. A violent game, not for the faint hearted...

THIS MONTH'S WINNING GAME!



In a similar vein to Tarok the Dinosaur Hunter, Karl Pollard's Missing Magic sees you battling all manner of creepy critters as you make your way through a ton of levels, defeating bosses every five levels with magic you collect along the way. Well done!

### How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on 57. If you win you'll get a game on a format of your choice.



# OUT NOW!



➤ Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

## Fire Pro Wrestling

PRICE: £35 PUBLISHER: BAM!

### REVIEWER



Andrew Chambers

Being a big WWF fan, I had to buy the only wrestler on GBA at the time. I was pleasantly surprised to see some of the superstars from WWF, WCW and ECW badly disguised with corny names like Salesman Joe (The Rock) and The Mauler (Kevin Nash). Their trademark moves had also been renamed to things like the Body Clutch Slam (the Rock Bottom) and the Deep Freeze (Stone Cold Stunner). I was able to change this using the absolutely ace Edit mode, where you are given five options: Edit Wrestler is where you can choose a wrestler, change their appearance and edit their abilities. You can make up to 73 wrestlers, which is really good. Other Edit functions include Edit Organisation (make your own stable), Rename Wrestler, Move Wrestler (from one stable to another) and even Trade Wrestler, where you can hook up to another GBA and swap wrestlers. There are also lots of different matches to play, like Survivor, Elimination, Audience, League and Tournament. This is GBA's best game so far.



Lots of miniature men in thigh high boots and shorts to play with, hurrah!

## World's Scariest Police Chases

PRICE: £30 PUBLISHER: ACTIVISION

### REVIEWER



John Shiel

Activision's *World's Scariest Police Chases* seems to have spent an eternity in development but, seeing the end result, it was all well worth the wait. The action places you behind the wheel of various police vehicles to try and apprehend a drunk driver, a crazy car thief, or give an ambulance an escort to hospital, without going too fast, losing the medical wagon and leaving its patient to snuff it. Then, in certain missions you will also get the chance to fire a few caps into the bad guys' motor, which is really exciting. If you just want to drive around for a bit, simply play in Free Patrol or Pursuit mode. *World's Scariest Police Chases* isn't as involving as games like *Driver*, and the graphics are a bit rough around the edges at times. But, all in all, it's a well designed game and is thoroughly enjoyable to play. Considering the dearth of PSone games lately, this is one essential pick up.



▲ WSPC demands you to drive recklessly one mission and carefully the next. Ah, the trials and tribulations of being a cop, eh?

## Grand Theft Auto — London

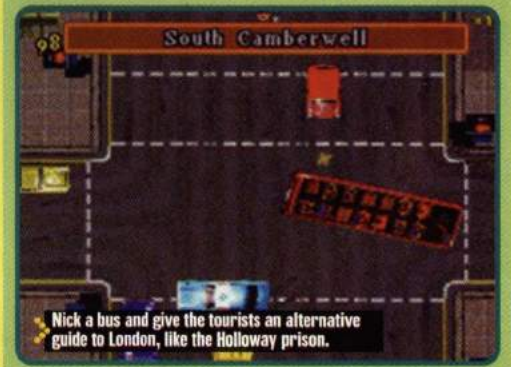
PRICE: £30 PUBLISHER: TAKE TWO

### REVIEWER



Iain McDowell

The original *Grand Theft Auto* was such a big hit that Take 2 decided to make an add-on for it - set in London. This game contains so many treats too. Pistols, machine guns, rocket launchers and even a massive tank! All of London's main landmarks feature here too, including London Bridge, the Thames and Big Ben. When you play this, you will be amazed at how much they have been able to fit onto a small, wafer thin black disc. The only problem is the graphics. They're not bad but, because of the sometimes awkward, top-down view, the graphics are a bit limited. But this game is still one of the greatest available for you trusty old 32bit box known as PlayStation. The missions range from pinching the Crown Jewels to changing the time on Big Ben, to picking up some tasty Yorkshire Pud! (Not a traditional cockney dish, but they couldn't animate jellied eels so well). Speeding through the streets of London in someone else's rusty, blue Robin Reliant is great. A must-have for all wannabe cockney gangsters.



▲ Nick a bus and give the tourists an alternative guide to London, like the Holloway prison.

## Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark you letter either 'Your Shout', 'Cart Boot', 'Art House', 'Game Designers' Workshop' or 'GM Penpals' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: \_\_\_\_\_  
My address is: \_\_\_\_\_

My age is: \_\_\_\_\_

The bit of GM I like is: \_\_\_\_\_

The bit of GM I hate is: \_\_\_\_\_

Affix a pic of yourself here if you want to see YOUR face in GM!

(Don't want to send your favourite pic? Send a stamped, addressed envelope with your entry and we'll send it straight back to you!)

This month's GM survey questions are... Which character would you like to kiss under the mistletoe? Of all the lands in games, where would you like to live, ie Hyrule, Liberty City? And what's your favourite old console (if you've got one)?

CHARACTER \_\_\_\_\_  
LIKE TO LIVE IN... \_\_\_\_\_  
OLD CONSOLE \_\_\_\_\_

Check back next month for the results!

## Result!

In issue 112 we asked if you prefer skateboarding or snowboarding, sweets or ice cream, and is Madonna with it or past it?

SKATE/SNOW: Snowboarding  
SWEETS/ICE CREAM: Sweets  
MADONNA: Past it

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House', 'Game Designers' Workshop' or 'GM Penpals'!



PLAYSTATION 2

PRICE: £200  
LAUNCH DATE: 28 November 2000

SPECS  
STORAGE MEDIUM: CD-ROM (660Mb) and DVD (4.7Gb)  
CPU: 128-bit Emotion Engine at 300MHz  
POLYGONS PER SECOND: 66 million  
TOTAL MEMORY: 40Mb

EXTRAS  
Plays DVDs and PSone games. Awaiting the release of a hard drive and broadband adaptor (which has a standard modem in too).

The follow up to the hugely successful PlayStation has sold 20 million units worldwide and is the UK's number one next-gen console.

# CONSOLE WAR

**It's a tricky time... Christmas is coming and you've got to decide which console to get. Should you get a PS2 now or wait patiently for an Xbox or GameCube? Well, here's GM to tell you all you need to know to make the right choice.**

**T**hese moments only come every five or six years. The next time we stand on the verge of a console war we'll have had two World Cups.

There have been a few false wars in the past. There was a DC, PS2 and N64 skirmish a year ago, but it was pretty tame. DC held down N64 while PS2 kicked its head in,

and then PS2 twatted DC when it was looking the other way. Nothing special.

But this is the real deal. We have three next-gen consoles from three huge

companies - each offering the cutting edge in gaming, and trying their best to part you from your cash.

So, with Sega out of the equation, either Microsoft,

Sony or Nintendo will take a fall. Or will they all survive? Only time will tell, but for now GM will take you by the hand and lead you through the console conflict zone.





Tempers were frayed as Tom, Dave and Robin all stretched for a sandwich in front of the consoles. It's just out of shot.



**HBOX**  
**PRICE:** £300  
**LAUNCH DATE:** 14 March 2002  
**SPECS**  
**STORAGE MEDIUM:** 2-5x DVD, 8Gb hard drive built-in  
**CPU:** 733 MHz Intel chip  
**POLYGONS PER SECOND:** 120 million  
**TOTAL MEMORY:** 64Mb  
**EXTRAS**  
 Requires a special remote control to play DVDs (£30). Comes complete with built-in hard drive and broadband.  
 Microsoft's first foray into the world of the games console. But what they lack in heritage, street cred and experience, they more than make up for in money. They're loaded.

**GAMECUBE**  
**PRICE:** £200 (TBC)  
**LAUNCH DATE:** March 2002 (TBC)  
**SPECS**  
**STORAGE MEDIUM:** 8cm GameCube disc by Matsushita, 1.5Gb capacity  
**CPU:** 128 bit IBM Power PC 'Gekko' 405MHz  
**POLYGONS PER SECOND:** 6-12 million (in game)  
**MEMORY:** 43 Mb  
**EXTRAS**  
 Has the ports for both broadband and analogue modem add-ons. Too tiny to play standard DVD discs.  
 This is Nintendo's first console that doesn't use carts, which means it should be cheaper to develop for. Pencilled in for a March UK release but rumours circulating about slippage.

**... SHE'S GOT THAT LOOK, SHEEE'S GOT THAT LOOK!**

There was much speculation about the look of each console before we saw the final designs. Each box of tricks was the latest word in technology and we expected a design to reflect this. We were open to new ideas and concepts, but when we first saw PlayStation 2 – we have to confess that we never saw that

coming. We were expecting something cool and smooth and then Sony come up with the world's first crinkle cut console. It's not exactly a design triumph but, with its dark, brooding presence and pweety little lights, it sits happily next to your telly and shouldn't distract you too much. As for GameCube... well, the odd

thing here is that it's not actually a cube. Strictly speaking it should be called a GameRectangularPrism, or perhaps the GameBrick. Anyway, what we have here is a hardware version of Geri Halliwell: very small and very camp. Its dainty handle really emphasises the vanity case look, but should make it stand out from

the other understated black boxes surrounding your telly. It looks fun. Microsoft have made a few joypads but aren't known for their trend-setting design, so we didn't know what to expect from Xbox. When we were speculating what it was going to look like, we all joked that it would be 'a box with an X on

it!'. But guess what? It's a box with an X on it! The main thing about it is that it's huge. It's videoplayer big and heavy but it's also videoplayer anonymous, so should slide under your TV and keep its mouth shut. The artistic touch is the round glob of pure green in the middle. Lovely. Doesn't light up, though.



Note the piece of card in a plastic bubble on the pad.



The disc tray is just off-centre – which fooled us.



Purple's the default colour, there's also black and orange.



The analogue control stick is set to a jaunty angle.



Look at those ridges. It's like an expensive skiffle board.



# THE GAMES

## START UP

There's nothing like the feeling of firing up your brand new console and witnessing that start-up screen for the first time. The glow of lights, a twinkle of music and the swelling of the logo. Who needs games when you've got this...



With its green hue, it's got a distinct *Matrix* feel to it.



There are tons of options, including a parental control.



You can even download your own game soundtrack.



Watch as a GameCube is assembled in a few seconds!



The blocks tumble down until the logo is built up.



It's fun, it's jaunty, but gets to the point. Very Nintendo.



It's all quite understated and sophisticated...



... But then it goes all gaseous and whispy.



Very dark and mysterious but not loads to do.

**T**hey're absolutely vital to any console. If consoles didn't have any games, all they'd be is an expensive box. Lucky they've all got 'em, then. But which one's got the bestest of the bunch?

In this category, PS2 has got a distinct advantage, as it's already been out for ages. It's come a long way from its dodgy launch titles like *Top Gear Dare Devil*. *Gran Turismo 3* has heralded the arrival of such second-

generation beauties as *Pro Evolution Soccer*, *GTA3* and, of course, *MG2*. The GameCube's trump cards come in the cuddly shape of Shigsy – surely the greatest game maker around – and *Goldeneye* developers Rare.

Xbox's strength lies in its third party support and aggressive courting of top coders like *Oddworld* and Tecmo. Developers claim both Xbox and GC are easier to develop for than PS2. But things are remarkably close.

## SHOOT-EM-UPS

Isn't shooting people great? There's nothing wrong with a healthy interest in automatic weapons, so here are the games to make your trigger finger itchy.

**HBOX**  
Xbox is looking good for top class shooters. *Halo* leads a top notch range of trigger happy TV. *Unreal Championship* and *Ghost Recon* will keep the PC shooter massive happy and EA's *Bounty Hunter* looks decent. The pad seems to have been designed with FPS shooters in mind – it has a great pair of sticks and the hard drive means this most memory-intensive genre is Xbox's own.



Wanna whoop ET's ass? Then yer gotta get Xbox.

**GAMECUBE**  
Semi-automatic carnage is definitely not Nintendo's strong point. Until Rare come up with a *Perfect Dark 2* it's a bit barren. *Metroid Prime* should be great but is being developed out of house by Retro Studios and hasn't blown us away so far. *Die Hard* could be alright but the only promising thing out anytime soon is *Rogue Leader*. This should be the best Star Wars game yet.

**PLAYSTATION 2**  
There's a plump and juicy selection for those with Sony's console. Along with *Quake 3 Revolution*, *Unreal Tournament* and *TimeSplitters* (sequel on its way) there's the narrative-driven *Agent Under Fire*, *Red Faction* and the lightgun action of *Time Crisis 2* to name but a few. That's more gun games than you could shake a gun at.

## VERDICT

It's got to go to Xbox both for *Halo* and the possibilities for top FPSs provided by the hard drive. PS2 has strength in numbers and some top examples already out there and *Rogue Leader* could really help sell GC to older gamers in the US and UK. Ninty need a new Rare FPS fast, though.

## ACTION/ADVENTURE

Just remember what Lara Croft did for the success of PlayStation. Lots. And what er... *Winback* did for N64. Not lots. On with the show...

**HBOX**  
Lacks earth shattering exclusives, as it has to share *Max Payne*, *Silent Hill 2*, *Onimusha* and even *The Matrix* with PS2 (although Sony have to wait). Its best hopes lie with the Jedi-worrying *Obi Wan* – which looks like the best *Star Wars* game this side of *Rogue Leader* – and *Dino Crisis 3* – a poor man's *Resi* but exclusive to the machine and surely a damn good survival horror.

**GAMECUBE**  
Oof! They've whipped *Resi* right from under the noses of Sony. Ninty have secured next-gen remakes of *Resis 1-3*, *Code: Veronica* and the real biggie, *Resi 4*. Sony must be smarting. Keeping it spooky, there's *Eternal Darkness* in the pipeline, and then it goes all cuddly with *Dinosaur Planet* and *Luigi's Mansion*. But better than everything else will be the release of *Zelda*!



Expect *Zelda* to be the best of the action/adventure titles.

**PLAYSTATION 2**  
Surely the tip is to get the new Lara adventure (though she might go multi-format just to spoil things), then there's the likes of *Headhunter*, *Ico* and *The Thing* on the horizon. Throw in *Devil May Cry* and – and it's a very mature, violent line-up. No new *Resident Evils*, but there's the little known (and totally exclusive) *Metal Gear Solid 2*.

## VERDICT

GameCube has got it going on in the nasty and violent corner with *Resi*, and in the pure genius corner with *Zelda*. PS2 always has *Metal Gear Solid 2* to fall back on, which leaves Xbox with some ground to make up, as even *MGS X* is still clouded in doubt as to just what it's going to be.

## SPORTS GAMES

There's no point getting a console if you can't get a footy fix, but which one has the necessary balls?

**HBOX**  
It's US built, so expect a strong presence of baseball, ice hockey and grid iron-style games. EA are on board and an ISS is on the way. Boarding's well catered for with *Tony 2X* (and 3), *Amped* and the lush *Jet Set Radio Future*. A very creditable performance in a key area.

**GAMECUBE**  
Now Nintendo are using cheap discs and not pricey karts, they'll have EA and the other major US developers producing big football and basketball titles. We really need Konami to restore an ISS game to a Nintendo console, though. GameCube will also benefit from the multi-format likes of *Tony 3*.

**PLAYSTATION 2**  
PlayStation has always been the favourite of the casual gamer who loves most sport sims. This should continue with PS2 sitting pretty, being the only console to have *Pro Evolution Soccer*. Will also get the best (and worst) that Sega, Midway and EA have to offer.

## VERDICT

Sports and boarding titles are going mad for multi-format these days meaning everyone's a winner. PS2 wins by a nose thanks to that wonder game *Pro Evolution Soccer*. It's that good.

## ROLE PLAYING GAMES

Like to meddle with wizards? Well then, Gandalf, which box of delights will tweak your wand?

**HBOX**  
A recipient of *Phantasy Star Online* and *Shenmue 2*, but then we're in the world of the unknown, with titles such as *Project Ego*, *BC* and *Morrowind*. *Project Ego* looks pretty special but, unless they tempt Square to produce some treats for them, Xbox may lack quality titles.

**GAMECUBE**  
It's got *Phantasy Star Online*, which is better than a kick in the teeth. But this will lack the bite it had on Dreamcast if Nintendo are reluctant to produce an official modem enabling you to play it online. Other highlights include *Animal Forest*, but GC lacks in the hard-core *Final Fantasy*-esque stakes.

**PLAYSTATION 2**  
With *Final Fantasy 10* on the horizon – with or without the hard drive – it's the place to be. (Sony now own some of Square). And with the excellent *Dark Cloud* there's enough to satisfy your inner dwarf. But the big news is that *FF11* is PS2-bound and completely online. Cor, blimey.

## VERDICT

If you know the score and want it hardcore, you've gotta go the path of *Final Fantasy* and Square, which means PS2. Course, *Zelda*'s an action RPG and *Project Ego* could be incredible.

## BEAT-EM-UP





## DRIVING

The sales of PlayStation 2 have rocketed since the arrival of *GT3*, so be sure that any wannabe super-console will have to cater for the need for speed. Which one will be in pole position?



We expect amazing things from *Project Gotham*.

### XBOX

With *Project Gotham Racing*, Microsoft reckon they have matched the best that *GT3* can offer. It's the follow up to *Metropolis Street Racer* and should offer similar sparkling gameplay coupled with incredible visuals. *GT3* will be pushed hard. Other racers like *Crash*, *Wreckless* and *Maximum Chase* should match PS2's quality if not sheer quantity.



*Wave Race* is top, but not your typical racer.

### GAMECUBE

N64's lack of a decent driving sim proved to be one of the console's short comings, and probably cost it heavily in sales in the long run. Unfortunately, it seems that GameCube may suffer from the same affliction. *Wave Race* is brilliant, and you can always rely on a *Mario Kart*, but if you want realer than real, petrol powered, four-wheeled fun, this ain't gonna be the box you're looking for.



The ace *Gran Turismo 3* will take some beating.

### PLAYSTATION 2

Sony are sitting pretty when it comes to driving games, as it has the mother of all racers: *Gran Turismo 3*. For a game to better *GT* it would quite literally have to be a *Gran Turismo* beater. Then comes a whole host of driving variety, from the uptight EA *Formula One's*, to the daft *Twisted Metal Black* to the specialist *World Rally Champ*. It's got more to offer drivers than Halfords.

## VERDICT

PS2 leads the way with the peerless *Gran Turismo 3*. Hey, it may not be *Maz Kart* style fun, but it sure is detailed and uptight – and that's what we love. Xbox will chase hard, especially with *Project Gotham* – all of which means, sadly, that GameCube will be left eating dust.

## PLATFORM GAMES

It's so often been a Nintendo strong point in the past, but will Microsoft or Sony have anything to counter what Rare or Shigsy can conjure up?

### XBOX

Its trump card is *Munch's Oddysee*, which Microsoft wrestled away from PS2. From what we've seen, it looks like being a gem of a game, but has the Munch name got that much drawing power? We may not see many *Jak and Daxter*-style games as Xbox may be marketed towards more mature gamers who don't like bright colours, cute animals, or having fun.



All right sunshine! Hurry Mario, come back soon...

### GAMECUBE

*Mario Sunshine* aside, Nintendo have past franchises such as *Banjo Kazooie* and *Conker's* to bring into the next-gen stall, alongside fresh experiences like *Galleon* and *Bomberman Island*. A lot rests on the creative shoulders of Shigsy. He's delivered in the past, but his latest creations (*Pikmin*, *Luigi's Mansion*) have been more interesting than pure genius.

### PLAYSTATION 2

Sony now have to share *Crash* with Xbox, so their best hope for glory is *Jak and Daxter*. It sparkles technically, but might pale next to the might of *Mario*. Then there's the cool-looking *Maximo* from Capcom plus no end of licensed stuff for the younger gamer. We reckon it's an area that will be high on numbers but perhaps not on quality.

## VERDICT

You have to hand it to GameCube – just on Nintendo's past performances and fantastic platforming heritage. But will we really have to wait 12 months for the new *Mario* game? And it will have to be a heck of a lot more interesting than *Luigi's Mansion*. It's good, but ghost hovering?

## How to Insult on PS2

Names to use: Phony GayStation Poo, The Turd Place

Each console has at least one prize fighter in their corner, with bone crunching moves and women in tight clothing. But which one will be able to pack the necessary punch?



*Dead or Alive 3* could be the best looking scrapper ever.

### XBOX

While *Tekken* has faltered on PS2 and *Virtua Fighter* has been totally absent, *Dead Or Alive* has made a concerted claim to be the hardest kid in the class. And now *DOA* number 3 is exclusive to Xbox. While it may lack the heritage of *Virtua Fighter* or the character of the *Tekken* series, the animation, graphics and gameplay are sure to set new standards of excellence in this genre.



Why use your fist when *Soul Calibur* has swords?

### GAMECUBE

The beat-'em-up was another area where N64 lacked, but GC is at least getting to share the follow-up to *Soul Calibur* with its rivals. This weapon-based beat-'em-up should match any *Dead or Alive* or *Tekken*, and could turn out to be the pick of the bunch. Other than that, its cutesy but gutsy party smacker *Super Smash Bros 2*. So, what it lacks in numbers, the GameCube more than makes up for in quality.



Will *Tekken 4* prove to be as good as we all hope?

### PLAYSTATION 2

Sony's console is the home of *Tekken* – the strongest of all the 3D fighting franchises around. But things aren't looking too rosey in the realm of the Iron Fist. The gimmicky *Tekken Tag* was disappointing, and *Tekken 4* has received a fairly lukewarm reception in the arcades. Consequently, *Virtua Fighter* could re-emerge as the PS2 flagship beat-'em-up with its fourth installment. Still good for the console though.

## VERDICT

Despite *Dead or Alive 3* promising to be the best looking beat-'em-up yet, Sony's still the hardest console. *Tekken* and *Virtua Fighter*, so long arch rivals now share space on Sony's machine. GameCube'll at least outperform N64 in this area thanks to *Soul Calibur 2*.

## THE KILLER APPS

These are the games that are so good that just to play them alone is worth spending hundreds on a console. We proudly present, the console makers.

### METAL GEAR SOLID 2

It's the sequel to the PlayStation hit from the cultured mind of Hideo Kojima. Solid Snake is back and trying to get his hands on the Metal Gear Ray. The gameplay is the same blend of creeping and ass kicking and is the closest you'll ever get to starring in a Steven Segal film – if he ever made a good one. It represents everything PS2 wants to be: cool, classy and all grown up. Technically, it's right up there with the best of the competition.



*MGS* – the game with the huge twist in the middle!

### MARIO SUNSHINE

Forget about *Luigi's Mansion*, it's the podgier brother's game that really counts. Any game by Shigsy is going to be special, but we're expecting *Sunshine* to have the same ground breaking effect on gaming as *Mario 64* did. It's going to be very cute, very weird and very wonderful, but perhaps lacking the world changing shock of *Mario 64*.



*Mario Sunshine* – due to be the best game ever?

### HALO

It will have to be great as it lacks the quality heritage of both *MGS* and *Mario*. It started out as a PC game but now Microsoft are pinning their console's hopes on this futuristic shooter. Its sci-fi setting and violent content will attract the more mature gamer, but this will have to score very highly to gain interest from those weaned on Sony and Nintendo. So far we absolutely love it...



*Halo* – heaven sent or over hyped bag of spaniards?

## VERDICT

If *MGS* fails to live up to its hype it could lose out to the high octane *Halo*. As for *Mario*, just expect the best game ever again – but a year after GC's launch. Arses!



## ONLINE CAPABILITIES AND EXTRAS

Sure it plays games, but does your dream console go that extra mile and offer you the world on a plate? Does it really work for your money?

### XBOX

Xbox comes with a hard drive and broadband built-in. An official modem for net surfing isn't planned and hardly anyone in the UK has broadband. Also you'll need the remote control to watch DVDs. The hard drive's the most interesting thing to happen to consoles for years though.



It'll set you back £30 on top of the £299 to watch DVDs.

### GAMECUBE

It won't play DVDs as it only plays those GC-specific tiny discs. As for internet, it's got the right holes for the planned broadband adaptor and analogue modem add-ons. Ninty don't seem too keen on supporting online games though. Its best extra has to be the possibilities linking up with ill' bro GBA offers.



Its got modem holes but needs third party support to fill them.

### PLAYSTATION 2

It's not the best DVD player in the world, but then the best DVD player in the world doesn't play PS2 games. You'll have to shell out for a hard drive and broadband modem (approx £100) which will give you both the internet through AOL and Sony's own special broadband service.



The HDD hard drive and modem will slot in the back of UK PS2s.

## VERDICT

GameCube does nowt, so that's lost. The fact that PS2 offers DVD playback out of the box and will eventually offer full internet access means that it offers a better package than Xbox.

## H-RAY SPECS... SEE WHAT'S INSIDE THEM!

It's the 21st Century so, while we don't have flying cars yet, at least we have videogame consoles with super computer capabilities. They all kick sand in the face of existing consoles, but which can hack into the Ministry of Defence and which is steam powered?

### XBOX

An absolute beast of a machine which boasts a 8Gb hard disc that means minimal loading times, huge levels, massive amounts of room for saves and, developers willing, the possibility of evolving game worlds and characters. It has the biggest amount of memory (64Mb) and can shift the most polygons per second (120 million) on paper, at least.

### PLAYSTATION 2

This 128 bit wonder boasts 40Mb of memory and can shift 66 million polygons per second. It's a powerful machine but one that games makers initially struggled to develop for. But second-generation games from talented coders, like *MGS2*, mean the on-paper gap between PS2 and its rivals won't necessarily show up on your telly.

### GAMECUBE

Can shift 6-12 million polygons per second, but Ninty only give figures for actual in-game performance. We'd put it between PS2 and Xbox in terms of power. It only has slightly more memory than PS2, but has hugely talented in-house developers who will be able to maximise GC's full potential. Small, but packs a big, perfectly formed punch.

## VERDICT

There's no doubting that Xbox has the bigger stats, but these will only be relevant if each machine manages to fulfil its potential. Remember, it's not the size of the wand, it's the wizard that waves it.

## ... CHECK OUT MY PAD.

Pads are important. If your mitts aren't comfortable when you're in your 15th hour of gaming then it's just not on. We love Dreamcast but the controllers were really poor. They weren't responsible for the console's demise, but they didn't help.

It's mighty! It's like trying to play a game with a dinner plate.



### XBOX

Smells a bit like the DC pad, which is not great. It's very meaty, it feels like you're gripping a swollen third party PlayStation pad. This is good news for those with spades for hands, but might be a bit much for those of us who use small/medium gloves. Its strength lies in the two analogue sticks, which are great for first-person shooters. Where it goes a bit Pete Tong is with the moulded D-pad and the losenge-style action buttons. The D-pad lacks any real definition and the buttons seem far too close together. Won't be great for complex beat-'em-ups.

### GAMECUBE

It's camper than Christmas, but it's also a joy to use. The analogue stick is perfect and set slightly askew to make it more comfortable to use. The A and B buttons are quite literally cute as er... buttons, and elegantly spaced for thumbs of all sizes. The true highlight, and arguably a reason to buy a pad without the console, are the shoulder triggers, which are as close as you can get to rudeness on a peripheral. The only disappointment is the Z-trigger button, which seems to have been stuck on at the last second and without much thought.

