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# extreme PlayStation MAGAZINE

£2.95

ISSUE 14 February '99



## INDIANA JONES and the Infernal Machine

EXCLUSIVE PREVIEW!

OVER 350 GAMES RATED

# KENSEI

## Can Konami's new bruiser steal Tekken's crown?

EXCLUSIVE REVIEW!

# STREET FIGHTER ZERO 3

## The legend continues...

REVIEWED
KENSEI: SACRED FIST
RIVAL SCHOOLS
MONKEY HERO
VIVA FOOTBALL
ELIMINATOR
PREMIER MANAGER 99
GLOBAL DOMINATION
BRUNSWICK BOWLING
SHADOW GUNNER
PRO PINBALL: BIG RACE USA

IMPORT
EZ EHRGEIZ
STREET FIGHTER ZERO 3

PLATINUM
COLONY WARS
G-POLICE
TOTAL DRIVIN'

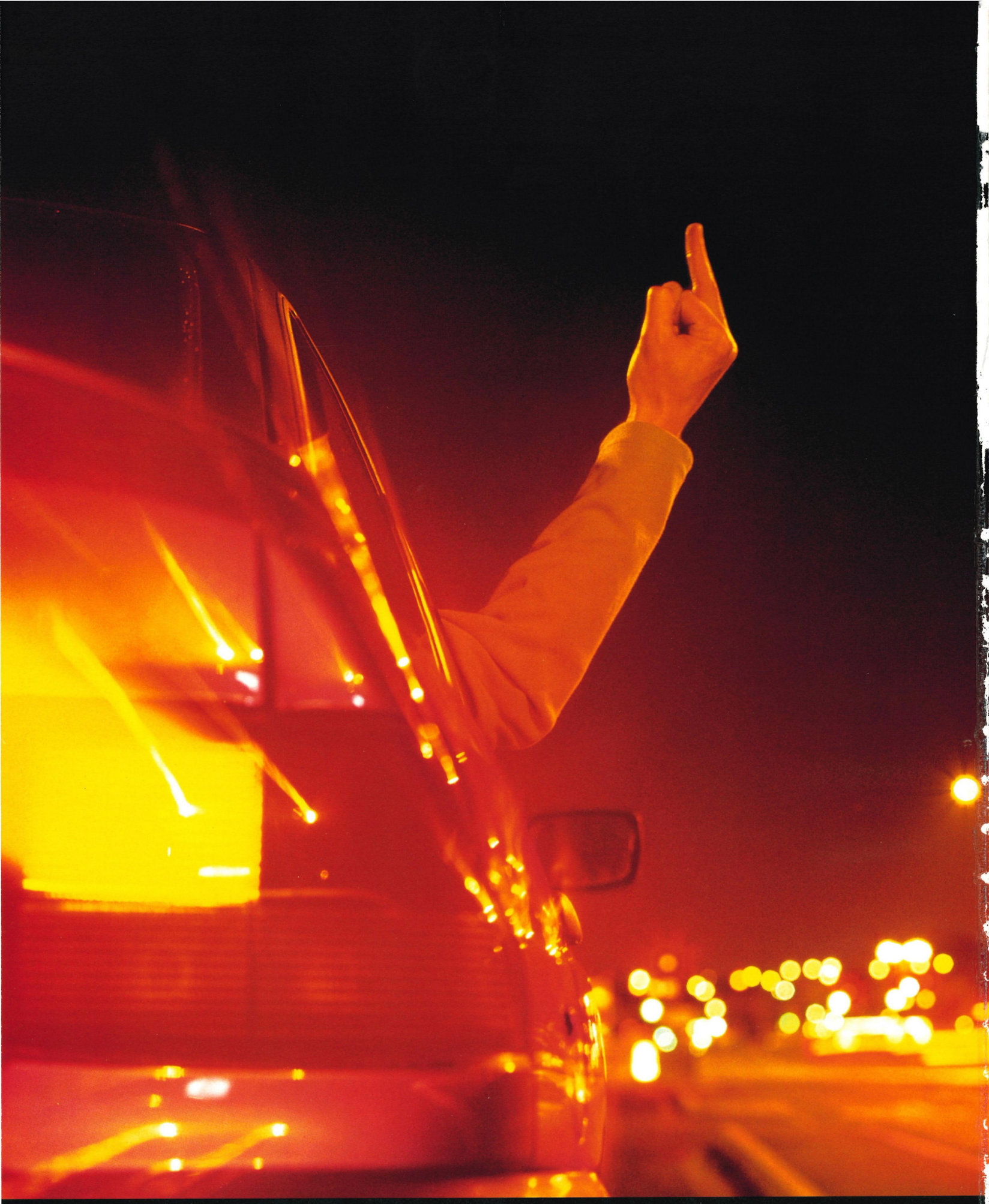
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THE UK'S BEST UNOFFICIAL PLAYSTATION MAGAZINE

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Max Power Racing is the speed junkie's ultimate fantasy. Over thirty genuine production cars to choose from. Engines to tune. 30 different tracks to rip up and a speed limit of whatever the hell you like.

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MAX POWER RACING

THE ULTIMATE RACING GAME

# Editorial

*With the Christmas frenzy over, it's inevitable that there are fewer PlayStation games released. This doesn't mean there's nothing to play, though. From Konami there's Kensei, a beat-'em-up with lots to offer and Gremlin give us Premier Manager Ninety Nine, the best soccer management game yet.*
*In the immediate post-Christmas period, though, it's the budget games that shine - check out Colony Wars, G-Police and Total Drivin', every one of them a worthy winner. As our previews go to show, there's lots more to come too, so stick with extreme PlayStation - you know it makes sense!*

***Ian Osborne***
***EPM Editor***

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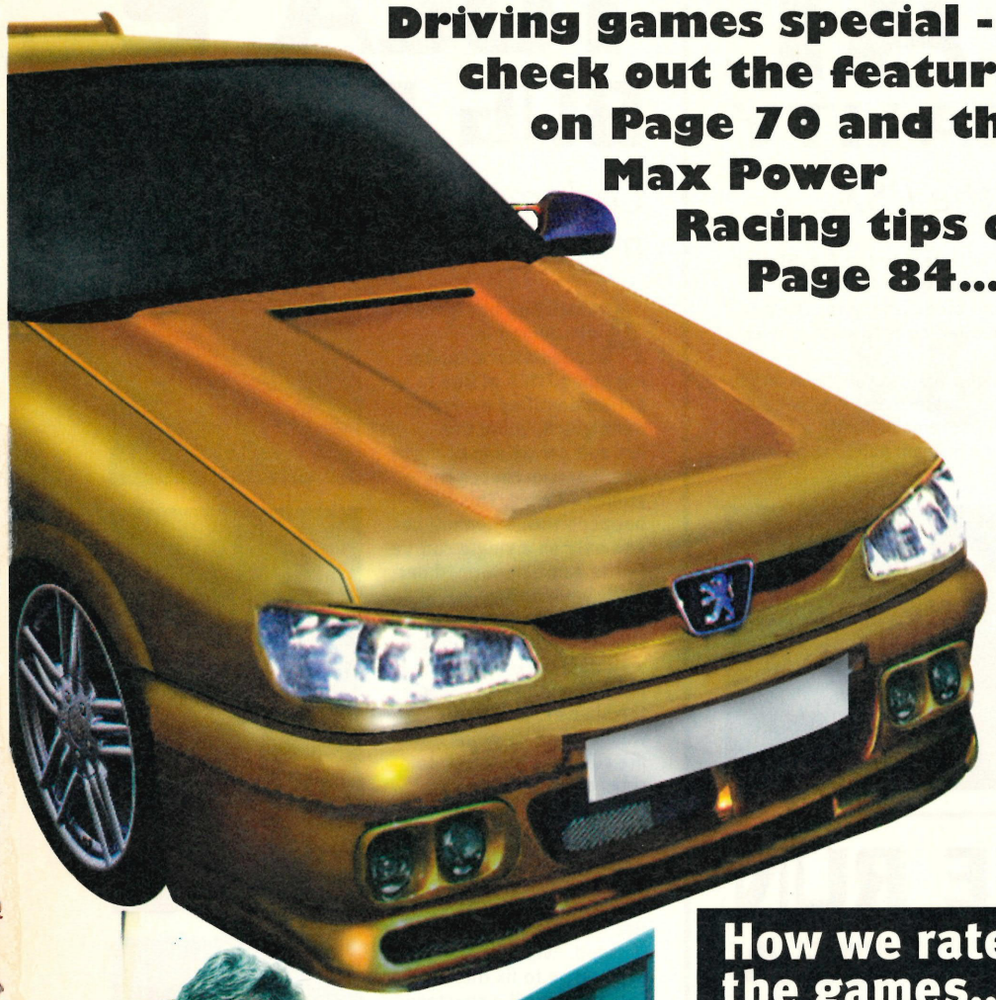
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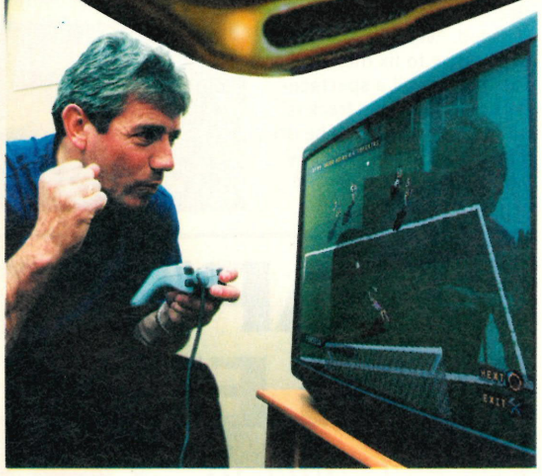



**Kensei - is it the best beat-'em-up ever? Find out on Page 32...**

# ents

**Driving games special - check out the feature on Page 70 and the Max Power Racing tips on Page 84...**





**Can you beat Keegan at his own game? Check out Premier Manager Nintey Nine on Page 50...**

## How we rate the games...

**90-100%**
A near-perfect classic; outstanding example of its genre.

**80-89%**
Not quite top-of-the-league, but great fun nonetheless.

**70-79%**
Still not a bad game, but considerable room for improvement.

**60-69%**
Significant flaws creeping in - think carefully before buying.

**50-59%**
Decidedly average - nothing to write home about.

**30-49%**
Hardly any fun to be had here. Definitely not worth buying.

**0-29%**
Disastrous - you won't want to play it twice.

# GAME GUIDE

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# signals

*More happening news from around the globe...*

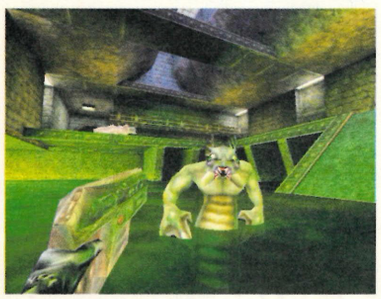
## UNREAL BECOMES REALITY

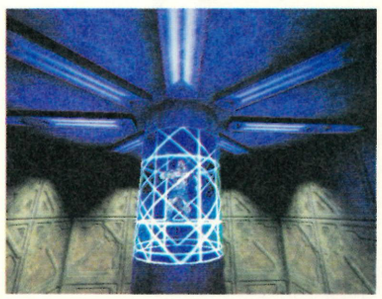
### *PC hit to be converted to the PSX...*

**GT Interactive are to convert the highly-rated PC title Unreal to the PlayStation. The PC mega-hit is an own-eye perspective Doom-style game featuring incredible visuals, hi-tech weaponry and buckets of blood and gore. The puzzles are involved and taxing too. The game will be developed by respected conversion house Aardvark.**

According to GT Interactive's Paul Fox, "There has yet to be a first-person game on the PlayStation that has lived up to expectations. The release of Unreal on the PlayStation will be all the more significant while the memory of the original remains fresh".

GT Interactive are also to convert Simis' helicopter flight sim Team Alligator, another highly respected PC title.





## EA HIT HOME RUN WITH SAMMY SOSA

### *US baseball star to endorse new game*

**EA Sports have signed baseball superstar Sammy Sosa for their forthcoming Triple Play 2000. Although hardly a household name this side of the pond, Sosa was awarded the title of Most Valuable Player in 1998, a top baseball honour. Terms of the agreement have not been disclosed, but Sosa will appear on the cover of the game as well as adding his baseball knowledge to the game developers for the 'ultimate in game realism and authenticity'.**

"I look forward to working with EA SPORTS on its baseball game", said Sosa. "I enjoy video games and am excited about adding my thoughts to the already-amazing Triple Play Series". Triple Play 2000 hits the PlayStation in time for the start of the baseball season, whenever that is.



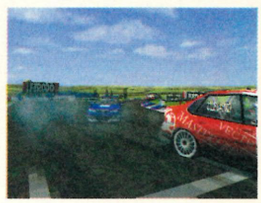


## TOCA 2 BUG FOUND

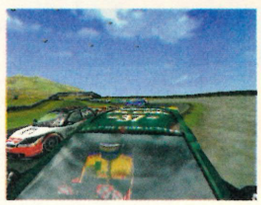
### *Codemasters admit to minor flaw in hit driver...*

**A small bug has been discovered in Codemasters' top racing game TOCA 2. Due to a yet-unidentified programming glitch, using the Renault car on one of the bonus tracks causes the game to freeze. This only happens with a Renault car and only on a single course.**

The game performed perfectly well during testing and was approved by Sony, who also missed the bug, with the flaw only coming to light when the game was on the shelves, and by then it was too late. Codemasters are currently looking into ways of fixing it, though whether a new version will be released and whether those who have bought the game already will be allowed to exchange it for a fixed version has yet to be decided. Even if it proves impossible to fix the bug, the game's still a spectacular drive - only one track is affected, and this can be driven perfectly well with any car other than the Renault.









## GRAPHIC VIOLENCE

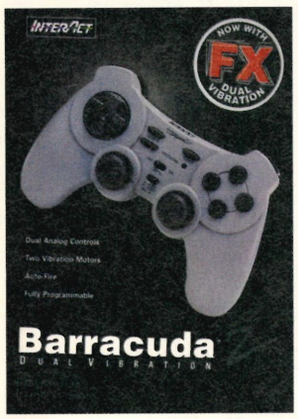
### *Res Evil comic to hit the shelves*

**A comic series based on Capcom's Resident Evil games hit the shelves in the US last month. Resident Evil: The Official Comic Book Magazine features all your favourite Res Evil characters and suitable amounts of gore. Unfortunately, there are no plans as yet to release it in the UK, but ask your local specialist comics dealer if he has it on import.**

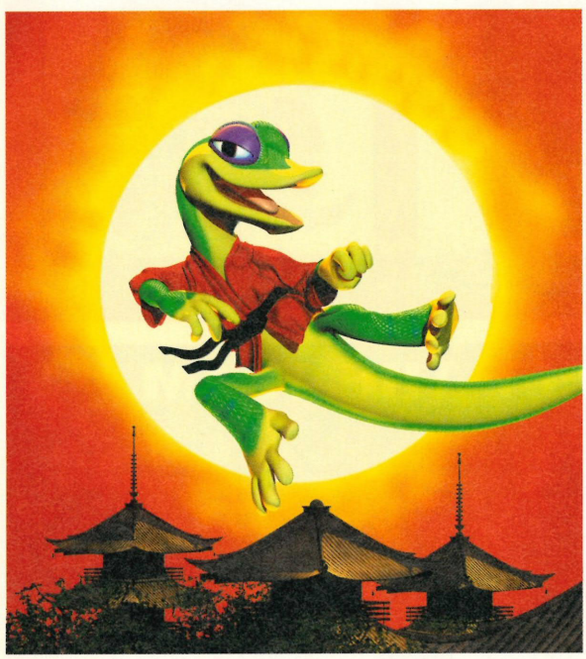


# INTERACT
## AVOID PAD PANIC
### *Compatability problem solved*

**From this month, games incorporating Dual Shock compatibility are to use a new protocol, changing from the standard MCU to ASIC type (whatever that means). This could cause problems if your old pad uses the old system - it might not be Dual Shock compatible when used on a newer game.**




Interact have two Dual Shock pads, the Barracuda 2 and the Dual Impact pad. Both of these use the new ASIC protocol, but a limited number of Barracuda 2s were manufactured and sold offering the old one, Interact being unable to recall and replace them in time. To rectify this, Interact have set up a helpline. Anyone who has one of these rogue pads can ring 0161 702 5010 for a special cable that solves the compatibility problem. This cable is supplied free of charge.

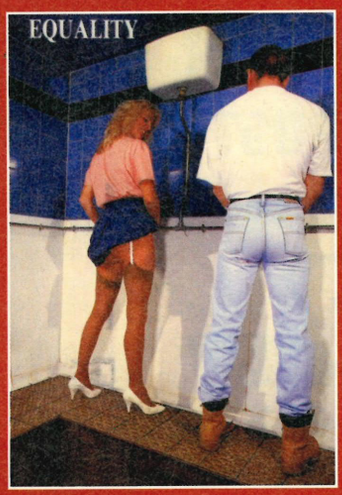


# A GEX
## IN THE HAND...
### *New toys based on gecko*

**Having bought out Gex publishers Crystal Dynamics, Eidos are to licence that loveable lizard Gex to electronic toy specialists Manley Toy Quest, who will produce a hand-held electronic game based on the gecko's adventures.**

Toy firm Resaurus have also snapped up a Gex license, this time for a series of action figures to be released in the US. Finally, a company called Troll are to produce a series of Gex books.

# POST TASTE
### *Entertaining picture postcards you send in as compo entries...*




**This month's Post Taste postcards are hilarious. I mean, even if you stayed at the Hotel Nelson, Norwich, would you send your friends and family a postcard that looked like this? It looks like a cross between a prison block and a dockside warehouse. Thanks to Libby Keirl for sending this, the worst postcard we got this month - she wins a few stickers and postcards relating to PlayStation games.**

There could only be one winner in the 'best postcard' category. Hayley Gee's tongue-in-cheek look at sexual equality had us in stitches. Unfortunately we ran out of really bad prizes, so we had t send her a half-decent one - she wins an Accolade baseball cap.



When entering one of our ace competitions, have a good, hard think about the postcard you use. If it's exceptionally good or downright crap, you could win an unexpected prize, albeit a particularly crap one.

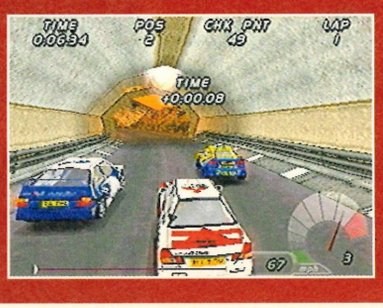
# TRIUMPH AND AGONY

**Colin McRae Rally/Tommi Mäkinen Rally (Rally Drivers)**

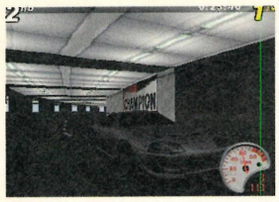


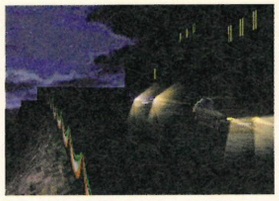

**What went wrong? How could a game released only last year be such a monumental disaster it couldn't hold its own with drivers two years older? Tommi Mäkinen Rally, reviewed in Issue Seven, was a monumental embarrassment which failed on every level.**

Taking the V-Rally approach, ie. rally-style driving but multi-car races instead of a realistic interpretation of the sport, the game also eschewed realistic driving physics. Every car handled the same, cornered like it was driving through treacle and seemed to float over the road rather than sit on it. The glitching had to be seen to be believed - the draw-in often covered the camera, obscuring your view altogether.




Only one issue later came the incredible Colin McRae Rally. It was very brave of Codemasters to recreate the genuine sport and have only one car on the track for most of the time, but it paid off beautifully with a technically superb game which offered an incredibly realistic driving model. Sigh - if only all games could be this good...





# MAX POWER
## PIPPED AT THE POST?
### *Grey import clouds top game*

As regular readers know, Infogrames' superb Max Power Racing (92%, Issue 13) was originally called C3 Racing, the 'C3' standing for Car Constructors' Championship. However, in the eleventh hour developers Eutechnyx struck a UK-only licensing deal with Max Power magazine, and the game became Max Power Racing in Britain, with the European version still called C3 Racing.

Unfortunately the European version of the game was released a month earlier than the UK game, and several copies were imported unofficially. Because they are made for the European market they're still in PAL format and therefore sold as official product rather than imports, leading to potential confusion.

Lacking the licence, C3 Racing doesn't offer the Max Power Project car (the big pink willie-mobile seen on last issue's cover). Apart from this, the two games are identical.

If you already own one of these games, don't buy the other. If you own neither, buy Max Power Racing. According to Eutechnyx, only a handful of copies of C3 Racing made it into the UK anyway, so it's pretty hard to find.







# TRIBAL
## RENAMED BLOODLINES
### *New name for Sony game...*

Sony's forthcoming 3D action game is now to be called Bloodlines. Previously known as 'Tribal', the game is set in the distant future where the global government savagely suppresses all forms of individuality, though a band of fighters cling to the shattered fragments of their former cultures and travel the world, testing their skills. Sony boast a mixture of strategy and fighting action for this one- to four-player offering. Bloodlines is due for release in April 1999.

# THQ TAKE THE BAIT
### *Fishing game coming to PSX*

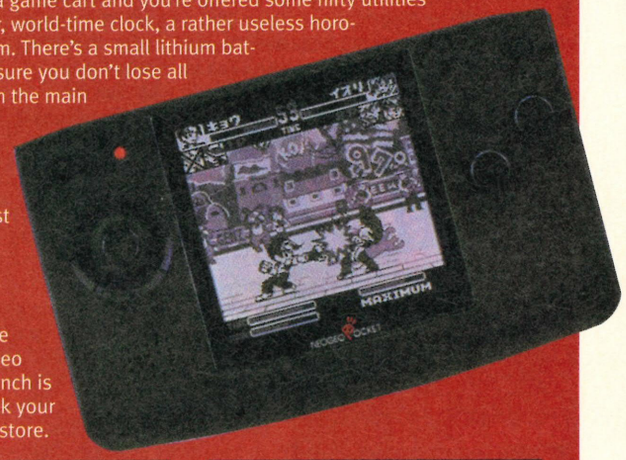
Software house THQ are to release a PlayStation game based on - fishing! BASS Angler Sportsman Society is to be developed by Paradox Development and will appear in the Winter of 1999.

# GADGETS

When it comes to hand-held games consoles the Nintendo Game Boy rules supreme, but not for long if SNK get their way. Their forthcoming Neo Geo Pocket, distributed in the UK by Fire International, features eight-shade monochrome 16-bit graphics and a resolution of 160x152 pixels - in other words, it's got better graphics than the Game Boy.

The console is tiny - it's only 12cm long and 7cm high, but still boasts 5x4.5cm screen. It takes only two AAA batteries too. Switch on the machine without inserting a game cart and you're offered some nifty utilities such as a calendar, world-time clock, a rather useless horoscope and an alarm. There's a small lithium battery in there to ensure you don't lose all your settings when the main batteries run dry.

The Neo Geo Pocket was launched in Japan on 8th October last year with five games available including Samurai Spirits, King of Fighters R1 and the football offering Neo Geo Cup. A UK launch is imminent, so check your local videogames store.







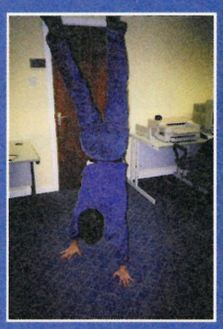



# MEET THE TEAM

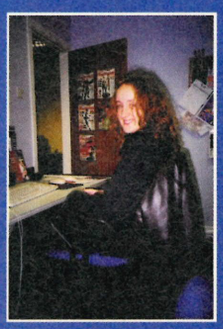
February - it's cold, wet and boring, but at least there's Valentine's Day... With the PlayStation's awesome graphics capabilities, the game characters are looking seriously superb. If they were real, some would look pretty horny too. Which PSX character would the team send a Valentine to, and why?