### PLAYSTATION 2

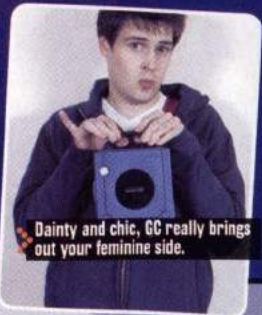
A right steady eddy of a pad. Sony realised they'd got a lot right when they made the Dual Shock for PSone, so they just coloured it in and gave it to PS2 owners. Sadly, few games have attempted to use the analogue action buttons. It has the best positioned action buttons of all the pads, which are perfect for combo-intensive games such as *Tekken*. Where it might have been surpassed is in terms of the analogue sticks, which seem a bit cramped together compared to the distance between the two provided by both the Xbox and GameCube handsets.

## VERDICT

It's hard to get excited about the PS2 controller as it's almost identical to the original Dual Shock. It's still great, just not that interesting anymore. The jury is still out on the Xbox pad as it's still so new. So that means it's gotta go to GameCube - which has already blown our minds. It is such a brilliant pad. Never has a slab of plastic been so squishy and so comfortable.

## THE 'PRUDISH OLD WOMAN' TEST.

We took all three consoles and tried to look like a prudish old woman. Only GameCube - with its handbag-style handle - works. With PS2 and Xbox, it just looks like you're holding a console while sucking a lemon sherbert.



Dainty and chic, GC really brings out your feminine side.



It's hard to grip securely and be patronising at the same time.

## THE TOM EAST TEST

The best way to compare any set of consoles is to get each console and drop it on Tom's head.



Absolutely no effect. The floaty lite console just bounces off the coiled springs he calls hair.



The PS2 ain't too heavy, but its severe pointy corners catch in Tom's soft, spud-like head.

### VERDICT

If you really want to damage Tom East good and proper, Xbox is the one. Sure, PS2 is pointy, but Xbox's sun-obscuring bulk makes it a winner.



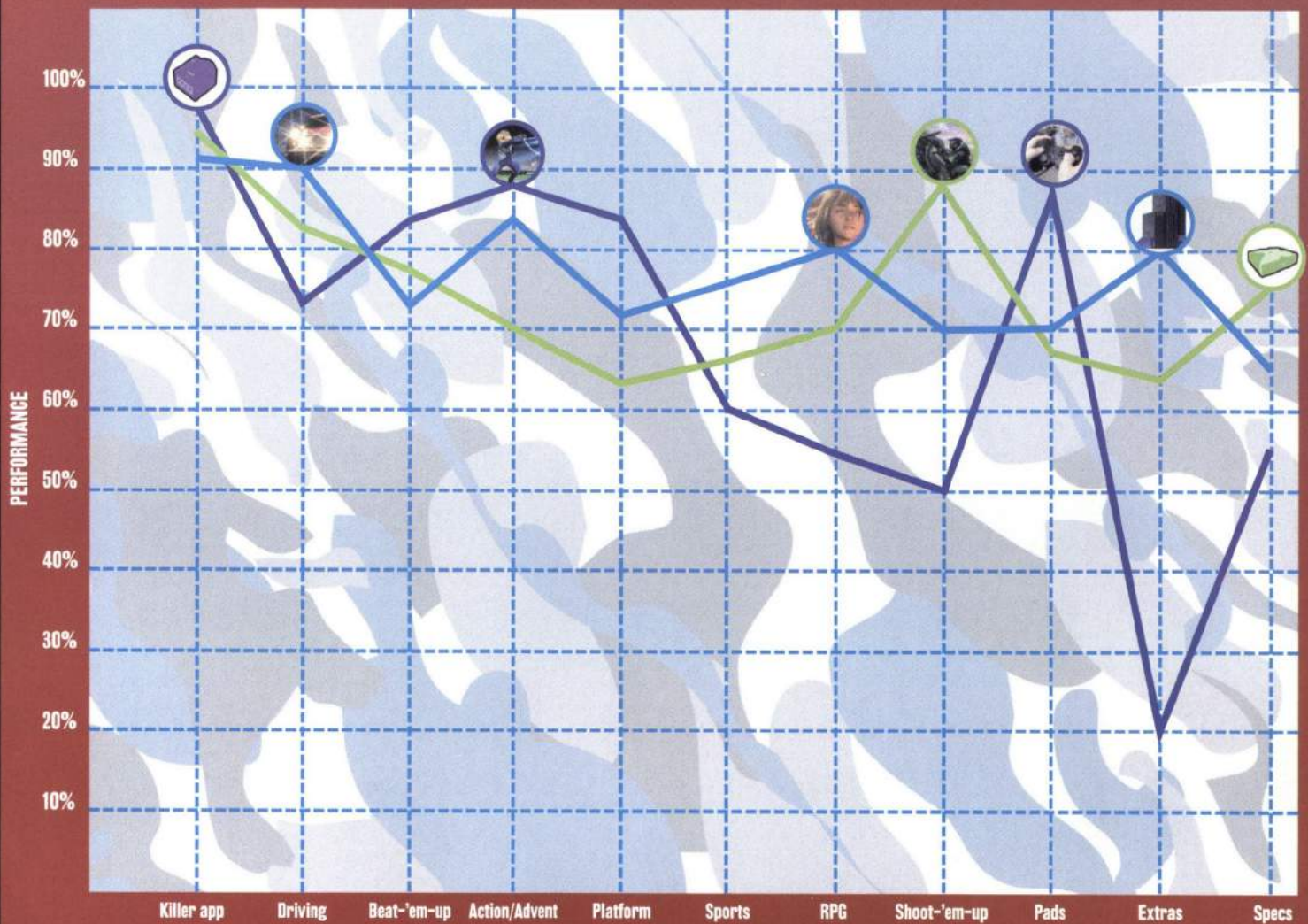
Total devastation. His head turns flatter than The Netherlands!



## CONCENTRATE, HERE'S THE SCIENCE BIT!

KEY: GAMECUBE — HBOX — PLAYSTATION2

We've given each console a percentage rating for its performance in each of the key console categories, to give you an easy to use visual representation of the strengths and weaknesses of each one. Pretty isn't it?!



## THE THREE WISEMEN!

Here at GM we embrace all consoles so, in order to offer a slightly more biased opinion, we've got top Journos for each console to dance for you.



**JAMES ASHTON**  
OFFICIAL XBOX MAGAZINE EDITOR

What makes your console so special?

An eight gigabyte hard drive, built-in broadband networking and three times more power than PS2 and GC. What that means for Xbox owners is games that are actually a real step up from N64 and PSOne, and not simply the same old stuff with slightly improved graphics

What do you reckon to PS2 and Xbox?

Both are fine machines, but the launch line-up for Xbox is the strongest of them all, offering the widest range of genuine next-generation games.



**MARK GREEN**  
NCG MAGAZINE DEPUTY EDITOR

What makes your console so special?

Games. Nintendo make the best games around, and no other console can bring you *Mario*, *Zelda* and *Pokémon*. And now that Ninty have ditched carts in favour of discs, every developer is clamouring to produce for GC. And it links up to GBA.

What do you reckon to PS2 and Xbox?

PS2's a great little DVD player, maybe there'll be a half-decent game released one day. Xbox looks like it was designed by chimps and has even fewer games than PS2.



**MIKE GOLDSMITH**  
OFFICIAL PS2 MAGAZINE EDITOR

What makes your console so special?

PS2 has the best games – and that's all any gamer should care about. Xbox is still months away and GC has the usual Nintendo range.

What do you reckon to Xbox and GameCube?

If PlayStation 2 is cool people playing cool games on the coolest console, then GameCube is a jittery manga geek playing magic plumber games on a tiny purple toy, and Xbox is a fat American PC bore going online with a 4x4 truck. Harsh but fair.



## SO WHO'S GOING TO WIN THE WAR?



### HBOX

**PROS** – Most powerful, comes complete with broadband and hard drive. Has a spot-on launch line-up. Can Microsoft afford to let it fail?

**CONS** – Most expensive, could struggle in Japan (meaning less Jap developer support), doesn't have the games heritage of Sony and Ninty.



### PLAYSTATION 2

**PROS** – It's out now. Plays DVDs and PSone games and already has an impressively broad selection of good games. Will be hard to catch.

**CONS** – Least powerful on paper. Most weak games. Only has two joypad inputs. Developers find it difficult. Loading times a pain.



### GAMECUBE

**PROS** – Has the best exclusive game makers. Excels in platform and multi-player games. Has the best controller. Shigsy.

**CONS** – No DVD. Games line-up has some major holes in key areas. Mario and Zelda are a year off. Probably the last out in the UK

## VERDICT

It's incredibly close. PS2 has the best overall line up of games, GameCube will have unmissably great exclusive titles and Xbox is the most powerful machine. Go for the console that has the games you most want to play. Or get all three...

## WHAT'S IT LIKE UNDER YOUR TELLY?

Wanna know which one looks best next to your widescreen, then use these cut out consoles to mix and match. Simply cut along the dotted lines (but remember scissors can be deadly) and place it under the telly provided. Bish, bash, bosh.





LOGIC

TETRIS

SPEECH

SENSORY

MEMORY

SIGHT

# YOU CAN'T GET IT OUT OF YOUR HEAD.

Tetris is back, with a new look and new variations of the most popular videogame ever created. Are you ready to become obsessed all over again?



Deceptively simple, completely addictive.

WINDOWS 95/98  
**PC  
CD  
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**GAME BOY ADVANCE**



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# NEW GAME



BRITAIN'S BEST REVIEW ZONE!...BRITAIN'S BEST REVIEW ZONE! BRITAIN'S BEST REVIEW ZONE!

**▶▶ REVIEWS EDITOR**



Hello and welcome to my domain! You're about to enter the most in-depth reviewing area in the whole world! We endeavour to review EVERY new game EVERY single month, along with full reviews of games that are currently big in Japan and the US, thus making sure you're right up-to-date with the very latest gaming releases. Enjoy!

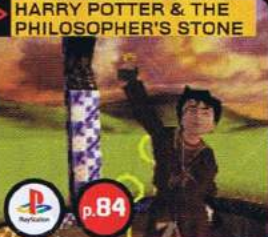
**▶▶ Oliver Hurley**

**▶▶ SHENMUE 2**



**p.80**

**▶▶ HARRY POTTER & THE PHILOSOPHER'S STONE**



**p.84**

**▶▶ THE SCORE**

**90 to 100%** Tippetty top cream of the crop. If you own the console, buy this!

**80 to 90%** A great game. If you like the sound of it you should get it in.

**70 to 80%** Neat enough but a little lacking. Still, if you really must have it...

**60 to 70%** A game scuppered by an annoying flaw or two. Shame.

**50 to 60%** Above average but only just. Spend your cash elsewhere.

**40 to 50%** Quite simply not very good. We played it - we didn't like it.

**30 to 40%** Oh dear. Perhaps the programmers should play some 'games'.

**20 to 30%** What the...?! This looks awful and plays awful as well.

**10 to 20%** Not a videogame at all but a device of mental torture.

**0 to 10%** Like dangling your daddies in a mincing machine.

**▶▶ THE VERDICT**

**Factpack** *The stuff you need to know*

- Drivers.....22
- Manufacturers.....11
- Circuits.....17
- Levels of Difficulty.....4

**▶▶ Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.**

**Softography** *These guys have also made*

- FIFA '98.....58%
- FIFA 99.....90%
- FIFA 2000.....78%
- NBA 2000.....45%
- NBA LIVE 2000.....91%
- MADDEN NFL 2000.....58%

**▶▶ Are the game's makers hot or not? Want to know what games they've made before? It's all here!**

**▶▶ If the game scores over 90% GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!**

**▶▶ The final verdict in one snappy soundbite with the only score that counts at its side.**

**It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:**

**Graphics:** What does it look like? Does it move smoothly? Enough variety?

**Gameplay:** Does the game work? Is it satisfying and fun to play or a pain in the cheeks?

**Lifespan:** Is there enough of it? Will you be playing this title for months or mere minutes?

**Judgement**

**GRAPHICS** Perfectly acceptable, and you certainly get the impression of being airborne.

**GAMEPLAY** A bit muddled, what with multi-levelled racing and unclear combat elements.

**LIFESPAN** If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

**N-Gen Racing** is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

**Overall**


**70%**

**GAMING MASTERPIECE**


**PS2**

# TONY HAWK'S PRO SKATER 3

**p.66**



**HEAVEN IS HAWKSTER ON A HALFPIPE! THE GREATEST BOARDER SKATED! YOU'LL NEVER LOOK AT A KERB IN THE SAME WAY AGAIN!**



**▶▶ REVIEWED THIS ISSUE...**

**HANDHELD HEAVEN p108** • Prehonorik Man • Driven • Mat Hoffman's Pro BMX • Powerpuff Girls: Mojo JoJo-a-Go-Go • Planet Monsters • Rugrats Castle Capers • Wendy: Every Witch Way • Lady Sia

TONY HAWK'S PRO SKATER 3 (PS2).....66	SYPHON FILTER 3 (PS2).....93
PIKMIN (GC).....70	BATMAN VENGEANCE (PS2).....94
WWF ROAD TO WRESTLEMANIA (GBA)....72	WARIG LAND 4 (GBA).....96
ONE PIECE MANSION.....72	G-SURFERS (PS2) & ECKS VS SEVER (GBA) ..97
SIMPSONS ROAD RAGE (PS2).....73	DEVIL MAY CRY (PS2).....98
SUPER STREET FIGHTER 2 (GBA).....74	HEADHUNTER (DC).....100
HALF-LIFE (PS2).....76	007 IN... AGENT UNDER FIRE (PS2).....102
SMUGGLER'S RUN 2 (PS2).....79	VIRTUA TENNIS 2 (DC).....105
SHENMUE 2 (DC).....80	CRICKET 2002 (PS2).....106
WORLD RALLY CHAMPIONSHIP (PS2).....82	MOTOR MAYHEM (PS2).....106
HARRY POTTER (PS, PC, GBC, GBA).....84	NEW YORK RACE (PC).....110
SSX TRICKY (PS2).....90	SOUL REAVER 2 (PS2).....110

**Reviews Round-up p111** Monopoly Tycoon (PC) • Madden 2002 (PS2) • NBA Live 2002 (PS) • Penny Racers (PS2) • Simpsons Wrestling (PS) • X-Men: Mutant Academy (PS) • Colin McRae 2.0 (PS) • Mr Driller (PC) • Klonoa 2 (PS2) • Director of Football (PC) • Paris Dakar Rally (PS2) • Tiger Woods 2001 (PS)

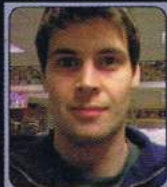
Slide over the page with the latest games on new platforms.







## REVIEWER



Dave Harrison



T: NOW

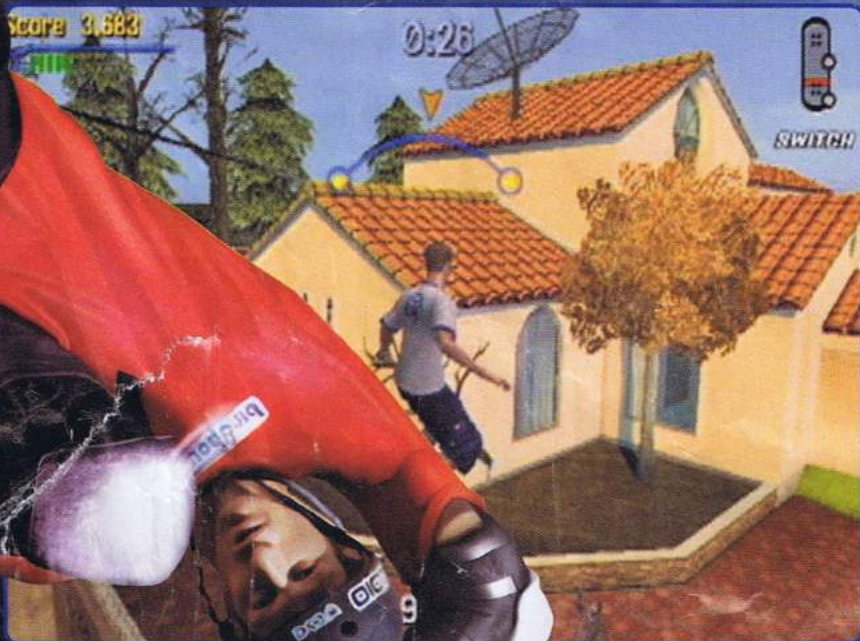
FORMAT: PS2  
PRICE: £40

DEVELOPER: NEVERSOFT  
PUBLISHER: ACTIVISION

SPECIAL FEATURES: ONLINE  
OTHER FORMATS: GC, GBA, PS, XBOX, GBC, PC

CALL: 01753 756 100  
PLAYERS: 1-2

Is number three a triumph, or is it more a case of **big-air today, big-gone tomorrow?**



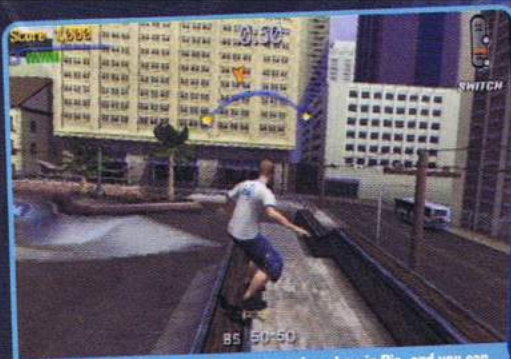
# Tony Hawk's Pro Skater 3

 Tony Hawk is one lucky guy. He's made his living from being a brilliant skateboarder, which is a fun job. It sure beats being a talented accountant. He's won championship after championship, gaining fame and respect. Then he started his own skate company which was a success. And I bet he has lots of friends, a great family, and is good at pool and stuff. But his luck doesn't stop there.

When he agreed to let his name be used for a videogame, he hoped it would be all right, but surely he couldn't have expected it to turn out to become the classic it did. But it

## Have Deck, Will Travel!

Skating truly is an international language and, as you enter the Medal Competitions in the Career mode, you'll get to travel around the whole wide world! It's just like being in the navy.



▲ Flying down to Rio! The first contest takes place in Rio, and you can just see the shanty towns lying there in the distance. Lovely.

▲ Location number two is Skater Island. Sound exciting? It's quite a small area but is littered with every type of obstacle imaginable.

▲ Lastly, it's off to the land of the rising sun, which is obviously having problems as it's night time. It shows up the lovely strips of neon though.





## ▶ You're Reverted!

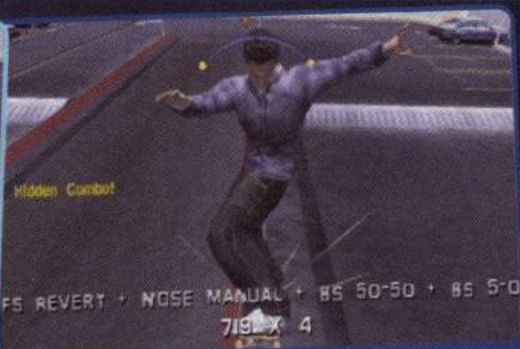
The biggest addition to the skating dynamics is the revert. This is a landing trick which is executed by tapping **△** just as you hit the ground. It's not a big point getter but it really helps you to link tricks together.



▶ Hit **△** on the down slope and you'll flip round, giving you just enough time to slip into a manual and think about your next move.

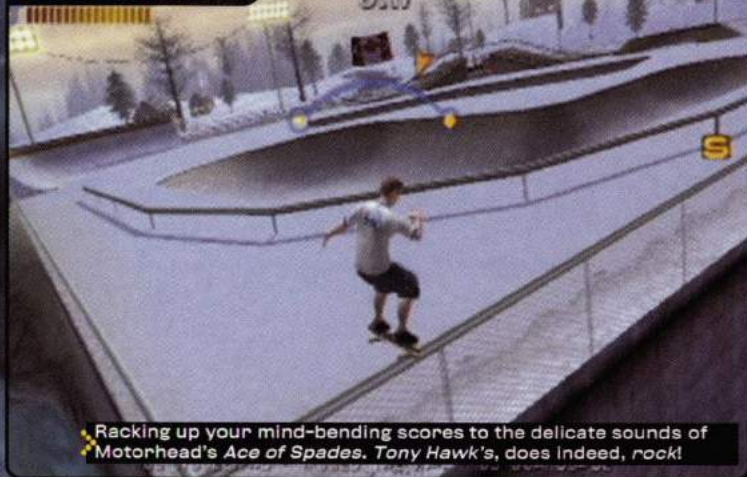


▶ With the revert still part of the combo, use the new balancing icon to keep yourself upright, then find a rail that you can ollie on to speed up.



▶ Always use kickflips and ollies to mount the rails and maximise your points score. And that's how to link huge points scoring tricks together.

## ▶ The Best Bit



▶ Racking up your mind-bending scores to the delicate sounds of Motorhead's *Ace of Spades*, *Tony Hawk's* does indeed, rock!

instantly became a great game, and that's because he's a lucky guy.

And, for Tony, life just gets better and better as the second *Pro Skater* sequel is the best yet. He's so lucky.

## JUDGED HARSHLY

Oh yes, it's number three time and, as expected, the gameplay is just about the same as it was in number two, so old Tony fans should be as comfortable with the gameplay as they would be wearing mink undies. One difference that is noticeable is that you seem to get less air off the verts, which means you have to concentrate much more on the selection and timing of tricks. And concentrate you must, particularly on the Medal stages, as the competition has gotten tougher. The judges make *Pop Idol's* Simon Cowell look like a friendly uncle. As little as a couple of

mistakes can severely dent your score. Even Tony experts may have to settle for Bronze when they first play it – it's that different.

## MAGIC LAND

The only significant new move is the 'revert'. This is a landing trick which switches the board round, giving the rider an opportunity to link the trick with a manual. Unfortunately, the

... Each level offers different challenges and completely different looks, but all maintain the high design standard...



revert will slow the board down, so it's best to use it if there's a rail nearby to enable you to build the momentum back up. The introduction of the revert is a handy addition to your stunt arsenal, but it doesn't have the same game-changing effect that the manual had in number two. Which is good, as it adds an extra touch but doesn't meddle with a beautifully balanced control system.

What does take a great leap forward are the levels, which are amazing. Each one offers significantly different challenges and completely different looks, but all still maintain

## Softography

These guys have also made...

Tony Hawk's Pro Skater.....	90%
Tony Hawk's Pro Skater 2.....	91%
Spider-Man.....	79%
MDK.....	78%
Apocalypse.....	68%
Spider-Man (DC).....	70%

## Factpack

The stuff you need to know...

Career levels.....	8
Extra levels.....	4
Decks.....	10
Skaters.....	13



▶ The game opens with this top Neversoft freestyle animation. Those guys are so wacky!

## ▶ Big-Air Port!



▶ Travel through 10 countries in the space of a few seconds as you grind past the flags.



▶ 'Anything to declare sir?' Yes, I'd like to declare that I'm a kick ass skater! I rule!

## ▶ Skating For Justice!

Don't just use your skating to show off and look good; use it to help the weak and protect the innocent.



▶ Poor old Chuck has got his tongue stuck on a frozen pipe. Never fear, Tony will save the day.



▶ Don't worry, man! The Hawkster's on hand to stop those pickpockets. What a hero.



▶ By merely using his skating skills, Tony manages to drop a car in front of a getaway van.



▶ Your first task is to deliver tickets through customs to your mate at the boarding terminal.





## Online Gaming Now!

It's possible to play online. You'll need a USB network port and access to a broadband network. Find the port in a PC shop. Hook this up to your broadband network, click on Network Play, and play online or through a LAN. A special GameSpy server has been set up for Hawkster's minions!



▲ These third party PC ports fit into the USB port in front of your PS2...



▲ ... Then link the USB port up to your broadband network.



▲ If you've got a LAN connection you can play your friends and chat with a USB keyboard.



▲ If you've got broadband it's possible to play against US gamers too.

## Customise!

Sure we've played Create-a-Skater before, but the most fun is slightly altering the famous faces.



Ho ho, look everyone. Tony Hawk's is wearing a pair of funny clown shoes. Now that I call hilarious.

The Create-Your-Own-Skate-Park is OK, but just illustrates how brilliant the proper level design actually is.



You can test your own skate park out but, unless you're really ace, they always seems a bit naff. Oh well.



▲ The replays aren't shot from an awkward, long distance angle anymore. Instead, they're now shot from an up-close and personal perspective.



▲ Tony and his famous "I've only got one leg" trick. He does a great Long John Silver impression as well.



▲ There's nothing like watching rail slides go wrong. The way that rail smacks into your plums... Ooof.

the high design standard. There's not one that could be described as weak. The next-gen visual power of PS2 has been used to good effect, with each area peppered with detail, ample in size and almost completely fog free. Also, they're interactive – and we're not just talking being able to smash a few panes of glass. Huge sections can be altered through your actions, as best illustrated on the LA level, where grinding a series of rails sets off an earthquake that shatters the flyover and in turn enables you to access other parts of the city.

## ATTENTION TO DETAIL

But it's not just the big effects that impress, it's the fact that smaller

details have a part to play, like the X-ray machines in the airport or the valves in the Foundry that generate the feeling you're skating in a living and breathing environment.

One of the reasons the graphics are so impressive is that they don't rely on special effects. There are no

▲... Huge sections of the cities can be altered through your actions. Grind rails on the LA level to start an earthquake...👊

## It All Looks So Familiar!

For those who have been with the series from day one, here are some old faves – now in 128-bit majesty.



▲ This is where it all started! Oh yes, the warehouse where you first met the Hawkster. Ah, nostalgia.



▲ It's Burnside – a big nasty lump of concrete that's packed with half-pipes and bowls. Point heaven.



▲ It's Roswell – the final level from the original – complete with illumious spaceships and alien

## Tremors!

In LA you literally make the earth move by grinding along the north, south, east and west placed rails...



... Then just sit back and watch as the flyover cracks and crumbles then splits in half. Now that's skating.



Now that the highway is split you can ollie from a nearby building and access all of the city's rooftops.



Follow the highway along and then grind the trapped car to send it tumbling onto the road below.

laser bolts or magic, nothing out of the ordinary to amaze – it's just every day bricks, concrete and wood. But each surface texture – from worn wood, to tacky neon lighting – has been attended to with such care. Looking at THPS3 reminds you why everyone was initially so excited about PS2.

## TREASURE HUNT

The Career mode is still the most satisfactory of the gaming modes, and it's been tweaked slightly for number three. This time you don't collect dollars for completing tasks. In fact money isn't used at all, as the extra decks and extra skating stats don't have to be purchased. Instead they're scattered round the environments, which means finding them all adds a bit more replay value to the game. Actually finishing the Career mode is not that difficult once you've mastered the Medal Competitions, but to complete it one hundred percent is. But it's worth it,





## Tony Wan-Kenobi!

Having problems with your ollie? Well let the man himself show you how it's done. In this handy Tutorial, Tony Hawk explains the basics to you and gives you tips on how to rack up mentally high scores. He sounds like a decent bloke as well. Bless.



You can use the revert to continue a combo when you land from vert.

▲ Tony leads you through how to use the only significant new move, the revert. It's worth hearing what he's got say, even if you're ace.



▲ Each lesson finishes with a little challenge for you to complete, just so Tony knows you're taking in his many pearls of wisdom.

as *Tony 3* really comes up trumps when it comes to secret extras. How does skating as Darth Maul or Wolverine take you? Well, you'd better get practising. Also, the skater videos are amazing, mainly thanks to the DVD capability of PS2. This isn't just a game to get out the way, this is a game to master and cherish.

## NETWORK IT GIRL

What is truly ground breaking is that we've actually managed to play this online. And it's great. It's like being a proper skater - doing a few tricks and chatting to like-minded people. Up to four skaters can populate a level and you can set up multi-player games. The only problem is that you need broadband or an LAN connection to access the Network play options, both of which you don't find in your

## The Love Boat!

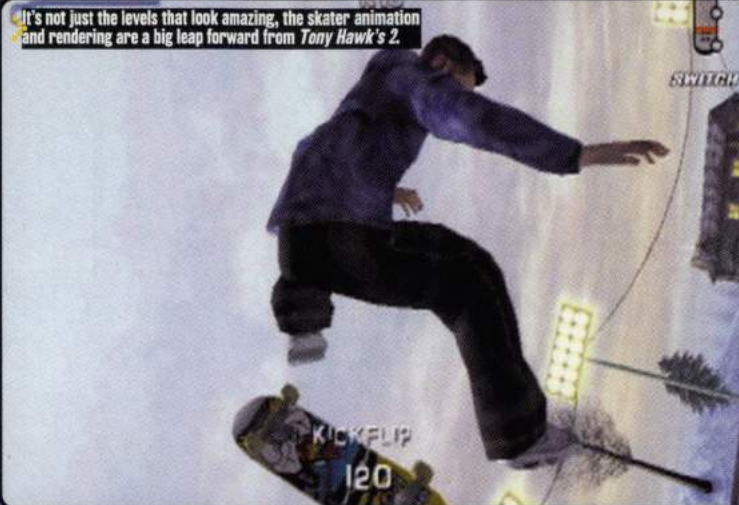
It's not exactly the most likely skating scene, but there's plenty to carve up on this cruise ship. And you can work on your tan too!



▲ All right darlin'? Tony is a babe magnet on this cruise ship, but roll into them and you'll get a smack to the chops. It's not a point-winning move.



▲ The cruise ship is one of the biggest environments in the whole game. There are three separate decks to explore, including several swimming pools and slides!



It's not just the levels that look amazing, the skater animation and rendering are a big leap forward from *Tony Hawk's 2*.



## Special Skater's Place!

Each area is huge, so it's worth constantly replaying the level to try to discover the various hidden areas.



▲ Bats! This is what you get for helping Mr Thin out: flying mice and people trapped behind glass.



▲ Explore every part of the levels and you'll find loads of characters to board-wallop.



▲ Slip yourself through the baggage X-rays in the airport to find yourself on this private heli-pad.

## FRESH AND NEW

It's often the second sequel when the cracks begin to show in a franchise. It's a time when ideas look tired, even with fancy graphics. So it's to Neversoft's credit that they've created a game that seems as fresh as it was the first time you played the original. They haven't tried to dramatically change the format - it still graces the ground between arcade and simulation - but they've managed to make significant moves forward. And you wouldn't put it past them to make *THPS4* a gaming masterpiece as well. Hopefully, there'll be many of you reading this that will be receiving a

PS2 this Christmas. This will be your first step in this brave world of next-generation gaming, and you'll want to be able to feel the difference. There have been many games that just look like PSone games with smoother textures. Then there are other games - like *Tony Hawk's 3* - that astound you. They actually make you forget that Sony are a huge multinational company who are only in the computer entertainment industry to make huge wads of money, not that we're cynical or anything... Instead you'll look on Sony as magic pixies whose only purpose is to spread wonder and happiness throughout the world. *Tony Hawk's 3* is that good.

## Slim Pickins!

Each area is populated with people, but some are a bit different. Take Mr Thin. He screams for an axe, smacks in a few boards and disappears! That ain't natural...



▲ It's never wise to give an axe to a psycho, but here it helps you get the secret tape.

## Judgement

**GRAPHICS** Beautifully crisp and dry, and can be appreciated with a much improved replay system.

**GAMEPLAY** Compelling and addictive, it's given an extra edge with some fantastic level design.

**LIFESPAN** Completing the Career mode will take a fair bit, and you'll replay. You never tire of it.

Cooler than the other side of the pillow, and sweeter than a cute puppy soaked in sugar solution. A must-buy slice of inspiration.

Overall  
**94%**





## REVIEWER



Mark Green



**OUT: NOW (JAPAN), SPRING (UK)** **FORMAT: GC DEVELOPER: NINTENDO SPECIAL FEATURES: NONE CALL: 01703 652 222**  
**PRICE: TBC PUBLISHER: NINTENDO OTHER FORMATS: NONE PLAYERS: 1**

## How it Works!

Monsters attacked by Pikmin drop coloured capsules. Drag these back to base and they'll be converted into troops. But don't spend ages growing your army - there are ship parts to collect.



▲ These flowers are the only feature of the Pikmin's world that don't fight back. Chuck them at enemies with A. Howzah!



▲ It only takes one Pikmin to drag the capsule back to the ship, where a tractor beam will suck up the valuable cargo to convert it.



▲ The ship spits out a new Pikmin seed for you. Leave it for a few seconds, then grab it with A, and a new Pikmin is born. Now get it to work.

## An alien ant farm, courtesy of Miyamoto. Another Ninty classic?

# Pikmin



## Meet the Pikmin!

There are three types of plant-creatures, all - you've guessed it - with particular specialities.



▲ Red Pikmin are the fighters. Their superior strength is matched by an invulnerability to fire.



▲ Yellow Pikmin are the brains - they've worked out how to pick up bombs and chuck them around.



▲ Blue Pikmin are wimps, but their ability to walk through water without drowning is invaluable.



So, you worried for Nintendo's sanity after seeing the new Looney Toons-style *Zelda*? Wait until you get an eyeful of *Pikmin* - a real-time strategy game that takes place in... er, Shiggy's garden.

You're a tiny little spaceman trapped on a distant planet (partly based on Mr Miyamoto's backyard),

and the only way off is to lead your new alien buddies - the even tinier Pikmin - to fetch the lost bits of your shattered spaceship. Think *Command & Conquer* with futuristic troops replaced by multi-coloured plant-creatures, all blindly following you into pitched battle with mutant ladybirds, armoured beetles and floating elephant-fish.

entire section of forest, cave or beach fills your TV in the kind of astonishing detail that'd put a photo to shame. Zoom it back in and gawp at the 100 Pikmin, bursting with character as they run, fight, doze in the sun, and haul enemy carcasses back to base.

## Softography

These guys have also made...

Luigi's Mansion	90%
Zelda: Majora's Mask	94%
Super Mario Advance	89%
F Zero X	91%
Lylat Wars	88%
Super Mario 64	94%

## EYE POPPING

It might sound ridiculous, but *Pikmin* is another work of genius from Shiggy and company. For one thing, it looks a treat. Drag the camera all the way out and feel your eyes shudder as an

## BOSSY BOOTS

Ordering the little fellas about is the key to success. There's a long line of doors, walls, obstacles and nasties standing in the way of each ship part, and getting through alive - by setting your alien army off on three or four different jobs at once - is where the fun lies. While a 50-strong swarm of

## Ground Force!

*Pikmin's* very first level is a stunning recreation of Shigeru Miyamoto's backyard, but that's not the only area of outstanding natural beauty on offer in Nintendo's latest. Here are some scenic spots.



▲ The tree stumps look so realistic that you'll feel you could reach out and touch them. Don't though - you'll look a right berk.



▲ A bird's-eye view of the very first level in the game - a Shiggy's-eye view of his very own backyard, in fact. Yikes! What lovely lawns.



▲ Don't zoom the camera out too far from the action or you'll lose track of where your Pikmin are, especially if they're in lush forests like this.





## Die Pikmin, Die!

One of the most common ways Pikmin snuff it: being swallowed by the huge mouth of a ravenous mutant ladybird.



Water is deadly to all but blue Pikmin, as this smug fellow near your spaceman is currently demonstrating.

Only red Pikmin can step into the flames – yellow and blue Pikmin will scamper around ablaze, then die.



Bombs. Brutally effective in the right hands; severely suicidal in the wrong ones. Such as ours. Bye, Pikmin.

Pikmin smothers a fire-spitting monster, another 20 headbutt down a door further on – while others collect 'fuel capsules' that generate new brothers and sisters for your friends.

## PURE AND SIMPLE

It's not even a tenth as complicated as *Starcraft* and the like, and that's

**... Feel your eyes shudder as an entire section of forest, cave or beach fills your TV with detail that'd put a photo to shame...**

## Argh! Real Monsters!

Sadly for the Pikmin, they reside at the very bottom of the food chain, which is why they're best advised to steer clear of their planet's weird and wonderful wildlife – unless they've got their spaceman friend nearby, of course.



▲ Giant armoured rock-chucking beetle alert! Throw Pikmin at his eye.



▲ This fire-spitting monster can't hurt red Pikmin. We brought yellow...



▼ Looks like a frog. Sounds like a frog. Crushes Pikmin like flies.



▼ Ooh, this one's a git. He swoops in and steals your Pikmin away.



Chuck enough Pikmin at this flying elephant-fish thing and he'll be brought down to earth with a big bump.



Gigantic hands are this rock man's strength. One swat can take out anything up to 50 Pikmin. That hurts.

why we love it – even if it *might* have been nice to have a handful of more complex commands for experienced players. With *Pikmin*, Nintendo have done for strategy what *Mario Kart* did for racers and *Smash Bros* did for fighters: simplified it, shaken it up, thrown in a cupful of Shigsys magic, and crammed it full of character. The Pikmin might be little more than multi-coloured sticks with eyes and legs, but they're utterly loveable.

True to recent Ninty form though, *Pikmin* isn't a game that'll be eating months of your time. You'll be watching your red, white and blue army swarming around the 30th ship part in little more than 12 hours. But the good stuff isn't over. *Pikmin* gets



▲ Like giant red ants, the Pikmin gather in clusters round your garden collecting debris.

better the more times you play it, as you perfect your strategies and discover new ways to polish off levels in quick time. Plus, there's a brutally addictive time-based Challenge mode.

So, no need to worry about Ninty losing it. *Pikmin* is another dollop of glorious GameCube genius.

## The Best Bit



Collect 100 Pikmin together and organise a mass attack on a pack of gruesome beasties. Madness!

## Factpack

The stuff you need to know...

Maps.....	5
Missions.....	30
Pikmin.....	Up to 9999
Bug-eyed ladybirds.....	Plenty



## Judgement

**GRAPHICS** GameCube shows it can pull off photo-realistic forests with nary a moan or mutter.

**GAMEPLAY** Brain-testing puzzles, flawless controls, and the joy of watching Pikmin do your work.

**LIFESPAN** *Pikmin* lacks length, but you'll be dragged back to it. The Challenge mode is tops, too.

Nintendo meets real-time strategy – and what a lovely couple they make. If you're an Import GC owner, bag a copy of it now.

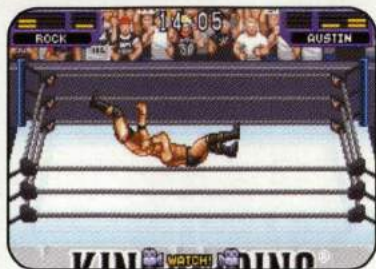
Overall  
**87%**



OUT: NOW

FORMAT: GBA  
PRICE: £35

DEVELOPER: NATSUME  
PUBLISHER: THQ



▲ Considering the dimensions of the screen, the level of detail in the characters is pretty impressive.

▲ Yer standard suplex is surprisingly tricky to pull off. You'll spend most of the time kicking and punching.

# WWE Road to WrestleMania

Is that **The Rock** in your pocket or are you just pleased to see me?

After the stonking romp that is *Fire Pro Wrestling* comes the WWF's first GBA game, *Road to WrestleMania*.

It immediately differs from previous WWF outings on Game Boy Color due to the wealth of match options and characters included.

## CONSOLE QUALITY

Indeed, it's the first pocket WWF game that feels as if it's almost on a par with a proper console wrestler. There are a load of nicely-animated

moves on offer and a ton of modes, from the main Road to WrestleMania Story mode, to multi-player bouts, to cage matches and iron man brawls.

Yup, it's got virtually everything you could hope for... it just doesn't play well. The essence of all good fighting games is a decent control system and this hasn't got one.

Plenty of nice ideas, then, and no slouch in the presentation department, but it's let down massively by the interface and the gameplay being stodgier than week-old custard. Yak.



▲ There's a wide variety of matches and modes on offer, from standard one-on-one affairs to three-way matches, cage bouts and gruelling iron man contests.

## Judgement

**GRAPHICS** Smooth animation, and the characters, arenas and entrance videos look dead cool.

**GAMEPLAY** Oh dear. The control system isn't far short of a nightmare, and it feels too random.

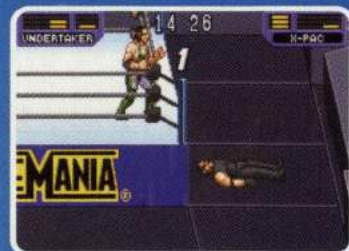
**LIFESPAN** Sues out the controls and there's loads to keep you busy, including a four-player link-up.

No shortage of ambition in producing it, but somewhere along the way they forgot to ensure that the game's actually fun to play.

Overall  
**68%**

## Take a Break!

Like all the classic WWF console games, *Road to WrestleMania* allows you to scrap outside the ring, which is a neat touch. It's also a good place for a breather. Just make sure you make it back into the ring before the 10 count...



▲ We never realised that X-Pac was so green. At least you won't confuse him with anyone else.



▲ The ringside fans are pleasingly chunky, and the wealth of signs they hold is a cool touch.

REVIEWER: Oliver Hurley

OUT: NOW

FORMAT: PS  
PRICE: £30

DEVELOPER: CAPCOM  
PUBLISHER: CAPCOM



▲ Who lives in a house like this? Er, well loads of people actually and it's your job to keep the peace.

▲ You don't just feel the vibe, you see it too. Negative ones show up red and positive ones are green.

# One Piece Mansion

Build faultier towers than Basil with this bizarre Jap puzzler.

A puzzle game based around running your own residential home may not sound like a sure-fire winner and, sure enough, *One Piece Mansion* isn't.

Here you're in charge of your own apartment block. The happier your tenants, the more money you make. The more money you make, the bigger you can build your tenement, and so on. The tenants in your hotel give out good vibes, bad vibes or both, and it's your job to keep them all happy by matching them with a suitable neighbour.

Initially *One Piece Mansion* is a wheeze to play, as you get to grips with its whacked out characters and OD on Japanese quirkiness. Once you've sussed out just what's going on though, the fun's almost over, as it lacks the addictive buzz that gets you coming back for more.

## Judgement

**GRAPHICS** Bugged out Manga stars in *Rising Damp* re-runs, or sort of. Very weird but cool too.

**GAMEPLAY** Slightly more complex than the average sliding picture puzzle, but not as addictive.

**LIFESPAN** Sadly, this is shallower than a gameshow host's paddling pool. The shame of it!

We had high hopes but, despite some cool visuals, claims that this may be the best PSone puzzler yet turn out to be tall stores.

Overall  
**55%**

## SQUATTER ROTTER

Things are made complicated as, throughout, squatters scuttle into unused apartments. These loafers cause nothing but grief, as they give out negative vibes by running around starting fires, and such naughty stuff, and generally being a pain in the arse. The only way to force them out is to surround them with bad vibes so that they leave.



More mental asylum than Crossroads motel, the best thing about this game is its range of loony characters.

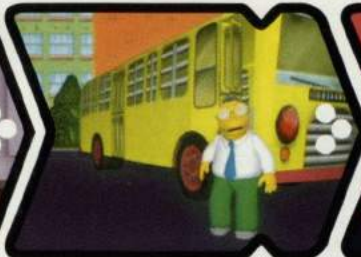
REVIEWER: Richard Owen



## REVIEWER



Alex Cooke



**OUT: NOW**

FORMAT: PS2  
PRICE: £40

DEVELOPER: RADICAL ENTERTAINMENT  
PUBLISHER: EA

SPECIAL FEATURES: NONE  
OTHER FORMATS: XBOX, GC

CALL: 01932 450 000  
PLAYERS: 1-2

## On a Mission!

To make the Springfieldian action go that little bit further there are 10 missions, and each one lets a character take their revenge on Burns by smashing up a number of his logs, signs, bins and the Capital City Goofball. But they are repetitive, boring and we finished them all in about an hour of play. D'oh!



▲ Career criminal Snake smashes up Monty Burns' power plant, but that lacky Wayland Smithers is on his tail. He won't get far.



▲ School bus driver Otto has to renew his licence by knocking down all the lampposts in the car park. Only in videogames, thank goodness.



▲ Here is your prize for completing all the missions: the horrible car that Homer designed for his half-brother Herb. Top trophy!



▲ Even the road signs are funny, like Troy McClure appearing in *Stop the Planet Of The Apes I Want to Get Off* on an advertising hoarding. Very sharp.

**Drop that Duff. When public transport's down, the Springfield folk need your chauffeuring skills.**

# The Simpsons Road Rage

This time those little organ bags from Sector 7G are fighting back!

The 104 year old Mr Burns might have got away with making a vest from real gorilla chests, stealing the school's oil well and putting Homer's brain in a cyborg, but now Monty has taken over all the town's transport with nuclear buses.

So what can a simple bunch of lolligaggers and jackanapes do to stop Springfield's most evil man?

pocket you can then unlock 13 new drivers and five areas of the town.

The whole game is shot through with real *Simpsons* humour. Each character has plenty of chatter. So when Barney burps, Grandpa rambles and Nelson cackles, it is always at least five minutes since you last heard it. Some even react to which yellow fellow they meet, so Principle Skinner won't tell Bart why he wants to go to Miss Krabappel's.

## CROMULENT

Take a glance at these screenshots. Do they remind you of anything? That's right, this is *Crazy Taxi* – right down to the giant floating pick-up hoops. So Homer and his yellow-fingered family cruise the streets picking up other Springfieldians and collecting the fares. With that brass in

## EMBIGGEN

Unlike the TV show, *Road Rage* has a longevity problem. Collecting those fares lasts because you always want to unlock someone like Otto or Chief Wiggum, but the missions and the two-player games don't. Most of the 10 missions are shorter than the horribly long loading time, and each one is far too easy.

So, it might only be a new version of *Crazy Taxi* but, with 25 of the funniest flat characters in the world, it is hard to resist. It is the best *Simpsons* game yet, but that isn't saying much.

## Softography

These guys have also made...

MTV Snowboarding	54%
Jackie Chan's Stuntmaster	75%
Amped	N/A

## The Best Bit

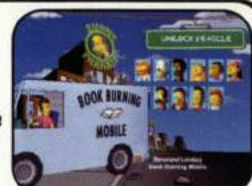


Every time you pick someone up it's hard not to laugh, as the great animation matches the perfect voices.

## The Cast!

Flanders, Moe and Barney are all playable, while Hans Moleman, Ralph and Nelson are passengers. Sadly Lionel Hutz couldn't make it.

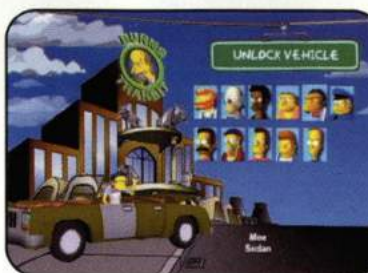
Unlock Reverend Lovejoy and help him spread the word from the good book on the streets. Salvation!



FAST + STUPID  
+3 seconds

Meet Professor Frink. "He makes you laugh, he makes you think, he does the thing with the mmm hey."

Would you get in a car that Bart was driving? Neither would we. Jasper's eye-sight can't be so good these days.



## Judgement

**GRAPHICS** Great conversion of Springfield into a 3D world. All the characters look spot-on.

**GAMEPLAY** We've seen it all before, but the brilliant humour and great sound make it instant fun.

**LIFESPAN** The two-player game is simple and the missions are short, but taxiing will last a while.

*Crazy Taxi* clone with little longevity, but it's got *The Simpsons* in it. Loads of chat and jokes, but the missions are a bit dull.

**Overall**  
**76%**



REVIEWER



Alex Cooke



OUT: NOW

FORMAT: GBA  
PRICE: £35

DEVELOPER: CAPCOM  
PUBLISHER: UBI SOFT

SPECIAL FEATURES: LINK-UP  
OTHER FORMATS: NONE

CALL: 01932 838 230  
PLAYERS: 1-2

## Below the Belt!

Other games might give you a couple of punches and kicks, but *Street Fighter*'s characters have more trademark moves than *The Fast Show* crew. E Honda flattens opponents with his blurry slaps, while Blanka electrocutes opponents and Bison throws himself at you. Each is pretty easy to master.



▲ Ken fills up his special bar and pulls off his finishing move to leave Blanka picking up his teeth with a dustpan and brush. Ouch!



▲ He teleports, he stretches, he burps fire: Dhalsim is like no other fighter you have ever seen. He's a tough character to play.



▲ Linked victories are even sweeter when you can finish them off in style, just as Dee Jay manages to do here.



▲ Carrying on the *Street Fighter* tradition, the crowd only have two arm moves: up or down.

The warrior returns. But can the flattest, fastest fighter around still do battle on the titchy screen?

# Super Street Fighter 2 Turbo Revival



Beat-'em-up crazes come and go, but *Street Fighter* is always with us.

Other fighting games might pop up with flashy polygons and girls in skimpy outfits, but Ryu, Blanka and the rest are like family to us, they've been around for so long.

fighting technique's still nigh-on perfect, and there are few beat-'em-ups where the characters are so equally balanced. Technique will always get you further than random button mashing.

## FISTICUFFS

The range of moves that each character has is awesome and, more importantly, logically laid out, so that you can fight on your instincts instead of balancing the manual on your knees. Which is lucky, because all of the 16 characters still have their own signature moves and killer combos to master. And that turbo tag? Well, with the four speed settings the fighting starts out quick and ends up blindingly fast.

In the arcade, *Street Fighter* took more 10 pence pieces off us than an angry school bully, and this is one conversion that will have you forking out all over again.

## KICKING

Anyone who remembers *Street Fighter* fondly from its past appearances need not worry, this version won't spoil your memories of a great game. In fact, this is a pretty much perfect conversion of the SNES original. The gameplay won't come as much of a shock to anyone because we've seen it all before. You travel around the world meeting and beating a collection of freaks. But the tried and battle tested

## Looks Familiar!

They've made movies and been in more games than Mario, but every fighter feels different on the pad and we all have our favourites.

He's slow and a bit crap at dishing out dirt, but Zangief is as strong as an ox - and about half as good looking.



The kung fu school girl fantasy of many sad men returns. Chun-Li is light, fast and as weak as an asthmatic kitten.

Ryu is the purist's choice, with his balance of speed, skill and mop-haired good looks. Test who's best on link-up.



## Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	93%
Onimusha: Warlords	90%
Street Fighter Collection 2	49%



It doesn't get much better than a perfect victory. You spark them out without even having a finger laid on you.


## Judgement

- GRAPHICS** Smoothly animated colourful characters fight over 16 smart but flat backgrounds.
- GAMEPLAY** Not much variety, but dishing out perfectly controlled slaps is always great fun.
- LIFESPAN** With one-player and link-up modes, this'll last forever. Charge your batteries up.

A flawless conversion of a thoroughbred fighter that might not do anything new but plays with tons of pace and polish.

Overall  
**90%**





# MIB



## MEN IN BLACK™ THE SERIES

### crashdown

PROTECTING THE EARTH  
FROM THE SCUM  
OF THE UNIVERSE







## REVIEWER



Alex Bickham



**OUT: NOW**

FORMAT: PS2  
PRICE: £35

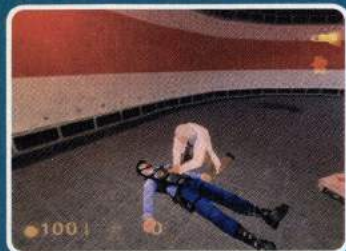
DEVELOPER: GEARBOX  
PUBLISHER: VIVENDI

SPECIAL FEATURES: NONE  
OTHER FORMATS: PC

CALL: 01268 531 245  
PLAYERS: 1-2

## The Aftermath!

As Gordon Freeman, it's your job to assist in a top-secret experiment. Little do you know that things are about to go belly up. After the disaster, the facility is in a state of chaos...



▲ A quick-witted boffin pumps the chest of a hapless guard caught in the blast. Will he make it? You'll just have to play it to find out...



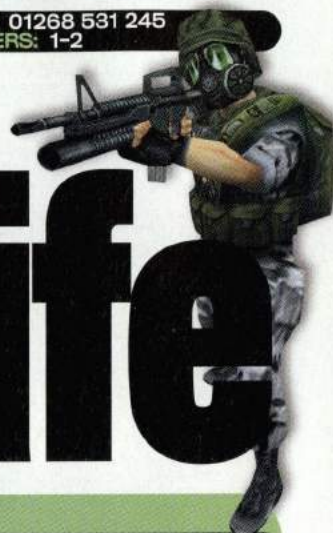
▲ Tap this scientist on the shoulder and he'll help you through a restricted area. Talk to everyone – you never know who'll be able to help.



▲ With a searing flash, bolts of lasers shoot through the window, mere inches from your shnozz. Best get your speediest socks on...

The **PS2 conversion's** taken a **life time...** but it was **worth the wait.**

# Half-Life



## Geek Aid!

Get a fellow scientist to follow you and he may just stop wetting his pants long enough to help you out.



▲ Our Einstein lookalike is trapped and alone. Be a nice chap and offer to take him along.



▲ Turn a few corners and you'll find a retinal scanner. This is where Einstein comes in.



▲ Inside the secret room is a stash of grenades. Handy. Why not try one out on Einstein? Hee hee hee.



I can deal with the face-hugging critters. Yes, I've seen what happens when they latch on to a human host, and I've seen how they change a perfectly normal person into a shambling, flesh-eating fiend.

But that's okay, I've got my HEV suit on – no bugger's getting through that. And besides, a couple of whacks

with a crowbar, and the little huggers have had it.

## INVINCIBLE

No, what *really* worries me is that *huge* tentacled beast that pokes out of the ground just outside the door. It doesn't have eyes, but it can hear the tiniest noises I make. What's more, it's impervious to bullets and missiles, and whacks like a freight train. I'm actually a bit scared.

Welcome to a day in the life of Gordon Freeman, *Half-Life's* unwitting hero. He works at a top-secret test

facility – not your average job. But when a big experiment goes pear-shaped, Gordon's suddenly left thinking that maybe he should've called in sick. An inter-dimensional rift opens up, and out pour all manner of twisted alien beasts. As Gordon, you must negotiate the facility and escape with life and limb in tact.

## OLD BUT GOLD

Most folk will recognise *Half-Life* – it started life on PC a couple of years ago. But don't let that fool you into thinking it's getting long in the tooth.

## Softography

These guys have also made...

Half-Life: Blue Shift.....	70%
Half-Life: CounterStrike.....	87%
Half-Life: Opposing Force.....	94%

## Ooh, I've Wet 'Em!

There are tons of hair-raising moments in store for you here. Usually you won't just meet the inter-dimensional critters with gentle forewarning; you'll be introduced to them in an unforgettable way...



▲ A perfectly innocent looking corridor. But what's that noise? Sounds like someone thumping... on a big steel door.



▲ Our curiosity gets the better of us and we sidle up to the sheet of steel, trigger finger at the ready. The door's bowing outwards now...



▲ The door suddenly shatters, and out glares a one-eyed, holt-throwing wibbler of an alien. Fire at will! And fire with accuracy.



## Diieeeeee!

Whoops, we've run into an army of facehuggers. Eek! There's no way past, But hang on, what if we backtrack...?