IAN
Apocalypse's POE for me. Not only is she based on a real person, but if she dances as hornily as she did in the game's cut sequences, she'd drive any man insane.



RUSSELL
Hong Yuli is damn attractive. The Drunken Fighter from Kensei knows how to knock 'em back while knocking 'em down. If she owned a brewery too; now that would be love...



CLAIRE
Tenchu's stealthy ninja Rikimaru for me. I like the strong, silent type, though I doubt he'd make a good lover. As a ninja, he's trained to get in and out without anyone noticing...

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Ball Blazer Champions
Bio Freaks
Bloody Roar
Bomberman World
Bubble Bobble
Bubsy 3D
Bushido Blade 1 & 2
Bust a Move 1, 2, & 3
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Carnage Heart
Cheesy
Circuit Breakers
Colin McRae Rally
Colony Wars
Command & Conquer
Command & Conquer: Red Alert
Command & Conquer: Retaliation
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Critical Depth
Criticom
Croc
Crusader: No Remorse
Dark Forces
Darklight Conflict
Dead Ball Zone
Dead or Alive
Death Trap Dungeon
Descent
Descent Maximum
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Duke Nukem: Total Meltdown
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Gex
Gex 3D
Ghost in the Shell
G-Police
Gran Turismo
Grand Theft Auto
Gunship 2000
Hercules
Hexen
Impact Racing
In the Hunt
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International Track & Field
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Lucky Luke
Machine Hunter
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Magic The Gathering Battle Mage
Marvel Super Heroes
Mass Destruction
MDK
Mech Warrior 2
Metal Gear Solid
Micro Machines v3
Monopoly
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Nuclear Strike
One
Pandemonium 1 & 2
Panzer Bandits
Parappa the Rapper
Pitfall
Pitfall 3D
Porsche Challenge
Poy Poy
Premier Manager 98
Pro Pinball
Project Overkill
Psychic Force
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Racers
Ray Storm
Rayman
Reboot
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Resident Evil: Director's Cut
Return Fire
Ridge Racer
Ridge Racer Revolution
Rise of Robots 2: Resurrection
Riven: The Sequel to Myst
Road Rash
Road Rash 3D
Rosco McQueen
San Francisco Rush
Shadowmaster
Shellshock
SimCity 2000
Skull Monkey
Soul Blade
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Spawn
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Star Gladiators
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Steel Reign
Street Fighter Alpha 1, 2 & Ex Plus Alpha
Street Racer
Suikoden
Super Puzzle Fighter 2 Turbo
Swagman
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
Tetris Plus
The Incredible Hulk
The Lost World
Theme Hospital
Theme Park
Three Lions
Tiger Shark
Time Commando
Time Crisis
Tobal No. 1 or 2
TOCA
Tokyo Highway Battle
Tomb Raider 1, 2 & 3
Tommi Makinen Rally
Toshinden 1, 2 & 3
Total Drivin
Total Eclipse Turbo
Total NBA 97
Treasures of Deep
Triple Play 97, 98, 99
Tunnel B1
Twisted Metal 1, 2 & 3
Victory Boxing
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Games
War Gods
War Craft 2: Dark Saga
War Hammer: Dark Omen
Warhawk
WCW Nitro
WCW Vs the World
Wing Over
Wipeout
Wipeout 2097
World Cup 98
World League Soccer 98
Worms
WWF in the House
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Mohamad Ali Abas, Huddlesfield
PLAYSTATION CONSOLE
Chris Goss, Barnsly
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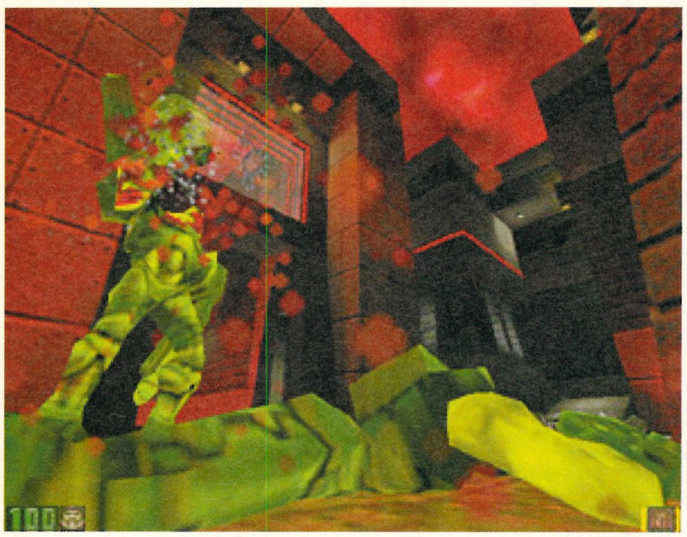
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*Insider info on future games...*







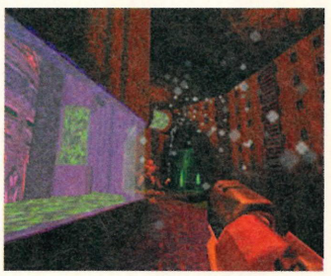


**PUBLISHER**
Activision

**DEVELOPER**
Hammerhead

**RELEASED**
TBA

*We're Quaking in our boots...*



# Quake

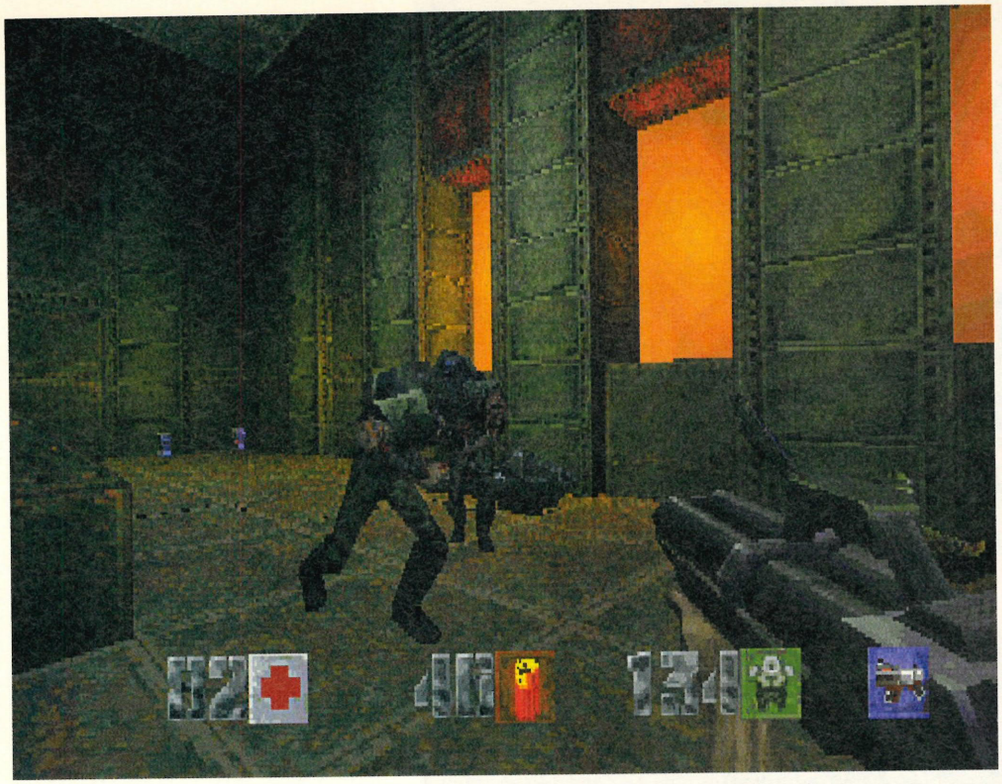


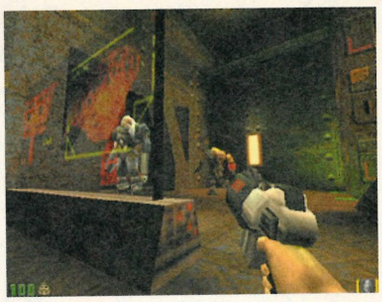
**Quake II, the mother of all first-person perspective shoot-'em-ups on the PC is coming ever closer to the PlayStation. Hammerhead, who are currently working night and day on the game, are doing what looks like a fantastic job considering they've had to re-code the game from the ground up...**

For those of you who don't know, Quake II was originally released on the PC in the last throws '97. It was met with arms outstretched due to the phenomenal success of its predecessor. Quake (as well as Quake II) is still played by thousands of people every day thanks to its network and Internet capabilities that allow people all over the world to play head to head in various different deathmatch and co-operative scenarios. Let's face it, Quake's strongest point was its numerous 'mano-a-mano' playing options, so how can we expect the game's sequel to be popular on the PSX when you can't play against people in another room, let alone people on the other side of the globe?

Basically, there are two reasons: Firstly, Quake II isn't actually a sequel to the original and secondly, Quake II is driven by a single-player mode that entangles the user in a story that unfolds as you progress through the levels. Just because the game is called Quake II, it doesn't necessarily mean that it is in fact a sequel. The dictionary says a sequel is something that continues the story of an earlier one, and that's just not how the relationship between Quake and Quake II is. The graphics, weapons and gameplay may have close similarities, but the game is essentially totally different.

The most fundamental difference is the inclusion of a progressive storyline (the first Quake had a minimal story), and











# II

let's be honest, it wouldn't be much of a PlayStation game without one. The idea is that you are a (male or female) Soldier in the Terran Confederation of Man who's goal it is to stop the alien invaders who are attacking Earth by travelling through a man-made portal to the home world of the invaders to shut down their military defences so that their main world-crushing weapon can be destroyed. If that wasn't a big enough task in itself, you soon realise that most of your comrades have been wiped out by the superior forces of your enemy and there are very few of you left to carry out the mission. This story is cleverly intertwined with the gameplay using a comms devise which constantly keeps you in contact with the remaining soldiers. They subtly give you hints as to your many individual mission objectives and help you through the earlier levels of the game.

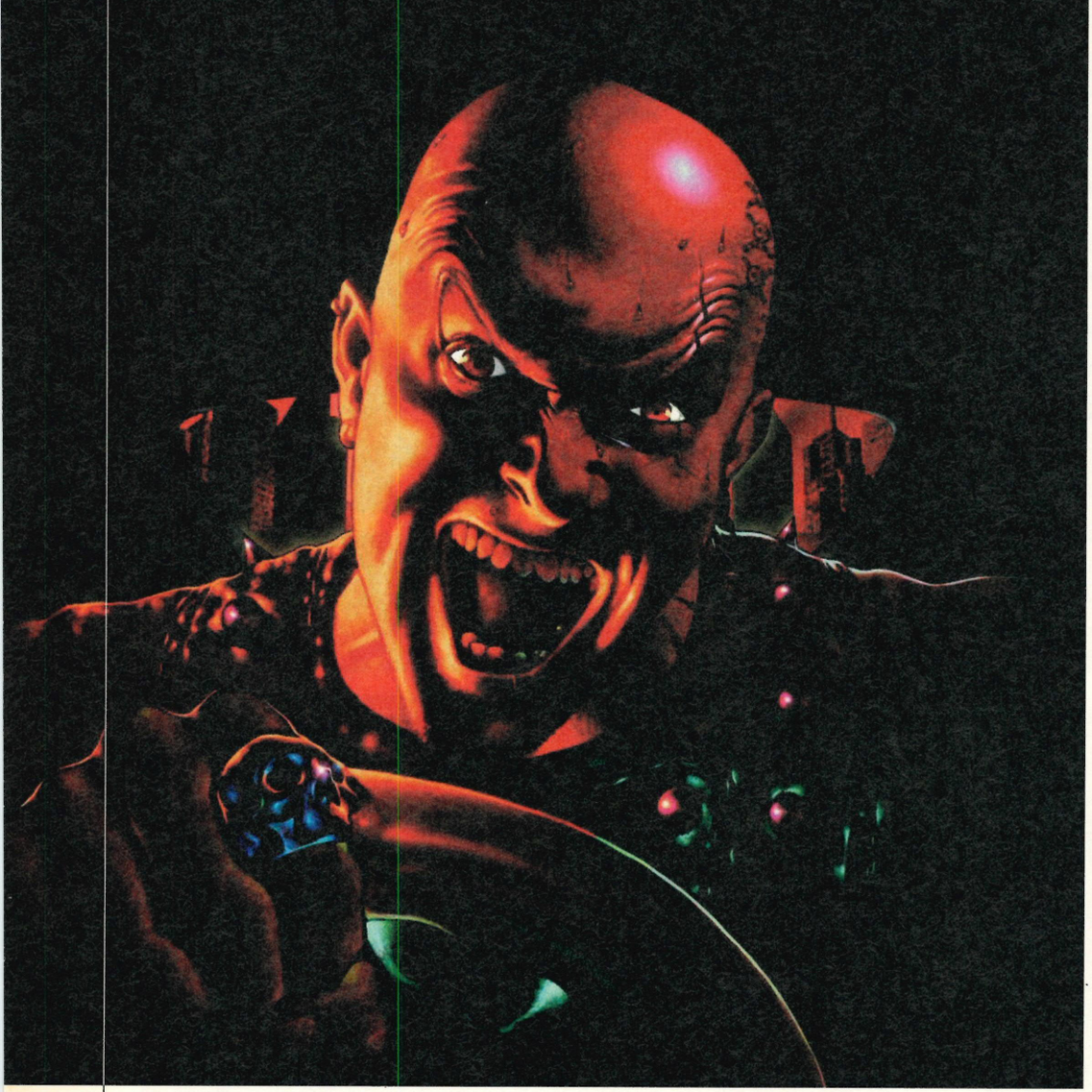
Although it has become apparent that the PlayStation will also have extra locations and missions for you to carry out, it is yet unknown how the storyline will be effected (if at all); on that we'll have to wait a little longer to find out. The actual graphics engine (originally created by Hammerhead for their Psygnosis-published Shadow Master) is pretty-much complete, it's just the level maps and the complex artificial intelligence that needs finishing off now (that and a lot of polishing) before we can see the finished product. As I'm sure you'll agree from the screenshots, things are coming along very nicely. Stay tuned for more information on the progress of the game. We're just looking forward to finding out how many players the multiplayer mode with cater for. We can only hope it's link-up too, but we'll just have to wait and see for now...





*Keep death ON the roads...*

**PUBLISHER**
SCi



**DEVELOPER**
SCi

**RELEASED**
April '99

# Carmageddon

**Carmageddon, one of the most eagerly-awaited PlayStation games since Tomb Raider III, is pencilled in for an April 1999 release. The game's title is now confirmed (it's simply 'Carmageddon'), as is the nature of the pedestrians the player must run over to win points. To keep the BBFC happy, these are zombies with green blood instead of humans.**

The PlayStation version of Carmageddon will, as stated in our Signals piece in Issue 11, feature the best levels from the award-winning PC offerings Carmageddon and Carmageddon 2: Carpocalypse Now. The PSX gamer races 30 other manic drivers across 30 huge race circuits. The game offers ultra-realism, full freedom of movement and top playability and a thumpin' soundtrack featuring Iron Maiden.

Taking to the streets in a classic Eagle Mk1 (whatever that is), you race characters from both of the PC titles. The cars feature realistic crash damage, their bodywork crushing and denting when they collide. The drivers all have their own personalities and racing styles, so learn who you need to watch out for. You can upgrade your vehicle's engine, armour and defences throughout the game.

The PlayStation version of Carmageddon offers features not seen in the PC offering. Watch out for a powered-up pick-up truck, a turbo-charged mini and even a cop car.

## Splat!

The single-player tracks promise to be extremely challenging. The scenery is very interactive, offering destroyable features as well as drawbridges, lifts, fake walls, concealed pits and trigger points which offer access to secret levels. Stages include city streets, a ski resort and a medieval stunt track. There's even a go-kart track in there too.



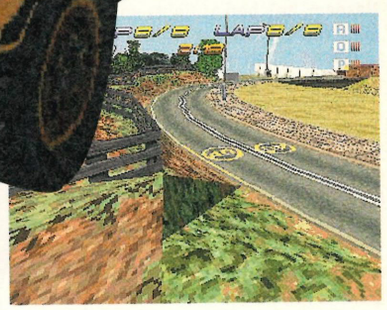














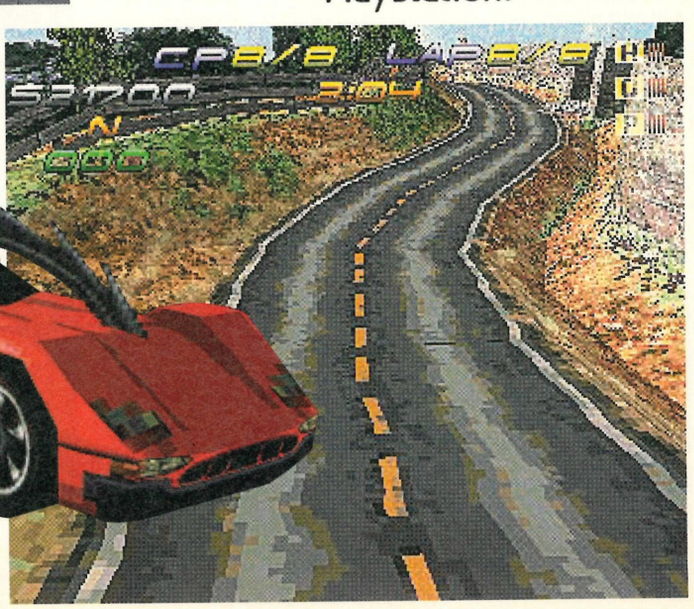





CARMAGEDDON

PlayStation.





Even more surprisingly, there are themed stages including a giant pinball table and an elevated speed track.

The zombies are made with polygon bodies and 2D animated limbs, which means their arms and legs can be literally torn from their sockets as you drive over them. There will also be animals roaming the streets, but what they are and whether they will be zombie or 'live' versions thereof has yet to be decided. There's more to the game than just running over other creatures, though. Look out for the Checkpoint Racing stage, where all cars compete and the last one through each checkpoint is eliminated, and Terminal Tag, where you must tag all your opponents before the timer runs out.

Other features included in Carmageddon PlayStation include full compatability with analogue pads and all steering devices, a comprehensive training level, a two-player split-screen mode and a wide selection of in-car weaponry. Sounds great - here's looking forward to a full review, coming soon...

# Prince Naseem Boxing

**PUBLISHER** Codemasters

**DEVELOPER** Codemasters

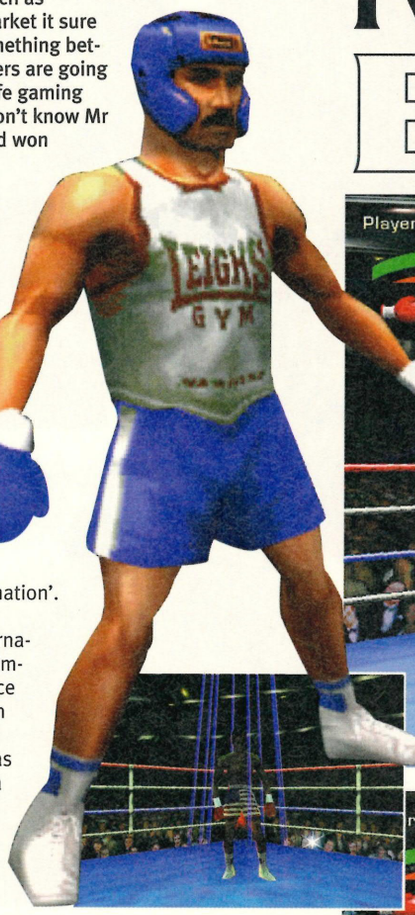
**RELEASED** March '99

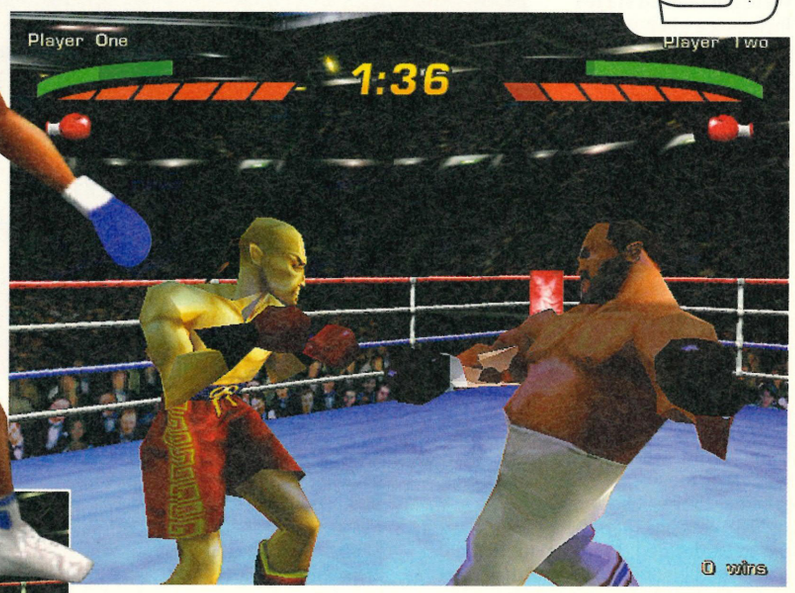
*With a bit of ducking and diving it could knock all other boxing sims to the floor...*

**Let's face it, with games such as Knockout Kings on the market it sure isn't hard to bring out something better, and apparently Codemasters are going to astound us with a true-to-life gaming experience. Just in case you don't know Mr Naseem, he's had 31 fights and won all of them, including 28 by a knockout (suppose he thinks he's something special).**

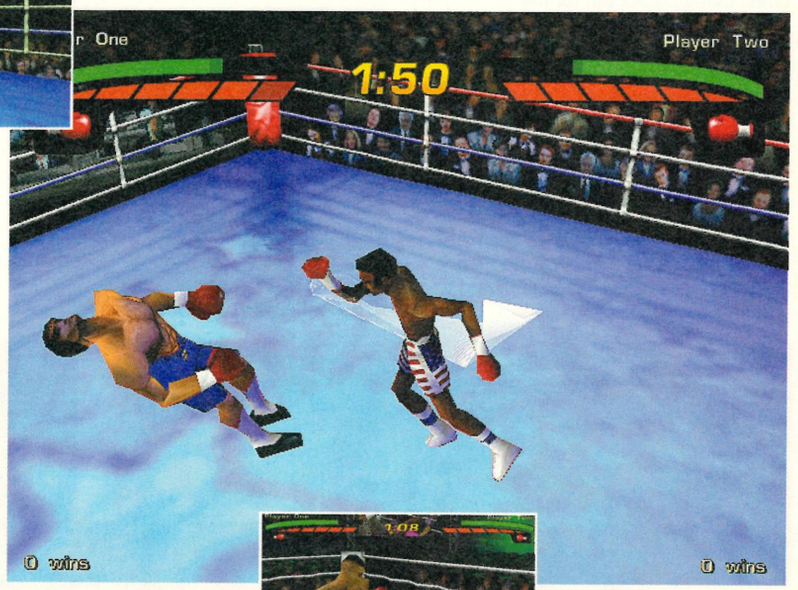
Prince Naseem Boxing has three different game modes; World Championship Showcase Boxing, Arcade Boxing and a management-style World Career Game. Gameplay is fast and furious and killer punches come flying at you from nowhere, all due to the fact that Codemasters have used an all-new advanced character animation system, which they like to call 'bespoke animation'. Sounds, erm; interesting.

There are 16 individual international boxers, including Naz himself, Slick Daddy Ellis and Bruce 'The Shadow' Chan. If you're in the one- to eight-player Showcase game, the player has to fight each of the boxers in a World Tournament League where winning a match against one unlocks another opponent to face.






## Flying Fists...

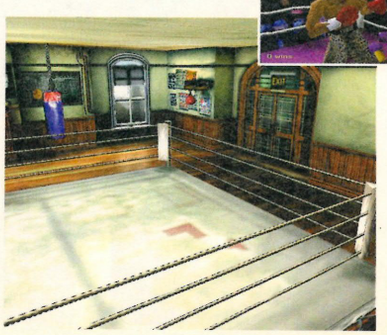
The Showcase game takes you around the world to 16 international locations ranging from nowheresville to full-on massive arenas in Japan, LA, Las Vegas, Germany, France and Russia. To slow down the pace a little, the World Game features a more strategic approach to the sport. There are 90 individual boxers, and you take the role of their manager and guide them through their entire careers. We hope this won't be as complicated or as dull as it sounds, as it apparently takes on a Tamagotchi-style approach, becoming a 'Boxergotchi' game of management. You have to feed your boxer and set out his training regime. Let's just hope that we don't have to clean up their mess after they've gone to the toilet.

There is also a separate Practice game, which is set in Naz's own personal training gym. His Majesty guides you through a series of tutorials and players are taught how to perfect skills such as defence, movement, punches and blocking and dodging.

Even if you're not really into Boxing sims, this one may be worth a look, but read our review first before making a final decision.













**PUBLISHER**
Bullfrog

**DEVELOPER**
Electronic Arts

**RELEASED**
TBA

*Now you really can take over the world and become a God...*

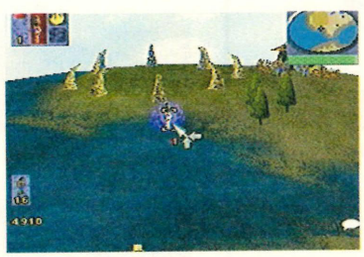
# Populous: The Beginning

**Hopefully it won't just be a case of 'seen it all before', and by the looks of it we'll be oh so pleasantly surprised. The third instalment of the Populous series has been on the production line for quite a while now, and Bullfrog has attempted to remix every single strategy sim that's out to conjure up the best game of its genre (what a way to start 1999!).**

In the very first ever Populous you took care of some tribal people by levelling the ground they lived on and by generally controlling their environmental conditions. You were their keeper, the person they turned to whenever they were having a rainy day. Because they were being so well looked after, the population flourished and more people were equipped to fight against the rival god's people. The second Populous focused on much the same thing, but boasted more commands and a bigger environmental variety. So with Populous: The Beginning, they had to do some creative thinking.

## Working Miracles...

A good place to start was the graphics, and this game, you might say, has had one almighty facelift. Everything except the people has been treated to some 3D, so now you can see the world from every angle possible and it can be manipulated as much as you want. You can destroy rivers, mountains and trees with just one command.



When you begin the game you play Shaman, who has a small following of people and just a few magical capabilities. Your meaning in life is to convert as many people as possible to your cause and become a god (something we would all like to do). Casting one of the 20 spells that are available is the best way to unleash your god-like powers, to destroy and to conquer.

It looks as though this is going to be the best Populous yet, especially as when it finally reaches our PlayStations we can take advantage of its new multiplayer features. Those of us who only have limited Populous experience will soon become experts as the tutorial guides you through the commands. With 25 worlds to conquer and the opportunity to play the role of a god, Populous: The Beginning is going to be worth waiting for, but don't forget to read our forthcoming review first.

**PUBLISHER**
EA Sports

**DEVELOPER**
Creative Assembly

**RELEASED**
Summer '99

# Cricket World Cup '99

*Bowl us another one...*



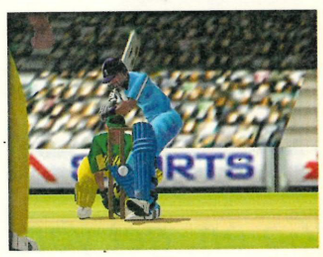
**Don't you just love a quick game of cricket? Well it's a good job really, as there's another one bowling its way to us for the Summer, courtesy of EA Sports who have managed to get hold of the exclusive license to next Summer's 1999 Cricket World Cup.**

In case you didn't know, the World Cup lasts for six weeks during May and consists of 42 matches. EA Sports have apparently represented all the games, along with the 12 competing teams including England, Australia, South Africa and the West Indies. They have also gone out of their way to make this game simple to play, so all we have to do is load the game and everything becomes clear (sounds too good to be true). The professional cricket game players out there won't be left empty-handed, though, as they're able to have complete control over every aspect of the game, including team and player's tactics and strategy.

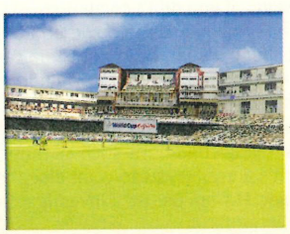


## Sticky Wickets...

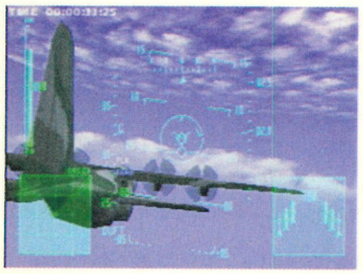
There are four different game modes, from the usual 'pick up and play' mode through to the full Captain Mode where players can play a full game using every tactic and strategy in the book. Cricket World Cup 99 is said to be the most accurate recreation of the game so far, which is quite an adventurous statement to make as we all know that Brian Lara Cricket has left some big shoes to fill. The flight of the ball has even been accurately modelled, including seam action, degradation of the ball, climate effects and there's even real spin on the ball.

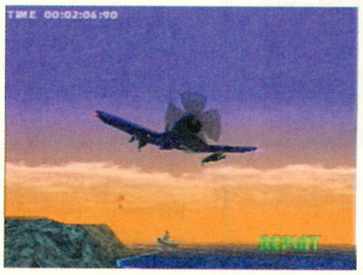


All we can do is wait and see if this one's going to be as good as EA Sports say it will be. They've added a lot of little quirks to make the gameplay a lot more realistic and unless they run into problems and the game's delayed their timing is perfect, for as the game hits the shop shelves, this year's World Cup will still be going on. Cricket buffs everywhere will no doubt be waiting for our review - never fear chaps, as soon as we have it we'll give you our verdict.

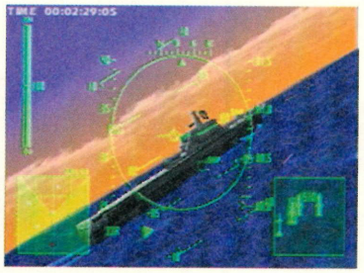








**PUBLISHER**
JVC

**DEVELOPER**
JVC

**RELEASED**
March '99

# WingOver 2: Tactical Flight Academy

## *Go on, get your WingOver..*

**Get ready for a rough landing, as this JVC sequel is about to crash down to earth, and hopefully it won't be with a bang like most of the other flight sims we've seen. On your second flight, you're being sent back to the Tactical Flight Academy where you undergo some vigorous retraining so you can become the all-time best pilot.**

If you manage to complete your exams successfully, the aerodrome's 28 different aircraft are at your disposal. However, if you don't come up to scratch on your exam papers, you're stuck with flying the extremely underpowered Cessna.

Because the flight school isn't cheap, you have to get some cash together yourself by getting a job on the side. Again, the better pilot you become, the more money-making schemes you're offered - anything from flying tourists on a trip around the island to escorting the Presidential 747 through hostile territory.

WingOver 2 also boasts all new flying conditions such as thunderstorms, cloud level, sunspots and night flights. It's a mystery as to what else the game entails. Hopefully JVC aren't keeping it a secret from us; we'll investigate and give you an update in a future issue of EPM.

**PUBLISHER**
Empire Interactive

**DEVELOPER**
Empire Interactive

**RELEASED**
Summer '99

## *The most realistic golf sim?*

# The Golf Pro

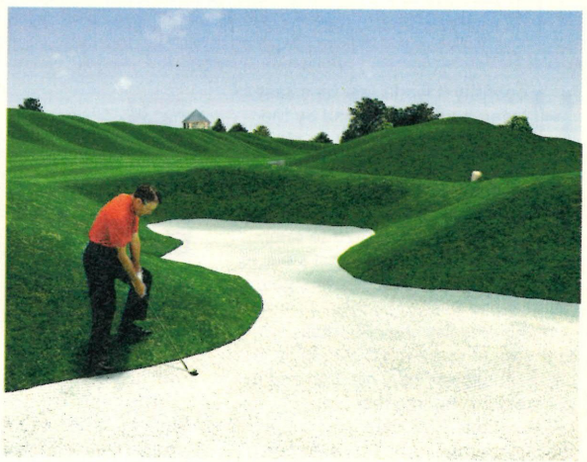
**A low drive into the wind, a draw with a six-iron, a long pitch onto a fast green, an explosion shot from a deep pot-bunker twenty yards from the pin - according to Empire, these tasks are no problem for The Golf Pro.**

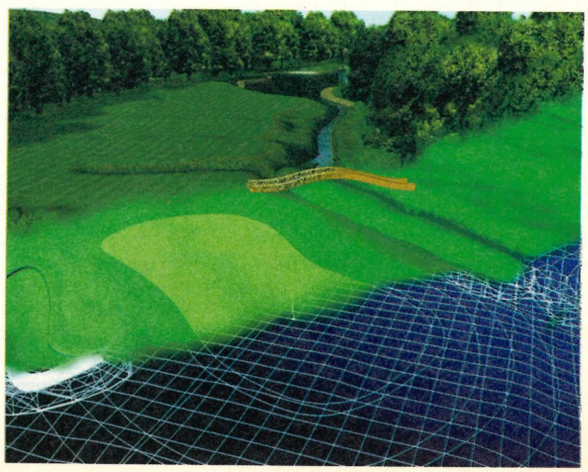
The game features a 'realistic swing system' which is more than capable of handling even the most complex of shots. This is achieved by allowing the player to use the pad or a mouse as if it were a club.

With impeccable attention to detail, two of 'the most interesting courses in the world' (St Mellion, Cornwall and Hilton Head, South Carolina) have been reproduced by teams of three men, who each spent six months photographing every detail of every hole, the results helping the graphic artists and 3D modellers to create incredibly detailed reproductions of the actual courses. The golfer's animations haven't been neglected either, with over 90 different p[layer swings and over 20,000 frames of animation.

The Golf Pro is designed to cater for both the casual gamer and the hardcore golf freak. It boasts an 'instinctive learning curve and handicapping system', and also a comprehensive tutorial mode with tips from top golfer Gary Player. These tips are available throughout the game if you switch on the commentary option.

The Golf Pro's looking pretty good so far, but with only two 18-hole courses on offer, they have to be something special. Watch out for a full review, soon.














**PUBLISHER** THQ

**DEVELOPER** THQ

**RELEASED** March '99

*Be part of the smash hit TV show!*

# Rugrats: Search for Reptar

**A great one for the kids is coming your way in March, courtesy of THQ. It coincides with the movie that's currently slated in for a release in cinemas on the 26th March. On the PlayStation, Rugrats: Search for Reptar could be THE item of Rugrats merchandise this year and is on the way very soon.**

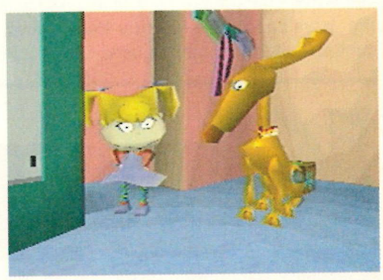
The game allows the player to take control of most of the characters from the series in a third-person arcade adventure romp aimed specifically at the younger gaming market. Players visit recognisable locations like the park, the mall and the Pickles' own home, which have each been painstakingly reconstructed in glorious 3D.

## Game For a Laugh...

There are four 'Activity Games' you can choose to take part in instead of the main game objectives. The first is Mini Golf, where you can take your choice of character around nine holes of wacky and colourful fun. You can compete against a number of human players to make the activity even more enjoyable, even though the course is challenging enough to play alone. Next three activities are all based on racing. There's the Egg Hunt where you must find all of the Easter eggs scattered around the house within a specified time limit. This is similar to the Gold Rush where you must find coins scattered around the park playing area. Finally, you can take part in the Cookie Race where you must race Angelica from one end of the house to the other around a course to get to the kitchen first. The winner of this race gets to munch on all the cookies in the pot (I'm sure the kids will love it). You also find a Training Mode in there too, to help out the youngsters get to grips with the controls (not that they're particularly complex anyway) and play some more fun games like throwing pies at Angelica.

Graphically things are looking very promising. All the characters are well portrayed and convert well to the game. This would be nothing without the vocal talents of all the show's cast taking part to add ambience and fun to the game. They pass subtle comments as you play and help make up the 80-odd cut sequences that are used to reward players and make the sort of storylines that make the show what it is today. Stay tuned for our in-depth review soon.





# YoYo's Puzzle Park

**PUBLISHER** JVC

**DEVELOPER** Irem

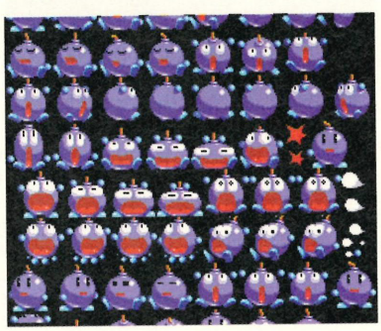
**RELEASED** March '99

*Walkin' the dog...*

**It's a case of Bubble Bobble meets Super Bomberman in this new rotating 2D platform game. Battle your way through 124 levels of explosive bomb-blasting action which kicks off at Gussan Paradise, a fantasy theme park that has been overrun by evil forces.**

If you choose to have a two-player game, you have the choice of playing together as a team or against each other and to make it a real battle, there's an abundance of power-ups and gadgets to help blast each other to pieces.

The Japanese developers say there will also be a lot of 'abnormal' levels, which could be worth a look and if it really is as they say, a mixture of Bubble Bobble and Super Bomberman, it's bound to be a hit.











**PUBLISHER** Eidos

**DEVELOPER** Krisalis

**RELEASED** February '99

*Have you got what it takes?*

# FA Soccer Manager

**As we all know, Eidos were the brains behind the Champion Manager series on the PC. And now, for all the girlfriends out there, they're about to release a football management game for the PlayStation during the month of Valentine's Day. So no romantic nights in anymore, just boy's games - sorry!**

FA Soccer Manager is the only management simulation which is licensed by the FA. They worked together with them, to gain information on all of the players' wages, contracts, bonus structures and general 'behind the scenes' goings-on, so they could create one of the most true-to-life soccer management sims released. The game is said to be user-friendly with in-depth statistics, facts and figures and a huge database of players.

The in-game commentary is done by Brian Moore and the game will, like Player Manager Ninety Nine, have highlights from the games your team has played. If your team hasn't been doing too well in the leagues, you can always sell the offending players and buy another one, or even take out one on loan!

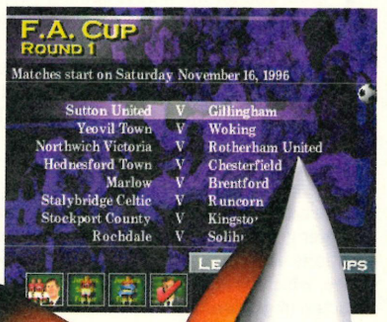
Once you have chosen your dream team you're ready to begin thinking about your tactics for your first game, but don't worry if the match isn't going to plan because you can give your players new instructions anytime during the game as well. Let's wait and see if this management sim is as good as some of the others that have been done recently. Who knows, many people may consider changing their chosen career paths.











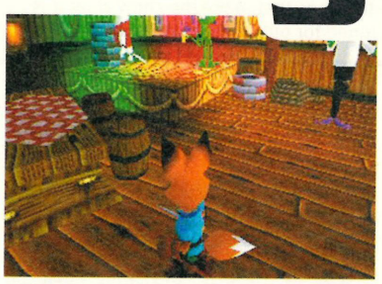






# Kingsley





**PUBLISHER** Psygnosis

**DEVELOPER** Psygnosis

**RELEASED** May '99

*A fox who fights back!*

**It looks like it's for kids; colourful, cute and cuddly, but hey, who are we to resist such charms? Saddle up for a magical trip through the cartoon world that is Kingsley. This game is looking like a lively one, conjuring up a breathtaking fantasy world with a mixture of puzzles, exploration and swashbuckling - just the right amount of each for the younger-generation of gamers.**

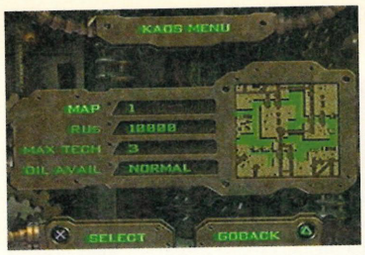
Just wait until you see the hero of this game; he's a loveable fox-cub and apprentice True Knight (ahhh). Only this unlikely hero can protect the Fruit Kingdom from the evil Bad Custard (let's face it, we've all had a bit of that!), who is a devious wizard who uses the stolen Book Of Magic for his evil ends.

Kingsley's quest begins in Carrot Castle where he undergoes his training on how to use a dagger, sword and a crossbow. Then he's ready to be on his merry way into the big wide world, where an abundance of animal characters await, some friendly, some intent on cutting our cute cub down to size. To become a True Knight, Kingsley must collect all the objects he finds on his journey, especially if he is going to be prepared for the final showdown against the dastardly Bad Custard.

This game will be set alight with striking indoor and exterior locations, as well as loads of special effects and irresistibly neat touches. According to Psygnosis the adorable animal characters look beautifully animated, while some of the environments include a sun-kissed tropical beach, woodland covered with lush swaying trees and the colourful corridors of Carrot Castle itself. In total, the adventure is set in five castles, four dungeons and two islands, with rain, snow and even the odd shooting star thrown in for good measure. Graphically, this game is anything but kids' stuff!

Kingsley is going to bring together an enchanting storyline, conversations with an enormous cast of animal characters and simple-to-grasp gameplay, mixed with a little challenging combat and puzzles. Young PlayStation owners will fall backwards at the cartoon look which just adds to such a spellbinding experience. Have we sung its praises enough already? Look out Spyro, a new King of Cuteness may be ready to take the throne!









**PUBLISHER**
Infogrames

**DEVELOPER**
Melbourne House

**RELEASED**
March '99

# KKND Krossfire

## *It's time for another update. Here's some new info on this Command & Conquer-style strategy game...*

**What is it with people and their tendencies for violence? Some of us just don't know how to live life peacefully. The Evolved think that they have total control of their planet; everything they do is for their home world. They nurture it and breed killer beasts on it. But the survivors think that the planet belongs to them as their technology is far superior to anyone else's. And then there's the Series 9 robots who think that no kind of humanoid shall ever own their planet.**

KKND is already getting well known world-wide as being a fast and furious strategy game on the PC, but this version has been developed specifically for the PlayStation! It looks very arcade-like and has the facility to play multiplayer battles with two human and one CPU player. Along the way you come across nasty-looking beings with gigantic scorpions for friends.

In your battle to take over the planet you can choose from over 40 single or multiplayer missions on which you're briefed as to what to expect while you're out scouring the planet for the enemy. Along the way you also have further help from the on-screen text which can be quite humorous at times. All of the missions involve a quick start and a very violent finish.

You can also choose which side you want to play, the Survivors, Evolved or the Series 9 robots. This will be the only strategy game which gives the player a choice of which army they wish to use and each unit is unique.





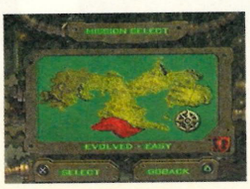


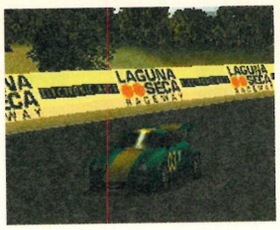


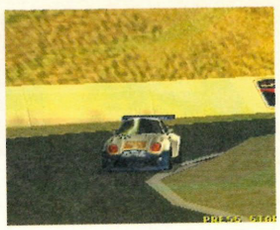

A special Kaos Mode has also been included in the game, which gives the players a ready-to-fight skirmish game on one of the ten custom-built maps. This mode is probably going to be best with two players as you can go head to head taking part in some split-screen aggression.

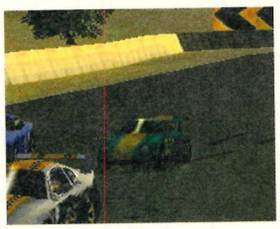
There's plenty of land and amphibious units and stacks of air, so that each team has an abundance of resources to quickly build up their armies to make the game as action-packed as possible. But the secret is said to be in the organisation of your army and how well you arm them as you go through the game.

A full review is on the way very soon and the more we get to know about the game the more convinced we are that it will be a hit with all those of you that enjoy a bit of strategy in your lives. Don't forget, though, that nothing's carved in stone until we give it a detailed once-over; only then should you go out and spend your hard-earned cash.











**PUBLISHER**
Electronic Arts

**DEVELOPER**
EA Sports

**RELEASED**
Spring '99

## *Driving your dream car...*

# Sports Car GT

**The race is still going on for the best racing game on the market, and EA are hoping to be in contention with this new release. So buckle up your seat belts and put on your helmets as you are due for your turn behind the wheel.**

All of the cars featured in the game are from last year's racing season at The Professional Sports Car championship and EA have worked together with the organisers and sponsors so all of the cars are authentically recreated, including the Panoz Esperante.

Every racing track and car has been designed to their exact specifications, and not only that, but the real-life drivers of each of the cars have had their driving styles simulated to make the game even more playable, so you don't just choose your car for its greatness but also for its driver.

The courses on the circuit include ones from North America and Europe and have very detailed trackside areas and the backgrounds are designed to incorporate specific climates and surface physics such as dirt and grass (much like any other decent racing game really).

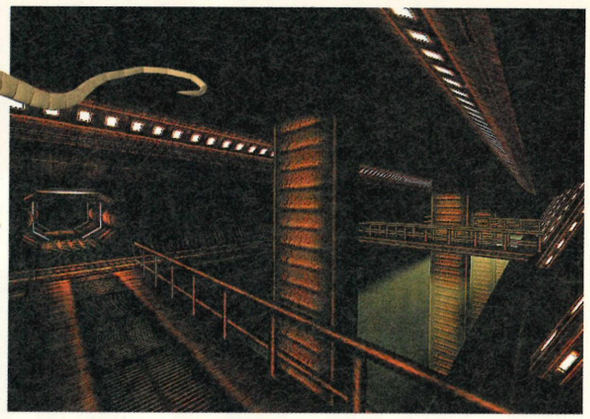
There are over 50 cars to choose from including the Marcos LM-600, Mercedes CLK GTR and the BMW M3, so you will probably spend half your time flicking through the screens not being able to make the tough decision on what car to pick. Not a lot of info has been disclosed about this game, but as the first buds of Spring appear, EA will no doubt send us some further details. As soon as we receive them, you'll be the first to know.

# Alien Resurrection

**PUBLISHER** Fox Interactive

**DEVELOPER** Argonaut

**RELEASED** Spring '99



*If you were biting your nails in the film, wait until you see the game...*

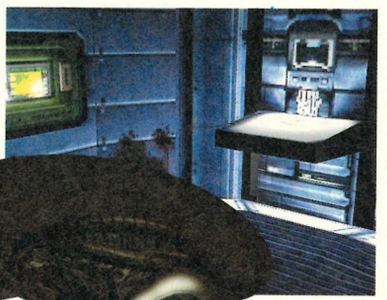
**All right, so it's not out yet, but here at EPM we're already shitting ourselves at the prospect of seeing it. In the movie the aliens swam, bled acid and generally ripped every other living thing to death. Actually, they even killed each other at one point. Sigourney Weaver kicked some bad alien ass, even though she was half alien herself. She even had a maternal moment with a really ugly looking beast.**

Now you will soon be able to take on the role of Ripley and go running around flame-throwing the aliens yourself; sounds promising! Fox Interactive are, as we speak, still creating the fast-paced, action-packed adventure and they're promising to deliver a spine-chilling game as horrific as their movie.

Look forward to diabolical amounts of firepower, the scariest ever alien being to grace the PlayStation and the highest level of excitement and acid-dripping realism we have ever seen. Not only that, it also has sound effects and dialogue taken directly from the epic movie which suck the player right into the centre of the action. The only way you have a hope of surviving is if you use both mind and muscle-power to overcome the deadly evil that awaits.