Head back into the room that you've just left and a movement-sensing gun turret tower will spot you. Ah, cunning.

Now, if you attracted the 'huggers, they'll march straight into your trap to get chewed up by turret fire. Mwahahaha!



That gun's still a-smokin' so watch out before you go on your way again. Best hang around till it powers right down.

## Friends and Enemies!

Much of *Half-Life*'s charm lies in the characters that you meet. Friend or foe, human or alien, they're a pretty cool bunch of, erm, things. Except the facehuggers. Never those squeaky damn facehuggers. Brr-rr...



▲ Scientists can heal you as well as open doors. A very useful bunch.



▲ Chat with a guard and he'll join you to help you gun down the beasts.

▼ The Black Ops dudes are here to spill alien blood – and yours too.



▼ This is what happens when a facehugger snogs a boffin. Eyeurgh.



▼ You'll see a fair few of these guys around. They chatter, snigger and maim you – make them die.



▼ These flapping grimmers hurl globs of toxic nose-gunge at you. They've got a vicious tail-swipe, too.

*Half-Life* is probably the best first-person shooter around for PS2, for several very good reasons.

## TEAM WORK

Firstly, it's a great single-player game. It's action packed, thrilling, looks incredible and plays like a dream. Secondly, it's a great two-player

... **Action packed and thrilling, *Half-Life* looks incredible and runs like a dream. Play for hours without getting bored...**

game. The Deathmatch mode is hugely addictive – you can just sit with your mates and play it for hours on end without getting bored. But finally – and here's something that the PC version *never* had – there's a two-player Co-operative mode on offer too. Playing as a couple of toiled-up scientists, you and a mate (or a computer-controlled bot) experience an adventure that's set just at the time things are going so horribly wrong for Gordon Freeman. It's more than just a gun-fest though, as you'll need to work together to solve puzzles and negotiate the facility.

## SPOT-ON LOCK-ON

Now, first-person shooters can be a bit tricky with a joypad. That's why the developers have treated us to a great little lock-on feature. If you spot an enemy, you can tap **○** and keep



▲ The plasters in the next cupboard should patch up that gouge in your stomach for a second or two.

tracking him, even if the scenery gets in the way. By the time you're half way through the game you won't need it, as you'll be pretty skilled with the controls, but it's a nice helpful feature to get you started.

All in all, a first-rate shooter and a brainy adventure. Get a couple of mates 'round, play winner-stays-on with the joypad, and you're in gaming heaven.

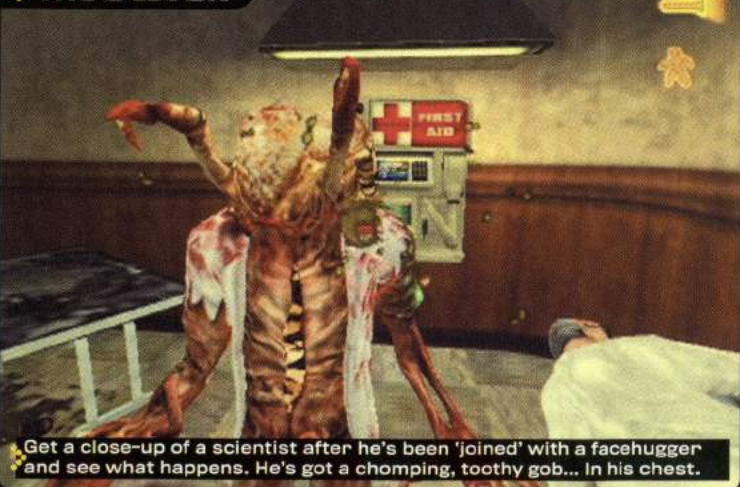
## Factpack

The stuff you need to know...

New modes .....	2 (Decay & Deathmatch)
Deathmatch arenas .....	16
Campaign missions in Decay mode .....	12
USB and mouse support? .....	Yes



## The Best Bit



Get a close-up of a scientist after he's been 'joined' with a facehugger and see what happens. He's got a chomping, toothy gob... In his chest.

## Judgement

**GRAPHICS** Simply gorgeous to behold – looks even better than the classic PC version.

**GAMEPLAY** Cheek-jiggling action, loads of variety, and some truly breathtaking moments.

**LIFESPAN** *Half-Life* is a game you won't trade in for love nor money. It will last a lifetime.

A cracking solo experience with some wicked two-player options unique to the PS2 version. Play it, enjoy it, love it. Like we do.

Overall  
**92%**







## REVIEWER



Alex Cooke



**OUT: NOW**

**FORMAT:** PS2  
**PRICE:** £40

**DEVELOPER:** ANGEL STUDIOS  
**PUBLISHER:** ROCKSTAR

**SPECIAL FEATURES:** NONE  
**OTHER FORMATS:** NONE

**CALL:** 01753 854 444  
**PLAYERS:** 1-2

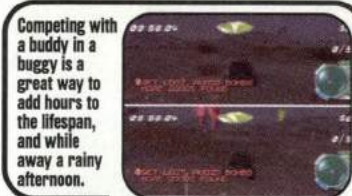
## Beaten Track!

Grab the Loot missions perfectly blend chaos and strategy, and the Checkpoint races are almost as good as dedicated off-rovers.

Checkpoint racing tracks can be unlocked the more missions you rack up – a good incentive to complete them.



Slam into your opponents to steal away their precious cargo and make a break for your base. You'll have to shake them off.



Competing with a buddy in a buggy is a great way to add hours to the lifespan, and while away a rainy afternoon.



▲ These cops are relentless and will chase you for mile after mile. You have to be good to shake 'em.

**Belt up, we're in for another rocky ride over the border as the gear-shifting racer returns to PS2.**

# Smuggler's Run 2: Hostile Territory

Smuggler's Run was a slap in the face for anyone who didn't think that Sony's new baby was up to the job.

It was a great demo of number-crunching PS2 power, but not much of a game.

The rolling hills blew everyone away, but playing it felt a bit aimless. So, a sequel with more danger and a brand new plot should be a smash.

## SMUGGLER PAT

The great news is that the landscapes are still enormous and still as smooth as a freshly shaven peach. There is no fogging, so if you climb to the top of a mountain you can look into the whole valley below. But don't hang around too long because this hill is a war zone – jets scream overhead, soldiers patrol and minefields wait below. Out have gone the safe locations of the first game and in have come two new areas: the paddy fields of Vietnam and the

mountainous deserts of an unnamed Russian republic.

## PARCEL FARCE

The gameplay hasn't changed much. The aim is still to snaffle the contraband, escape the coppers and drop off the package. Along the way you must ram escaping raiders, follow friendly drivers and smash through objectives. Linking it all is a plot made of grainy clips from the B&Q adverts acting school. It makes the missions feel more connected, but doesn't add much to the game.

It still suffers the same flaws of the original: a lack of depth to the gameplay and repetitive action. But, with 30 levels, the multi-player options and huge arenas to explore, this return to the underworld is still lots of fun.



## No 1 in Team!

Each motor has a job in Team mode. Buggies seize the loot while jeeps hang back to stop the enemy dropping their parcels.



▲ The ATV is speedy but weak. Get bumped by a rozzar and you go arse-over-crash-helmet.



▲ The pick-ups can handle the rough stuff but can't keep up with the buggy on the flat.

## Softography

These guys have also made...

Midnight Club.....	72%
Midtown Madness.....	90%
Smuggler's Run.....	80%
Midtown Madness 2.....	91%

## The Best Bit



▲ The finest way to check out the beautiful scenery is to find a lovely high ridge and leap right off it.

## Judgement

**GRAPHICS** Two huge worlds flash past the smart cars with no fogging or pop-up. Impressive.

**GAMEPLAY** Brilliant bouncing buggy action but it can get a bit samey after too much hide and seek.

**LIFESPAN** The missions might pale after a few days but the two-player levels should last weeks.

Improvements on the original make *Hostile Territory* good but not essential. Those landscapes don't stun us, but it is fun.

**Overall**  
**81%**



## REVIEWER



Jonnie Bryant



**OUT: 30 NOVEMBER**

FORMAT: DC  
PRICE: £27

DEVELOPER: SEGA  
PUBLISHER: SEGA

SPECIAL FEATURES: VMU  
OTHER FORMATS: NONE

CALL: 02380 653 377  
PLAYERS: 1-4

**Dirty cash I want choo, dirty cash I need choo... if I am to avenge my father and defeat the evil Lan Di.**

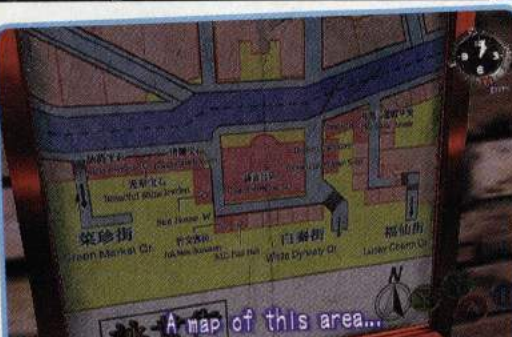
# Shenmue 2



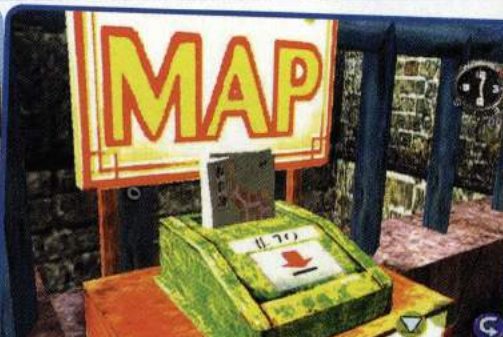
▲ You've connections with fiery red head Joy dating back from the first game. Nice hair.

## City Planner!

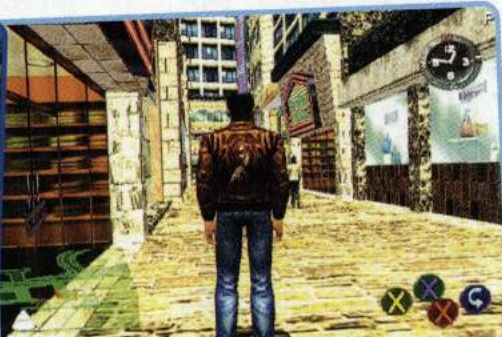
One welcome addition to the on-screen data is a rotatable map which you can mark up with your own reference points. The only downside is they cost \$10 each, which does put a dent in your finances.



▲ You do still get the local maps from the first game, but they're not as helpful as they were, forcing you to earn dosh and buy better ones.



▲ Pay \$10 and a more detailed overview of the district you're in appears in the bottom left-hand corner of the screen. Much handier.



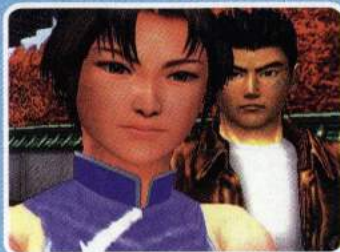
▲ Tap the B button and you can mark important features on the maps with either a blue, yellow or red cross, for future reference.

## Pretty Women!

What's a young hero to do in his spare time? Why, check out the ladies of course.



▲ You've left Mazomi back in Tokyo so it's no wonder girls like Joy take a shine to you. She's the niece of Master Chen who sent you to China.



▲ Xuying Hong is the martial arts master you were sent to find. Her family are tied up with the evil Lan Di, but she deters you from revenge.



It's all about money this time round.

Filthy lucre, the rough caress of the Hong Kong dollar between your fingers. No cushy family allowance for Ryo Hazuki to fall back on this time, oh no. He's alone in Hong Kong on the trail of his father's murderer and, if he wants a bed to rest for the night, he's gonna have to work for it.

It may not seem like a radical departure in gameplay since the first title but, trust us, the way this basic need for cash shapes your day is

revolutionary. Get up, head to the docks to earn a crust moving boxes, try to double your money by arm wrestling, then it's back to the hotel to watch over the local Lucky Hit stand for an hour or so. Do this and you might, just might, have enough money to pay for lodgings and buy the maps you need to navigate the back streets of the fabulous city laid out before you. Ah yes, the city...

## PAINT THE TOWN

We thought Sega maestro Yu Suzuki had created an incredible level of detail with the streets and urban sprawl of the first game, but here the sheer scale of Hong Kong makes Shenmue's Tokyo look like suburbia. People crowd in on you at every turn

as you move between districts and, as with the first game, you can interact with all of them – whether they're out and about or in one of the many buildings you can explore. It really is as if you've been dropped in the middle of an alien environment and left to fend for yourself. You get robbed, you get into fights – too few for our liking – and you get to continue your inquiries by talking to those around you. And it's here that you encounter the one flaw that's been carried over from the first title.

## CAN I GO NOW?

There are times when you get caught up in the sequence of events, where you're ready to forge ahead but get held back by the game itself. Take the

## Factpack

The stuff you need to know...

Minigames .....	10+
Playable characters .....	1
Initial combat moves .....	36
Evil masterminds .....	1



▲ Zong Quan. He's a street performer you have to track down for the head of a martial arts school.



▲ The brooding Ryo Hazuki. Despite a year since the last game, that cut Lan Di gave him still hasn't healed.



▲ Fangmei Xun. She's Master Xuying's assistant, and wakes you up every day when you stay at her place.

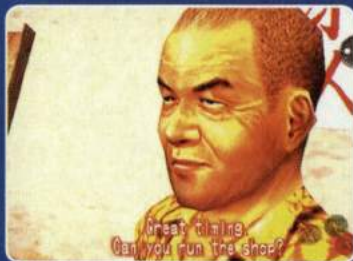


## Work Hard, Play Harder!

They only way that you can generate cash is by getting involved with the many different minigames that you'll find scattered all around the city.



▲ Locate Delin down at the docks and earn £10 per crate moved, using the Real Time Event system.



▲ Finding out which Lucky Stands are up for part-time work is also another way you can earn cash.

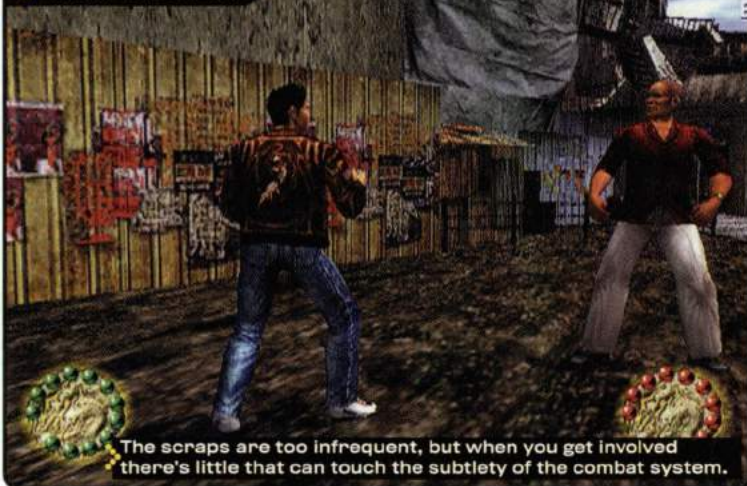
▼ But, ultimately, gambling's a mug's game and you stand to lose as much as you can win. Be warned.



▼ Arm wrestling bouts can provide extra funds, but the more you go in for the harder they get.



## The Best Bit



The scraps are too infrequent, but when you get involved there's little that can touch the subtlety of the combat system.

## Softography

These guys have also made...

Virtua Fighter	90%
Sonic Adventure	91%
Crazy Taxi	90%
Shenmue	92%
Crazy Taxi 2	89%
House of the Dead 2	89%

start of Disc Two, where you're confined to the Wise Men's Quarter and forced to move books for a temple library. With the rest of the city out of bounds to you, you soon exhaust all your leads and find

**... It really is as if you've been dropped in the middle of an unfamiliar environment and left to fend for yourself...**

yourself talking to the same people over and over again. You know that once you complete the task the game'll kick start again, but the limbo just causes frustration and, dare we say it, tedium. Yes life can be boring, but that's precisely why we turn to videogames, isn't it?

## PACKED DAY

These lulls are, thankfully, few and far between, and – if anything – *Shenmue 2* is more action-packed than the original was. You learn special moves from a Tai Chi master on your way, rescue an old lady from eviction, get caught up with a crazy motorcycle chick called Joy – it's a list of encounters that goes on and on. Which is as it should be for a game that's meant to mirror life. Just like your daily existence, it's complex, challenging and occasionally frustrating. But, most of all this time, it's bloody expensive.

## Wude Boy!

You discover the four Wude – martial arts disciplines – early on in the game. You learn the first from Jianmin san here.



The second Wude can be learnt from a barber who offers to give you the closest shave of your life. Listen to him closely...

Guixiang. She may look old but, when it comes to fending off property developers, she's as hard as old boots.



The final Wude can be learnt while doing spring cleaning for a local temple. It's the weirdest minigame we've seen.



## Follow Me Follow!

Another new feature is Ryo's ability to follow people about the city. Great when you're totally at a loss.



▲ First you have to run up close behind the person you intend to follow. Then you squeeze the L trigger...



▲ ... This gives you a first-person perspective that locks onto your spy victim as they move away.



▲ All you then need do is press forward on the D-pad and you'll follow them anywhere, even up stairs!

## Life Time!

Movement from day to night is still an essential factor of life.



▲ Mid morning and the sun glints through the trees. There's a leaf-catching minigame here too.



▲ The afternoon sun means that shadows are in short supply and the streets are slightly quieter.



▲ At 7:30pm you get a breath-taking cutscene that shows the district lighting up for the night.

## Judgement

**GRAPHICS** Some slow down on the heavily populated areas, but generally absolutely astounding.

**GAMEPLAY** Such diversity: Bemani Quick Time Events, combat, adventure, and minigames.

**LIFESPAN** Like its predecessor, it will be cursed by walk-throughs. Avoid them and live the life.

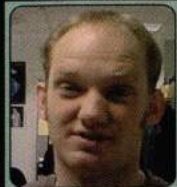
Whether you know the original or not, play this and go away with the knowledge you've completed DC's best adventure.

**Overall**  
**90%**





## REVIEWER



Alex Cooke



**OUT: NOW**

**FORMAT: PS2**  
**PRICE: £40**

**DEVELOPER: EVOLUTION STUDIOS**  
**PUBLISHER: SONY**

**SPECIAL FEATURES: STEERING WHEEL**  
**OTHER FORMATS: NONE**

**CALL: 0207 533 1400**  
**PLAYERS: 1-2**

## Run the World!

With all the official branding, real names and tracks, the *WRC* developers have been able to draw courses from across the world, and every single one looks and feels different. Just view the scenery around you and you can instantly tell which country you are tearing through. Every course is a separate adventure.



▲ Driving in a straight line on the icy mountain roads of Monte Carlo can be tricky enough, without the sun blinding you as you go along.



▲ Some of the weather effects in the game look really great and add authenticity. This rain is falling mainly on the plains of Spain.



▲ Recognise the dense woodland of Blighty? Being the last country, the UK is easily the most difficult country you race in.



▲ Inside shots of the car mean you get a fly's-eye-view of the driver and co-driver changing gear, steering, and barking out directions.

**Pine to the left of me, spruce to the right, here I am stuck with a homicidal bloke in a turbo motor.**

# World Rally Championship



## Rallying is all about trust.

The driver has to trust his mate to warn him about hairpin bends and rocks in the road, and the co-driver has to trust the chap behind the wheel not to pile into a forest at 100mph, scattering anoraked spectators and wrapping the car around a tree.

precise handling ever. But that doesn't mean that dirt track dunces can't pick up and play, as all the cog-changing bits are simple enough so that gear ratios and tyres can be changed with a simple click.

## DIRTY

It might lack the pin sharp resolution of *GT3*, and sometimes you can spot the redraw on the other side of the valley, but the mountains and hills are beautifully mapped. Find a gap in the barrier and, as you plummet, you can see how perfect the tracks are. The only fault we could find is that, this being a pure rally game, you never see other cars let alone overtake one.

With *Colin McRae* not yet on the scene, *WRC* stands above everything else – except *GT3*. But this is a great accompaniment to its great stable mate.

## TRACK FACTS

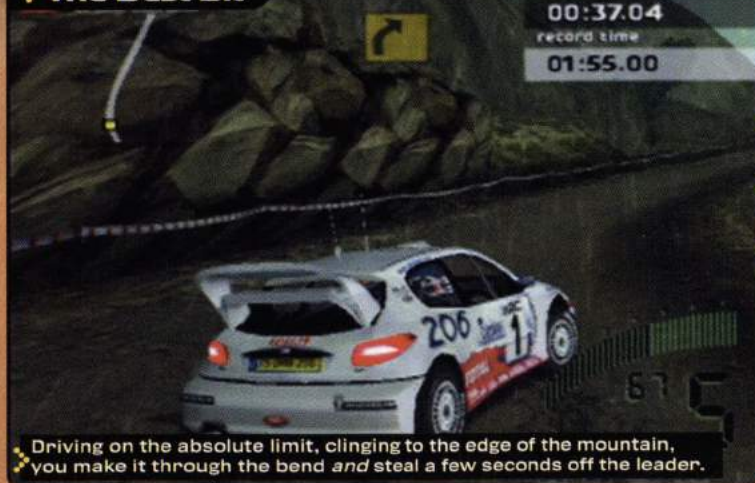
After all the 4x4 dirt track extreme hardcore off-road rashes, *WRC* is a straight-down-the-line, hard left at the hairpin rally racer. It isn't a *Colin McRae*-style rally-lite – this is a full-on realistic burn through the 14 events of the real world championship, slipping across sheet ice, power sliding on gravel, and bouncing over desert dune, with some of the most

## Softography

These guys have also made...

This is Evolution Studios' first game!

## The Best Bit



Driving on the absolute limit, clinging to the edge of the mountain, you make it through the bend and steal a few seconds off the leader.

## Rally Cross!

Despite the number of courses, *WRC* loses marks for a lack of extra features. A lap-based Arcade mode would make this a classic.

Instead of free racing against each other, two-player mode is limited to going head-to-head on the special stages. Disappointing.



The Challenge mode lets you set times and put them up on Sony's website to win a £35,000 rally car, among other prizes.

If you prove yourself sharp enough behind the wheel to win rallies, you can go on to unlock six special bonus stages.



## Judgement

**GRAPHICS** Detailed hills flash past smoothly, top weather effects too, and only slight pop-up.

**GAMEPLAY** Wheel-gripping, adrenaline-pumping fun for fans of any kind of realistic racer.

**LIFESPAN** Seven motors, six special stages and 14 locations. Too easy for experienced drivers?

*WRC* is like the rally section from *GT3* – but so much bigger. Fast, smooth, realistic and great fun, this is a real driver's game.

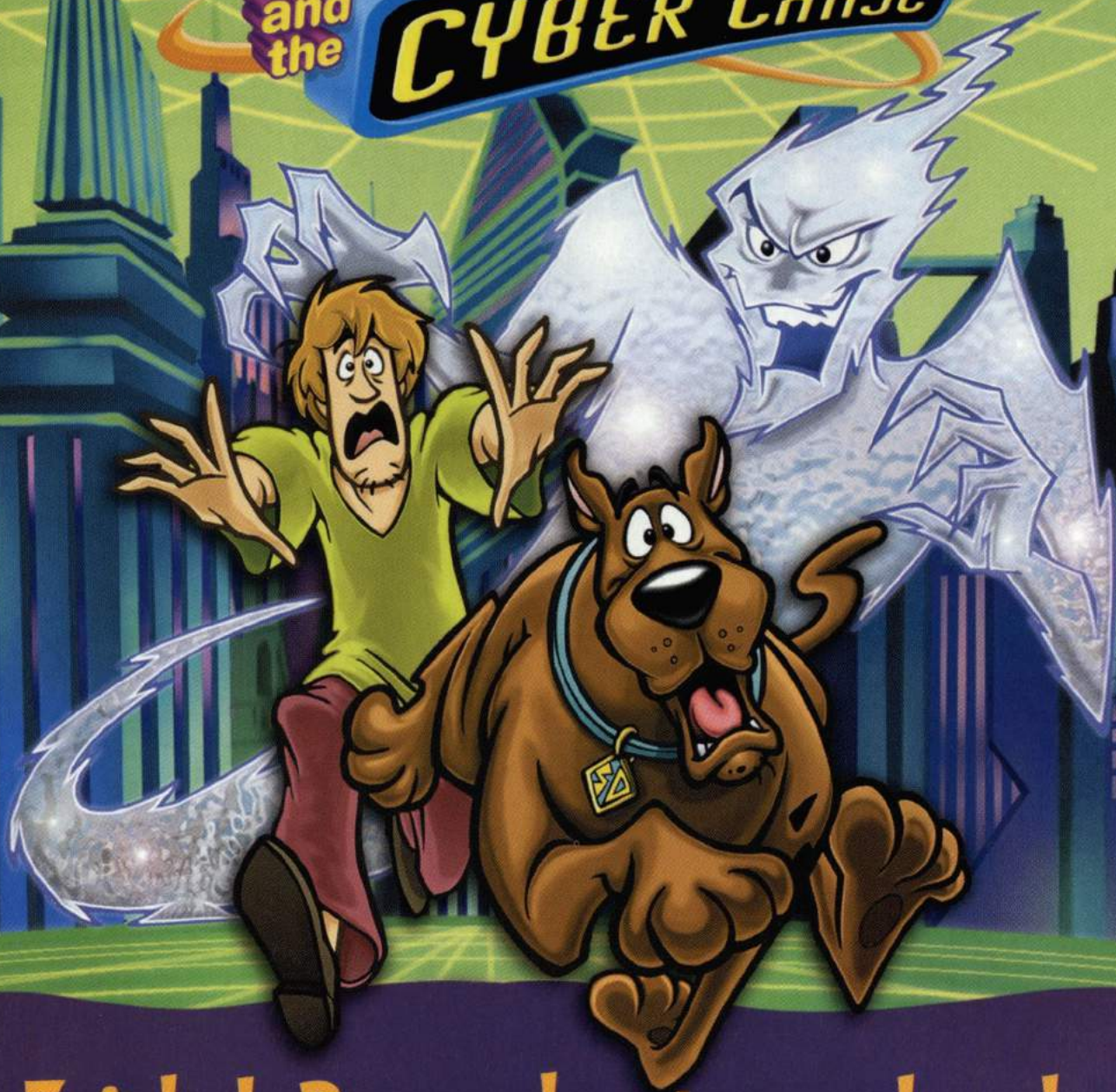
**Overall**  
**86%**



# SCOOBY-DOO™

and  
the

## CYBER CHASE



**Zoinks! Run and get your hands on these new Scooby-Doo games!**



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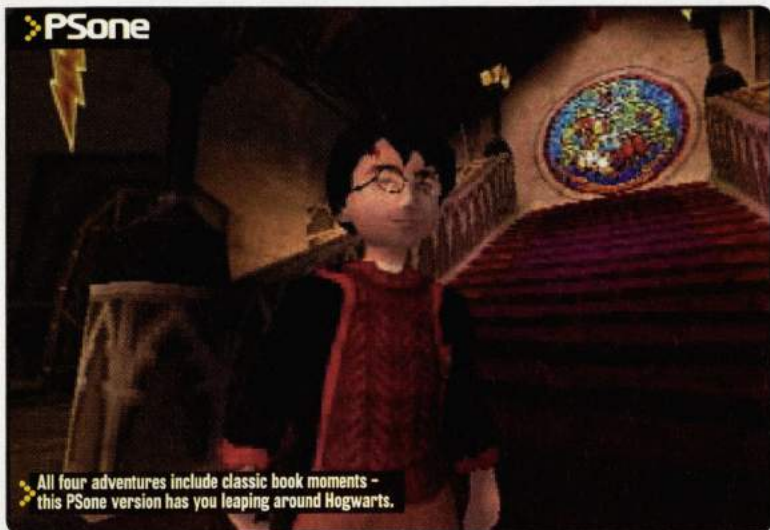
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**GAME BOY ADVANCE**





PSone



All four adventures include classic book moments - this PSone version has you leaping around Hogwarts.