When you enter this nightmare of a game, you find yourself on the vessel Auriga, and all is not well. Something has broken loose, with only a bloody aftermath left behind. Inside the half-destroyed spacecraft, the mental Dr Wren is not far away from being able to transfer his demonic cloning experiments to Earth and while all this is happening, aliens are running riot infesting the ship and killing what remains of the ship's survivors.



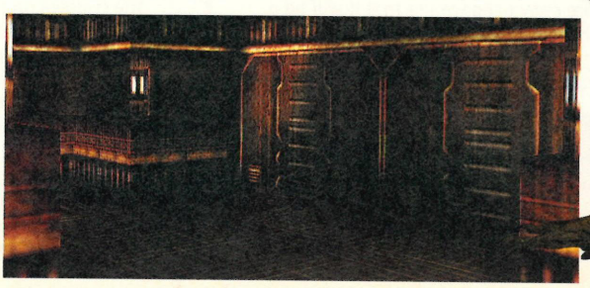


## Blood & Guts...

You can choose from five different playable characters. As the evil takes hold in a heart-pounding third-person perspective, you must think on your feet and fight fast through 13 gut-wrenching levels. One of the only things that will help you is to keep a cool head and to use your high-powered weapons and lightning-fast trigger finger to fend off the non-stop attacks from the hordes of aliens which sniff you out.

Your environments are fully destructible, which gives you ample opportunity to blast at anything and everything in sight, just in case there's the odd creature hanging off the ceiling. With the aid of Father, the ship's talking computer, you must complete your set tasks and individual missions assigned to each of the levels to put a stop to Dr. Wren's mutated human embryo experiments before the ships docks at earth.

Are you scared yet? You soon will be, the only problem is that we'll have to wait until March to buy it. Save your money, people, as this one could be worth every penny.



### ALIEN TAKE TWO...

**If the game is going to be anything like the film, we're in for a box office smash. But it's the characters that make a film (as well as the aliens), and there's no shortage of personalities in the film. Below are just a few of the heroes; it's just a pity that not all of them made it out alive.**

ELLEN RIPLEY: SIGOURNEY WEAVER
Mad scientists manage to clone Ripley on their eighth attempt by using her DNA. When they were finally successful, they extracted the Alien Queen which she was carrying and now they're using it to conduct experiments on the Auriga. Little does everyone know that Ripley has undergone some changes herself.

HILLARD: KIM FLOWERS
The pilot of the Betty, she's having a bit of a fling with Elgyn. And why not? She's known for her charm and good looks, as is he.

VRIESS: DOMINIQUE PINON
This guy is the Betty's chief mechanic and even though his legs are paralysed, he doesn't let that interfere with his role. As the film progresses we're given clues about his feelings for his co-worker, Call, but is doesn't seem as though those feelings are mutual.

CHRISTIE: GARY DOURDON
The Betty's answer to the Terminator, Christie is very self-assured and he never gets stressed during a crisis - even in the most difficult of situations.

JOHNER: RON PERLMAN
Johner has got a very mean streak, but sometimes during the film you can see a big softy just trying to get out. He's also quite funny on occasions, but when it comes to a good clean fight, he's no match for Ripley!

ELGYN: MICHAEL WINCOTT
Smart and resourceful, Elgyn is the leader of the group. He is into a few shady deals (as you'll discover), and when it comes to his cargo that he brought to the Auriga, he probably wishes that he'd got an office job on earth.

CALL: WINONA RYDER
Call is a tough one, and near the end of the film we find out her secret and discover the pain she is going through whilst being around her friends and seeing the disaster which is happening around her - but will Ripley trust her?




**PUBLISHER** Activision

**DEVELOPER** Microprose

**RELEASED** March '99

*It's time to take over the world...*

# Civilization 2

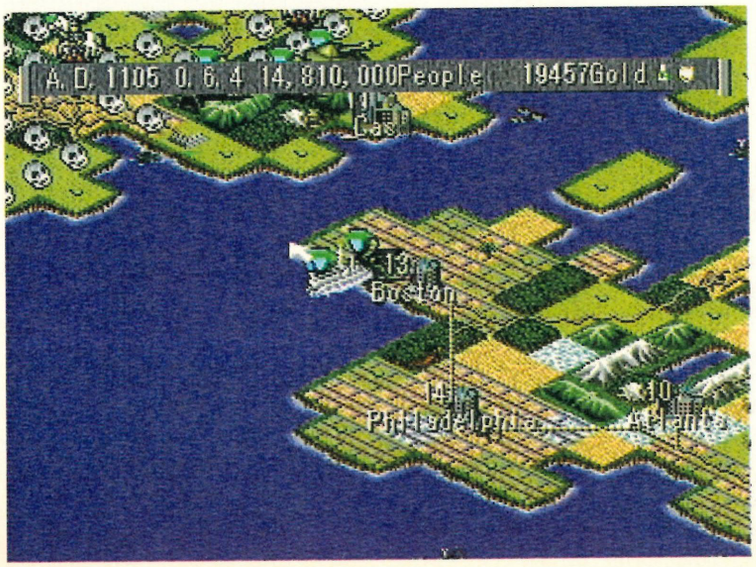
**Ever wanted to experience the thrill of creating your own empires and conquering the world? Well in March, you'll be able to with this new release from Activision.**

Civilization 2 is a world-building strategy game (if you hadn't guessed by now) that challenges you to build an empire through political, social and economic decision-making. Command powerful armies and employ 6020 years' worth of weaponry to defend the new empire and defeat all your enemies to achieve one of your two main goals: world domination or the colonisation of another planet.

You begin as the leader of a very primitive tribe where you must begin to build a society using one of eight forms of government, including fundamentalism, a democracy or monarchy. As your empire flourishes you must turn your attention to carrying out research on developing principles of technology, law and science. You can then be glorious by constructing 28 Wonders of the World, including Leonardo da Vinci's Workshop or the Statue of Liberty.



Wow. It all sounds very deep and meaningful, encountering historical leaders and influencing history's landmark events by playing in scenarios based on some of the most amazing eras of mankind such as World War II and the Roman Empire. This doesn't just sound like a strategy game, it's a history lesson! Take a look in a future issue to see exactly how this game transports us back into time.



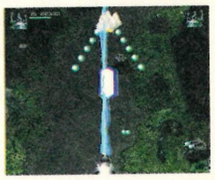

**PUBLISHER** Psygnosis

**DEVELOPER** Psygnosis

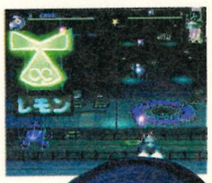
**RELEASED** March '99

# Retro Force

*May the force be with you...*







**Get your guns and battleships at the ready, because on the 12th of March Psygnosis are putting us in the thick of the action in a 2D classic-style shoot-'em-up, played within a true 3D world. Retro Force will have three degrees of difficulty and around 15 levels in four different worlds to shoot your way through. There are also four play modes: single, two-player, team battle simultaneous play, four-player turn-based arcade battle and two- to four-player turn-based relay battle. So that's at least 24 hours of gameplay already.**

Players can take their pick from one of the four heroic pilots, Hawtin Raydar, Paris Tetsuo, Pi, a three-foot tall blue cat (strange) or Sinclair, a robot. All of these pilots are members of the elite combat team Retro Force. As you progress through the levels the plot unfolds, pitching Retro Force against a huge alien mothership which is intent on destroying the world. The battle escalates across space and time as the two sides are transported across millennia in the hope that they will reign supreme.

Each character has his own spacecraft individual to him, and each ship is heavily armed with six permanent weapons. Three types of bombs and three types of firing blasters combine to keep the action fast and furious. As the game continues, power-ups can be collected which can increase your level of firepower by up to five times. Just some of the things you can collect are homing missiles, a force field, forward-firing rockets and a plasma ball generator as well as extra lives.

There are four main bad guys, or end of level guardians, along with a few smaller mid-level bosses to kill. But your ultimate goal is to defeat Kyati, who pilots the four main guardians which come in the shape of a huge flying robot, a UFO and a Robo-Spider, with the final battle of the game being against Kyati himself. Keep your trigger fingers on standby, pilot, as EPM will be boarding the mother-ship herself in an up-and-coming issue to check out Retro Force's gaming capabilities - EPM over and out...











*Strike true young Knight, and your fate will be sealed (or something)...*

# Guardian's Crusade

**PUBLISHER**
Activision

**DEVELOPER**
Tamsoft

**RELEASED**
March '99



**The idea behind this innovative-looking Action/RPG is that you play the part of a young Knight who's quest it is to find the mysterious origin of a lost monster. You must try and guide the monster to the Tower of God, a journey which takes you through many locations including dozens of cities, villages, castles, dungeons and even vast oceans. As you progress through the game the true nature of your quest (and its size) becomes apparent as well as the secrets behind the monster and the world you live in.**

Activision tell us the game is being made to be accessible to a wide variety of games-players as it boasts an easy to use control system and an in-depth storyline that keeps you coming back for more. This sort of addiction is what games like Final Fantasy thrive on, and Activision hope it will work for them too.

It's not all easy controls and story, though; the game's mysterious monster character has a unique 'development system' which basically works similarly to a Tamagotchi. Depending on you actions and interaction with the monster it can transform into 14 possible variants, which will hopefully effect the gameplay and storyline of the adventure. You are set to encounter more than 100 different characters on your quest, including monsters and sub-game bosses which are capable of using up to 155 different attacks.

Things are looking pretty good so far, and we're sure you'll be seeing a lot more of Guardian's Quest in the near future. Stay tuned, RPG fans...

**PUBLISHER**
Grolier Interactive

**DEVELOPER**
Glass Ghost

**RELEASED**
Easter '99

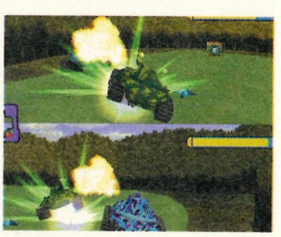


*Causing irreparable damage...*

# Tank Racer









**Do we fear change? I don't think so. All those flashy, go-faster-striped sports cars have been taken to the scrapyard and are being replaced by tanks which will be able to blast everything that crosses their path, even if it's a fellow tank driver - heh heh!**

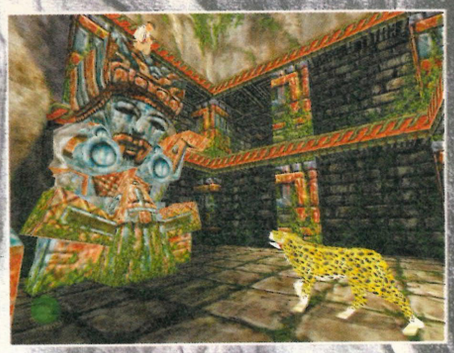
The object of the game (oh, you mean there's more to it then just blowing up stuff?), is to get the best track time and to win the race. To help you along the way, you get to choose the best out of the 15 tanks available, and once you're on your way, there are numerous power-ups to find and weapons to uncover.

There are four different modes of play. In one-player mode you can take part in a championship, in which there are three progressive levels to complete. If you want to have a single race you have to beat the clock before it beats you, and in Multiplayer you battle against your opponents to see who can destroy each other first. There are 22 different arenas and tracks to race around in Race Mode, which include a peaceful English village - it probably won't be so quiet once you've shot your way through it.

This game sounds as if it will be a smashing success, with loads of spectacular special effects, from reflection-mapped tanks to pressure-sensitive skidmarks and shattering destruction effects - a racing game surely shouldn't be this cool!







*It's time to don a Cowboy hat and loosen your whip; Indy's arrived...*

# Indiana Jones and the Infernal Machine

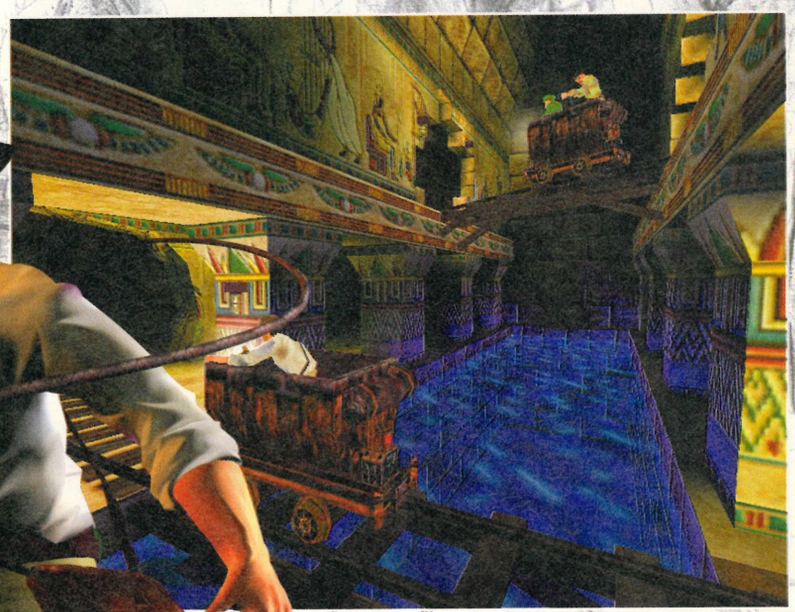
**PUBLISHER**
Activision

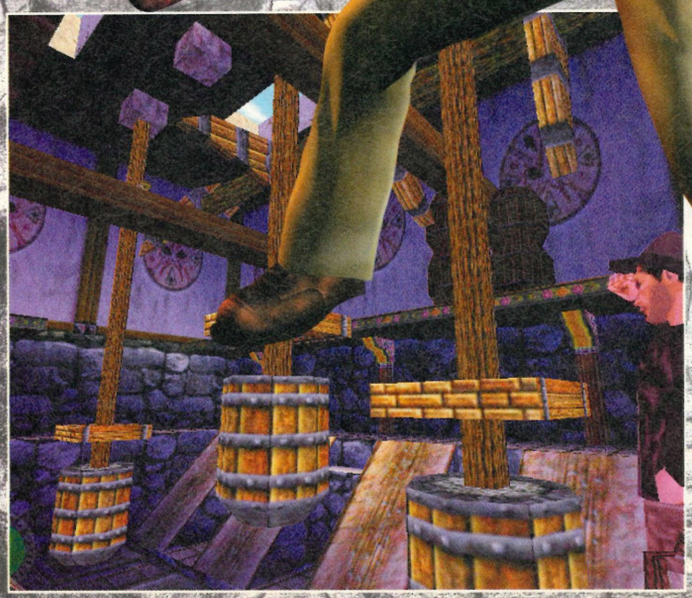
**DEVELOPER**
Activision

**RELEASED**
TBA

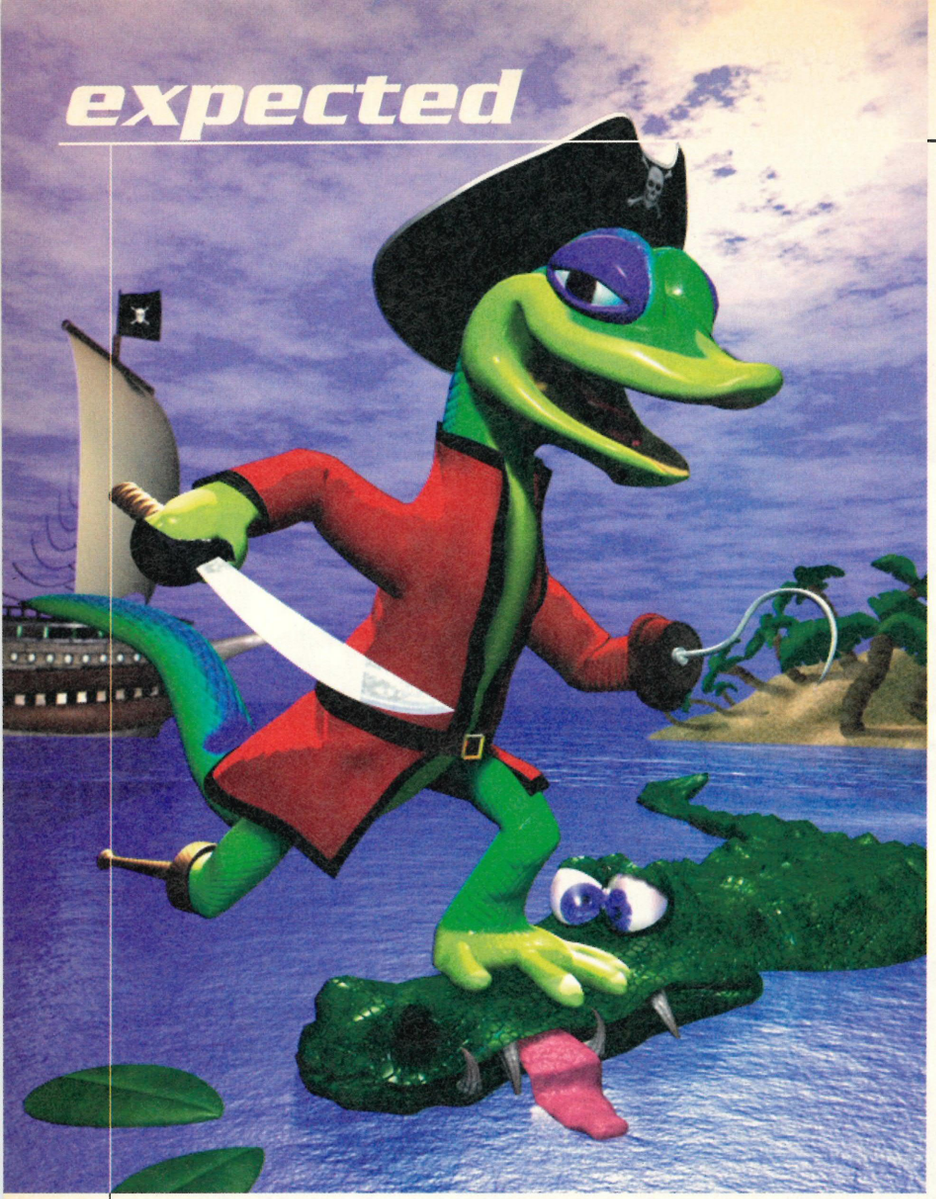
**This could be the big one that makes you forget all that have gone before. Tomb Raider, Duke Nukem: TTK and Tenchu should beware; the king of adventure and archaeology is here to do what he does best...**

Just as we were going to press we were lucky enough to receive these lovely arty pictures and screenshots of what we can hope to expect (the shots are taken from the PC version of the game) from Indiana Jones and the Infernal Machine. The various locations of the game look to put other titles like Tomb Raider in the shade with its incredible attention to detail and architecture. Some of the puzzle ideas (like the falling statue with the arrow showing its trajectory) look like they're starting to take form. Keep a close eye out for loads more information on this fantastic-looking title as soon as it becomes available.









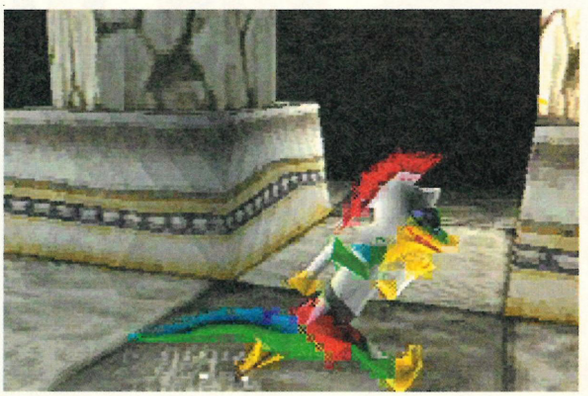
**PUBLISHER** Eidos

**DEVELOPER** Crystal Dynamics

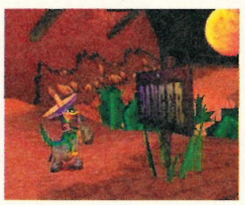
**RELEASED** April '99

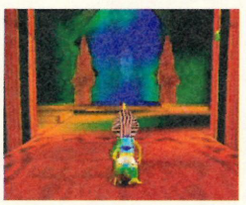
*The charismatic green lizard is back for another helping of platforming adventure...*

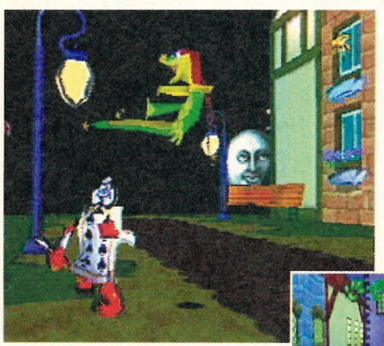
# Gex: Deep Cover Gecko

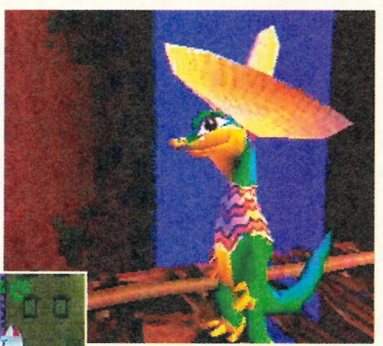


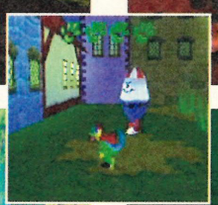


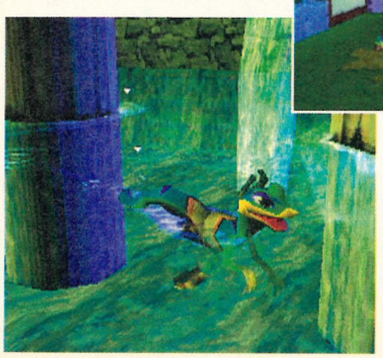


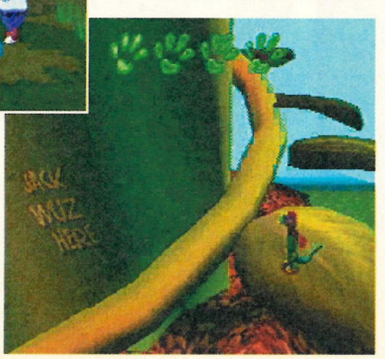












**Get yourselves ready for the forth time round, for some tail-flicking, tongue-slipping action from our friend Gex, in his new game Deep Cover Gecko. For this mission, Gex is an international secret agent for hire and his instructions are to find the beautiful Agent Xtra who has been kidnapped by Gex's arch enemy, Rez. This game is going to be bursting with even more tongue-in-cheek references to pop culture, television and movies which all help to combine humour, drop-dead gorgeous 3D graphics and brand-new gameplay mechanics.**

In Deep Cover Gecko, Gex can do a spot of scuba diving, turn his hand to a bit of gliding and even put those Cool Boarders 3 characters to shame with some fancy snowboarding moves. Eidos have also told us that there will be two new secret characters to play, though who or what they are going to be is still a mystery.

So what are all these tongue-in-cheek comments all about, then? All of the new worlds are based on new media and pop culture parodies including, to mention only a few; Pirates of the Caribbean gone extreme, Twisted North Pole with Santa's evil twin Satan and Cowboy Eastwood's spaghetti westerns. The voice-overs during the game clock up over a thousand wise-cracks and include celebrity impressions by Danny John-Jules who plays The Cat in Red Dwarf.

Other new features that have been created are full motion video sequences which star Baywatch's Marliece Andrada as the gorgeous Agent Xtra who talks to Gex by using her Government-issued video watch. Gex also has over 25 new disguises for us to have a larf at such as Private Gex, Long John Gex, Gladiator Gex and Little Red Robin Gex, all of which sound well worth seeing!

The evil Rez also has some dastardly tricks up his sleeve as well, as he's appointed over 60 all-new enemies for Gex to challenge. But to make up for all the bad guys that have been introduced, there will be loads of new bonus rounds to find, with each of them having their own mini-games.

Even though the amount of really decent games out there at the moment is very few, there are plenty of blockbusters on their way, and this one looks as though it will be no exception. All of us at EPM will no doubt be fighting each other to get our hands on it. Check out an up-and-coming issue to see who gets there first!

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ACTION REPLAY, EQUALIZER ARE TRADEMARKS OF DATEL ELECTRONICS. GAMESHARK IS A TRADEMARK OF INTERACT.

*Yet another software company bringing out some good-looking games for 1999, including the incredible Driver. EPM takes a look at what GT Interactive has to offer...*

February '99

GT Interactive Software (Europe) Limited

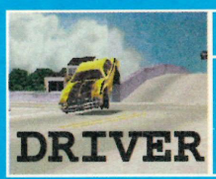
GT Interactive is one of the world's leading software companies, and when you play games such as Duke Nukem and Abe's Exoddus you can see why. Based in New York, GT published its first game, Wolfenstein 3D, in 1993 and has since released some of the most popular games ever made, and not just for the PlayStation.

The company can only get bigger as they've only recently acquired the UK-based Reflections Interactive, who are now working on their first release - Driver. But this isn't the only game GT have in the pipeline, of course, as we've discovered...

# Driver

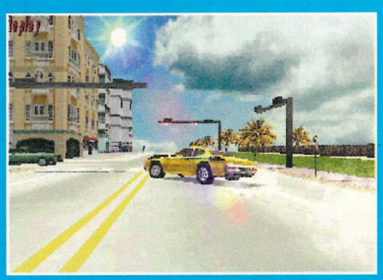
**DEVELOPER** Reflections Interactive **RELEASED** 26th March '99



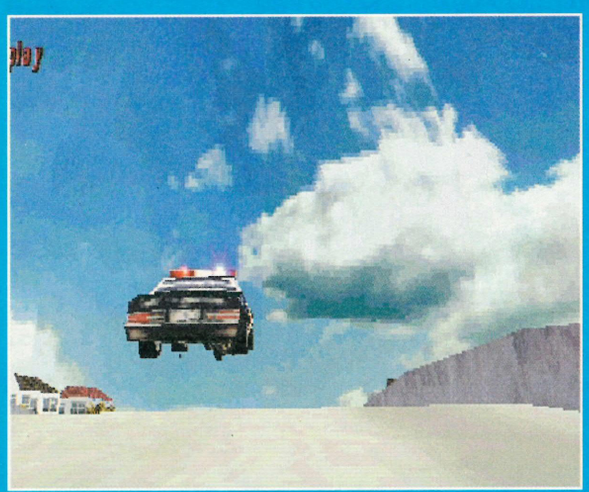



**DRIVER IS...**

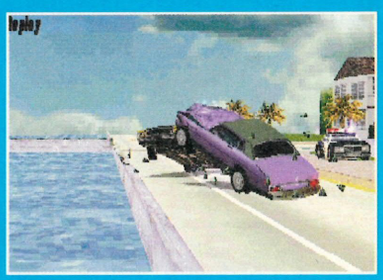
...The next generation of driving game which combines excitement, speed and realism seen before in the ground-breaking Destruction Derby series, also developed by Reflections.

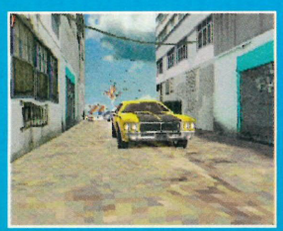




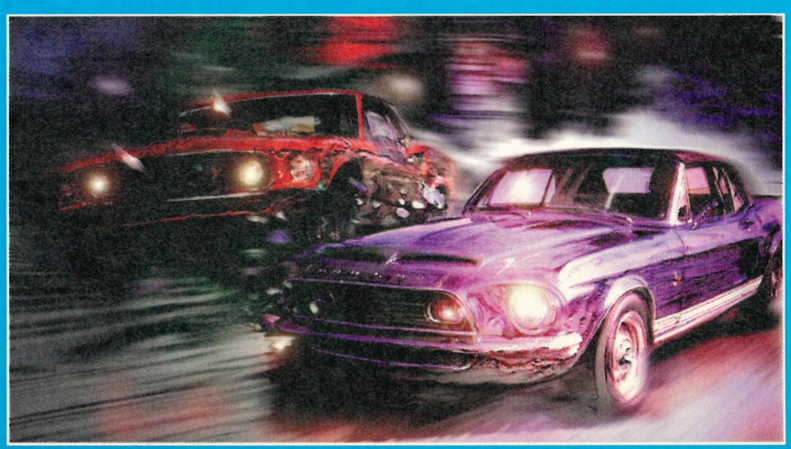























**We gotta job goin' down on 15th. Need you there at noon. Not a second before, nor a second after. Pick up the boys and bring them to the safe house with the merchandise. But don't even set a foot near the place if the cops are sniffin' around...**

You are Tanner, an undercover cop who has been hired as a getaway driver. With your skills behind the wheel you drive the sun-drenched roads to Miami, over San Francisco's world-famous car chase hills, through Los Angeles' neon-lit nights and into the hustle and bustle of New York City. As your confidence and reputation grows, you're pulled deeper and deeper into an unfolding story of corruption and double cross, all played out to the sound of screeching tyres and the familiar smell of burning rubber.

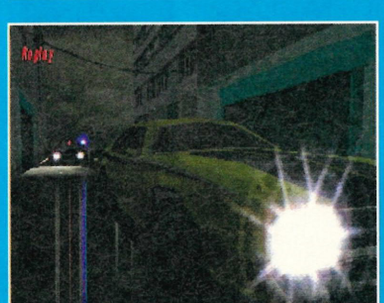
Driver is a game of car chases set on the streets of four real American cities where you are free to drive absolutely anywhere you choose, whether it be down busy high streets, over pavements, across junctions or even down alleys stacked high with garbage to smash your way through. In the mean time, the city surrounds you with many law-abiding American citizens who stick religiously to the speed limits, stop at red lights as they're supposed to and queue patiently in traffic jams; just as they should in a real city. But you're let loose in this normally calm environment to be a very non-law-abiding high- speed getaway driver - cool!

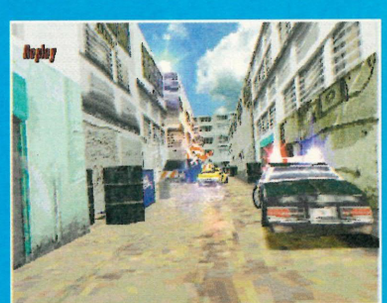
This game features a completely new 3D engine which gives amazingly accurate car dynamics and crashes that are far more advanced than those in Destruction Derby I and II. Just one example of this new engine's capabilities is seen when you do a handbrake turn, allowing huge tail-out slides and 180-degree spins.

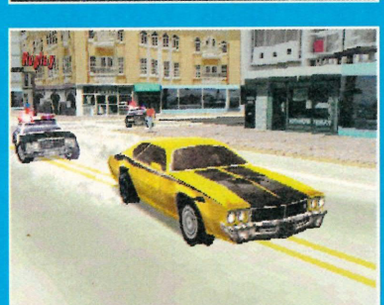
There are four huge cities to run riot through; New York, San Francisco, Miami and LA. These have been recreated in minute detail from thousands of photographs, hours of digital video and months of map design and construction (sounds impressive). Each of the four cities has between 20 and 30 miles of roads with working traffic lights and junctions, and around 150,000 buildings. With that much to see it's a wonder we'll be able to keep our eyes firmly on the road!

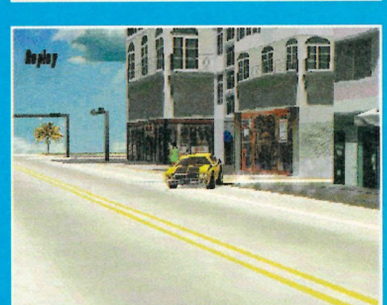
You will also be able to direct your own car chase films by placing and editing replay cameras. You can keep the cameras in a fixed position, moving, locked to cars, in car or any fixed or moving point of interest; basically anyhow you would normally see a car chase film being directed. Or if you don't fancy yourself as a Steven Spielberg, you can allow the game to auto-direct the entire sequence.

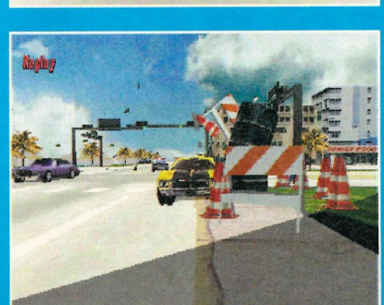
This game does sound very 'next generation', as GT Interactive have claimed. Sometimes it's refreshing to have an alternative car-racing or chasing game, as they can become a little repetitive after a while. But it looks as though this one may have a lot more to offer, as we will no doubt soon find out when we review it in an up-and-coming issue - can't wait!

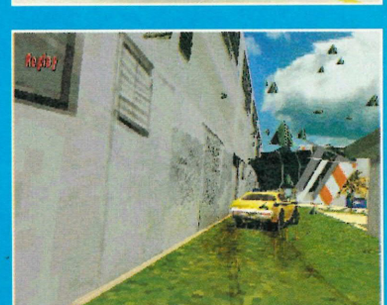


# War Of The

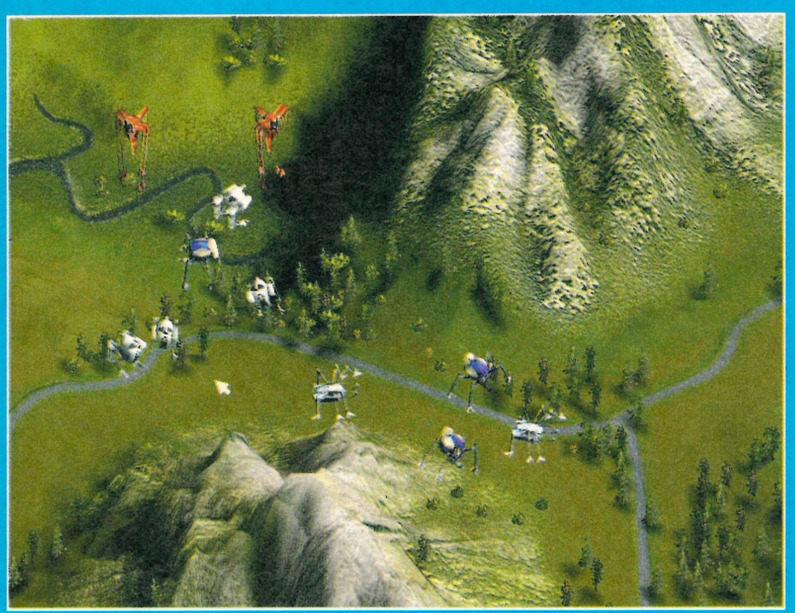




**DEVELOPER** Pixelogic Ltd **RELEASED** TBA

**WAR OF THE WORLDS IS...**

...A 3D arcade adventure game where your mission is to seek and destroy all Martian lifeforms...



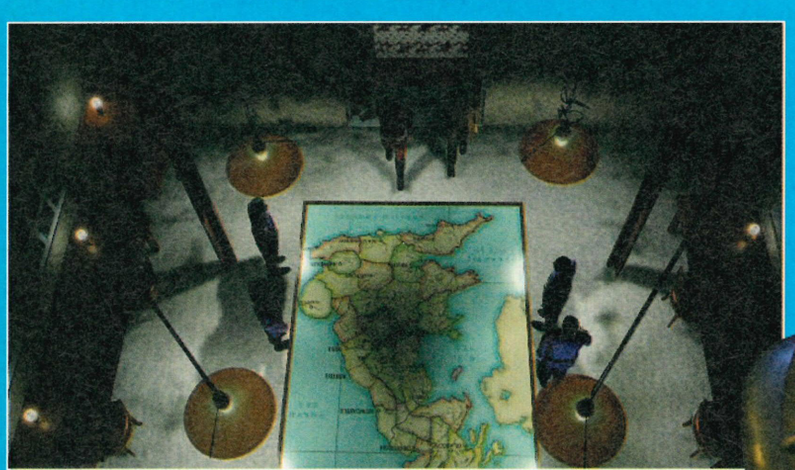
**Unlike the PC version, the PSX War Of The Worlds lets the player only control human forces. The general idea of the game is to complete a number of varied missions in an attempt to put stop to a full-on Martian invasion. Once you have successfully fulfilled you Martian-killing destiny, you're sent to carry out your final objective of overthrowing the Martian's nerve centre in the middle of the Scottish Highlands.**

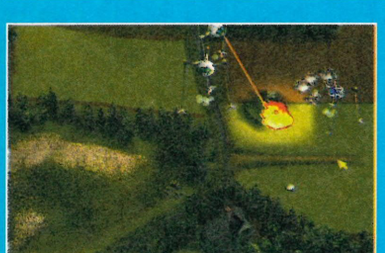
As you make progress through the levels you have access to a number of various military vehicles and artillery. These can be controlled individually by switching between each piece. Once you have chosen a vehicle, you are able to control it in a fast-action 3D arcade fashion.

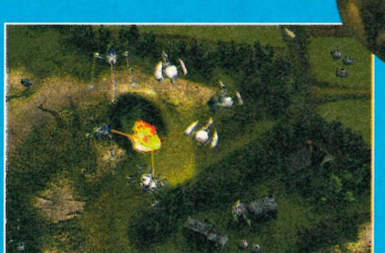
There are ten missions for you to undertake and each one has its own environmental layout, so you see such things as the Houses of Parliament and famous rivers around the country. Along the way, part of your mission may include rescuing humans, infiltrating Martian bases or capturing a flying machine, which should be easy work for such a highly-trained soldier.

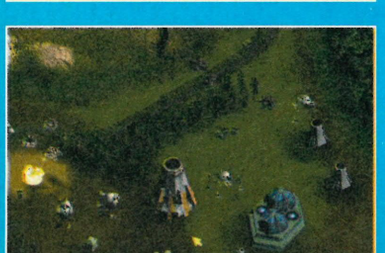
All of the human machines are can be upgraded by attaching new armour and more powerful weaponry. Sometimes you may be in control of the operation of a weapon on some of the turrets scattered around army bases. Here all you must do is just point and shoot at the enemy. You can also switch from vehicle to turret whenever you choose, depending on what sort of Martian craft is attacking your forces. Sometimes they have flying ships or high-legged crafts which would be destroyed a lot easier by going up onto higher ground in a turret and blasting them from a distance.

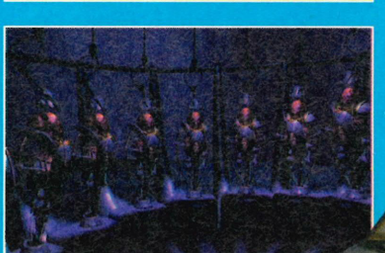
There are also various weapons to use







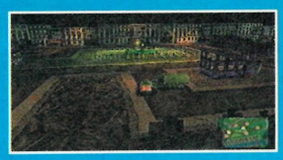






# Worlds





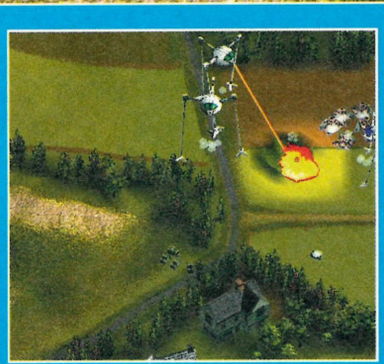


against the onslaught of Martians, and as you get further through the game they progressively become more advanced and powerful. Just some of the types include Cannonballs, Rockets, Grenades and Electric Bolts, all of which have different destructive powers. With a Level Three Electric Bolt you can cause some heavy-duty damage.

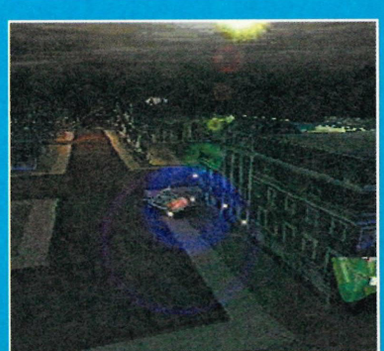
Apparently we're also going to be amazed at the lighting and other graphical effects that will be included in the game. Missiles will light up buildings as they streak past, explosions will light up part of the landscape before it fades out and searchlights from airships illuminate the ground below. Your tank will also leave track marks along the roads while you drive away from the glowing and spinning debris from an exploding building, making the game seem movie-like while you're in the thick of the action.

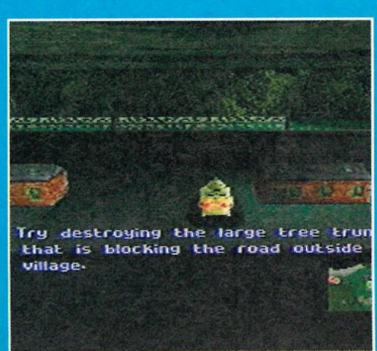
As you would expect the missions become a lot harder as you go through the game. Mission One brings you to The Barracks at Horsell Common, and you're on full alert as the evil Martians have landed on the outskirts of the village. You have to keep the communications building from being destroyed until your reinforcements arrive, by using the vehicles and turrets scattered around the barracks to annihilate the Martians. This is a lot easier than it sounds, but when you get to the final mission you have to do a lot more to protect the buildings and any innocent civilians.

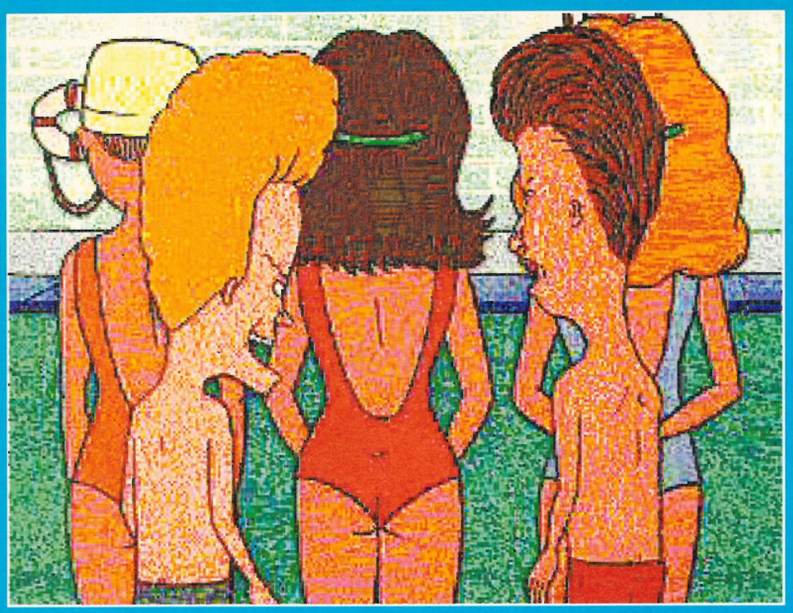
War of The Worlds definitely lives up to its name and it looks as though you'll have to be permanently on your toes keeping the enemy at bay. The game is still in development at the moment, but when it arrives on our doorstep in the near-future we're sure it will be pristine.

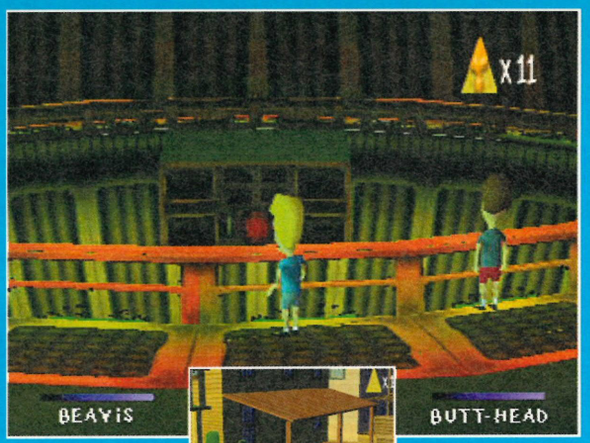


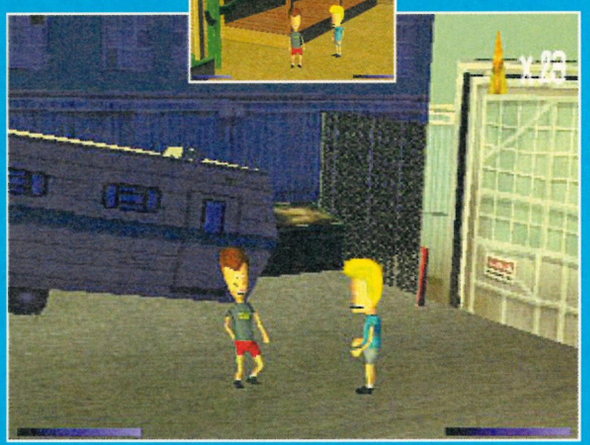










# Beavis & Butthead Do Hollywood

**DEVELOPER** GT Interactive **RELEASED** Early '99

**BEAVIS & BUTTHEAD DO HOLLYWOOD IS...**

... a 3D platformer where the two butt munches must find some cash to help them get home...

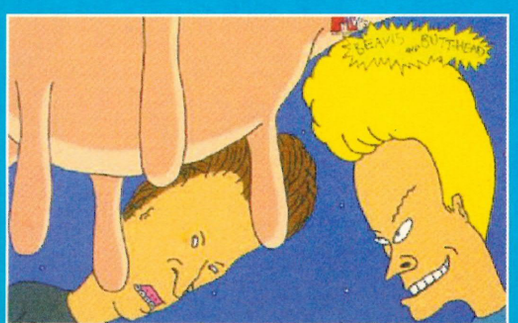
**You've seen the film, now own the game; or you'll very soon be able to own the game anyway, as it's out in a matter of weeks. Lots of snorting and sniffling will be going on in this game, as you're taken on a hysterical, action-filled romp (oo-er) in Hollywood, where Beavis and Butthead have just finished filming their latest hit movie.**

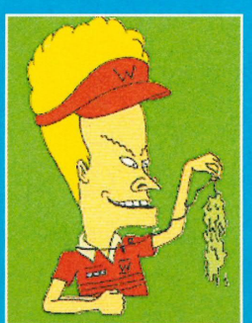
While they have come to think of themselves as mega rich movie stars 'who can score loads of chicks and stuff', they soon learn that some numskull has gone and sent their pay-cheques back home, leaving them without a penny to their names and no way of getting home.

Very much strapped for cash, the terrible twosome sign up with a rather dodgy-looking temp agent, who says that his agency will provide them with their plane tickets if they do a few shady deals. Little do our two heroes know, that their journey home is not going to be an easy ride.

This is the first time the pair of them have been transformed into a spankingly-gorgeous 3D PlayStation game, and it's also the first time you can do the talking by telling them to blag their way out of many a sticky situation. Sounds cool - yeah, huh huh!



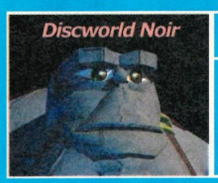






**DEVELOPER** GT Interactive **RELEASED** March '99

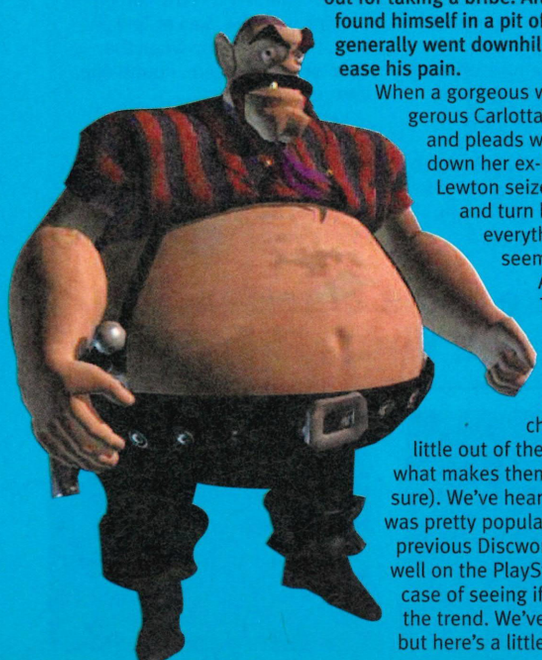
# Discworld Noir




**DISCWORLD NOIR IS...**

**...An adventure based on novels by the famous author Terry Pratchett. GT Interactive has decided to treat us to a PlayStation version, as it has only ever before been released on the PC.**

**The streets of Ankh-Morpork are very lonely, and Lewton, Discworld's first Private Investigator, is out using his investigating feet. He was once a member of the City Watch (probably like our Neighbourhood Watch), but he was thrown out for taking a bribe. After he was suspended, he found himself in a pit of depression and as his life generally went downhill, he turned to alcohol to ease his pain.**



When a gorgeous woman, in this case the dangerous Carlotta, slinks into Lewton's office and pleads with him to try and track down her ex-lover, a man called Mundy, Lewton seizes the opportunity to try and turn his life around. But not everything is as easy as it seems...