Game Boy Advance



A Bertie Bott's Every Flavour Bean! Aaagh! Bogey flavour!  
You can collect Every Flavour beans in all four adventures. Hope this isn't a horseradish one.

PC



You can play wizard sport Quidditch in the PC, GBA and PSone versions. Excellent.

Game Boy Color



This is the simplest looking adventure, but that doesn't mean it's bad. Far from it.

Four different consoles, four different games. Here's the verdict, **Hogwarts 'n' all!**

# Harry Potter

and the Philosopher's Stone



Read the book? Seen the film? Slept under the duvet?

Padded about in the slippers? Well, forget all that 'cos now it's time for the biggest thrill of all: playing as superstar wizard Harry Potter himself.

Yep, EA have released four games based on *Harry Potter and*



*the Philosopher's Stone* on PSone, PC, GBA and GBC - and, naturally, we've played and reviewed the lot. They're all different. The PSone game is an arcadey platformer, *Potter* on PC is an action/adventure, the GBA version is a puzzle-packed romp and *Harry* on GBC is a Pokémon-style RPG.

But will these adventures prove to be as gripping as JK Rowling's enchanting books? You'll about to find out over the next four pages...

REVIEWER



Tom East



OUT: NOW

FORMAT: GBC  
PRICE: £30

SPECIAL FEATURES: LINK-UP  
PLAYERS: 1-2

**Pokémon + Potter = a magic RPG!**

# Game Boy Color



If you want the complete *HP* experience - Hogwarts and all - look no further than this fantastic RPG.

This version has more classic book moments than any of the others. They've ripped loads of dialogue from *The Philosopher's Stone* to make it an authentic experience.

HIGH STREET

And - unlike the other three games - your adventure begins in

Diagon Alley, where you buy your school supplies, get into scraps with trolls, and find magic cards.

Then, once you're kitted up, it's off to Kings Cross, where you can hop on







**OUT: NOW**

FORMAT: PC  
PRICE: £30

DEVELOPER: KNOWWONDER  
PUBLISHER: EA

SPECIAL FEATURES: NONE  
OTHER FORMATS: GBA, GBC, PS

CALL: 01932 450 000  
PLAYERS: 1

**REVIEWER**



Dave Perrett



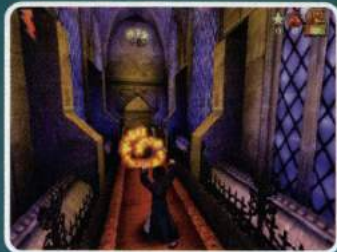
Welcome, Young Wizards. I am Professor Filibick and today you are in invitation spot Wangerfium Lavians.



**Spell it Out!**



▲ Paint the spell in the sky, following the pattern with a mouse. Your skills will be graded.



▲ The better your spell-casting skills, the more house points you get. Then use them for real.

**Factpack**

The stuff you need to know...

Spells .....	5
Interactive characters .....	20
Wizard cards .....	25
Beans .....	250

Harry hasn't quite Gringott what it takes to be a magical affair.

# PC

**Potter Quake.** That's what we really wanted from HP on PC. Instead, there's this lush looking but ultimately just too-darn-easy adventure.

You start off in Hogwarts, where you learn the spells required to become a wizard. These spells help you on your journey by letting Harry move heavy objects, open secret passages, and even make stuff fly.

Much of your time is spent wandering around the well-designed school grounds, attending lessons and learning the spells needed to solve puzzles that you find along the way, but it's not very challenging. The



▲ Harry climbs up on the book case to find one of the 250 Every Flavour Beans in the game. Rescue the Philosopher's Stone, find all the beans and get all 25 wizard cards to complete the game.

puzzles are simple, and the jumping from ledge to ledge and spell casting is virtually automated – just face roughly the right way and hit fire.

**COMPULSIVE BITS**

But that doesn't mean it isn't fun. This, the best looking *Potter* of the four, has paintings of wizards hanging on the walls that swing open to reveal hidden passageways and other such secrets, to keep you exploring. And there's a Quidditch league, which is a kind of subquest.

It's a too-easy game that's rescued by its Potter charm.

**Quidditch In!**

The Quidditch matches are a bit strange. Harry always chases the Snitch as the rest of the game goes on around him.



**Judgement**

**GRAPHICS** Nothing to write home about, but nice enough. Harry looks just like he should.

**GAMEPLAY** It's a bit easy and linear, but there are a few surprises to keep you on your toes.

**LIFESPAN** It'll be over reasonably quickly, but you'll probably want to play it again.

Overall **78%**

Turn over for PSone & GBA

the Hogwarts Express, chat to all your new wizard mates and have a showdown with arch rival Draco Malfoy. In fact, Harry is constantly getting into RPG-style turn-based fights. You can avoid them, but you won't earn enough experience points and the baddies will deck you easily.

**LENGTHY JOURNEY**

Not only is this the best *Potter* gaming experience of the four, it's also the longest. You'll be playing for

**Softography**

These guys have also made...

NBA Live 2001.....	75%
Knockout Kings 2001 .....	62%
Rumble Racing .....	73%
Rugby .....	68%
NBA Street .....	80%
SSX Tricky .....	94%

at least 30 hours before you've found all the 101 wizard cards needed to complete the game. And, when you've done that, you can link up your machine with a mate and trade cards, *Pokémon*-style. Fantastic.



▲ Harry chats with Ron Weasley in his Gryffindor room. It may not look it, but this is the best *HP* game.

**... Hop on the Hogwarts Express, chat to your new wizard mates and have a showdown with Draco Malfoy...**

**Judgement**

**GRAPHICS** Looks a bit like the *Zelda* GBC games – in other words, ace! Charming and detailed.

**GAMEPLAY** Poké trading card moments mixed with tough battles and quality adventuring.

**LIFESPAN** Standing at 30 hours of gameplay, this is the longest *Potter* experience of the four.

Overall **87%**

**Follow Hagrid!**

You have to stick to Hagrid at the beginning, but he'll run off and you'll have to look for him in Gringotts.



▲ There's Hagrid. He'll tell you to follow him but he'll run away, leaving you to fight the trolls in the bank.



▲ Found him. Now Hagrid will lead you to your money and you can buy all your wizard gear.



▲ Missing the hairy gamekeeper? Then go and visit Hagrid at his hut near the Forbidden Forest.



**OUT: NOW**

FORMAT: PS  
PRICE: £30

DEVELOPER: ARGONAUT  
PUBLISHER: EA

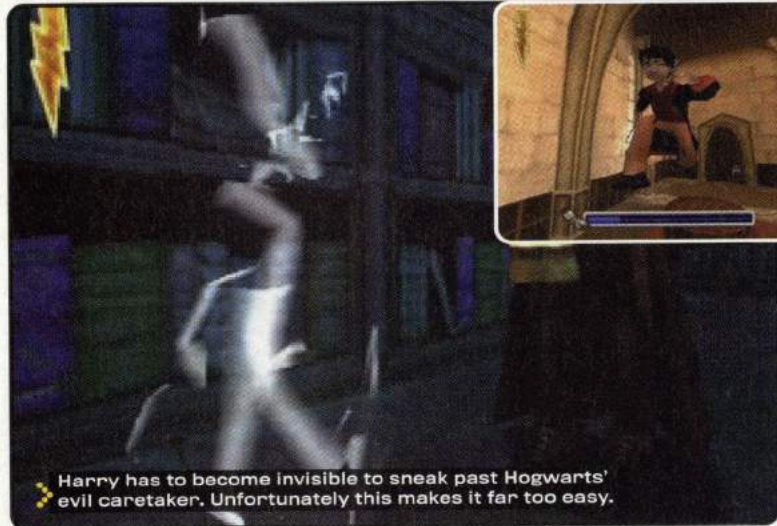
SPECIAL FEATURES: NONE  
OTHER FORMATS: PC, GBA, GBC

CALL: 01932 450 000  
PLAYERS: 1

**REVIEWER**



Alex Cooke



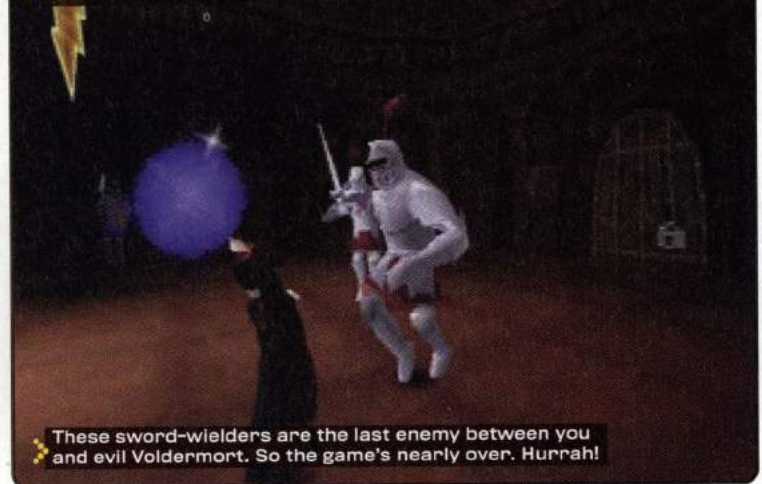
**We don't believe in magic after mugging through this adventure.**

# PSone



Harry Potter isn't like you and me. Not because he can turn people into frogs or wear a pointed hat without people laughing. No, the geekiest hero ever is special because he is completely and utterly indestructible. Or he is on the PSone version of his game. That's right, throw the trainee conjuror off a cliff and he will

## The Best Bit



spring back ready to go again. Have him trampled by a giant and he will reappear with only his hair slightly tousled. In fact, do whatever you like in *Harry Potter*, our hero can't die and

he can't fail, and so you don't really care whether he does or not.

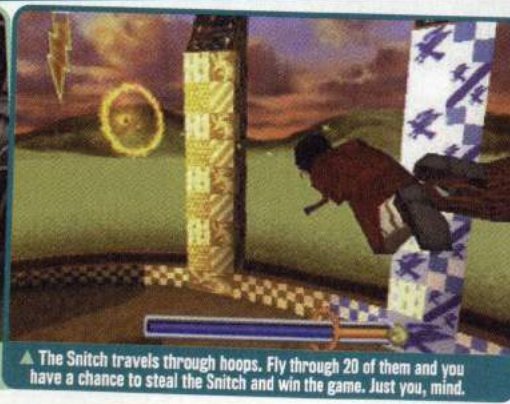
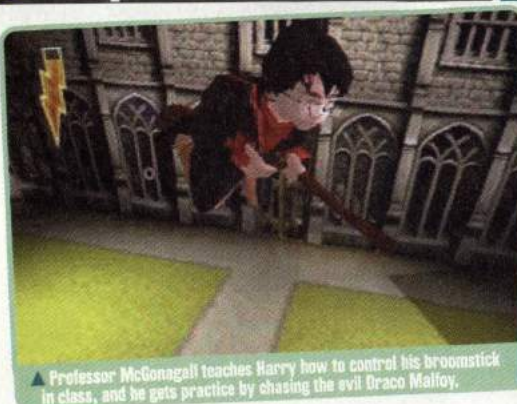
## WANDERING

... Harry jumps automatically, casts spells easily and sucks all the fun out of playing...

Playing PSone *Potter* is like *Tomb Raider* but without any shooting, any of the puzzles, any of the drama, or any of the hard bits. Instead Harry jumps automatically, casts spells easily and generally sucks all the fun out of playing. Running around Hogwarts, going to lessons, bumping into Draco the bully, Snape the

## Hoop-Laaa!

What's the point in a sport that's always won by one team? In this version, only Harry's side can fly through the hoops and snaffle the Golden Snitch. The Premier League this sure as hell ain't.







▲ The giant troll boss chases you through the dungeons, but the auto-jump function makes escaping him too easy. You only have to change direction!



Yeh've done it, Harry! It's hatchin'!

▲ Work closely with Hagrid to nurture your dragon egg. It's naughty, but it'll please your friend.

teacher and Voldemort (the-bloke-we-won't-mention) is fine for the younger fans, but the books are read by all ages, and this game won't grip anyone over the age of six. Playing is just too easy.

## OVERKILL

Even when a novel aspect is introduced, such as the mine kart ride in Gringott's bank, it is so over-used that by the third time you have to go spinning through the vaults you are sick of the sight of it. The same goes for many of the other puzzles, including fighting Fluffy the three-headed dog, and the boring Quidditch. It seems not even Harry can pull a rabbit out of this battered hat.

## Factpack

The stuff you need to know...

Characters .....	20
Worlds .....	8
Spells .....	3
Strange broomstick sports.....	1

## Magic Three!

Defeat the evil Draco Malfoy once, then do it twice more in this battle of the Wizard Crackers. All fights come in threes you see.



These chess pieces have to be tricked into bashing each other up. Guess what. There are three boards to beat.



Harry can charge his magic wand so his more powerful blasts can knock down bigger foes, like this troll.



## Judgement

**GRAPHICS** The characters are convincing but the scenery lacks atmosphere and awe.

**GAMEPLAY** Aimed at very young gamers, us old-timers will find it unexciting and far too easy.

**LIFESPAN** Since you can't kill Harry, a few days should be enough. Not much replay value either.

It has all the best bits from the book, but this oh-so easy, average adventure has none of the excitement or magic of *Potter*.

Overall  
**62%**

OUT: NOW

FORMAT: GBA  
PRICE: £35

SPECIAL FEATURES: NONE  
PLAYERS: 1

# Game Boy Advance

You'll need a **Hermione-sized brain** to get through this puzzler.



▲ The top-down version of Quidditch is fun, as your Nimbus 2000 broomstick speeds through the air.



▲ The first really tricky puzzle in the game. You have to sneak past this prefect without being seen.

Being a full time wizard is tough – not that you'd know it from *Potter* on PSone. Luckily, this GBA version sorts the difficulty level.

If the GBC game is the longest of the four, this is the hardest. Puzzle-packed, it will see you getting lost in Hogwarts, fined house points by prefects, and slapped by super tough trolls.

Unlike in the GBC adventure, you head straight for Hogwarts, where Harry chases Draco Malfoy on his Nimbus 2000 broomstick, plays Quidditch and goes face-to-face with Fluffy, the three-headed dog who protects the Philosopher's Stone from evil wizards.

There is less action than in the PSone version, but the puzzles make up for it – especially the tricky sneaking task which has you trying to slip past the prefect after bed time. Fail and you'll be deducted house points.

Completing all 29 tasks and winning the House Cup is magic, though this doesn't quite deliver the full-on *Potter* experience like the GBC version. Still, it is a cracking adventure.

## Judgement

**GRAPHICS** Harry looks well smart in his uniform, and Hogwarts is pretty impressive.

**GAMEPLAY** Hard. Find your way round Hogwarts then rack your brains to solve the puzzles.

**LIFESPAN** Shorter than the GBC version but, unlike PSone *Potter*, will last beyond an afternoon.

Like the books, Harry gets to have a good old adventure in Hogwarts. Not as good as the GBC version, but it pees all over PSone's.

Overall  
**80%**



▲ The scrap with school bully Draco Malfoy. Learn the spells and slap Malfoy with them. Good work, Potster!

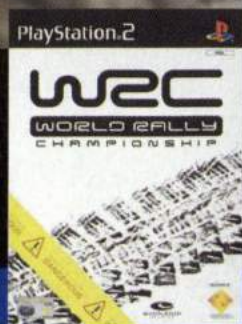
REVIEWER: Tom East





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REVIEWER



Dan Dawkins



**OUT: NOW**

FORMAT: PS2  
PRICE: £40

DEVELOPER: EA BIG  
PUBLISHER: EA

SPECIAL FEATURES: MEMORY CARD  
OTHER FORMATS: GC, XBOX

CALL: 01932 450 000  
PLAYERS: 1-2

**Factpack**

The stuff you need to know...

Tracks.....	10
Characters.....	12
Outfits per character.....	7
Boards per character.....	12

**Faster and better, but tricky? No. Getting to grips with PS2's best game's easier than falling on a piste.**



▲ It's important to get a good start – rivals start flinging their fists from the word go.



# SSX Tricky



**Get Uber It!**

The Uber moves are insane! Build up your Boost meter – by landing tricks or knocking people over – and prepare for gravity-busting super tricks.



▲ With a full Boost bar, transform a normal grab into an Uber move by holding the Boost button – then do this not-at-all-sane handstand spin.



▲ Each character has four standard Uber moves to perform, including these oh-so-likely kickflips, plus some startling signature moves.

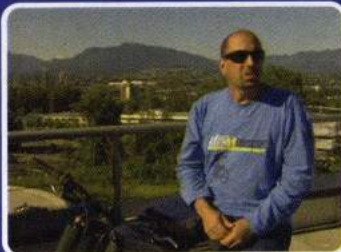


▲ Every time you land an Uber move, you light up one of the 'Tricky' letters. Light them all to earn infinite turbo boosts. Result!

**DVD Extras!**



▲ Jim Rose, the voice of Pysnon – he's mental.



▲ This is Steve Rechtsnaffer, Executive Producer of SSX Tricky and all-round genius. Cheers, fella!



Snap your SSX disc to pieces. Once you've played **Tricky**, you'll never go back.

EA have taken SSX, stuffed it through a pencil sharpener, taught it nasty words, and shot it from a cannon. Sharper, meaner and faster – the king of the slopes is back.

If only all sequels were this good. Everything that annoyed you about the first game has been put right, and all the good bits have been made better. Hate Jurgen and Hiro? Consider them gone. Want more challenges? Take two new circuits

and a revamped Showoff mode. Want wilder stunts? Slap on some Uber tricks. This is better in every way.

**FUN FOR ALL**

The gameplay's familiar *and* different – welcoming for beginners but deep to reward extended play. Within hours *anyone* can progress from carving about and scuffing basic jumps to nailing 720° Cans Cans in the blink of a frosty eye. The racing's tighter than ever, so the smallest mistake can leave you cursing in a snowy ravine.

You'll be battling – grinning and cackling – within an inch of the line.

**TURN TRICKS**

One big change is the Uber Tricks: reality-defying special moves you get by filling your boost bar. They might look daft – who'd *really* spin the board round their neck at 200ft? – but they add a welcome layer of depth to the trick system. Use all your boost trying to catch the pack and you won't be able to do Uber moves, but spend all your time doing tricks and you'll fall



▲ The super secret Untracked course has undergone some changes – but it's unlocked in the same way.



▲ Tokyo's gone mental! Just look at those rails and hidden paths. Trick fans will find themselves in heaven.



▲ Mercury City doesn't look that different – on the surface. Dig deep to find awesome new shortcuts.





## New Hills, Thrills and Spills!

Fancy a new challenge? Fear not, the developers have included two fresh tracks: Garibaldi and Alaska. You'll never play the first game again.



▲ Garibaldi's the best new track – and kicks off with a 600ft drop through a fog bank. Holy wow.



▲ Look at those sweeping bends. Dig that steepness! This is the perfect track for SSX newcomers.

▼ Alaska's a racer's dream, full of impossible drops, ice banks and swirling tunnels. We just love it.



▼ Forget about tricks. You'll do well to finish this section without a face full of the frosty stuff.



## The Best Bit

replay



There's no better feeling than tearing through the pack to win!

## Softography

These guys have also made...

FIFA 2001	53%
Madden NFL 2001	85%
Theme Park Inc.	84%
SSX	92%
NBA Live 2001	75%
Knockout Kings 2001	62%

The sound's perfect, the powder squeak's divine, and MC Rahzel's madder than ever – the blistering graphics and insane sounds make for an unrivalled emotional experience.

## OVERLY FAMILIAR?

too far behind. Decisions, eh? If you land seven Ubers and light the Tricky bar you get infinite boost. Experts will always go for risky Ubers, hoping to catch up later on. Finally, a racing game rewards show-offs properly.

**... Uber Tricks are reality-defying special moves. Land seven Ubers and light the Tricky bar to get infinite boost...**

Problems? Only that it's more of the same. While *Tricky's* better in every way, it can feel a little too comfy. If you're only interested in racing, you'll see everything in a week. Die-hard tricksters might find the Showoff mode too easy, though there are plenty of shortcuts and hidden bits to keep keen players busy for months. There's huge scope to really show off.

Still the best on PS2. Newcomers will adore it, and vets will relish a hardcore challenge. This all-new SSX does the trick. And does it in style.

## World Circuit!

There's a new aggression system, where certain racers are more friendly than others. Luther Dwayne hates everyone.

Player	Score	Time	Aggression
1st	31620	1:14.50	100%
2nd	15180	1:14.50	100%
3rd	15180	1:14.50	100%
4th	15180	1:14.50	100%
5th	15180	1:14.50	100%



Friendly racers will exchange pleasant chat before each race, and let you past on busy straights. Ta very much.

The new Training mode will help you through the more difficult moves – ideal for completing your Trick Book.



There's a new Time Challenge mode – a race against the clock for speed fans. Keep an eye out for the shortcuts to succeed.

## It's Show Time!

The Showoff tracks are quite different from the race ones. Ace.



▲ There are rails all over the place – ideal for those high-scoring combos and snowflakes.



▲ Snowdream's the best Showoff track – with loads of big jumps and hot blazing neon lights.



▲ Light all six letters of your Tricky bar to get infinite boost and really score some points.

## Boarder Terriers!

There are six new characters, plus six old favourites. Rejoice.



▲ This is Seelah, voiced by – you've guessed it – Macy Gray. The collar's a right old giveaway.



▲ According to EA, Brodi's a bit of a dude – but we think he's secretly a big girl. Voiced by Billy Zane.



▲ Eddie's the new face of SSX, an ex-street lugs racer with a love of speed and dire taste in shirts.

## Judgement

**GRAPHICS** Awesome animation, great lighting and knee-shatteringly solid tracks. Best yet.

**GAMEPLAY** Effortlessly simple to pick up, perfectly pitched to encourage practice. Just heavenly.

**LIFESPAN** Racers will take weeks, while trick fans could be playing for months. Patience needed.

Still PS2's greatest, with unrivalled excitement and a mean learning curve – goons who hated the first still won't like it, though.

Overall  
**93%**



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## REVIEWER



Richard Owen



## OUT: NOW

FORMAT: PS  
PRICE: £30

DEVELOPER: SONY BEND  
PUBLISHER: SONY

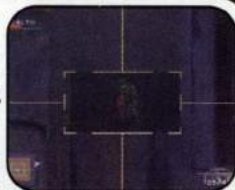
SPECIAL FEATURES: DUAL SHOCK  
OTHER FORMATS: NONE

CALL: 0207 533 1400  
PLAYERS: 1-2

## Call to Arms!

New toys like proximity mines, a beefed-up Falcon pistol and the AU300 now appear. This lets you blast enemies through objects.

Popping caps through the wall using the AU300 is an ace innovation. Just don't breathe a word of this to Joanna Dark.



The Taser may sound like a weedy weapon, but if you keep the electric charge going enemies burst into flames. Ace!

Despite a whole host of brand spanking new firearms, the good old fashioned machine pistol takes some beating.



## Mini Mission!

In addition to the fantastic deathmatches, SF3 sports brand new minigames. Like *Metal Gear's VR Missions*, you've a selection of extra challenges to get stuck into. Pick from Assassin, Demolition, Elimination and Thief modes.



▲ Here your comrade has to defuse a series of bombs while you provide the covering fire.



▲ There are tons of Deathmatch arenas to start with, and you unlock even more as you progress.

Take a trip back to the old skool for Logan and Xing as they set out on their explosive PSone finale.

# Syphon Filter 3

## Filter

Despite sporting a foolish name, the original *Syphon Filter* was one of PlayStation's finest hours.

Fast, furious and bristling with firepower, it was an all out action adventure. The second game tried meddling with this formula by adding a more adventuring slant; sadly the result was a game not quite as thrill-packed as before. But, for this third and final PSone outing, developers Sony Bend (another daft name) have returned to the explosive spirit of the original, with the second game's top two-player mode tacked on. They've also chucked in a few extras.

## POST OP

If you're a fan of the series' on-going storyline, you'll be pleased to hear this final episode ties everything up. Gabe and Lian (plus two new playable characters) are being questioned during a military hearing on their iffy operations. Each piece of evidence is actually a level of the game. This handy *Tomb Raider Chronicles*-style plot device means

that missions now take place all over the world and span any time from 1984 through to present. We even see our heroes join forces for once.

## BLOW ME

*Syphon Filter 3's* levels have been blown wide open and are now more free-ranging than ever. This devil-may-care style is also reflected in your mission objectives, as you can fulfil them in any order you fancy. Most levels can also be completed in a number of ways: testosterone freaks can rush around blasting everything in sight, while those fancying a more tactical game can sneak around stealthily, slitting throats.

Like *Rambo* meets *Metal Gear*, *Syphon Filter 3* is Gabe's best adventure yet. A solid mix of top weaponry, clever level design, and ace deathmatches adds up to a fantastic finale before the series scarpers to PS2.



▲ Sniper rifles are the weapon of choice for the prankster with attitude, and SF3 is no exception.

## Softography

These guys have also made...

Busby 3D	20%
Soccer '97	58%
Syphon Filter	80%
Syphon Filter 2	86%

## The Best Bit



▲ Legging it about, machine gun spitting out a hail of leaden death, just can't be beaten. For macho, gun-frenzied thrills, look no further.



## Judgement

**GRAPHICS** Apart from a few rough edges, everything here looks just as good as it plays.

**GAMEPLAY** Something for everyone - if you enjoy extreme violence and mass killing, that is.

**LIFESPAN** The main game will last about a month and the extras will keep you playing for yonks.

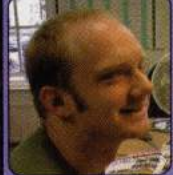
Falls just short of *Metal Gear* but is fantastic. Top weapons, minigames and a brutal deathmatch - the most action packed SF ever.

Overall  
**89%**





## REVIEWER



Alex Cooke



**OUT: NOW**

**FORMAT:** PS2  
**PRICE:** £40

**DEVELOPER:** IN HOUSE  
**PUBLISHER:** UBI SOFT

**SPECIAL FEATURES:** NONE  
**OTHER FORMATS:** GBA, GC, XBOX

**CALL:** 01932 838 230  
**PLAYERS:** 1

## Bat Bulges!

There must be plenty of space in Bruce's utility belt, because it contains more branded merchandise than The Gap. Along with the Baterang - for bouncing off the baddies' bonces - there are Bat smoke grenades, the Batgrapple, the floaty Batcape and the trademark Bat Y-fronts. And baggy breeches...



▲ With a simple tap of , Batman's cape can be used as a pair of wings with which to soar from tower to tower, high above the city.



▲ The Joker is about to get a taste of Baterang justice. This first-person view is used when all of the weapons are being operated.



▲ The Batgrapple lets you swing your way from buildings to ledges. But you can't just use it anytime - only when a cursor appears.