And there the game begins. This game features many different locations which you can explore, and a lot of puzzles for you to solve. Not only this, but the characters are said to be a little out of the ordinary as well (though what makes them so strange we're not too sure). We've heard the last Discworld game was pretty popular on the PC and the two previous Discworld games went down pretty well on the PlayStation, so now it's just a case of seeing if Discworld Noir continues the trend. We've no screenshots at present, but here's a little character art...

# Forty Winks

**DEVELOPER** Eurocom Entertainment **RELEASED** TBA

**FORTY WINKS IS...**

**...An adventure game which you play as if you were asleep, turning nightmares into sweet dreams.**

**Sorry we haven't got any shots of this game as yet, but just to arouse your curiosity here's a low-down on what GT have got in store.**

Have you ever wondered why you dream? Not a lot of us realise this, but when we fall asleep we're well looked after. 'Who by?', you ask. Well, there are some little creatures that exist for the sole purpose of keeping us safe. Theses creatures are known as Winks, and it's their job to make sure when we hit the sack we only have good dreams.

And have you ever thought twice about why we have nightmares? It's because there's a chappie whose name is NiteKap and he's not a happy bloke because he can't ever get to sleep. Instead of getting a good rest he kidnaps our friends, the Winks, and turns them into Hood-Winks, which are nasty little creatures that once they've entered your dreams, quickly go about turning them into nasty nightmares - now that's not too friendly, is it?

Enough of the pillow talk (ha! ha!), what's this game all about then? You are in control of two sweet little children (as they all are - ho hum), one called Ruff and the other his twin sister Tumble. They are a couple of good kids and together you must guide them into your dreams and rescue all of the Winks from the evil NiteKap. But you must hurry as he'd love to turn them all into Hood-Winks and frighten you while you're in slumberland. If you succeed in your task, nobody will ever have nightmares again.

Because you're in a dream, you can of course do anything you like. By picking up costumes you can disguise yourself as anyone you want, like a ninja, robot or even a scary monster. If you can quickly learn how to control them all, you're well on your way to getting yourself a good night's kip.

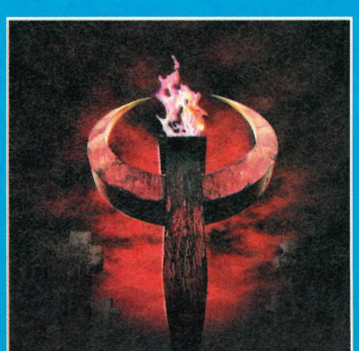
This does sound like a game for kiddies, but GT certainly have used their imagination. However, there's very little known about our dreams; for all you know you could be dreaming right now!

# Quake

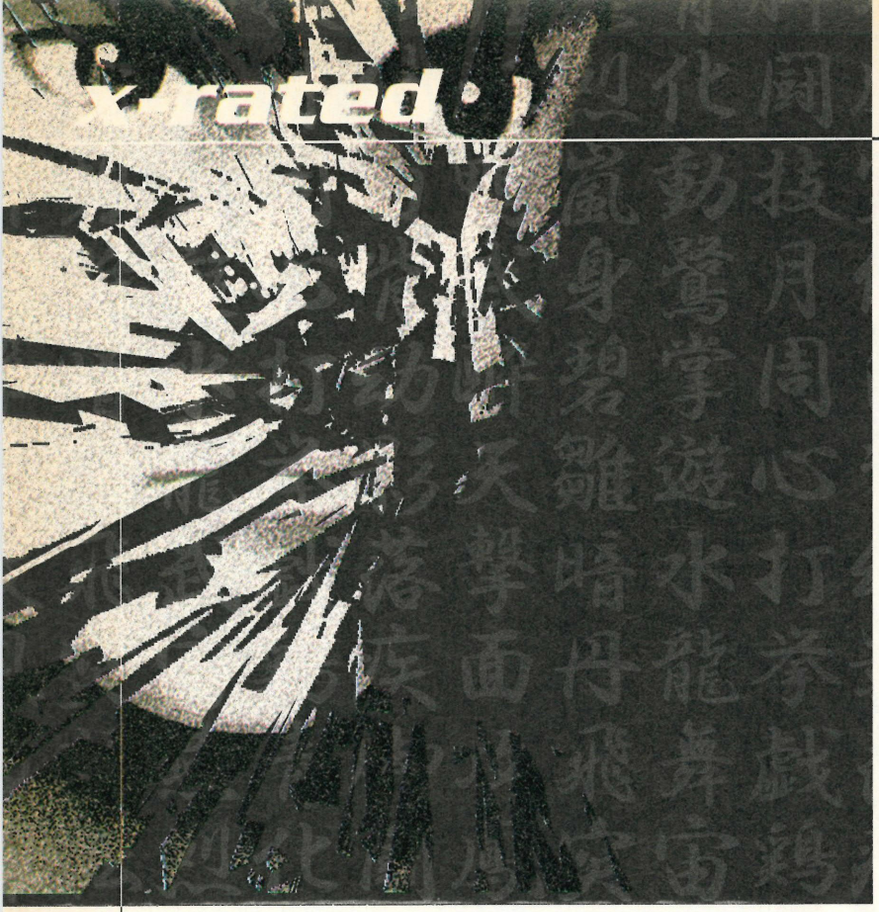
**DEVELOPER** Nobody **RELEASED** Never

**QUAKE IS...**

**...Not happening. Sorry.**



**Alas, Quake on the PlayStation is no more. Although it once figured in GT Interactive's plans, having assessed the market and re-evaluated their forthcoming releases, they decided to abandon the project. Oh well - at least Activision are still working on a Quake II conversion...**





*There's a dark and powerful force lurking near Russell Barnes' PlayStation. Is it the force behind the powerful Kensei or just the force of his powerful behind? Stick around, fight fans...*

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Konami | Konami | Beat-'em-up | February '99 | UK | £39.99 | 1-2 | Memory Card | Dual Shock |

# Kensei: Sacred Fist



How dare you whisper another woman's name while we're having a bonk in the middle of the street? It's the last time I wear my kinky sun visor for you...

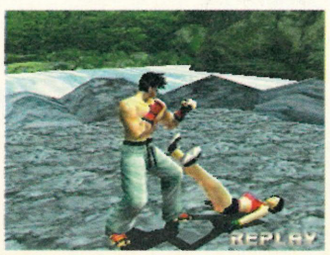
**The wonderful world of martial arts; I don't know about you, but I've always fancied being Bruce Lee or a Jackie Chan myself. The only thing that truly bothers me about all that fighting stuff is all the rather uncomfortable-looking stretching that has to be done in the process. I've also always had this thing about physical pain that's seemed to stop me from getting in the ring. Apart from that, though, I could have been a contender.**

The question, of course, should be whether or not Kensei is a contender. Whether it can stand up in the ring with the likes of Tekken and still be standing when the counter reaches zero. Round one, lets get it on...

Let's get something straight before we go too far. Kensei is a one-on-one beat-'em-up that incorporates realistic motion capture animated fighters with (mostly) true-to-life martial arts styles and

**A little like a mix between Tekken 3 and Virtua Fighter 2...**













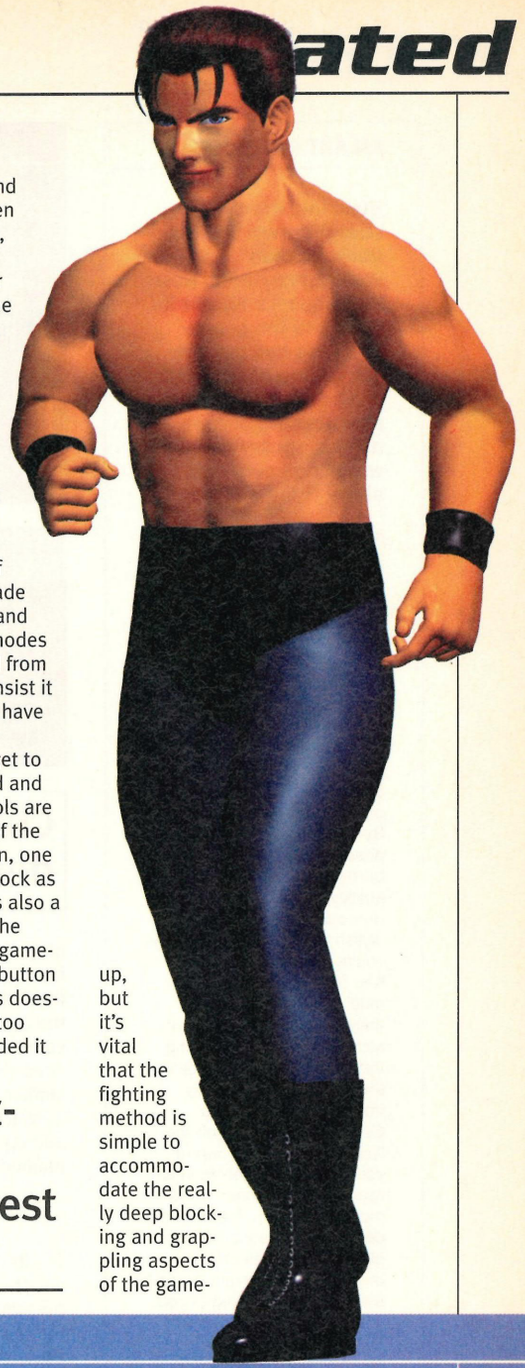

*Just because we've lost the mat, it doesn't mean we can't have a great game of Twister...*




moves. As a result, it looks and feels a little like a mix between Tekken 3 and Virtua Fighter 2, which to be honest is no bad thing at all. It wouldn't be fair to say it's a direct rip-off of the two games blended together, because that just wouldn't work as a game, but it has learned from the good aspects of both types of fighting game and put them to good use here.

Graphically the game does owe quite a lot to the Tekken series. Everything from the light-sourcing to the blasts of electricity when contact is made between fighters is in there, and even the options and game modes are practically directly ported from the classic trilogy, but I still insist it isn't a rip-off. To see this you have to look very deeply into the mechanics of the game and get to grips with the control method and the rules of battle. The controls are from the Virtua Fighter side of the game. There's one Kick button, one Punch button, a button for Block as you would expect, but there's also a Grab button which is one of the game's best additions to the gameplay. I know only having one button for punches and one for kicks doesn't sound too good; I wasn't too impressed the first time I loaded it up, but it's vital that the fighting method is simple to accommodate the really deep blocking and grappling aspects of the game-

**The Grab button is one of the game's best additions...**



## FIGHTING'S FINEST...

**There are nine characters available for you to choose from when you first start playing Kensei. There are also another 13 secret characters that can be unlocked as you progress through the various different playing modes of the game, but here are those first nine in all their glory...**



ALLEN 'THE CROW'
Parentless since infancy, Allen was raised in an orphanage and found it necessary to master Muay Thai to defend himself from the dangerous and pitiless world that surrounded him. He fights only for survival, one day at a time.



ANN 'NO, NOT FROM TEKKEN' GRIFFITH
Ann Loves amateur wrestling and plans to expand public interest in the sport by staging a street fight event to prove how tough wrestlers really are.



DAVID 'STONE COLD' HUMAN
A popular pro wrestler. David hears rumours that his friend and rival Mark has joined forces with an underground organisation, and decides to find out the truth.



DOUGLAS 'SEGAL' ANDERSON
Douglas has spent years trying to hunt down a global narcotics syndicate, only to have his partner Jim gunned down just when their investigation turns up the first clue to the identity of the syndicate boss. What Douglas wants now is payback...



HEINZ 'BAA, BAA BLACK SHEEP' STREIT
Heinz was born into a family of known aristocratic ancestry in Germany but quickly grew tired of his wealthy and pampered life. He now spends his days picking and joining fights, enjoying being the black sheep of the family.



HYOMA 'NINJA BOY' TSUKIKAGE
Left as an infant at Omiwa temple with his older sister Kimiko (their parents mysteriously disappeared soon after), Hyoma has been in training at the temple ever since. Once day he comes across a clue to his parents' whereabouts and decides to search for them.



SAYA 'FLASH MY KNICKERS' TSUBAKI
Saya's father walked out on her five years ago and her family mysteriously avoid answering any questions about him. Tired of the evasions, she decides to search for him herself, despite her grandfather's attempts to stop her.



HONG 'FANCY A BEVY?' YULI
Yuli became curious about drinking during the apprenticeship to a drunken Kung Fu master called Su Tzing Tao, and asked him to let her try alcohol. Issued a flat refusal, she forces permission from him by proving herself a first-class drunken Kung Fu artist.



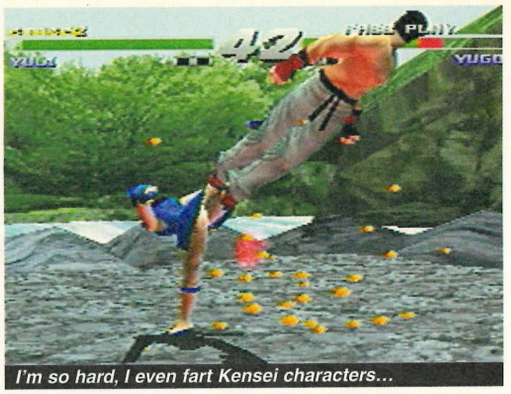
YUGO 'LE BLANC' SANGUNJI
Yugo was forced into fighting his twin brother as a result of their parents' disagreement over training methodologies. Now Yugo finds himself leaving home and embarking on a journey in a bid to test his own strength against other combatants.

### AN ART IN ITSELF...

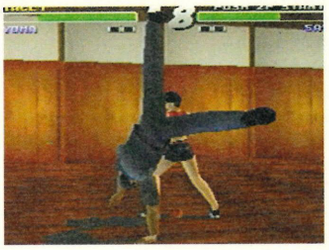
**Blocking. Pretty straightforward you'd think, wouldn't you? Well not anymore, now that Kensei's fought its way onto the scene. Blocking has become something of an art in itself and amazingly it produces numerous nail-biting, nerve-wracking scenarios alone - here's why...**

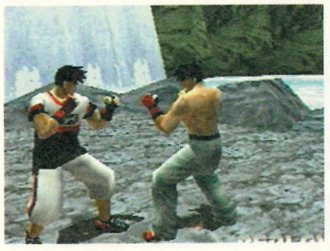
In a rather Virtua Fighter sort of way, there is a button assigned to blocking. By simply pressing the button down and not touching the directional pad your character blocks, ducks and weaves his or her way around their opponents' mid-to-high body attacks. Holding Down with the Block button allows your character to jump or step clear of low attacks that would normally put them flat on their back. By pressing Up, however, it's possible to parry and dodge a barrage of attacks before quickly ducking around to the rear side of the enemy for a stylish rear attack or throw. As you're taking them from the rear (oo-er) you can cause much more damage as there's no way they can protect themselves. By tapping the Grab button while holding the direction button away from you (á là Tekken's Counters) you can grab the limb that they've thrown at you and turn the tables in a really stylish manner. If this move doesn't put them on the deck you can launch into a glorious attack all of your own; beauty! To make things even more interesting (if you thought it wasn't interesting enough), each character is charged with a special attack which is capable of breaking through their opponents block and opening them up for a right old beating. Believe me when I say playing a well fought and tactically aware match of Kensei is like watching Jackie Chan perform one of his mega-complex fight scenes at the flicks. I love it and I'm sure if you're into Tekken (or just hand-to-hand combat) you'll go crazy over this aspect of the game.




I'm so hard, I even fart Kensei characters...







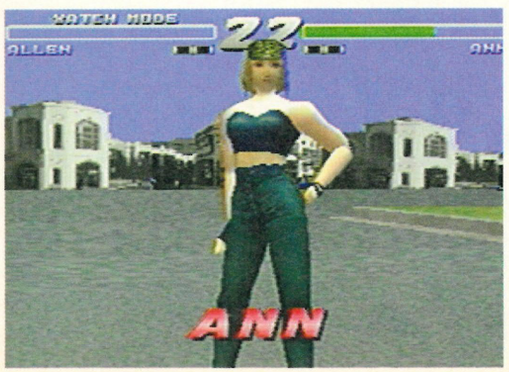
## Clever animation and character design has been put to use...

play. This doesn't mean there's hardly any punch and kick moves to throw at your opponents, that's not the case at all. It simply means the commands for combo attacks and specials are completed in a very similar way to that of Virtua Fighter 2, which also only utilised one Kick and Punch button (no one complained about that in the arcades).

### I Get a Kick Out of You...

To alter your kicks and punches you use the directional button; simply pressing Forward and Punch performs a different move to pressing Back and Punch. Specials are completed by double-tapping in directions and by circling your opponent and attacking them from the side or from behind. What you end up with is a huge range of moves that (with practice) can cater for any fighting situation, giving you an all-round ability to fight well in any situation. That feeling of being in control is what high-standard fighting games are about. If you've got a friend of a similar standard to yourself, you can easily spend hours fighting away like you're some sort of martial arts expert. It's truly captivating when you get right into the action and the fighter becomes more of an extension of yourself (or something).

A first look at the graphics of Kensei might leave you a little disappointed. You're not going to be wowed by the fighters throwing a couple of kicks and punches in the air. They appear a little stiff and uncoordinated compared to Tekken, but when you learn all the relevant blocks, counters and specials (see boxout) you can see where all of the clever animation and character design has been put to use. Even the sounds of the fighters' clothes can be heard whipping and zipping when you perform moves, just like in a Jackie Chan film. The voice FX aren't anything special but the spot FX and crunches and cracks are really satisfying when you make a good connection with your enemy. This, mixed in with the solid appearance of the connections and that their recoils and falls to the floor are well done mean feeling of the impact of a particularly clever move leaves you buzzing nicely. So much so, in fact, you might be thinking this is a









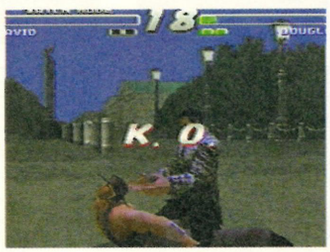
**TRAINING IS THE KEY...**

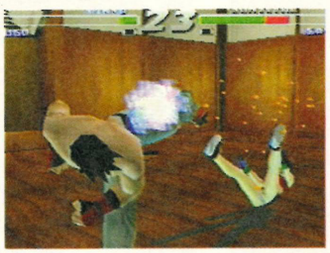
**To unlock the true power of Kensei you must first get to grips with the training mode. Similarly to Tekken, you can pummel any character you choose while checking the command list occasionally to learn new moves and throws. It's important to try side-stepping (in or out of the screen) to open up all-new move and grapple possibilities, and mixing up combos of punches and kicks to keep you attacks varied. Without diving into the ever-ready training mode it's easy to overlook the depth and quality of the game.**






















real contender for the fighting crown, but of course there a few complaints that have yet to be made. For example, one of the best things about Tekken is the sharp and righteous control of your characters. You press a button to punch and that's exactly what happens, there and then. With Kensei, though, that's not necessarily quite what you get. It happens all right, but on occasions you don't feel fully in control of the action on screen (more so when you first start playing, admittedly). Don't get me wrong, it's not that bad at all, it's just not as responsive as Tekken 3; that doesn't mean it's no good at all.

Another complaint (albeit a weak one!) is in the characters' looks. Some of them have been painstakingly created with a real look and feel in mind, but others just look like they've been thrown together at the last minute. Some characters don't have as much detail on their costumes (even though they each have different ones) or as much detail and expression in their moves. It's not a big problem when you think there are 22 characters for you to get to grips with in all, but still a niggle nevertheless.

Kensei is a fantastic fighting game that offers so much more than Tekken in some respects but falls over with a lack of moves that truly stun you with their visual and backbreaking quality. Moves can be linked together to create combos of wrestling grapples and the like (even more so than in Tekken), but they're just not as fantastic as they could or should have been. Konami have done a fantastic job and it's well worth having if you love to master characters, moves and combos down to a tee, it's just basically at the end of the day it's not quite polished enough to challenge the almighty power of the Tekken trilogy. Take it from me, though - Kensei 2 is going to rock your world!

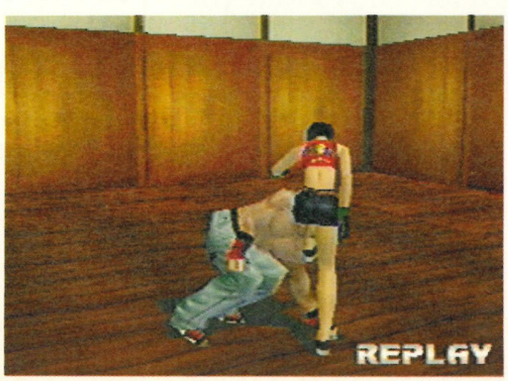
***Russell Barnes***

**SECOND OPINION**

**Kensei isn't quite up to Tekken 3's standards, but it's better than the first Tekken game. The blocking animations are superb, though the controls are a little stiff at times. This time next year, expect the Kensei characters to be as well known as Ryu or Bruce Irvin.**

***Ian Osborne***



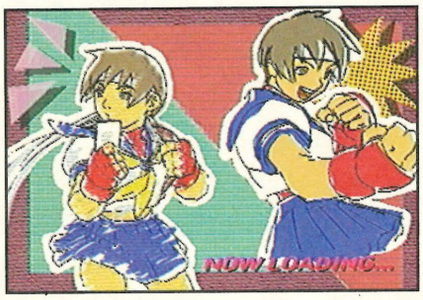

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| GAMEPLAY | 8 |
| LIFESPAN | 7 |

**90%**

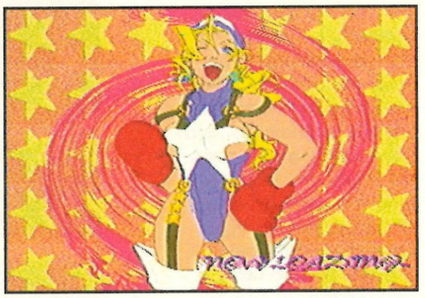
**MANGA MOMENTS...**

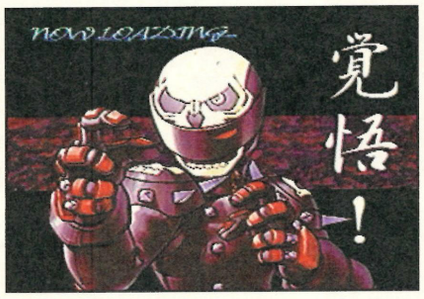
**Even the loading screens are packed full of Anime imagery. Some of the screens even have gorgeous artwork featuring the characters with all their special moves included. Enjoy...**





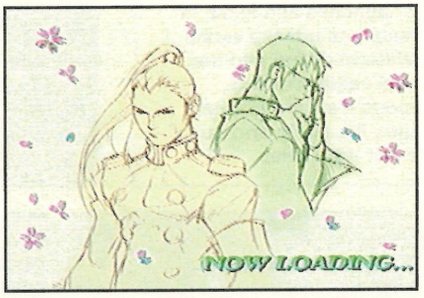








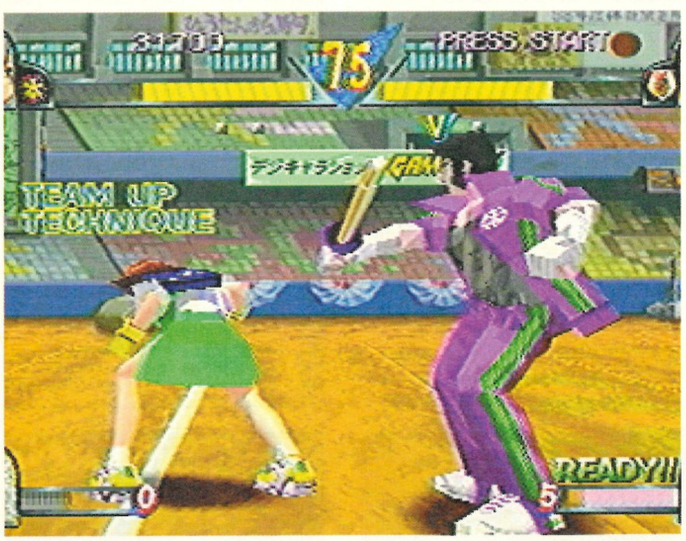





| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS |
|---|---|---|---|---|---|---|---|
| Capcom | Capcom | Beat-'em-up | Out Now | UK | £39.99 | 1-8 | Memory Card |

*United by fate and rather skimpy underwear, the fighters prepare for battle. Is Rival Schools a cool fight, or a pale imitation of Street Fighter? Russell Barnes pulls up his knickers and prepares for battle...*

# Rival Schools




The energy of youth, the power of teamwork, the spirit of good. It all comes down to one word - justice! That's all we need'. Well, that's not quite the philosophy I personally live by, but it works a treat for the Rival Schools characters, so who am I to argue? Capcom's new baby offers fast and furious polygon-powered action with more knicker and bum shots than you'd care to openly admit (but don't let that put you off!)...

There's a strong Anime feel to the game that's evident from the intro to the odd flash of panties during a bout. The humour is pure Jap, as is the imagery, and characters are colourful and chunky. Rival Schools has you in stitches in minutes and well and truly hooked before that. There are a multitude of moves and counters as you would expect, but if you look closer it has much more

**Rival Schools also has a clever counter-attack mechanism that allows you to fight back with a special move of your choice...**







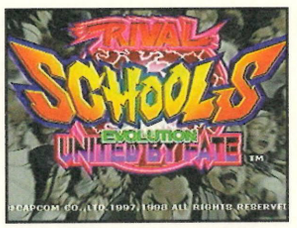




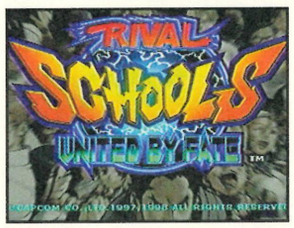


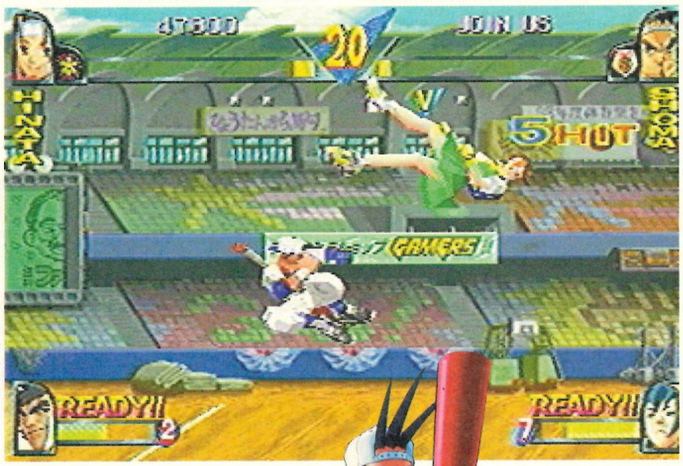


## ARCADE EVOLUTION...




**Believe it or not, there are two different versions of Rival Schools included on two separate discs. One has the 'arcade perfect' translation of the game and the other is a special 'Evolutions' disc. This disc includes bonuses including a lesson mode where you can learn how to play more efficiently and over 20 extra characters which must be gained through completing the game in various different modes. Other additions only available on the Evolutions disc include Group Battle, League Battle, Tournament Battle and Co-operative Battle. There's more loads more; it just has to be unlocked as you progress. As the Arcade Disc is arcade perfect, it too has extra characters and bonuses that are unlocked as you progress through the game, just not quite as many as the Evolutions Disc.**




## Things get decidedly strange when special attacks are involved

on offer than first meets the eye.

The speed of the action is the first thing that caught my attention. For polygon fighters, they don't half budge around the screen. It would be fair to say they move just as fast and efficiently as 2D-based fighters (Street Fighter, X-Men, etc), so it's really impressive when you consider there are loads of complex shifting routines going on. The characters are very well animated; not quite to the standard of Tekken 3, but still very fluid and convincing. Detail-wise they're a little lacking, but you only really notice this when the camera comes in for a close-up when they do a victory pose or the like. The choice of characters makes up for this small downfall by offering a wonderfully wide range of fighters (14 in all, to begin with), covering all the immediate requirements to offer a competent challenge in Versus mode. Though their moves on screen are very different and often bizarre to the point of hilarity, executing the moves on your pad can be very repetitive. While each character has his or her own individual specials, the actual inputs required to perform them are common to most of the fighters. I'm not entirely sure if this is a good or bad thing; I'll just leave it to you to decide what you think.



### Double Teaming

Things get decidedly strange when special attacks are involved. Each fighter has three or four designated specials and two others. The first is the Burning Vigour Attack which works a little like Super Specials did in Street Fighter. You perform the action for a special move twice, then hit the corresponding button. The screen goes black and you perform your Burning Vigour Attack, with lots of effects happening all over the place. It looks really good and works really well in with the rest of the action.



Second is the Team Attack, which is easier to initiate and normally packs just as much of a punch. Simply hit a Punch and a Kick button at the same time and as

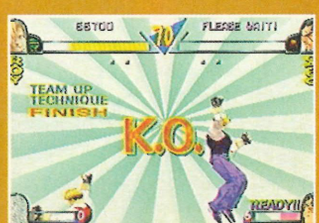
## TEAM TIME...

**The most fundamental difference between Rival Schools and Street Fighter EX is the tag team match-ups that can be played. When you're on the Character Selection Screen you make your first choice of character then choose a sub. The two fighters you have chosen can be swapped between rounds and can even team up for some special attacks. The Evolutions Disc has even more tag team and team battle functions available on it, for real longevity.**









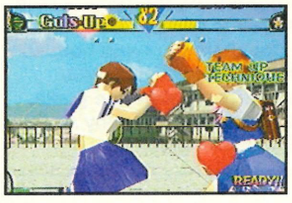
**MAKE A MOVE ON ME...**

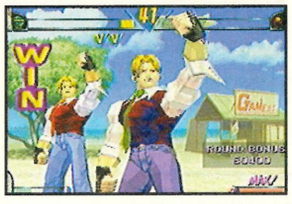
**There are a huge range of moves for each character in Rival Schools, some of which involve roping in your team-mate, either to give you a bit of loving support and TLC (?) or to help you bash seven shades of shite out of your opponent! Some of them are rather suggestive and others are simply downright offensive. You see a bit of whipping, spanking and snogging, but generally you see just pure out-and-out violence.**



















## There's a strong Anime feel to the game...

you begin to perform a move, and your partner appears to help you out. I've been playing this game for weeks now, and I'm still finding new team combinations that produce different attacks, which is great. In other occasions your partner appears on screen and hugs you, blowing kisses everywhere. How this helps you in the game is unclear, but it looks really funny anyway!

As you would expect from Capcom, Rival Schools also has a clever counter-attack mechanism that allows you to fight back with a special move of your choice. Instead of performing a set move to counter-attack, simply perform the special move of your choice while blocking (the characters auto-block anyway) and you fight back with an excellently-animated block and manoeuvre. For fighting game fans, this is an excellent treat that hasn't been put to such good use before. It opens up many more attack and counter possibilities with which to parry your opponent, a die-hard touch of brilliance that really shines through after playing for a while.

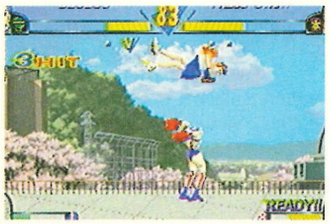
### Music Malfunction

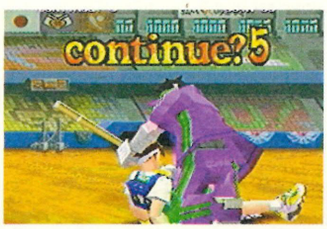
The only truly weak area of the game is the sound. It has a terribly up-beat, typically-Japanese ditty that grates across your ears like no other music can. It doesn't help when the lyrics are in Japanese too (although the intro song is sub-titled), and it just doesn't suit the game whatsoever. The voice FX are somewhat weak too, little biffs and half-hearted squeals that don't inject anything into the game at all. I suppose you can't have everything, but it really does put a bit of a downer on the game. There's still a good game there to be played, though.

If you've enjoyed many of Capcom's previous fighting games on the PlayStation like Street Fighter, X-Men and Marvel Super Heroes, you will surely enjoy this little beauty. It could be classed as 'unconventional' against the likes of Tekken 3, but it really is up a completely different street, if you know what I mean. If you'd like to learn how to perform an eight-hit Burning Vigour Attack Finisher move, then Rival Schools is right up your street. If, on the other hand, you like to get your fighting thrills through Tekken 3-style games only, I'm afraid you're missing out on a great little game.

***Russell Barnes***



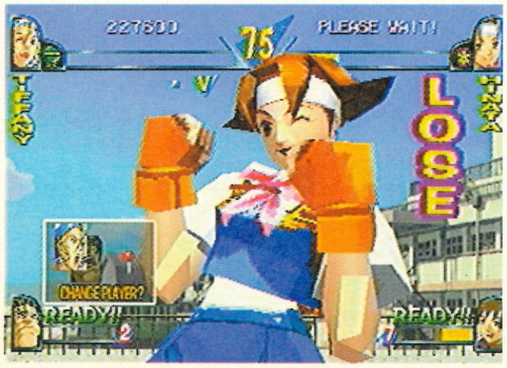




**SECOND OPINION**

**If you're bored with 'ordinary' beat-'em-ups like Tekken 3 or Street Fighter-God-knows-what, Rival Schools is a welcome break. It's not an all-time classic, but it's a fun game and worthy of a few plays. By all means buy it, but don't put it top of your wish list.**

***Claire Webster***







**THE SCORE**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| GAMEPLAY | 7 |
| LIFESPAN | 7 |

**86%**

**ONCE UPON A TIME...**

**The storyline has a lot of similarities to the old Monkey series that we used to watch on TV. It has the same myths and legends, but unfortunately Monkey Hero doesn't contain the same characters. Even so, the storyline is pretty good, as you shall see...**











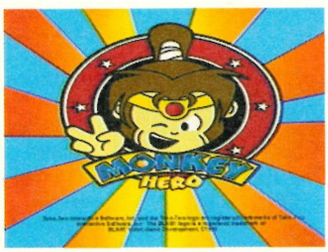


Everything is peaceful and everyone is jolly in the Dream World. It's early in the morning and our Monkey Hero sets off to start a full day's work in the mines. On his way he sees many of his friends (he's pretty popular you know) and arranges to meet up with his best mate Tiger after work (ahhh)! Monkey is hard at work pushing the extremely heavy crates full of diamonds and scrap rock. It's a hard job, but someone's got to do it.
Suddenly the ground begins to shake; is it an earthquake? The rumbling gets louder and rocks begin to fall from above. Suddenly there's a landslide and monkey falls onto the tracks unconscious. Meanwhile, the Nightmare King is planning something terrible. He musters all of his troops together and orders them to put a stop to anyone who gets in their way as he is conspiring to take over the Dream World. Still the earthquake shakes the mine shafts and Monkey falls down deeper in the mines below. Luckily, he falls on his feet and shakes his head to get his thoughts straight. He's made a decision. He will tell Master Sage what's happened and hopefully shed some light on the subject. the rest of the story is up to you...

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Take 2 Interactive | Blam | Arcade Adventure / RPG | March '99 | UK | £39.99 | 1 | Memory Card<br>Analogue Pad | Dual Shock |

*Welcome to a world where books fart and librarians look ghostly, but are we feeling heroic? Claire Webster has been monkeying around...*

# Monkey Hero








**There's a cute dragon who can rid the world of nasty Gnorgs, a bandicoot who can spin like Wile E Coyote, and now there's a monkey who can do ninja moves and charge like a competitor in a joust. This Monkey Hero is so heroic he can mix an arcade-style game with and RPG, and it even kinda works!**

The tale begins a long time ago, when there existed not one, but three worlds: the Dream World (which some us still live in on the odd occasion), the Waking World and the Nightmare World. These worlds all remained in a delicate balance, with each one serving its purpose in the lives of the creatures who inhabit it. However, this peace soon came to an end when the dark forces in the Nightmare World decided to capture the spirits of the children of the Waking World. Using the dreams of the captured children as gateways, the deadly creatures of the Nightmare World began to invade the Dream World.

At the beginning of the game, the story seems a little different to what I've been told. Monkey (what kind of a silly name is that?) is happily working away in Dream World. One of his friends, Tiger, asks if they can get together later so they can study, but before Monkey can even finish work for the day, the ground starts to shake beneath his feet and the mines start to cave in. Suddenly a huge boulder falls on his head and he is knocked over unconscious before he falls down deeper into the mine shafts. Monkey finally comes too and, a bit hazy, decides to go and tell Master Sage what has happened.

Meanwhile, the Nightmare King formulates his plan to take advantage of the disaster and take





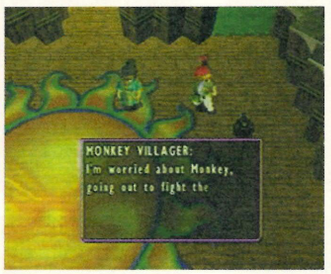
over the Dream World, and he gathers his scary-looking troops to begin the siege.

## Just Like The Old Days?

Some of you may not remember the original Monkey series which used to grace our televisions, but those of you who might will be disappointed when you realise that although this game is based on the same old Chinese myths, it doesn't bear any resemblance to the series itself - sorry! It's also been rumoured that this game is for youngsters, which I can also say is not quite true. Some people also said that Spyro was for littluns, but all of us here at EPM played it and we're not exactly young whipper-snappers.








## Blam have done a jolly good job of combining the two genres...

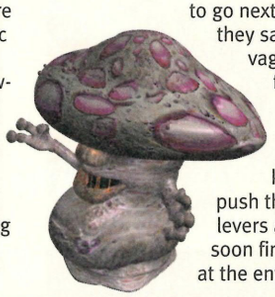
May I also say from the outset that Take 2 Interactive and Blam have done a jolly good job of combining the two genres in Monkey Hero. We've only really seen anything like this in games such as Alundra by Psygnosis or MediEvil by Sony, and this one works just as well. Unlike our editor here, I'm not really too fussed about RPGs, but I can more than cope with the likes of Monkey Hero.

## Hey Hey! We're The Monkeys...

The first challenge for our primate to solve is to prevent the Nightmare King from getting hold of the Magic Story Book, which, if he finds it first, will give him tremendous powers. The King gets a little stroppy about you sticking your wet and soggy nose into his business and manages to scatter the book all over the Waking World in protest - and you're the muggins that's going to have to find the missing pieces. Surprise! Surprise!

You soon find yourself in the deepest, darkest, depths of the mines, which seem to be infested with unusually large slugs. The only weapon you have at this stage is your own strength, as you can pick up crates and roll barrels to squish the pests if they get a bit too close. Throughout the game, you find you must continue smashing the crates as sometimes they block your path or they may contain apples for extra life.

The game begins at a relatively easy pace and the puzzles are simple to solve. You meet the odd character who gives you a clue on where to go next, but what they say is very vague. Flick a few switches, collect the odd key and push the various levers and you soon find yourself at the entrance to

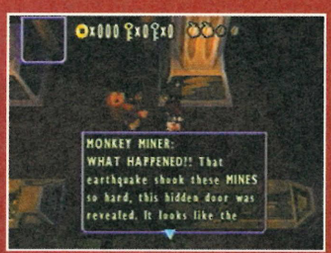


## GETTING BY WITH A LITTLE HELP...

**Trying to take on the Nightmare King by yourself is no mean feat, but help is at hand as below are a few things that you should helpful before you start the game; good luck!**



BOOKCASES
Use your mighty strength to push these over; they're usually either blocking your way into the next room, or they are sometimes helpful in killing a baddie before they can get to you.



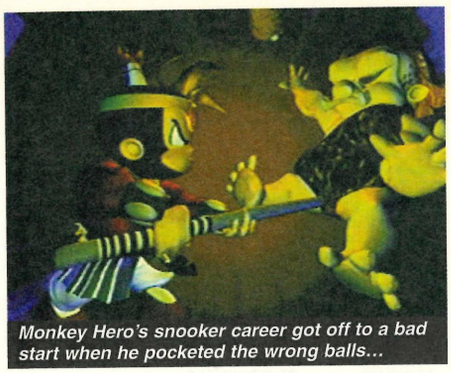

FANCY A CHAT?
There are plenty of people around who give you clues on where to go next and congratulate you on doing a good job of saving the world. This guy points in the right direction to a temple.

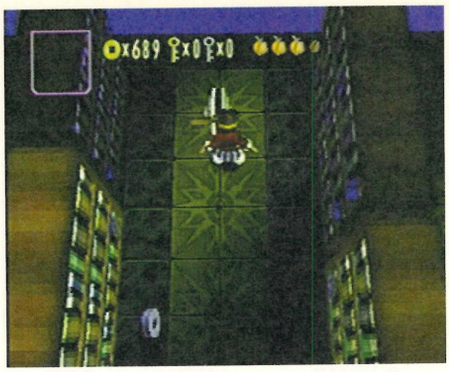


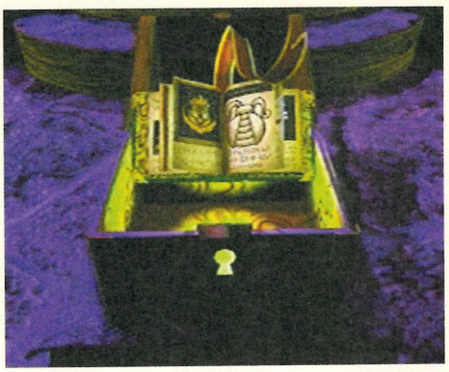
CRATE SMASHING
These can be useful two-fold. Firstly to collect extra life if they contain an apple, and secondly to throw at the enemy before you obtain your ninja staff. Just pick them up using the X button, and then press it again to drop it.

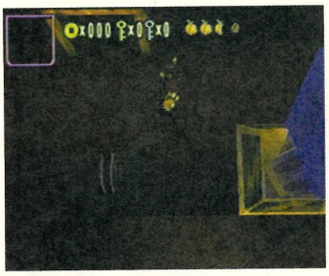


ROLLING BARRELS
These work much the same as the crates; all you have to do is push them in the direction you would like them to go and they smash into the first thing they come into contact with, whether it be a wall or a giant slug.

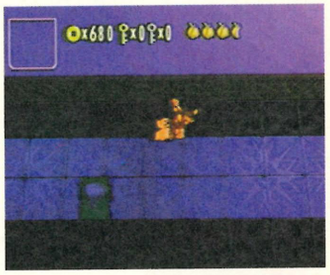

Monkey Hero's snooker career got off to a bad start when he pocketed the wrong balls...

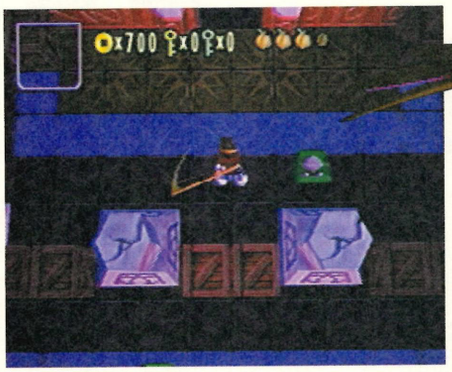














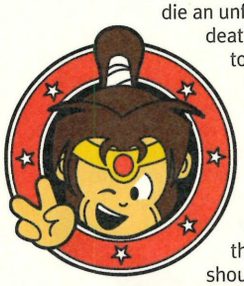
the library where you have a chat to the ghost librarian, a sweet old lady who kindly opens the door to get you on your way.

There are over 16 deadly dungeons and other various levels to explore in which the missing chapters are hidden. These levels include the Graveyard and Mausoleums, the Mined Out Mountain, the Cloud Fortress and the Enchanted Library where you encounter around 45 different enemies and 14 nasty bosses. Birds drop eggs on your head (how nice), frog beasts croak at you and the Mushroom Boss does his darn tootinest to put your ninja skills to shame. And once you've negotiated your way over the vast landscapes, you eventually come face to face with the vicious Nightmare King himself.

The only thing that lets this game down is the graphics. Although it's very colourful and cute, most of the characters have only a few frames of animation. Just one example being that when Monkey swizzles his funky staff, we only see a blurred image, which is kind of annoying as the PlayStation is capable of so much more.

## Check It Out...

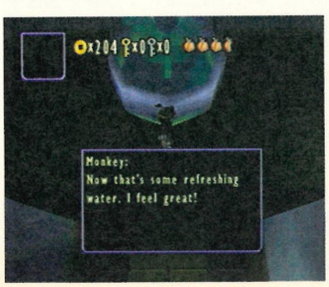
And another thing; it's all very well having your memory card at the ready to save your game at a critical time, but when the game doesn't let you save when you want, there seems little point. There is the odd one or two check points lying around, but once you have used them and have managed to progress quite a way further into the game, there are none to be found. So if you die an unfortunate death, you have to start a long way back to wherever your last save point was. It goes without saying that they should have given us a few more saving opportunities - I'm sure some of you may recognise a similarity with Crash Bandicoot 3 in this department, and how aggravating was that?



These are only minor indiscretions, though, as Monkey Hero more than makes up for it in other areas, such as being able to push bookcases over to squash the Nightmare King's troops. No seriously, this game is very addictive and although some are insistent in saying it's for the younger PlayStation owner, some of the puzzles are quite difficult. But let's finish on a good note; whether you're an RPG fan or not, this one's worth a look, as there's hours of fun to be had and lots of bad guys to dispose of (just the way we like it)!

***Claire Webster***

**Whether you're an RPG fan or not, this one's worth a look...**








**SECOND OPINION**

**Not bad - it's nice to see a game designed for the younger gamer which doesn't use its target audience as a sad excuse for dodgy gameplay. The lack of regular save points will put off the less patient, though perseverance brings its own rewards.**

***Ian Osborne***

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 8 |
| GAMEPLAY | 8 |
| LIFESPAN | 8 |

**88%**









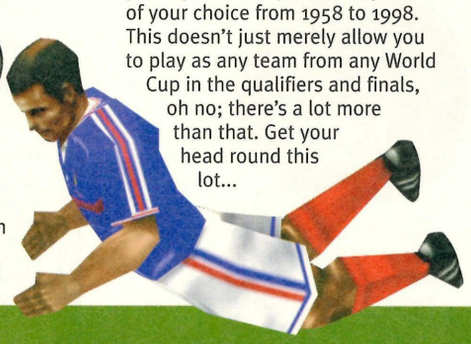

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Virgin Interactive Entertainment | Virgin Interactive Entertainment | Sports Sim | End February '99 | UK | £39.99 | 1-4 | Memory Card<br>Analogue Pad | Dual Shock<br>Multi Tap |

*Russell Barnes dribbles in the box and shoots a banana bender...*

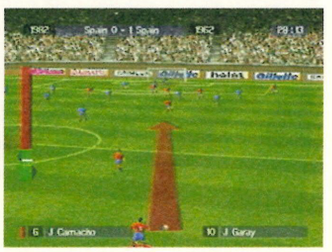
# Viva Football

**I know what you're thinking; another month, another footy title. There are probably just as many football games on the PlayStation as there are other games totted up together. Loads and loads of football games, no doubt about it, but wait, who said this was a football game? This ain't no game, it's a simulation, and here's why...**

I have to admit, I haven't seen a more polished-looking football release since my all-time favourite, ISS Pro '98. Graphically, Viva has a lot to thank ISS for, in fact. The graphics are fast, detailed and smooth while being slightly smaller than normal, so more of the pitch can be seen. Differences in the game only appear when you get stuck in and go beyond just quick matches against the computer, which just randomly picks two teams (evenly matched) for you to have a rip with. As far as gameplay goes, you'd have to agree that games like ISS are very arcadey; incredibly playable, but arcadey nevertheless. This is where the two games go their separate ways. Viva Football has a great Tournament Mode that not only takes you round the world playing all the best teams, it also takes you through time to visit (and participate in) any World Cup event of your choice from 1958 to 1998. This doesn't just merely allow you to play as any team from any World Cup in the qualifiers and finals, oh no; there's a lot more than that. Get your head round this lot...