▲ Luke Skywalker rides again! Mark Hamill plays the part of the cackling Joker, and the rest of the cartoon's voices are pretty strong too, adding atmosphere.

**The Joker is on the rampage and only the costumed crime fighter can stop him. If only he knew how...**

# Batman Vengeance



Batman needs a mobile. Commissioner Gordon can only contact him by Bat Phone or with the Bat Symbol. What if he's on the bog?

Luckily he was at home when the joker went on the rampage this time.

## KA-BLAM

Following the style of the top cartoon rather than the camp TV show, *Vengeance* looks absolutely great. Batman himself looks all latern-jaw and muscles, and he moves exactly as a superhero should, racing up ladders, plunging off towers, and sparking out nasties in some brilliantly fluid animation. Gotham City looks gorgeously gloomy too, with soaring gothic towers and suitably moody lighting. In fact the whole of Gotham City is just dripping

## Softography

These guys have also made...

Rogue Spear GBA.....	N/A
Rayman Advance.....	86%
Rayman 2: The Great Escape.....	90%
Rayman Revolution.....	N/A
Rayman M.....	N/A

with a dank, fetid, claustrophobic atmosphere.

## GUANO

The shame is that these top looks are spoilt by the gameplay. Because Batman is free to wander around his world in 3D he is also free to get lost. So you never get to see the ledge before you fall off it, or judge if you can make a jump. And without being able to spin the camera or look at a map, every jump you make is literally a leap in the dark. Add in some clumsy controls, and every slight mistake means yet more staring at the Continue screen or throwing the pad across the room.

All of which is a shame because, with bags of style and all those Bat toys, *Vengeance* could have been a top crime fighting adventure.

## Pretty Picture!

Batman has never looked so good. Under blood-red skies, beneath the gothic towers he strides, soars and punches through the gloom.

The shadows make it feel eerie. But you must play in a dark room to see it well...



You can use the dark to your advantage to sneak past opponents or step out of the shadows to leather them.

Out on a limb. Feel the wind in your face as Batman takes a deep breath and steps off the ledge. You have to hope for the best.



## The Best Bit



Trained in martial arts and the old fashioned techniques of gouging, kicking and punching below the belt, Batman is a whiz at fisticuffs.

## Judgement

**GRAPHICS** Good cutscenes, glorious backgrounds and the beautiful bat leaping around it all.

**GAMEPLAY** Poor camera and cumbersome controls make jumping really frustrating.

**LIFESPAN** Nineteen levels, so there's plenty to explore, but only serious fans will get very far.

Batman is a mixed bag. It will drive you bonkers with its flawed gameplay while enticing you with its looks. Nearly there.

**Overall**  
**70%**



# Ringtones

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## CURRENT HITS

- I'M A SLAVE 4 U - BRITNEY SPEARS 11497
- SMOOTH CRIMINAL - ALIEN ANT FARM 11577
- CAN'T GET YOU OUT OF MY HEAD - KYLIE 11588
- LOV ME LOV ME - SHAGGY 11592
- HEY BABY (OH, AH) - DJ OTZI 11446
- BECAUSE I GOT HIGH - AFROMAN 11454
- BAD BOY 4 LIFE - P DIDDY 11574
- THINKING IT OVER - LIBERTY 11461
- FAT LIP - SOJA 41 11468
- OH NO - SO SOLID CREW 11469
- SVEN SVEN SVEN - BELL AND SPERLING 11470
- PUSH THE TEMPO - FATBOY SLIM 11471
- STOP ON MY OLD SIZE 95 - STEREOPHONICS 11477
- SMASH SOMETHING - REDMAN 11478
- FIRST DATE - BLINK 182 11485
- SIDE - TRAVIS 11486
- TOMORROW COMES TODAY - GORILLAZ 11487
- FLAWLESS - THE ONES 11488
- IN THE END - LINKIN PARK 11489
- YOU GOT IT BAD - USHER 11490
- RAPTURE - 110 11491
- SAY MY NAME - DESTINY'S CHILD 11113
- ANGEL - SHAGGY 11114
- GET UR FREAK ON - MISSY ELLIOT 11116
- ITS RAINING MEN - GERY 11117
- IT WASNT ME - SHAGGY 11118
- PLAY - J-LO 11122
- LADY MARMALADE - CHRISTINA AGUILERA 11123
- BILLS BILLS BILLS - DESTINY'S CHILD 11135
- JUMPIN - DESTINY'S CHILD 11136
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- ROCK DJ - ROBBIE WILLIAMS 11163
- AMERICAN PIE - MADONNA 11165
- DONT LET ME BE - BRITNEY SPEARS 11174
- LAST RESORT - PAPA ROACH 11175
- UNDER THE BRIDGE - ALL SAINTS 11177
- WHEN YOU SAY NOTHING - RONAN 11182
- BUTTERFLY - CRAZY TOWN 11183
- WHOLE AGAIN - ATOMIC KITTEN 11185
- PURE AND SIMPLE - HEARSAY 11186
- TENAGE BIRTBAG - WHEATUS 11187
- ELECTRIC AVENUE - EDDIE GRANT 11187

## DANCE

- GROOVE IS IN THE HEART - DEELITE 11157
- 9PM TIL I COME - ATB 11158
- WILL I EVER - ALICE DJ 11164
- GOING TO IBIZA - VENGU BOYS 11168
- DONT CALL ME BABY - MADISON AVENUE 11170
- DO YOU REALLY LIKE IT - DJ PIED PIPER 11189
- IT FEELS SO GOOD - SONIQUE 11195
- TWO TIMES - ANN LEE 11205
- LOVE PARADE - DA HOOL 11222
- ONE MORE TIME - DAF PUNK 11223
- WE COME 1 - FAITHLESS 11245
- ZOMBIE NATION - KERNIKRAFT 4000 11252
- CASTLES IN THE SKY - IAN VAN DAHL 11270
- ANOTHER CHANCE - ROGER SANCHEZ 11275
- FIRE WIRE - COSMIC GATE 11284
- NO LIMIT - 2 UNLIMITED 11287
- BLUE - EIFFEL 65 11288
- SAMPSTORM - PARUDE 11290
- GROOVEJET - SPILLER 11291
- LIKE THIS LIKE THAT - MAURO PICOTTO 11307
- 21 SECONDS - SO SOLID CREW 11341
- PLAYED A LIFE - SAFRI BUD 11345
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- SUPERMAN - THEME 11143
- SOUTH PARK - THEME 11144
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Ringtone Compatibility - Nokia: 3210, 33xx, 61xx, 62xx, 8210, 8110, 88xx, 7110, and the 9xxx. Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956 & MC959(r) Motorola: T250, V50, V100, V8088 & Timeport 260.  
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★SHARON ●YOUR CLUB ☺BETH ♥JAMIE

Select your graphic and key in the number!



Use any alpha-numeric telephone. It will be with you within 24hrs! Number of characters may be limited and fonts may vary.

Compatibility - Nokia 3210, 33xx, 5110, 5190, 6110, 6130, 6150, 6190, 7110, 8810, 8210, 8650, 8950, and 9110(i) can receive graphics.

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Calls cost £3. Ask permission from the bill-payer. Calls from Ireland IR£1 per min and callers must be 16 or over. Mobile charges vary.

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REVIEWER



Tom East



**OUT: NOW**

FORMAT: GBA  
PRICE: £35

DEVELOPER: NINTENDO  
PUBLISHER: NINTENDO

SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE

CALL: 01703 652 222  
PLAYERS: 1

**Moving On!**

Wario's got a slew of new moves at his disposal for this new adventure. From bashing to stomping to running, a Tutorial at the beginning tells you all you need know. You'll also pick up tips for how to find your way through the levels. Learn quickly then you can go out to play. And don't forget to tidy your room!



▲ You've hit a dead end and you don't know where to go. Well there's a D-pad symbol on the wall and it's pointing down, so we'd wager...



▲ ... Down the tunnel and into the room of blue chips and pink moles. Far out, man. It's steeped in '60s psychedelia. Now where to? Aha!



▲ Onwards to the next level. With well-paced levels and a subtle but brilliant learning curve, you'll be dying to see what comes next.



▲ Good little Wario. He listened to the advice of Nelly Turd-farto and turned on the light. Now he can see where he's going properly.

**Mario's evil cousin comes back for a fourth wicked adventure. It's short but sweet.**

# Wario Land 4



I smell the blood of an Italian plumber, waaaaa!

**Brain Strain!**

The puzzle side of *Wario Land 4* can be quite testing on the grey matter, but then sometimes it's a walk in the park. Check it out.

Okay, so there's this pyramid that Wazza's hoisted above his head. He just needs somewhere to put it down...



... And all he's gotta do, see, is slot the piece in up there to carry on. A doddle this one is. But some are much tougher.



First things first. *Wario Land 4* is better than previous Wazza outings. But it's also a lot shorter.

As the extravagantly 'tached one rolls up in his Wazmobile when you switch on, he gives you an evil grin that says he's pleased to be on GBA.

**TREASURE HUNT**

Ultra-nice cutscenes, snazzy 2D levels and psychedelic time tunnel interludes all do the mouthy evil one proud, and make GBA's screen burn brighter than ever before.

Once again Wario's whisked off to the lost pyramids to hunt for treasure. As in previous outings, it's all about mastering Wazza's moves: bashing,

throwing, running and stomping, with levels designed to exercise each one to the limit.

Nicely designed puzzles add variety, with Wario having to morph and learn new powers to progress. Touching fire makes you run like crazy to get speed up and make long jumps, while a bee sting will make you puff up and float in the air – all the better for collecting highly placed goodies... Top stuff.

**AGAINST THE CLOCK**

Sometimes you'll be perplexed, but the learning curve's perfectly pitched. And, just when you think you've done the level, you have a sweaty run back through the stage against a timer to carry off your booty.

So far, so great. But it doesn't last as long as Ninty handheld platformers should. Just 10 hours to complete (although the minigames are worth a replay). It's still the best original platformer on GBA, mind. Stitch that Mario! Waaaaaaa!

**Softography**

These guys have also made...

F Zero X	.....91%
Lyjat Wars	.....88%
Zelda: Majora's Mask	.....96%
Super Mario Advance	.....89%
F-Zero: Maximum Velocity GBA	.....91%
Zelda: Oracles	.....96%

**The Best Bit**



It recurs all throughout the game – it's those mad trippy colour schemes which pop up as you progress. They're totally insane, dude.



**Judgement**

**GRAPHICS** Whacked-out, hyper, colourful madness. So smooth, so jazzy... so Nintendo.

**GAMEPLAY** Classic stuff. Super-tight controls, slick as you like, and very good fun. All you need.

**LIFESPAN** *Wario Land's* only fault. It probably won't last a train journey from Glasgow to Exeter.

If it was longer, *Wario Land 4* would be a classic. As it is, it's fine in terms of gameplay and graphics, but... Just. Not. Big. Enough.

**Overall**  
**87%**





**OUT: NOW**

FORMAT: PS2  
PRICE: £30

DEVELOPER: BLADE INTERACTIVE  
PUBLISHER: MIDAS



▲ Huge gaps in the track mean you have to fire your booster and point the nose up to make the jumps.



▲ Even in split-screen mode, the two-player action flies along, but you are the only two racers around.

# G-Surfers

**Pop your eyes back in your skull and belt up for warped speed.**

Nuclear explosions are bad, but no one realised quite how bad until *G-Surfers* came along.

In this world the bombs killed millions and also disintegrated every football, cricket bat and pair of tight rugby shorts. They must have done because that can be the only reason why everyone had to take up racing rocket sleds.

animation has been sacrificed but that doesn't matter when you can spiral, twist and leap through the futuristic cities at brain-overloading speeds. The only problem is that some of the camera angles are annoyingly low, leaving you staring at concrete instead of enjoying the rocket roller coaster ride.

*Surfers* is a decent effort at out-pacing *Wipeout* with some smart tracks, but it suffers badly from poorly designed ships. The racing is disappointingly messy too, because the 15 other weapon-free racers swarm chaotically instead of competing like real opponents who would be fighting tooth and nail for places. Shame.

## ROCKETS

The first thing you notice about *G-Surfers* when you start to play is the sheer speed of it all. It isn't just fast, it is eye-popping, ducking-as-you-drive fast. Some of the smooth

## Track Facts!

Instead of being like a giant Scalextric, the Trackman system lets you bend the bits of track to go where you want. It is so easy to use that building your own spiralling deathslide takes just a few minutes.



▲ Using the analogue stick, flex the track into loops by adding mines, power-ups and jumps.



▲ It takes minutes to shape the track. Then join the ends and it's instantly ready for a full race.



▲ The whole game shifts at a mind-blowing speed, but the dodgy camera angles never make your stomach spin like they did when playing *Extreme G3*.

## Judgement

**GRAPHICS** Blindingly fast and fairly smooth. The ships and backgrounds lack polish though.

**GAMEPLAY** *Wipeout*-style sled racing without weaponry but with new tricks, like rippling tracks.

**LIFESPAN** The amazing, easy-to-use track builder adds to an already decent amount of depth.

A speedy sled racer with mad tracks and a great course designer, but doesn't have the class and tight racing of *Wipeout*.

**Overall**  
**64%**

**OUT: NOW**

FORMAT: GBA  
PRICE: £35

DEVELOPER: CRAWFISH INTERACTIVE  
PUBLISHER: BAM!



▲ Zoom in, zoom out, then take them all down with a crafty groin shot. You are king of the snipers.



▲ Troopers pop out from all sides until the screen fills up – and all without any slow down to speak of.

# Ecks Vs Sever

**Rogue agents and a barrel full of clichés? Must be a movie tie-in.**

Timing is everything. If Han Solo had turned up late when Darth Vader was about to blast Luke's X-Wing in *Star Wars*, or if Juliet had woken up before Romeo took the poison, we'd be living in a different world.

It lacks the weaponry and speed of the missions. Last month this would have been GBA's best shooter; now it has to settle for second place. *Ecks* is a cracking first-person blast but lacks the creepy atmosphere and tension of the mighty *Doom*.

But poor *Ecks* doesn't have that problem because it decided to show up just after the eye-popping slice 'n' dice masterpiece that is *Doom*.

## Judgement

Based on a movie that isn't out till next year, *Ecks Vs Sever* is a first-person shooter that pits two undercover agents against each other and the world in a series of 24 gun battles.

**GRAPHICS** A good draw range and detailed environments make the visuals pretty impressive.

**GAMEPLAY** A sumptuous blend of crawling, blasting, running and sniping make it great fun.

**LIFESPAN** The missions are plentiful and tricky, and the ace multi-player means it will last a while.

## MIRROR IMAGE

In the solo missions the two agents face each other in mirrored levels. So, when Sever has to try to kill Ecks with grenades, Ecks' mission puts him on the other side of the wall, dodging explosives and armed with a sniper rifle. There is also a strong multi-player mode but, unfortunately,

A really plot-heavy shooter that has some great touches and a terrible name, but just lacks the polish to make it awesome.

**Overall**  
**84%**



▲ Sometimes you can shoot someone in the hand and it doesn't even hurt them. That's just not cricket.

REVIEWER: Alex Cooke

REVIEWER: Alex Cooke





## REVIEWER



Robin Alway



The Pride of Libn is granted only to those who choose the path of trials



**OUT: NOW**

**FORMAT: PS2**  
**PRICE: £40**

**DEVELOPER: CAPCOM**  
**PUBLISHER: CAPCOM**

**SPECIAL FEATURES: DUAL SHOCK 2**  
**OTHER FORMATS: NONE**

**CALL: 0207 925 2565**  
**PLAYERS: 1**

## Devilish Sort!

Given the blokes behind the game, you start off thinking you'll be in for a bit of *Resi Evil*-style action. And indeed you are. But *Devil May Cry* offers a variety of game styles to get stuck into.



▲ First up, combat. Whether you use swords, guns or a combo of both, the fighting is always fast, furious and absolutely relentless.



▲ Can't wait for the next-generation *Tomb Raider*? You don't need to. There's plenty of climbing and leaping to be done right here.



▲ Get your thinking cap on, there's a host of puzzles to be solved. For example, what the hell is this bizarre object for? Hmm, tricky.

Your dad was a demon from the sulphurous bowels of hell. And we mean that in a good way.

# Devil May Cry

## Better the Devil You Know!

The story rattles along at a cracking pace. Here are the main characters you'll meet.



▲ Sparda – the devil knight who defeated the Devil Emperor to save mankind from dark forces.



▲ Dante – Sparda's half devil/half human son. The Devil will return, so Dante follows his dad's footsteps.



▲ Trish invites Dante to Mallet Island, the entrance to Devil world. But what's her true identity? We know!



PS2 gaming has suddenly gone ballistic.

With the arrival of games like *Silent Hill 2*, *Burnout*, *Half-Life* and *GTA3*, the content of your wallet has never faced such a delicious dilemma. And the release of

### Softography

These guys have also made...

Resident Evil	90%
Resident Evil 2	93%
Resident Evil 3	94%
Resident Evil Code: Veronica	93%
Onimusha: Warlords	90%
Street Fighter Collection 2	60%

*Devil May Cry* can only confuse your buying decision further.

## FAST AND FURIOUS

The names Shinji Mikami and Hideki Kamiya guarantee *DMC*'s pedigree, as they are the producer and director of *Resi 2* respectively. But if you are expecting a mere next-gen reworking of *Resi*, you'll be pleasantly surprised by the frantic pace and breadth of ideas in *Devil May Cry*.

It's hard to predict what will delight you most about this game. For some

it will be the stunning visuals. Adopting the fixed camera approach of the *Resi* series, the atmosphere created by this will be familiar, but the level of detail in each scene will draw admiring gasps.

## CLASSY DEVIL

It's also incredibly stylish, fusing hip characters and weapons with a medieval setting populated by demonic creatures. Add to this the pacy plot and a blistering soundtrack that speeds up to match the frantic



## A Crying Shame!

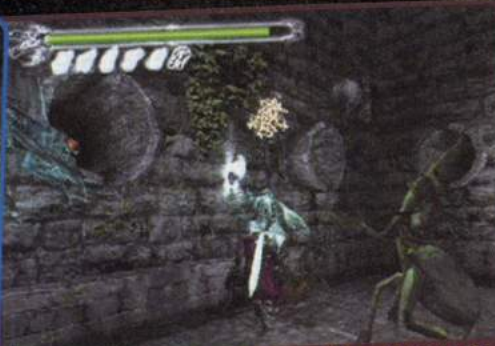
You'll encounter some formidable opponents in *Devil May Cry*, and you'll see some of the larger ones in this review. You're also constantly beset by gangs of enemies intent on making your life a misery.



▲ Marionettes are well-creepy. They're not too tough, but some can fire projectiles – so meet half a dozen at once and you're in trouble.



▲ The Sin characters carry scythes or scissors that get you from a distance. You can only kill them by hitting their face masks.



▲ These bugs are none-too-friendly. They're fairly weak but appear in large numbers. And, because they fly, they can be difficult to hit.



## Choice Weapon!

You can obtain several swords and learn a few new combat moves as you progress through the game.



Use your pistols to clear up some of those pesky enemies from a safe distance. This will reduce your damage.

The shotgun is great, and very effective up-close. Let fly with both barrels and watch the destruction. Ka-boom!



Not a subtle weapon, the grenade launcher is best reserved for larger foes. It will do the business for you in style.

combat-led action, and you'll be swept up in *DMC*'s world right away.

## EXORCISE GREY CELLS

But this relentless action would be harmful to your health if it weren't broken up by thought-provoking play. So, as well as the *Resi*-style chills and the slashing and shooting waves of

**... Fuses hip, modern day characters and weapons with a medieval setting populated by demonic creatures...**

## The Best Bit



Tossing an enemy into the air with your sword before shooting the life out of them... Devilish.

## All Kinds of Everything!

There's so much to *Devil May Cry*, but not all of it falls into the three main combat, platforming and puzzling categories of gameplay. Here's a selection of other styles and items that you'll come across on your way.



▲ FMVs are over the top and good fun, like Trish throwing a bike here.



▲ Collect any orbs you find. Different coloured orbs do different things.



▲ **Spider!** You'll meet this vile creation several times in the game. Watch out for his powerful lava attacks.

▲ At the end of each mission you'll be rated. Here you got a C - not bad.



▲ We like a bit of gore and we've plenty of it. Look, Dante gets kebabed!



▲ Just when you've got the hang of the game, it chucks in an underwater section. It's full of surprises.

combat (which conjure up memories of older games like *Castlevania* and scrolling beat-'em-ups like *Final Fight*), you'll encounter platform challenges and puzzle-solving - both of which serve to vary the pace.

Sounds like an epic adventure, and epic it is. But to call it an adventure wouldn't be quite right, as its structure is very arcadey. The quest is broken down into short, self-contained missions and, after each is completed, you are given all sorts of stats, time bonuses and an overall rating based on performance. We got mostly Cs and Ds: could do better.

## DEAD ENDS

Is it perfect? Not quite. The map screen is cack, the fixed cameras make combat (and navigation) a pain at times, and it looks like the developers occasionally ran out of ideas (you have to fight the bigger enemies several times over). But the



▲ It's full of really gothic-looking backgrounds.

former two are piffling niggles and the latter understandable, given the mountain of ideas they've crammed in anyway. If only it took a little bit longer to complete...

## Factpack

The stuff you need to know...

Levels	20
Weapons	10
Enemy types	6
Moves	14



**Magma Drive**  
Charge power and release it in the form of a magma uppercut.

**Illrit**  
Will you use the Red Orbs to master this skill?

## Judgement

**GRAPHICS** Just plain lush. Superbly detailed backdrops and top animation throughout the game.

**GAMEPLAY** Mad, manic combat, platforming, puzzling - it's all in here. A cool mix of styles.

**LIFESPAN** A few day's worth of play to complete, then try it all again to do it better. You'll want to.

You'd have to be some special kind of gripping nit-picker not to be enthralled by *Devil May Cry* from start to finish. It's truly wicked.

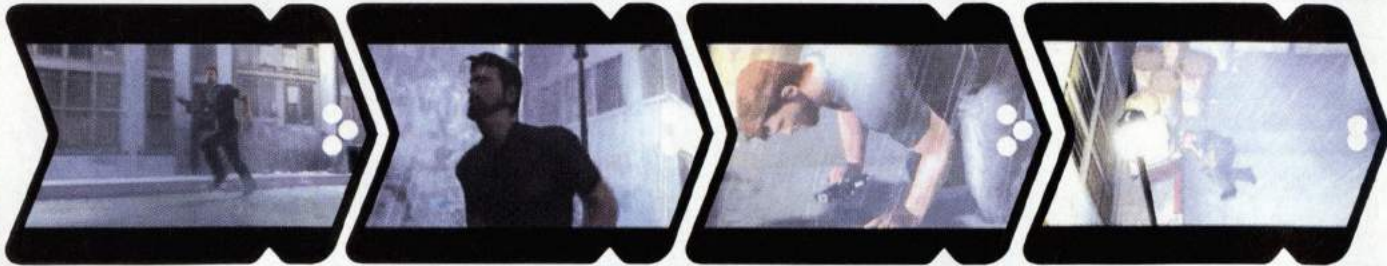
**Overall**  
**90%**



## REVIEWER



Neil Randall



**OUT: NOW**

FORMAT: DC  
PRICE: £30

DEVELOPER: AMUZE  
PUBLISHER: SEGA

SPECIAL FEATURES: VMU/VIBRATION  
OTHER FORMATS: PS2  
CALL: 08456 909 090  
PLAYERS: 1

### Choo Choo!

The training missions let you increase your Headhunter rating from C, to B, A, AAA and Star. Head to the L.E.I.L.A. HQ to start.

This rather bored looking and sarcastic sounding lady shows you how to use all of the VR equipment. Listen good.



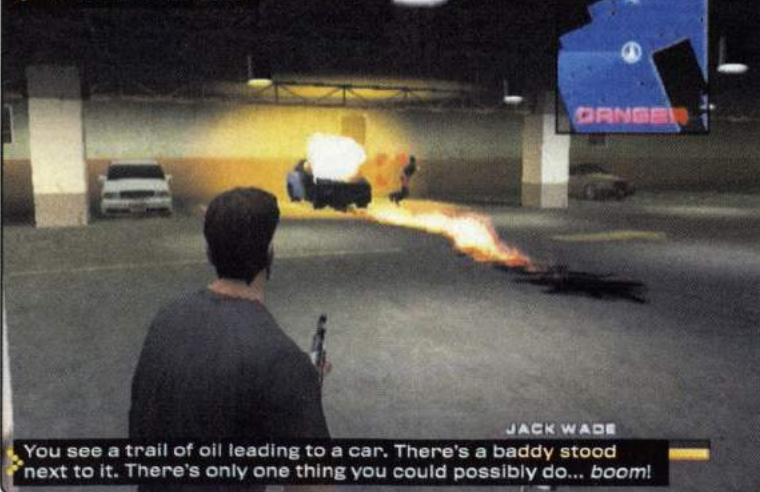
Use empty shell casings to distract the computer-generated guards – they're not too bright and will chase them.

Once you've completed all four tasks you're awarded a new rank of licence, and you'll get new goodies to go forward.



▲ These two newscasters are incredibly American and annoying. Cringeworthy, but funny.

### The Best Bit



JACK WADE

You see a trail of oil leading to a car. There's a baddy stood next to it. There's only one thing you could possibly do... boom!

**They stole his mind, now he wants it back. Jack Wade's about to have Total Rec... sorry, our mistake.**

# Headhunter



Ever heard of *Metal Gear Solid* for PlayStation?

It wasn't a bad game, which is good news for *Headhunter*. It's so similar to *MGS*, it's almost criminal.

### COPY CAT!

Picture this: Los Angeles, the future. Human organs are the new currency, criminals are implanted with behaviour chips, and the Anti-Crime Network has replaced the police. Into this bleak world steps Jack Wade, former Headhunter, his memory erased. Helping him is Angela Stern, the daughter of the murdered founder of the ACN. Sound familiar? Think *Total Recall* meets *Robocop* and you're there – Wade's spot-on Clint Eastwood impression notwithstanding.

Firstly, the graphics are brilliant. There's loads of detail and the set designs are enormous. Wade's mission takes him through

plenty of different locations, from garages and ships to a huge shopping mall. Interspersing the action are some hilariously cheesy newscasts and dodgy ACN adverts. Nothing was missed during the creation of *Headhunter*, including the full orchestral score – it's horn-blowingly Bondtastic!

### CRAFTY

Throughout the game there are VR missions for you to take on that allow you to upgrade your Headhunter licence. Wade can then make use of different weapons and electronic gizmos, including a radar that lets him creep up on the bad guys by peering round corners. Stealth plays a big part and snapping the villains' necks is as much fun as drilling them with your shooter.

In spite of its obvious influences, *Headhunter* is a brilliant, tactical adventure that will keep you gripped right until the very end. All it's missing is a free mullet and headband.

### Softography

These guys have also made... This is Amuze's first game!



### Vroom!

Angela Stern lends Wade her bike for getting around LA – no bus hopping for him. Guess what. It's a blast – almost a game in itself.



▲ The bike can get up to very high speeds, so use your brakes and watch the corners.



▲ Too much throttle and you'll wheelie uncontrollably or spin the back tyre – cool, eh?



### Judgement

**GRAPHICS** Top-notch, heaving with detail. Plenty of variety, and some great explosion effects.

**GAMEPLAY** Super-stealthy action sees you waste baddies, save the world and get the girl.

**LIFESPAN** About 40 hours the first time through – easily two or three weeks worth. Top value.

*Headhunter* is a fantastic, varied, satirical title that keeps you thrilled and spilled all the way through. Buy it today.

Overall

**91%**





# THE DOC SEZ: PHUN-UP YOUR PHONE!

## ANSWERPHONIES

Get a 'celeb' for your voicemail message and get everyone laughing!

John Motson	Ohoohaa what a breathtaking finish! Paolo di Canio, Paolo di Canio!...	1021
Grumpy Teenager	If that's mum, yes mum I'm doing it now! If that's dad (louder) yes...I'm...	4019
Exasperated Woman	The reason I can't take your call is...why are men such jerks?!	9007
PMT	What?...I'm busy! I am not wound up!...leave a message and clear off!...	9008
David Beckham	Uhh hello um...oh did you have to Victoria...I'll have to do it again now...	1002
Britney Spears	Hi, this is Britney...(SFX: huge fart) Whoops! I did it again	5008
Nicole Kidman	...please leave a short actor - sorry, short message...	2014
Madonna	Hi...Guy is teaching me...about authentic cockney rhyming slang so... leave a message on the dog and trumpet...was that alright Guy?	5002
Jamie Oliver	Whatcha, sorry mate...they're out getting authentic tucker ingredients...	3022
Marilyn Monroe	Sometimes I just get so excited the message just doesn't get through to me...	2011
Tony Blair	Right hello yeah I'm actually quite busy running the country like you do, so...	4010
Star Trek	This is Captain James T Kirk...state your life form...	3009
Queen	...Please leave one's name, number and what one does for a living...	4015

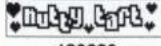
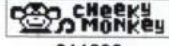
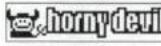





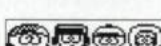



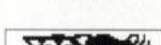
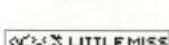
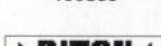
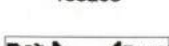
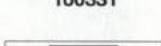
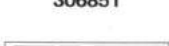
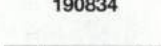
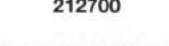
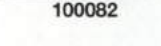
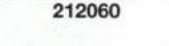
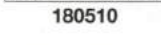
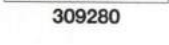
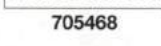
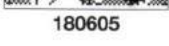
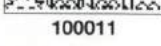
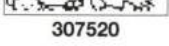
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## REVIEWER



Kieron Gillen



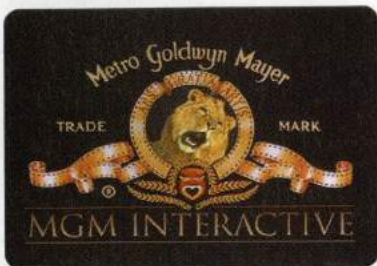
**OUT: 30 NOVEMBER**

FORMAT: PS2  
PRICE: £45

DEVELOPER: EA  
PUBLISHER: EA

SPECIAL FEATURES: MULTITAP  
OTHER FORMATS: NONE

CALL: 01932 450 000  
PLAYERS: 1-4



▲ No, it's not a film, but it is a film licence, so the big studios make sure they get top exposure too.

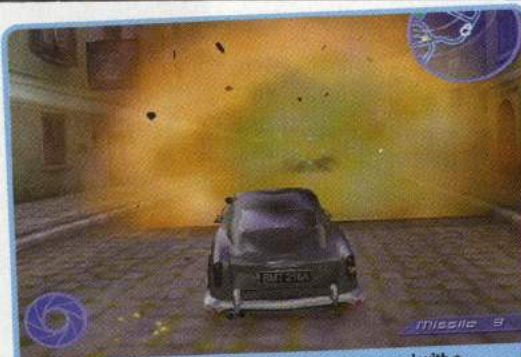
Is that a gun in your pocket or are you just pleased too... Ooh, it's a gun. I surrender.

# James Bond 007 in... Agent Under Fire

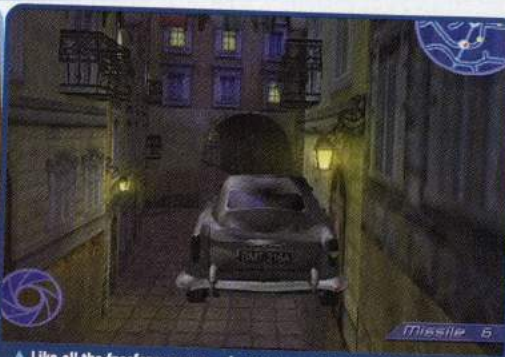


## Cross Town Traffic!

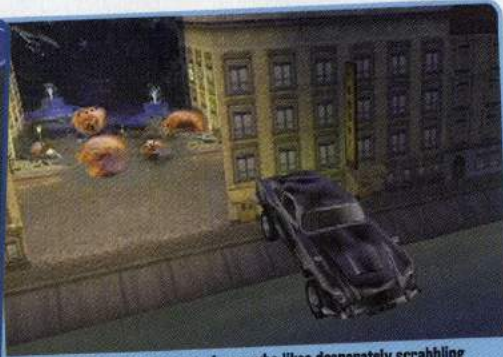
Agent Under Fire's driving modes allow you to paint the town red... with pedestrian's blood. Actually, that's not strictly true, as people dive out the way. And don't bleed. But anyway.



▲ As well as the basic machine guns, the cars are armed with a variety of missiles and rockets that go bang, loudly.



▲ Like all the freemove racers, shortcuts are often the highpoints of any chase. If an alleyway exists, you might as well drive down it.



▲ James Bond isn't the sort of man who likes desperately scrambling around for money for a toll bridge. Give him some change, now!

## Expecting Me?

Goldeneye set the tone for FPS multi-player madness, and James' licence is his bond here.



▲ Multi-player allows basic Deathmatch, Capture the Flag and King of the Hill modes. It allows you to humiliate your friends too.



▲ There's satisfaction to be had with both high explosives and a carefully chosen sniper shot to the forehead. So do so. Yes.

Bond's game's history was pretty pitiful till Rare had a crack, raised the quality bar to a level somewhere near where Moonraker station orbits with the Goldeneye satellite, then let other people try and beat their first-person shooter legend. And promptly people... didn't.

So, instead, the developers of 007: Agent Under Fire diversify. Based around the general secret-agent myths rather than any film, it has three sorts of levels to satisfy you.

## LIGHTS

The first is a standard FPS model, enlivened by Bond gadgets. Levels are constructed to reward different skills – bar a certain embassy



▲ Sneaking around areas with only a torch and the mysterious shadows it throws, you feel like a real spy.

infiltration, it's possible to be more Rambo than ninja in your approach. While its expanded toolset can be a bit clunky – why do you have to use the Q-laser to burn locks instead of shooting them? – it's imaginative and one of the better shooters on PS2.

The other two delights are lesser joys. The first places James behind the wheel of a sports car, complete with missile launchers, machine guns and razor-edged fluffly dice. Hurling through urban streets, it reminds us of carnage like Carmageddon, Midtown Madness and even – whisper it – GTA3. The second is a fixed-position shooting gallery, where – in typical Duck Hunt/Operation Wolf/Time Crisis/Silent Scope-style (delete according to age) – you mow down anything that even thinks about

looking at you funny. Efficient, but definitely the least of the trio.

And there's a four-way split-screen multi-player too. But they'd be pretty stupid not to include that these days.

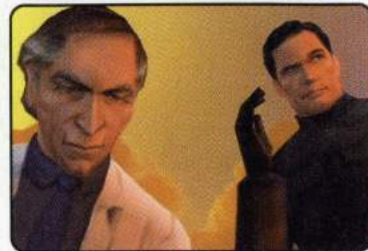
## CAMERA

In some ways, this could be the most accurate Bond game ever – that is, it is similar in tone to the original flicks. The immaculate Goldeneye, purely by being so accomplished and detailed, didn't reflect the ramshackle nature of a Bond flick. Agent Under Fire, given

## Factpack

The stuff you need to know...

Levels.....	12
Martini.....	Shaken, not stirred
Positive female role models.....	0
Secret underwater bases.....	1



▲ The character animation has moved on a lot since the seminal but cardboard cutout-like Goldeneye.



## Be Careful With These, 007!

The secret Q-gifted gadgets are all important for a secret agent about town. Here are some of our favourites. Can we get them in real-life?



▲ The Q-claw allows you to pull yourself up to distant platforms, as long as there's a handy grill.



▲ The laser is perfect for heating up and exploding locks, allowing sneaky infiltration into enemy bases.

▼ The silhouette of a girl through a screen trick isn't a gimmick you can use, but it is a gimmick.



▼ Gimmicks are generally non-hostile and used for the puzzle-aspects of play. The minigun isn't.



## The Best Bit



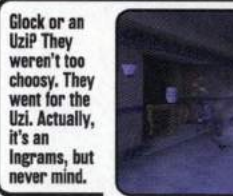
▲ You can't really go wrong with driving a tank through an Eastern European city, can you?

## Budda Budda!

The Russian-derived assault rifle is ideal for assaulting people to death. And not just Russian people.



The revolver is thus named due to the circular magazine, not because it causes people to spin round on the spot.



Glock or an UziP They weren't too choosy. They went for the Uzi. Actually, it's an Ingram, but never mind.



What the golden gun lacks in tasteful paint-work it more than makes up for with its removable silencer.



## Softography

These guys have also made...

FIFA 2001	53%
Madden NFL 2001	85%
Theme Park Inc.	84%
SSX	93%
NBA Live 2001	75%
Knockout Kings 2001	82%

moments of cinematic excess that are rewarded appropriately.

## ACTION

You see, keeping the High Level Score = Unlocking Groovy Cool Stuff equation, *Agent* rewards you when performing an especially Bond-like deed. These generally involve acts that result in i) a jolly large explosion, or ii) someone falling to their death in a comic way. We can only presume that an option will appear in sequels where bonus scores rack up if you open a bottle of bubbly with the daughter of the power-crazed loony.

The general effort and selection of mad ideas leaves PS2 with another respectable, high-action game. While not in the league of the finest console shooters, such as *Perfect Dark*, and not even approaching the heights of PC-heavyweights like *Deus Ex*, this is respectable, violent and more than a little bit silly.

a film-less licence and dramatic set-pieces without worrying about the cinema-plot, bounces ideas around without a care in the world.

And then, the explosions. They lead to some genuinely spectacular

**... Keeping the High Level Score = Unlocking Groovy Stuff equation, you're rewarded for doing a deed that is Bond-like...**

## Silent Scope!

As in all Bond games post-*Goldeneye*, there's a smidgen of stealth. Keep close behind us and we'll show you.



▲ Hmm... a guard. What to do... A silent round to the head would work. Or the tranquiliser dart gun.



▲ I'll just slap him on the back of the head. If I crouch when walking, I'm quieter - he won't notice me.



▲ Except I'm rubbish. He'll shoot me or raise the alarm - and all his mates will show up. Erk.

## Women of Plenty!

The PS2's emotion engine goes for lust, rather than umbrage.



▲ You rescue this lady early on. Don't get too attached though. Unless you're a deviant.



▲ You wander into this lady's room when she changes. She takes it calmer than most women.



▲ This woman is a world-level genius doctor. She also has a bountiful cleavage. Yay science.

## Judgement

**GRAPHICS** What we expect. Player animation is especially pleasing, though loading pauses grate.

**GAMEPLAY** Goes for the skittish gimmick rather than the solid, polished play, but good fun.

**LIFESPAN** Despite difficulty levels, unlocking and multi-player, it's slight, which reduces the mark.

The licence to thrill has yet to be revoked. More a brief night than a passionate affair, but - hey - that's Bond all over, yes?

**Overall**  
**82%**





# סיפון פילטר 3



GABE LOGAN IS BACK

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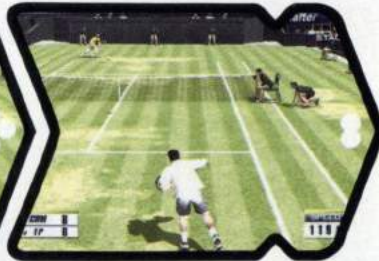
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## REVIEWER



Richard Melville



**OUT: NOW**

FORMAT: DC  
PRICE: £30

DEVELOPER: SEGA  
PUBLISHER: SEGA

SPECIAL FEATURES: NONE  
OTHER FORMATS: PS2

CALL: 02380 653 377  
PLAYERS: 1-4

## Speed Balls!

In Training mode, collect flags, shoot balls at tiddleywink targets, and blast dartboards. They're like the *Super Monkey Ball* minigames.

My God, it's a tank! Return the red balls before they hit you, which leads to the crowd laughing loudly. Cheeky.



Pump-action balls approach your head faster than a speeding bullet. Hit 'n' run - it's the only way to get through it.

In true *Crazy Taxi*-style you have to knock over all the skittles to win. You get more than one attempt, however.



## Double Up!

Playing doubles with friends or even against the computer is great fun, and you don't even need a Multitap! It's possibly the best four-player game on Dreamcast, so get your friends around your telly now.



▲ Doubles is great fun with mates. Replays are amazing - look at each character's reaction.



▲ Changing the camera angle can help when playing a hard hitter, like this difficult shot.

**Wimbledon is over but Dreamcast owners will be eating strawberries and cream this Christmas.**

# Virtua Tennis 2



**Virtua Tennis:** previously the best tennis game ever and something for Dreamcast fans to shout about when Tim Henman didn't make the Wimbledon final. Again

If you like tennis you should be dribbling with anticipation for this spanky new sequel.

The big question is just how much better than the original is *Virtua Tennis 2*, and what new bits are included to make this game enticing to owners of the original?

## REFINED

Basically, *VT2* is a very similar game to the original, featuring real life players, graphics so impressive you'll be able to point out the hairs on the monkey-like cheeks of Pete Sampras, and gameplay so deep you may well drown on centre court.

It also now offers you the chance to create your own player, *SmackDown!*-style. Don't expect

anything too dramatic, but you can make a pale, cap-wearing bloater and name him after your brother should you wish.

## AT THE BIZARRE

In terms of gameplay, you still won't find anything to approach the might of the *Virtua Tennis* series on any format. The closest a game has come is the cartoony PSone *Smash Court Tennis* series by Namco but, with a brilliant mix of minigames and tournament options, *Virtua Tennis 2* still rules the roost. The depth of gameplay can be seen in the Training mode, where minigames offer you the chance to practice individual skills (and gain vital points) via flag catching and even knocking fairground prizes off a conveyor belt. In a clever move by Sega, the fun yet distinctly Japanese Training modes don't detract from the realism of the game, which stands up alongside the very best sports titles ever.

## The Best Bit



Controlling the power of a serve and getting an ace is great. Manage to do this against a friend on match point and you'll feel invincible.



▲ Minigames help to increase your character's ability points. Hit the bull's-eye to up your targeting ability.



After *SmackDown!* JBI, Fred Durst decided to conquer tennis with his Starter cap style.

## Softography

These guys have also made...

Shenmue	92%
Crazy Taxi	90%
Virtua Tennis	94%
House of the Dead 2	81%
Sega Bass Fishing	82%
Virtua Fighter 3tb	90%



▲ An important addition to this sequel: you can play as the top ladies. There's no Kournikova, though.

## Judgement

**GRAPHICS** Some of the best on DC. Good animation twinned with realistic faces, courts and balls.

**GAMEPLAY** Simple but made hugely enjoyable by the intuitive controls. Shines in Training mode.

**LIFESPAN** Weeks of bliss in one-player mode; months with multiple players in Doubles mode.

The ultimate tennis game. Whether a fan or not, you really have to own one of the best sports games ever. Get a DC and enjoy.

Overall  
**92%**





**OUT: NOW**

FORMAT: PS2  
PRICE: £40

DEVELOPER: EA  
PUBLISHER: EA

SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE

CALL: 01932 450 000  
PLAYERS: 1-2

EA bring us a game based on the most difficult of sports to convert. And its trickiness shows.

# Cricket 2002

## Do Better Boy!

EA's Training mode is quicker and more enjoyable than the real game.

In Training mode the controls are displayed for you and your performance is rated. It keeps you ambitious.



The display of ballet by the bowler confused the batsman, as did the man on the right breaking wind.



*Virtua Tennis* proved that real, slightly dull, summer sports can be videogame winners, but coders definitely have their work cut out when it comes to cricket.

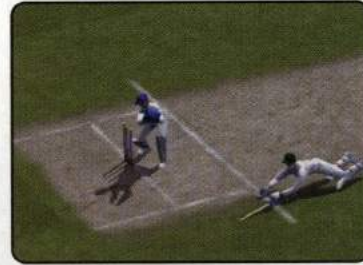
Large teams mean automated fielders and lots of standing around, punctuated by simplistic bowling and batting. We only know one decent cricket-'em-up, Codies' *Brian Lara*.

The problem with this one is that neither batting or bowling are fun,



and the controls frustrate rather than thrill. The pace is slow too, which is at odds with cricket's ethics – a fairly fast sport (when the ball's in play!).

Some developers have worked hard to establish sports like baseball and American football in the world of games, earning respect from players who may not even like the sport in question. Cricket still has that hurdle ahead of it.



## Bored Game!



▲ An extra window pops up to present detailed action when your concentration wanes. And it will, as you battle, against the odds, to enjoy it.

## Judgement

**GRAPHICS** Basic, badly formed players lurch around the field like a bunch of drunken zombies.

**GAMEPLAY** The game plays slooowly, lacks depth, and that all important excitement factor.

**LIFESPAN** As a single player you may keel over, roll into a ball and sleep within an hour.

EA have tackled a sport which rarely ever translates into a good videogame, resulting in a clumsy and vague sim.

Overall  
**45%**

REVIEWER: Richard Melville

**OUT: NOW**

FORMAT: PS2  
PRICE: £40

DEVELOPER: BEYOND GAMES  
PUBLISHER: INFOGRAMES

SPECIAL FEATURES: NONE  
OTHER FORMATS: NONE

CALL: 020 8222 9700  
PLAYERS: 1-2

## Get Armed!

There are plenty of weapons scattered around the arenas for you to collect and, though they all have similar effects – sending out explosive bombs – some are actually pretty cool to play with. Of course, they'd be cooler if the game itself was more exciting, but we can satisfy ourselves with wanton destruction for a few minutes. Unleash the firepower!



▲ The homing missile is something of a classic, in-every-game weapon, and no less fun here.



▲ This green swirly salvo could grace any fireworks display and proves highly effective.

Meaty weapons, huge explosions, collapsing scenery... it should be a lot of fun this, shouldn't it?

# Motor Mayhem



*Twisted Metal: Black* proved vehicle combat games can actually be done with style.

Sadly, Infogrames' *Motor Mayhem* is a shallow, repetitive and unimaginative alternative.

You pick one of eight characters – each with vehicles that handle badly – and battle in destructible arenas using tons of weapons. Of the three main modes, Deathmatch – in which

you land a target number of kills – is the best; Endurance is the dullest, as you only face one opponent, and Eliminator – a 'last man standing' scenario – is the most frustrating.

When you're not stuck in scenery you can pick off AI enemies, or – because there's no Multitap option – you can battle a single mate. Naff or what?



▲ All the characters in here have a series of special attacks at their disposal. Take Croc, hold down **△**, **⊙** and **⊙**, and he'll launch a Meteor Strike...

## Judgement

**GRAPHICS** Expect more. Pretty weapons don't make up for small, unimpressive arenas.

**GAMEPLAY** Repetitive. All weapons look different but act the same, blasting straight at your foe.

**LIFESPAN** If you don't tire of this after a few days, consider counselling and get out a bit more.

Not a horrific game, but so devoid of imagination and excitement that it will always live in the shadow of *TM: Black*.

Overall  
**52%**

REVIEWER: Lee Hall



# ALONE SAT ROBIN HOOD

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

THE END.



TIME FOR A NEW LEGEND.

PlayStation 2 THE THIRD PLACE 

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# HANDHELD HEAVEN

The very latest Game Boy Color and Advance games gathered together in one **red hot** section! Only in **GamesMaster!**

DEVELOPER: TITUS PUBLISHER: TITUS PLAYERS: 1



## Prehistorik Man

Perhaps in recognition of the fact that Game Boy Advance is such 'old' technology as far as home consoles are concerned, Titus have produced this retro platformer and called it *Prehistorik Man*.

It's a game with a SNES-like look and feel, thanks to its bold, simple graphics and smooth scrolling. The aim is to collect food for your starving caveman buddies, which you do by jumping and floating around in the time-honoured platform way. You can scream at things to kill them, or just whack them with your club, and it's extremely fast and slick. Every so often you'll get a specific task to accomplish, such as wasting a certain type of animal and bringing its pelt back to the tribe. It gives the game more of a 'storylike' feel than it would otherwise have. Nothing new, but good fun.

► Our blue-haired hero has obviously seen something funny – a rude cave painting, perhaps?



Yes, cavemen knew how to make primitive flying machines.



Fill your face with speedy retro platform antics. **70%**

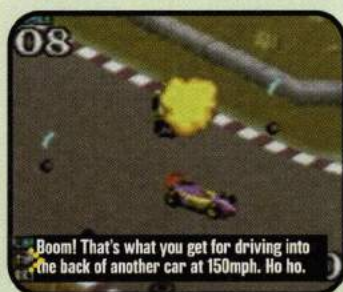
DEVELOPER: CRAWFISH PUBLISHER: BAM! PLAYERS: 1-2



## Driven



It looks more impressive in still shots than it does on the move, to be honest.



Boom! That's what you get for driving into the back of another car at 150mph. Ho ho.

Here's an option-packed racer with its fair share of good points, and some duff parts too.

The semi-3D view is a tried and tested way of producing decent Game Boy driving games, and this approach works reasonably well. It's fast enough, there are lots of other cars, and you can play in a basic Arcade mode or a more involving Story mode, which has qualifying tests for you to complete before you're let loose on an actual race track.

Unfortunately it isn't very smooth to play – which makes it hard on the eyes – and judging the corners is a tricky task. The cars are also prone to exploding if they collide, which might be realistic but is an annoying way of punishing you for misjudging an overtaking move.

Movie-based racer that penalises mistakes too much. **60%**

DEVELOPER: HOTGEN PUBLISHER: ACTIVISION PLAYERS: 1-2



## Mat Hoffman's Pro BMX



No, he hasn't fallen off; that's a proper trick – with bonus points and everything.



You can't ride 'up' the screen, so all the useable ramps are at the sides.

Broken knees ahoy! *Mat Hoffman* arrives on GBA, but he must be a bit dischuffed at the way things have turned out, because his game simply isn't in the same league as his old mate *Tony Hawk's*.

While *THPS2* was an enormous step forward for handheld games, *Mat Hoffman* is just like a GBC title with marginally better graphics. All you can do is roll from side to side doing tricks and moving up or down to change lanes. It's a style that worked reasonably well on GBC – and it still isn't that bad to play – but it looks clunky and old-fashioned next to the jaw-dropping graphics and slick tricks of *THPS2*. Perhaps, if you found that game too hard, this could be worth a look. But otherwise...

The second best GBA tricks game... for now, at least. **67%**

DEVELOPER: SENNARI PUBLISHER: BAM! PLAYERS: 1-2



## Powerpuff Girls: Mojo JoJo-a-Go-Go

Thank JoJo this isn't another platform game. The *Powerpuff Girls'* GBC outings were uninspired platform nonsense, but this one... this one's a shoot-'em-up!

Okay, so originality isn't a strong point as far as this series goes. You do get to control all three *Powerpuff Girls* at once though, pressing L to switch between lead characters when one of them is low on health. Each one has a slightly different type of shot to use on the enemies that infest the scrolling levels, and all three can rip objects out of the backgrounds and hurl them into whole groups of baddies – just fly over any highlighted objects and grab hold of them with B. Clear, bright graphics too.



The character you're controlling appears bigger than the other two non-combatants.

► Fortunately the other girls can't be shot while you're not controlling them. That would just be unfair.



Simple shooting for the younger players out there. **70%**

REVIEWER: Martin Kitts



DEVELOPER: PLANET INTERACTIVE PUBLISHER: TITUS PLAYERS: 1-4

## Planet Monsters

With *Bomberman* having gone somewhat downhill since his games went all 3D on us, this is a perfect time for a new puzzle-battler to take his throne.

Unfortunately that game isn't likely to be *Planet Monsters*. In this quirky French title, the aim is to squish your opponents by pushing blocks into them or using one of a number of power-ups. There are all sorts of strange items to pick up, many of which are useless. It's all too reminiscent of a shareware PC game, or the kind of thing you might play in a web browser. Okayish, but not something you'd really want to pay for unless you're a massive fan of the genre.



▲ Adorable characters – not! They're like *Sesame Street* puppets after a rough weekend.

▼ If only it would put its tongue away. That's French games design for ya. Stop it, cheeky!



Push those blue cylinders around the board to trap and kill enemies.



Uninspired multi-player puzzler that's monstrously ugly.

**58%**

DEVELOPER: CREATIONS PUBLISHER: THQ PLAYERS: 1

## Rugrats Castle Capers

Queen Angelica has decided to proclaim herself ruler of a magical playground and, being a bit of an evil dictator, she has stolen the prized possessions of six innocent little babies.

So you've got to venture into a fairytale world and locate missing dummies, bottles, and something called a Wawa. Needless to say, this isn't a game aimed at players who have hit double figures in terms of either age or IQ.

It's a pedestrian sort of platformer, nothing special to look at, and with nothing to make it stand out from the crowd. Very small people might appreciate the fact that it's extremely simple. Not us though. Pah!



A bunch of small kids with massive heads – that's what this game is all about.



Some of the 'Rats are cuter than others – according to how short-sighted you are.

Yet another identikit kiddie platformer. Next!

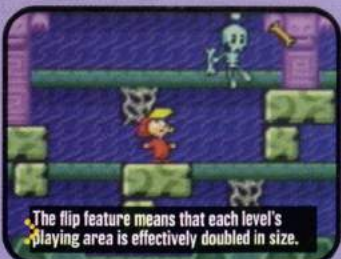
**40%**

DEVELOPER: WAYFORWARD PUBLISHER: TDK PLAYERS: 1

## Wendy: Every Witch Way

When we saw this we almost fainted – a platform game with a genuine touch of originality.

As the romper suit-wearing witch Wendy, you have the uncanny ability to flip yourself upside down and walk on the ceiling, meaning the puzzles in each level require some genuine thought as to how to get to certain platforms. It's a very nice idea, technically great on GBC, and if you play it on a GBA you get three exclusive bonus levels. The only thing wrong with it is that it's not hard to complete once you get the hang of the upside down stuff, but it's miles better than your average platform game fodder.



The flip feature means that each level's playing area is effectively doubled in size.



Wendy doesn't need to take on this enemy; she can just flip up and walk over his head.



Flipping good, innovative platforming fun.

**80%**

DEVELOPER: TDK PUBLISHER: RFX PLAYERS: 1

## Lady Sia

Ah, yes. This is the sort of thing we want to see more of on GBA – the kind of expansive game that just wouldn't have been possible on GBC without looking a complete mess.

It's an adventure-fighting-platform hybrid, with basic combat and large levels that are all stashed with gorgeous cartoon-style graphics. Lady Sia has plenty of moves to use on her hack 'n' slash quest, and the game has a lot of personality. There's a Tutorial option to ease you into the controls too (a friendly fella pops up every so often to teach you new moves), as well as plenty of interesting locations for you to explore. If you enjoyed games like *Mega Man*, you won't be disappointed with this effort.

▼ Detailed graphics and loads of stuff to see during the adventure. Great stuff.

The backgrounds have a hand-drawn look to them, which is visually appealing.



Glassy romp through a fantasy adventure world.

**85%**





**OUT: NOW**

**FORMAT: PC**  
**PRICE: £30**

**DEVELOPER: KALISTO**  
**PUBLISHER: WANADOO**

REVIEWER: Richard Meville



Which way do you want to go today? Left or right? Up or down? They sky is your oyster in this racer.

# New York Race

Hey! It's **Crazy Taxi** in the sky, and **Korben** is your driver.

As game titles go, *New York Race* is plain unadventurous and in no way tells you we're looking at a track-free future racer based on the film *The Fifth Element*. Luckily, the game itself makes you sit up and take notice.

Taking the role of Bruce Willis' character Korben, you pilot a hover taxi and blast around busy cities, strafing through skyscrapers and narrow intersections. All of which is jolly exciting as fellow racers leave neon fumes, speed boosts and weapons littering the sky.



▲ Obstacles block your path, such as scaffolding and troublesome er, skyscrapers. Watch your step!

*NYR* is effectively *Wipeout* minus track, with the power-up-based race ethic of *Mario Kart*. The speed and beauty of the tracks and pure arcade feel make it hard to fault but it's not very original and could have had more scope. In short - *NYR* is fast paced fun recommended for adrenaline junkies.

## Judgement

**GRAPHICS** If you've seen the film you'll appreciate just how accurate each level on this game is.

**GAMEPLAY** Simplistic but always an exhilarating drive, considering you're controlling a taxi.

**LIFESPAN** Hard at first but there's a good selection of tracks to conquer in the championship.

Wacky, twisted, off-the-wall racing for the arcade gamer. Just don't expect the depth of *The Fifth Element* film, though.

**Overall**  
**77%**

REVIEWER



Richard Meville



**OUT: NOW**

**FORMAT: PS2**  
**PRICE: £40**

**DEVELOPER: CRYSTAL DYNAMICS**  
**PUBLISHER: EIDOS**

# Soul Reaver 2

Raziel is **summoned** once again, but **fails to make a true next-gen splash.**

If you've played the original *Soul Reaver* you'll know Crystal Dynamics delivered a sprawling gothic adventure that introduced the world to the vampiric Raziel and his unique universe.

*Soul Reaver 2* sees Raziel seek revenge against the evil Kain in a huge biblical-style quest, with massive real-time cutscenes that threaten to induce sleep. Even the DVD extras, like out-takes and voice actor bios, seem self indulgent.

The plot is vast and the graphics are polished but, Raziel seems caught between PSone and PS2. Sadly *SR2* never evolves into a next-gen epic.

## Softography

These guys have also made...

Legacy of Kain: Soul Reaver	85%
Disney's Magical Racing Tour	64%
Gex	68%
Pandemonium	81%

Gameplay consists of the usual gate-opening, as well as flying, swimming and using simple combos to kill enemies - if you've never reaved souls, it's enjoyable stuff.

## SOUL SHIFTING

Raziel still moves between the normal and darker



AUTOFAC THEN X

Steady your aim and let a bolt of energy head for an enemy. But his mate's might spot and chase you.

## PREVIOUSLY IN



Missed a copy of GM and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for you at a glance perusing! Inside the GM records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony blast doors and retrieve the lot just for you!

**HITS**

THE ONES WE THINK ARE TOP OVER 90%

**PITS**

THE ONES THAT SHOULD BE SHOT UNDER 50%



PRO EVOLUTION SEQUEL	(PS2)	81%
BOBO	(GBA)	92%
SUPER MONKEY BALL	(GB)	91%
LUKE'S WRESTLING	(GC)	90%
COMMANDOS 2: MEN OF COURAGE	(PC)	89%
SPYRO: SEASON OF ICE	(GBA)	88%
WAVE RACE: BLUE STORM	(GC)	87%
WWF SMACKDOWN! JBI	(PS2)	85%
TIME CRISIS 2	(PS2)	83%
X-MEN: MUTANT ACADEMY 2	(PS)	81%
GTC: AFRICA	(PS2)	75%

TOP GUN COMBAT ZONES	(PS2)	70%
SILENT SCOPE 2	(PS2)	70%
CRASH: WRATH OF CORTEX	(PS2)	69%
MARIO PARTY 3	(N64)	69%
THE MUMMY RETURNS	(PS2)	69%
90 MINUTES	(DC)	67%
SPIDER-MAN 2: ENTER ELECTRO	(PS)	66%
FIFA 2002	(PS2)	64%
SPLASHDOWN	(PS2)	61%
ARCTIC THUNDER	(PS2)	60%
THRASHER SKATE & DESTROY	(PS)	58%



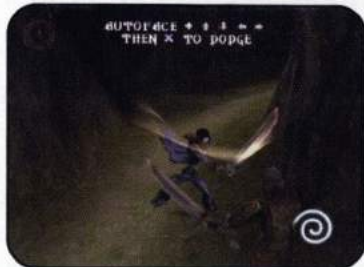


**SPECIAL FEATURES:** NONE  
**OTHER FORMATS:** PC

**CALL:** 0208 636 3000  
**PLAYERS:** 1



▲ It's easy to spot spooky happenings in the spectral world, such as these heads on sticks. It's like a psychedelic *Blair Witch Project* really...



▲ Annoy your enemy by killing his friend while stealing his sword at the same time. Then, with his eyes on you, kill him with it. Be evil! Show no mercy!

spectral world in order to pass through areas, which adds a unique and refreshing slant to the 3D adventuring. In the spectral world, he becomes almost spirit-like and can pass through doors, absorbing enemies to gain energy. But fights with enemies are sparse, and traversing deserted levels in order to solve a puzzle soon gets boring.

In comparison with the gorgeous and inventive *Devil May Cry*, *Soul Reaver 2* will disappoint, leaving gamers expecting more from PS2 games in general, but especially long awaited sequels.

## Another World!

As a cunning tactic to expand the game universe and make the puzzles a little more complex, switching into the spooky Spectral mode allows you to access new areas and fight ugly marine monsters.



Razel storms a bridge in Spectral mode which has spooky corpses on sticks all over it. Lovely.

## Judgement

**GRAPHICS** Polished but oh-so familiar-looking. PS2 is capable of much more than this.

**GAMEPLAY** Solid and reliable, but will seem dated for modern gamers who have played the original.

**LIFESPAN** The cutscenes alone will take up half your life, and the levels are equally massive.

Familiar style and a polished plot may excite hardcore fans, but *Devil May Cry* has arrived – and Dante wants Razel dead.

**Overall**  
**76%**

And if we've missed anything here's our...

# Reviews Round-up

<b>MONOPOLY TYCOON</b> <b>85%</b> A fun game with lovely graphics and ingenious gameplay. A successful mix of <i>Sim City</i> and <i>Monopoly</i> . Adventurous ideas have paid off. Recommended. <b>FORMAT:</b> PC <b>BY:</b> INFOGRAMES <b>PRICE:</b> £30	<b>MADDEN NFL 2002</b> <b>89%</b> Sharp graphics and great replays, with tons of gameplay options and even more stats. Don't really need it if you've already got <i>Madden 2001</i> though. <b>FORMAT:</b> PS2 <b>BY:</b> EA <b>PRICE:</b> £40
<b>NBA LIVE 2002</b> <b>72%</b> Like the last instalment, this has lots of options and fun gameplay, but the controls can get confusing. Picking up the cheaper 2001 edition is a better idea. <b>FORMAT:</b> PS <b>BY:</b> EA <b>PRICE:</b> £40	<b>PENNY RACERS</b> <b>35%</b> This is rubbish. It tries to be a kids' GT3 and, predictably, fails. With embarrassingly kiddy cars, it just looks stupid. Steer clear. Pick up the real deal instead. <b>FORMAT:</b> PS2 <b>BY:</b> MIDAS <b>PRICE:</b> £30
<b>THE SIMPSONS WRESTLING</b> <b>41%</b> <i>The Simpsons</i> . In a wrestling game. A recipe for a great game, but it all went wrong in the baking. It did make us laugh, though – for all of five minutes. <b>FORMAT:</b> PS <b>BY:</b> FOX INTERACTIVE <b>PRICE:</b> £15	<b>X-MEN: MUTANT ACADEMY</b> <b>83%</b> A refreshing beat-'em-up with excellent special moves and almost N64-quality graphics. Lots of combos and all your fave Marvel characters. <b>FORMAT:</b> PS <b>BY:</b> ACTIVISION <b>PRICE:</b> £15
<b>COLIN MCRAE RALLY 2.0</b> <b>92%</b> Class. Cheap, deep, and polished – a great game that improves much on the original. Worth the cash, even if you're not a rally sim. PSone's best rally sim. <b>FORMAT:</b> PS <b>BY:</b> CODEMASTERS <b>PRICE:</b> £13	<b>MR DRILLER</b> <b>89%</b> Simple but addictive puzzler – clear the levels by bouncing under enemies and running into them. The graphics don't sparkle, but gameplay does. <b>FORMAT:</b> PC <b>BY:</b> MIDAS <b>PRICE:</b> £5
<b>KLONOA 2: LUNATEA'S VEIL</b> <b>79%</b> As much fun as its predecessors. Search for a mystical ring in Klonoa's dreams to stop an evil bell from killing everyone. A little linear, but a jolly romp. <b>FORMAT:</b> PS2 <b>BY:</b> SONY <b>PRICE:</b> £40	<b>DIRECTOR OF FOOTBALL</b> <b>31%</b> <i>Champ Man</i> is great. <i>Director of Football</i> is rubbish. Which is why, after much thought and deliberation, we're of this opinion: buy <i>Champ Man</i> instead. <b>FORMAT:</b> PC <b>BY:</b> EMPIRE <b>PRICE:</b> £30
<b>PARIS DAKAR RALLY</b> <b>40%</b> Rubbish. It takes the fun associated with the Dakar and twists it on its fragile head with bad handling. Avoid this like the plague. Unless it's a present. If so, swap it. <b>FORMAT:</b> PS2 <b>BY:</b> ACCLAIM <b>PRICE:</b> £40	<b>TIGER WOODS PGA TOUR 2001</b> <b>75%</b> A pleasure to play. The graphics aren't brilliant but <i>Tiger</i> is fun and should last a month or two with all right replay value. Great for golf fans and game fans. <b>FORMAT:</b> PS <b>BY:</b> EA <b>PRICE:</b> £10

REVIEWER: Francis Murphy



LEGEND OF ZELDA: BREATH OF THE WILD	(N64)	80%
GRAND THEFT AUTO 3	(PS2)	91%
DEVIL MAY CRY	(PS2)	89%
BURNOUT	(PS2)	88%
CHAMPIONSHIP MANAGER 01/02	(PC)	88%
SILENT HILL 2	(PS2)	86%
FINAL FIGHT ONE	(GBA)	85%
SPY HUNTER	(PS2)	85%
PROJECT EDEN	(PS2)	84%
F1 2001	(PS2)	83%
TWISTED METAL: BLACK	(PS2)	83%

POKÉMON CRYSTAL	(GBC)	80%
POKÉMON STADIUM 2	(N64)	80%
ALEX FERGUSON'S PLAYER MAN	(PS2)	78%
ALONE IN THE DARK	(PS2)	78%
THE WEAKEST LINK	(PS)	78%
THIS IS FOOTBALL 2002	(PS2)	76%
THE ITALIAN JOB	(PS)	75%
RED FACTION	(PC)	67%
SPIDER-MAN	(PC)	65%
NWF BETRAYAL	(GBC)	47%
FROM DUSK TILL DAWN	(PC)	38%

WARIO KART: SUPER CIRCUIT	(GBA)	95%
MAX PAYNE	(PC)	82%
FINAL FANTASY 10	(PS2)	81%
FREAK OUT	(PS2)	80%
WORLD CHAMP SNOOKER 2002	(PS2)	82%
SPIDER-MAN: MYSTERIO	(GBA)	81%
MECHCOMMANDER 2	(PC)	80%
DAVE MIRRA FREESTYLE BMX 2	(PS2)	78%
THUNDERHAWK: PHOENIX	(PS2)	75%
MEGA MAN XTREME	(GBC)	74%
CODENAME: OUTBREAK	(PC)	72%



VICTORIOUS BOXERS	(PS2)	71%
FA PREMIER MANAGER 2002	(PC)	70%
MX 2002	(PS2)	70%
DISNEY'S ATLANTIS	(PS)	67%
EARTHWORM JIM	(GBA)	67%
HOT WHEELS: EXTREME RACING	(PS)	62%
HIGH HEAT BASEBALL 2002	(GBA)	60%
GARRIB	(DC)	58%
BRIDGE BROS	(GBA)	49%
PITFALL: THE MANNY MANNEQUIN	(GBA)	47%
TWEEDLES: SHINY SIDE	(PS)	14%



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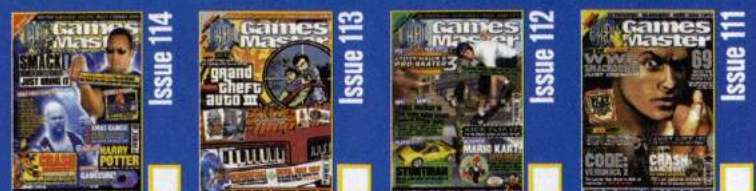
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# PERIPHERALS



Is your console crying out for a special gift to make it feel brand new? Indulge all your plastic fantasies, as we scour the earth for the most attractive add-ons known to man and machine. Gawp at the goodies!

PERIPHERALS ON TRAIL... PERIPHERALS ON TRAIL... PERIPHERALS ON TRAIL... PERIPHERALS ON TRAIL... PERIPHERALS ON TRAIL...



**JOYTECH  
5 INCH  
COLOUR  
SCREEN**



**HEAD  
TO  
HEAD**



**THRUSTMASTER  
HL  
SCREENMATE**



## JOYTECH 5 INCH COLOUR SCREEN

This clips snugly onto the back of your console and has a clear, light LCD screen with fully adjustable brightness and volume controls, and a decent set of built-in speakers. It also comes with an in-car adaptor, so PSone's portability is getting there... slowly - even if it's not up to GBA standards yet. And as a cool extra, it accepts NTSC and PAL signals.

From: Joytech  
Contact: 01753 496 700  
Price: £79.99

**92%**

## THRUSTMASTER HL SCREENMATE

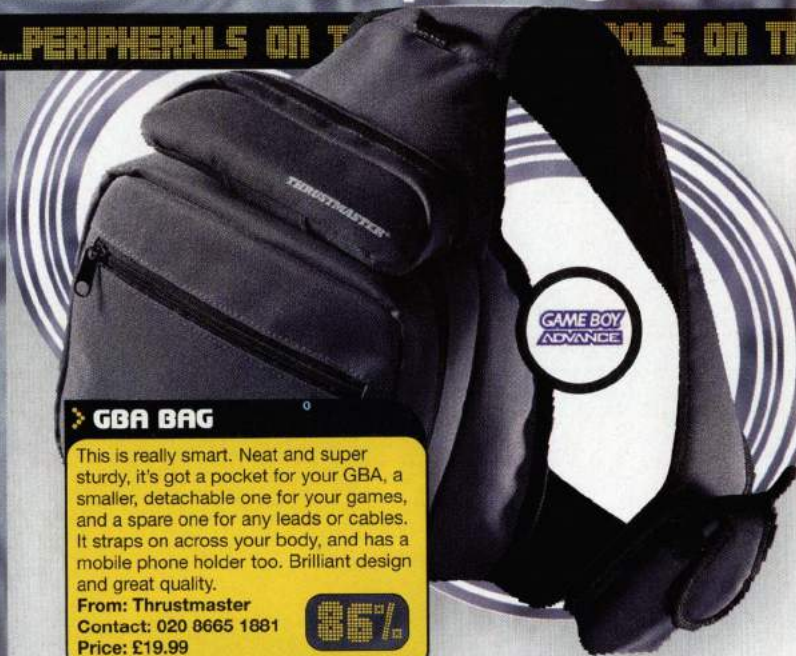
Built-in speakers, five inch LCD screen, brightness and volume controls... you can only tell this and the Joytech screen apart by their shape. And the picture quality is just as good here as in Joytech's - they're two quality products. This one can even switch between NTSC and PAL signals too. And it'll play through an in-car adaptor.

From: Thrustmaster  
Contact: 020 8665 1881  
Price: £129.99

**75%**

## VERDICT:

Both have near identical features, but Joytech's screen just edges it for being a bit more aesthetically pleasing - until you look at the price difference! Fifty smackaroonies is loads. Save it and get two games.



**GAME BOY  
ADVANCE**

## GBA BAG

This is really smart. Neat and super sturdy, it's got a pocket for your GBA, a smaller, detachable one for your games, and a spare one for any leads or cables. It straps on across your body, and has a mobile phone holder too. Brilliant design and great quality.

From: Thrustmaster  
Contact: 020 8665 1881  
Price: £19.99

**85%**



**GAME BOY  
ADVANCE**

## ULTRABRIGHT LIGHT

A nice big frame of plastic that snaps on to your GBA to bathe it in whiteness and brightness. The light it gives off is perfectly adequate, but the bar can prove to be a bit of a distraction in your field of vision sometimes.

From: Saitek  
Contact: 01454 451 900  
Price: £9.99

**70%**



**PSP**

## DVD COMMANDER 2

This DVD controller works with virtually all TVs (press Set Up and the controller identifies which brand yours is), video recorders, and satellite and/or cable TV. So you know that if you buy it - though pricier than the official remote - you shouldn't need to buy any other remote controls, or have tons lying around and cluttering up your coffee table.

From: Saitek  
Contact: 01454 451 900  
Price: £24.99

**80%**



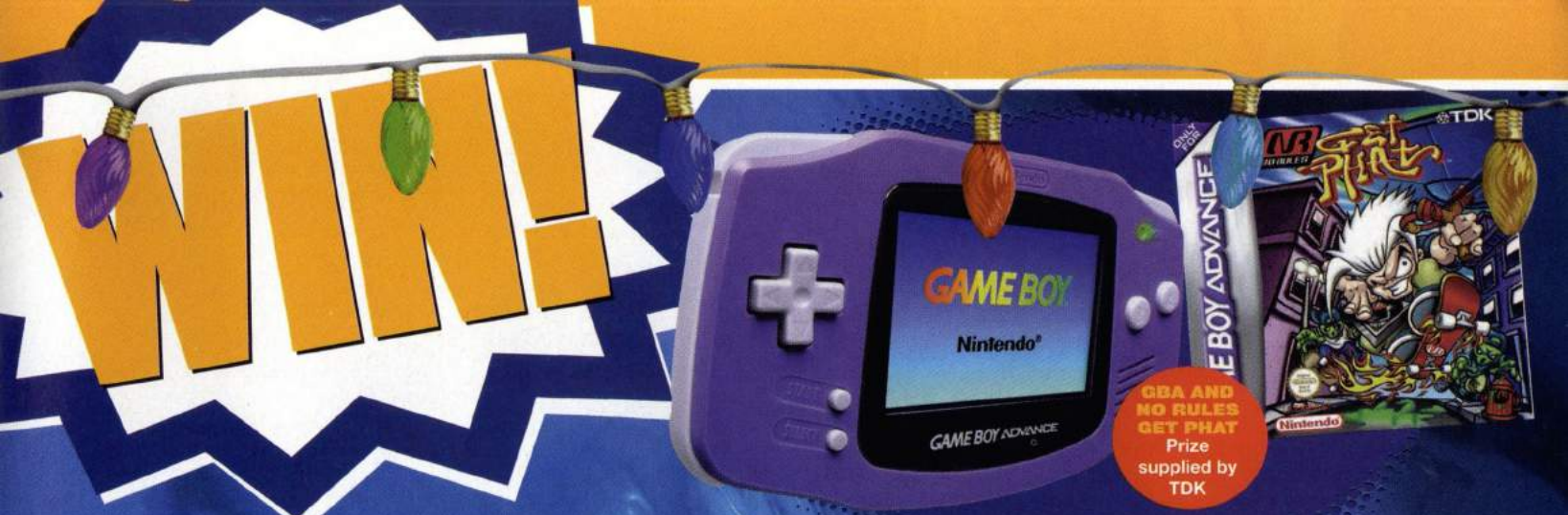






CHRISTMAS DAY 14-03-02





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# THE CHRISTMAS CONSOLE COMPO IT'S MASSIVE!



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Prize Supplied by TDK



**DC: THE ULTIMATE PACKAGE**  
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**PS2 AND CHAMP MAN QUIZ**  
Prize Supplied by Eidos



## 8 CONSOLES, 1 WINNER

As you might have noticed, it's Christmas. A time for chestnuts, open fires, goodwill, those little sausages with bacon wrapped round 'em, peace, and, best of all, getting really cool stuff for nowt. Which is where we come in. In what must be the biggest compo ever to grace the freebie laden pages of GM, we're giving away (deep breath) a

PSone, N64, Dreamcast, Game Boy Advance, Game Boy Color and some top games for each console. It doesn't get much better than that. Oh, hang on... It does. Turn the page to see how you can win Xbox, GameCube and PS2 as well. That's eight consoles for one very lucky person. For Christmas day. In the morning. Gibber...

## FLIP THE PAGE TO WIN XBOX, GAMECUBE AND PS2!



**PLUS!  
ALL THREE  
NEXT-GEN  
CONSOLES!**

**PRIZES WORTH  
OVER  
£2000!**

Yep, it's the big one! Let's get this straight. In addition to the PSone, GBC, GBA, DC and N64 on the previous page you can also win a PS2, an Xbox and a GameCube!

Thanks to the far-too generous chaps at Acclaim – who are bringing *Dave Mirra Freestyle BMX 2* to Xbox, GameCube, GBA and PS2 – we've got all three next-gen consoles and they could be squeezed around your telly if you win this incredible competition.

Just imagine it, no more tricky which-one-do-I-get? problems, you'll be able to have your own console war in your front room, months before anyone else.

So, here are the facts. The winner of this compo will walk away with an Xbox, a GameCube (US or Jap versions, 'cos they're not out over here), PlayStation 2, PSone, a Game Boy Advance, a Game Boy Color, an N64, a Dreamcast, and copies of *Shrek* (GBC), *Pokémon Stadium 2* (N64), *Metropolis Street Racer*, *Jet Set Radio* and *Virtua Fighter 3* (DC), and *No Rules Phat* (GBA). That do you?

There's only one winner (lucky git) but remember you can also have a pop at winning a copy of the games at the bottom of this page. Just fill in the form over the page with your details and the correct answers, slap it in an envelope, and get it to us by 20 December. Good luck!

**The big question**

When is Xbox being launched in the UK?

- a) April
- b) March
- c) June



**ISS**

Which format was *Doom* originally on?

- A) PC
- B) PlayStation
- C) NES

**5 COPIES TO BE WON**



**SSX TRICKY**

What does SSX stand for?

- A) Snowboard Super Cross
- B) Snowboard Supper Cross
- C) Snowboard Super Cucumber

**5 COPIES TO BE WON**



**SYPHON FILTER 3**

In the game, what is Siphon Filter?

- A) A Drink
- B) A Shirt
- C) A Virus

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# GAMECUBE XBOX, PS2

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## ENTRY FORM

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**EIGHT CONSOLES!** - When is Xbox being launched in the UK?

- a) April
- b) March
- c) June

**GBA** - Which format was *Doom* originally on?

- a) PC
- b) PlayStation
- c) NES

**PS2** - What does *SSX* stand for?

- a) Snowboard Super Cross
- b) Snowboard Supper Cross
- c) Snowboard Super Cucumber

**PSone** - In the game, what is Syphon Filter?

- a) A Drink
- b) A Shirt
- c) A Virus

**PC** - Which actress is the star of the *Alien* films?

- a) Sheryl Crow
- b) Sigourney Weaver
- c) Nicky Weaver

**DC** - What is that name of the hero in *Shenmue 2*?

- a) Ryu
- b) Mya
- c) Ryvita

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## ISSUE 112 WINNERS!

**Gran Turismo 3 Pack**

**Winner:** David Burcyell, Dartford

**Runners Up:** Carl Hunter, Norwich.  
Richard Burgess, Cumbria

**FA Premier League Manager:** Jason Brooker, Newcastle. Karl Bidmead, Essex. David Rigby, Nottingham  
Scott Johnson, Middlesex. Joel Henry, London.

**Lotus Challenge:** Aaron Grey, Gloucester. Andrew Williamson, County Armagh. S O' Neil, Surrey. Dawn Bennet, Gloucester. Andrew Thomas, Blackwood.

**Atlantis:** Neale Denaro, Cheshire. Mark Dalton, Ireland. Ben Dowsing, Kent. Deb Badgham, East Sussex. Steven Cleaver, Herts.

**Kirby 64:** Jonathan Hope, Cardiff. Phillip Clement, Wakefield. Nick Ball, Oxfordshire. Scott Amos, Blackburn. Kain Hunkin, Devon.

**Confidential Mission:** Liam Keely, Dorset. Kevin Anderson, Tyne and Wear. Joanne Clemmet, Cumbria. Kieron Bourne, Milton Keynes. Michael Porter, Preston

## PC ALIENS VS PREDATOR 2

Which actress is the star of the *Alien* films?

- a) Sheryl Crow
- b) Sigourney Weaver
- c) Nicky Weaver

**WIN!**

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## DREAMCAST SHENMUE 2

What is the name of the hero in *Shenmue 2*?

- a) Ryu
- b) Mya
- c) Ryvita

**WIN!**

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 Virtua Striker 2  
 Virtua Tennis  
 V-Rally 1 & 2

**W - 23**  
 Wacky Races  
 War Hammer Series  
 Warrio Land 3  
 Warriors of M & M  
 Warzone 2100  
 WCW Backstage Assault  
 WCW Mayhem  
 WCW/nWo Thunder  
 WDL: War Jetz  
 Who Wants to be Million  
 Wild Arms  
 Wild Wild Racing  
 Wing Over 1 & 2  
 World C Snooker 2002  
 World Champ. Snooker  
 World Quest: M. Racing  
 World Touring Car  
 World's S. Police Chases  
 Worms 2  
 Worms Armageddon  
 Worms World Party  
 Wu Tong: Taste the Pain  
 WWF Attitude  
 WWF Betrayal  
 WWF In Your House  
 WWF Royal Rumble  
 WWF Smackdown 1 & 2  
 WWF War Zone

**X - 24**  
 X-Men vs Street Fighter  
 X2  
 Xena Warrior Princess  
 X-Files  
 X-Men M. Academy 1 & 2  
 X-Squad

**Y - 25**  
 Year of the Dragon  
 Yellow Pokemon

**Z - 26**  
 Zelda  
 Zelda: Links Awakening



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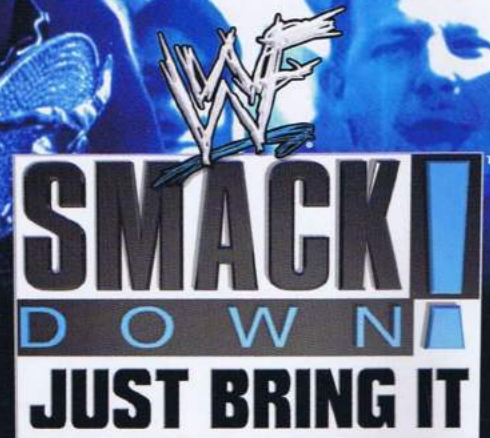
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