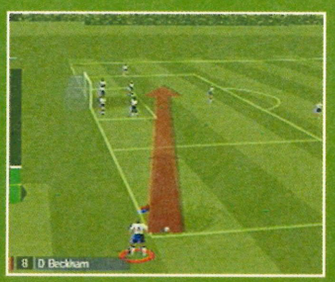



**Viva Football has a great Tournament Mode...**

## TRAINING...

**Using the Training mode in Viva is essential if you want to play competitively in the game's single-player modes. This is where you learn how to weigh your passes, practice snap shots, directed shots and take corners (which is done the same way as free kicks). You can also get the hang of set plays and crosses and chips into the box without the hassle of competitors jostling for possession at the same time.**














During the half-time break the players relaxed with a hula hoop...











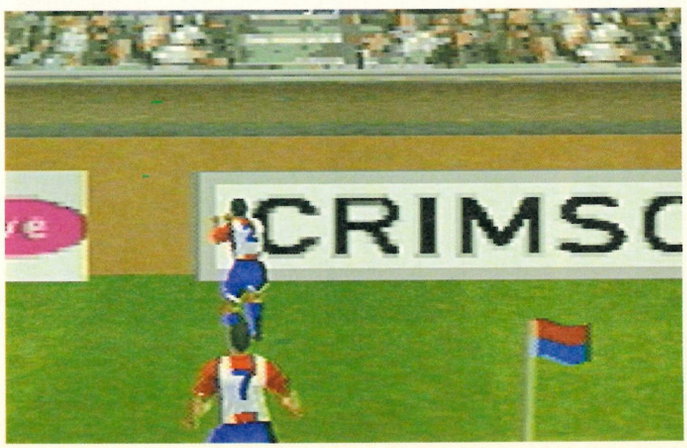






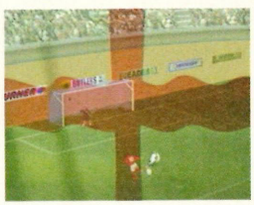





## HISTORY LESSON...

**A very clever introduction sequence has been included at the start of Viva Football, depicting highlights from each World Cup up until present day using rather clever motion capture animations. You see the final goal in England's 1966 World Cup victory, controversial fight scenes and even Maradonna's terrible hand ball in 1986.**







•Depending on the year the home team is playing determines the rules of the game. If you're playing a match as the England 1966 squad, for example, a back-pass to the goalkeeper to handle is allowed. You also find the offside rule differs too.

•You can choose to play in all of the qualifying rounds for the World Cup of your choice before moving onto the main event. You could, for example, go back to America 1994 and make sure that the England squad make it through.

•Players who have taken part in consecutive World Cups also change depending on their abilities.

Ronaldo, for example, is much better in the '98 World Cup than he was in '94. This just goes to show the lengths gone to produce a realistic gaming experience.

•Every single team that has ever taken part in the World Cup (yes all of them) are in the game. And from those teams, every single player that appeared is in there too. This is the most historically accurate game I've played. Each player is accurate to their real-life counterpart too, which means that Beckham is good at taking free kicks and Owen is as fast as a bullet across the pitch.

•While you're playing one of your matches in the World Cup, you're offered accurate updates of the scores in other matches as they happen. This might be only a small addition, but you really get the feeling of being part of the larger picture as it's happening.

## Control Centre

Due to the simulation feel the creators have worked hard for nearly two years to create, a control method had to be made that was quick and easy to use, as well as allowing you to make highly accurate moves that realistically portray moves and set pieces from the sport.

Corners and free kicks are completed using a method similar to that of golf games (strange but true). You first decide on the direction and height of the shot using a red arrow, then hold down the Shot button to choose the power rating on the bar on the left. Once the power of the shot has been decided, let go and tap the button again in the green section at the bottom of the bar to decide the curve on the ball using the arrows that point to the left and right. This method is

**VICTORY DANCE...**

**One of our favourite aspects of Viva Football is the excellent goal celebrations you can do after you've scored. Simply run around the pitch ten to the dozen and press and hold any button on the pad to do a variety of different moves. These range from your average fist pumps, running around with arms outstretched (like an aeroplane), turning and falling to the floor and diving head long down the pitch. If you're in the middle of a move, your team-mates might come and join in the celebrations with you.**
**It might not serve a major purpose in the game, but it sure is satisfying and can really rub salt into the wound when you're playing against a friend!**

















*Did the ball cross the line? It's Geoff Hurst's 1966 goal all over again!*



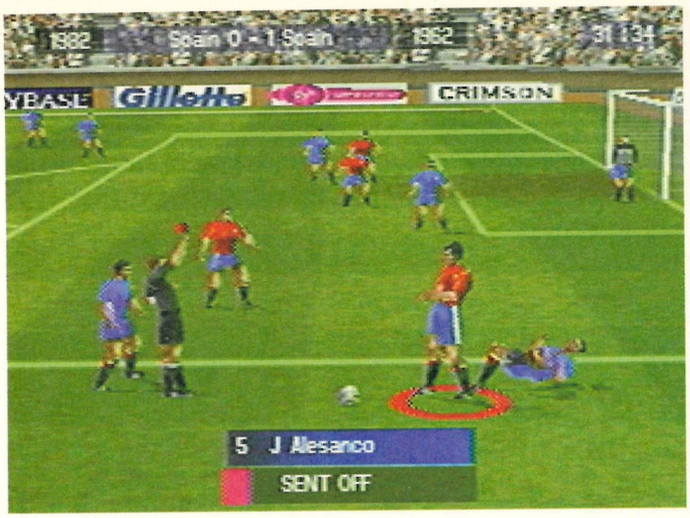

easy, accurate and allows you to produce a realistic shot without too much fiddling and mucking around. Passes can be played directly to a team-mate's feet by tapping the Pass button which is identical to games like ISS Pro '98. This is nothing out of the ordinary, but if you hold the button down to charge up another power bar, your pass can be directed anywhere around the pitch. This allows you to play through balls and create space on the pitch instead of just hoofing it into God-knows-where.



Taking a shot on goal has never been quite as realistic as Viva either. By simply tapping the Shoot button your player takes a shot to the best of his individual ability (for example, if you're controlling Michael Owen at the time, you're laughing). Holding down the button allows you to charge up another bar which denotes the height of the shot. While you're holding the button, you can press the direction pad to change the direction of the shot from the left to right post of the goal. Again this is quick and easy, but still manages to be the most realistic method of taking a shot on goal I've seen yet.

Making a cross into the box is a great set play to score from and Viva has taken this into account in great style. By holding down the L1 button you can charge up a cross which effects its distance and height. When you're happy with the direction you're holding too, you can let go of the button and boot it in. No worries for Shearer at the far post I can tell you. Admittedly it does take a few games to get the hang of the controls. They are remarkably straightforward, but when you're used to

**It takes a few games to get used to the controls...**






## If you're a stickler for detail, you're falling over yourself for this game...

playing more arcadey games like ISS and FIFA, it's a bit of a shock to the system.

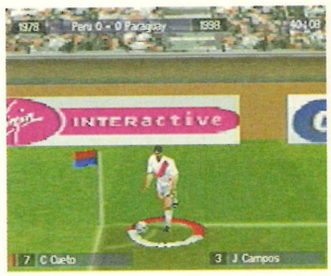
### There's Always a But...

If you've already glanced at the final scores awarded to Viva, you know this rose has its fair share of thorns. It's not that the game has one or two major flaws that spoil all the plus points behind it, it's more like lots of little niggles that build up enough to effect the final rating. Admittedly, some of the niggles can be beaten with a little perseverance like when the CPU controlled players on your team are running to the ball then just turn on their heels and start running the other way. All you have to do is try and gain control of them before this happens (but why should we?). There are far to many offsides in the game too; it's got to happen at least six or seven times in a half, and most of the time it's the computer-controlled team that's the guilty party. This is far too often, and the games-testers should have picked up on this, but it is possible to turn offsides off in the options, but that's hardly football now, is it?

There's always the very real possibility that producing an accurate sim of any sport leads to downfalls by its very nature, and this one's no exception. For example, pressing the Tackle button when you're controlling a character that's nowhere near the ball can easily lead to a sending off if you should accidentally bring them to the floor. You might not even be on the same screen as the ball, but the ref still shows the red card. Fair enough in the real game, but a little rough when you can't even see the player that causes the offence. This leads to another problem regarding the control of your players; they just seem to have a mind of their own. When the ball is kicked loose and you want to reach it before the opposition, it's obvious the controls are just too twitchy and unreliable - you just can't quickly reach the ball. You can run right past it, run a circle around it or dive on the floor by it, but it's really hard to gain control of it. This isn't good when you're trailing by a goal in the dying moments of the game, but that's the way it is.

At the end of the day, though, if you can live with the small drawbacks that bug Viva, you've got a game that's got enough to keep you very happy right up until the next World Cup in 2002. Well, maybe not that long, but you know what I mean. When you take into consideration nice little touches like the motion capture that was supplied by Barnet (top team). They might not be Michael Owen, but the creators of the game used the entire team to do the motion capture so the defenders move like defenders and the strikers move differently. Also, the sound effects change depending on the stadium you're playing in and the teams you're controlling. You hear chatter coming from the players (even in foreign languages) which is very subtle but helps to raise the authenticity gauge off the scale. If you're a stickler for attention to detail, you're falling over yourself for this game, but just bear in mind it's not perfect and not short of a bug or two either.

***Russell Barnes***



















**SECOND OPINION**

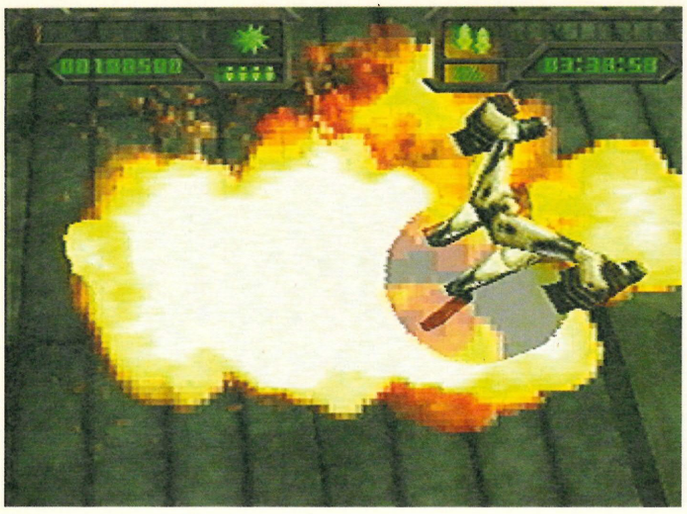
I love the graphics - they're not as visually impressive as the FIFA series, but being small, they allow for a passing game as you can see more of the pitch and more of your players. Not without its faults, but a great game of soccer.

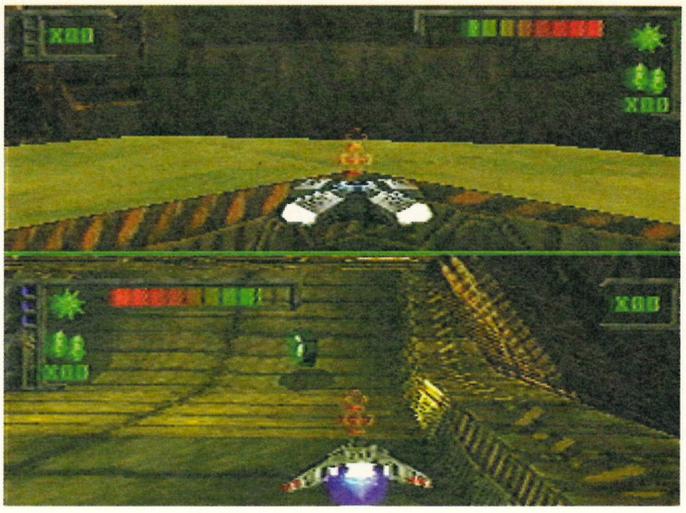
*Ian Osborne*

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 7 |
| GAMEPLAY | 8 |
| LIFESPAN | 9 |

**89%**



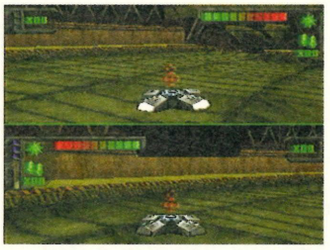












| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS |
|---|---|---|---|---|---|---|---|
| Psygnosis | Magenta Software | Action | 5th February '99 | UK | £39.99 | 1-2 | Memory Card, Analogue Pad, Dual Shock |

*Paying your debt to society has never been so evil. Claire Webster experiences what it's like to be on the inside, playing for her life...*

# Eliminator



**It looks as though it's set in the future; very Space Age with lots of spangly flying ships, but the justice system is somewhat backward. In a world where crime most certainly doesn't pay, prisoners of war are not merely sent to do their time in prison. The power of television is taken to the extreme in the form of the show called 'Elimination'.**

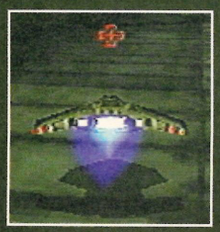
Before the Civil War began, Elimination was all about freedom and heroism. But now that time has passed and viewers are more interested in suffering, blood and deadly justice. The show had an abundance of fans; there's even a fan club to subscribe too.

Each and every dedicated viewer was convinced the poor prisoner inside was getting his comeuppance. Not a thought was given to whether or not the poor devil was really guilty. Now let me tell you how it is - the armed guards roam the prison corridors and all of the inmates shy away into the darkest corners of their cells. At one point, being the star of the show was an honour. If you could complete the challenge you were a free man, released back into the community with your name intact. But

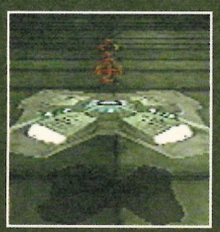
## THE SURVIVAL OF THE FITTEST...

**In Eliminator, it's definitely a good idea to choose a craft which most suits your needs, which is usually one which can sustain a fair amount of damage. Below are the stats for each of the crafts you can choose to fly...**

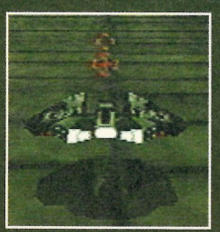
LIBERTY
This is a prototype craft as its still not used by the military forces. Its weaponry is very versatile and it accommodates more firepower than all its old models. It's speed is still being worked on as at the moment it's not as fast as any of the other crafts.



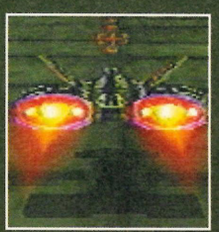
REDEEMER
This is a rather sleek looking fighting machine, weighted down by its abundance of weapons. The Redeemer's highest speed was last recorded two years ago at the Hulinio impasse of 2799. This is one of the oldest crafts, but some still consider it to be the best.

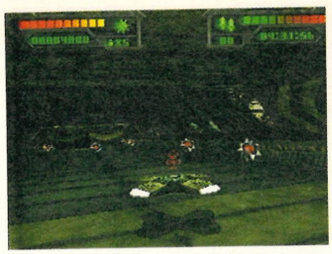


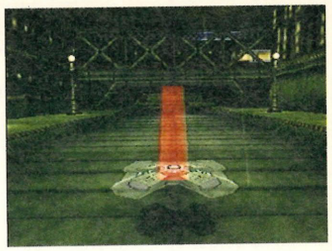
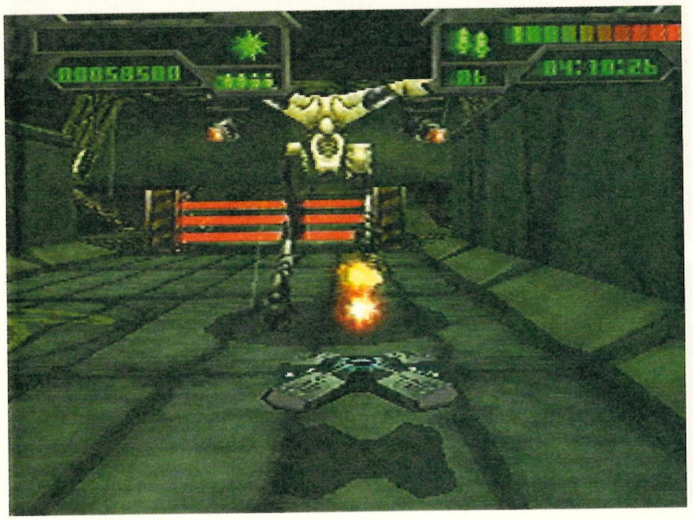
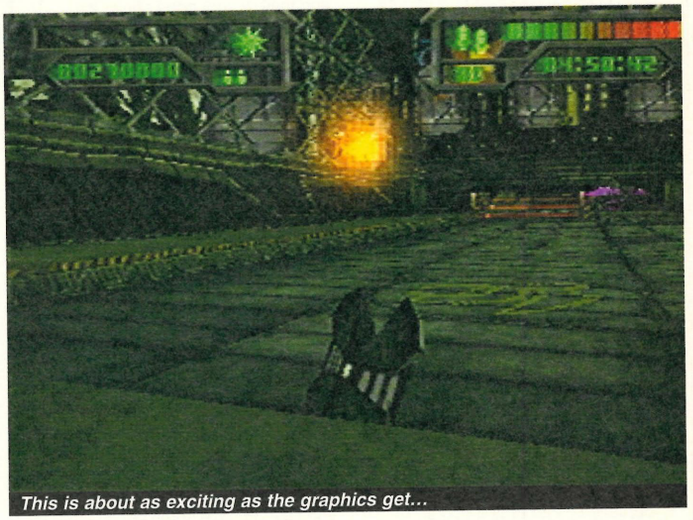
FREEDOM
This craft has unrivalled shield power and self-defence mechanisms. It came into service two years ago and became known as one of the most competent flying machines, even though it's not very fast. With over 2,680,000 kills in the first year, this craft leaves a path of destruction.

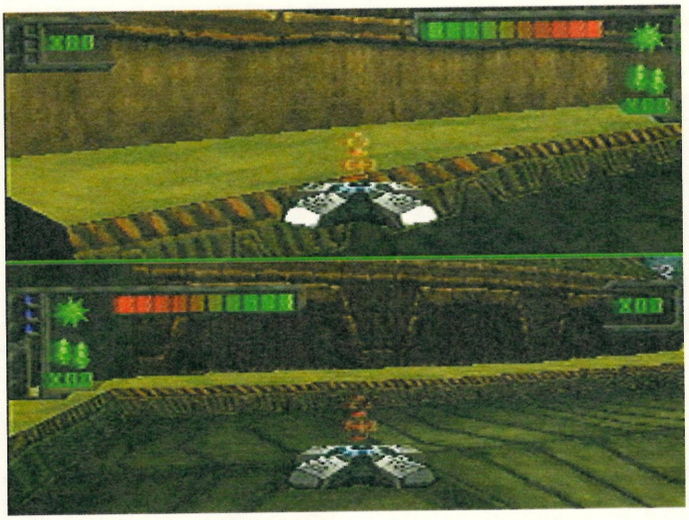


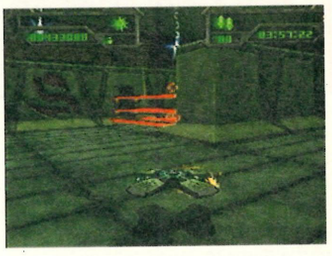
SURVIVOR
The Survivor is the best choice if you're playing in two-player mode. It has the highest speed, so is not recommended for beginners or trainees.









This is about as exciting as the graphics get...



## This is not, yes, I said NOT a good game...

it's not so grand nowadays. Your cell door opens and what looks like a metal case is placed in front of you. They open it up and you're forced to step inside. From there you are put onto a train, which is full of prisoners inside these cases. You're all on your way to the arena, to face the lights and the cameras; to face Elimination!

As you may have guessed by now, you are the lucky person who gets the role of the prisoner next up for Elimination. You're supposed to consider yourself honoured, as most of the inmates rot away in the penitentiaries. But the casting director of the show saw your resumé and liked what he saw, so prepare yourself as you're going live to millions of viewers all over the galaxy. So you had better quickly learn how to master the art of flying an Elimination craft in an Arena and which is the best way to destroy the tech-enemies you encounter on your way. But as you're a top-rank pilot you shouldn't have any problems...

### Prisoners' Rights

I'm sorry, but I would just like to make it clear from the start that this is not, yes, I said NOT a good game. Don't worry, I will try and be as objective as possible, but it's going to be hard! Just the storyline is enough to put you off; it has similarities with The Running Man, but thankfully there's no sign of Arnie anywhere.

There is both one- and two-player mode, but let's deal with one-player first. To start with you must choose which mean machine you're gong to try and fly. There are four to choose from; the Redeemer, Freedom, Liberty and Survivor, and each of them has various strengths and weaknesses. Some have more speed or control than others, but as usual, if a craft has extra speed, it loses a little something in either its control or the amount of damage it can sustain. Of course, you've by now noticed the relevance of each craft's name - how very inspiring.

This is also probably the best time to tell you that the controls are a little awkward as well. To accelerate you have to press the 'X' button (nothing strange there), but to fire your weapon (which is always imperative in a game such as this) you have to press Square. Co-ordinating the whole thing takes some getting used to but if you really can't get used to it, you can configure your pad from the options menu.

You only have five minutes to complete your task or 'the first round' as the audience may call it. When you begin the flight, the first arena you come to has the first tech enemies to destroy. There really isn't a term to describe the first flying robots; 'purple flying saucers' is about the best we can come up with here. They don't really pose much threat to you either, as if you position yourself correctly you can shoot them as they appear. Each time you do manage to blow one up it turns into a purple crystal which, when you fly into them, give you one thousand points.

From the first arena you must fly through the next available entrance, or basically any entrance that doesn't have lots of red glowing bars across it. On your way to the next arena you encounter a tunnel of mines, which if you fly into you obviously blow up, so try not to suffer too much damage. When you manage to make your way through the

**DEATH TRAPS...**

**Of course, in every arena there are mech enemies that want your blood and to make this as good TV as possible. Some are harder than others to destroy, so here's a sneaky look at just a few of them.**

PURPLE FLYING SAUCERS
These are the first obstacles you come across on Level One. They don't pose much threat to you as if you position yourself correctly you can shoot them as they appear. They turn into diamonds once they're destroyed, which helps you tot up your score as you fly around the first level.



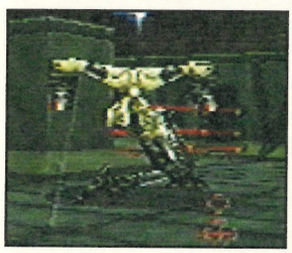
MECH GUNS
In the second arena, these are the only machines that try to kill you, and they're very good shots. It's best to fire at them from a distance as they can't sense you from a long way off. When you do destroy them, they leave behind missiles and a medi-pack, and these are invaluable to your survival.



MINES
Some skilful flying is needed to avoid these. It's possible to accidentally fly into only a couple of them without being blown away yourself, but if you do you sustain some severe damage.



MECH WARRIOR ROBOTS
These are hard to destroy. They like to move around a lot, so again you have to have some good flying skills to kill them quickly before they kill you. Normally they fire blue bombs at you or stamp on you. Fire at their bodies to see



sea of mines you find yourself under further attack from two stationery robots. If you blow them both up you find some very useful missiles and a medi-pack which restores all of the damage your craft has had so far. You can also pick up some extra time here as well, but how much depends on how quick you are at zipping around the arena.

Before you get the wrong idea, I'm not going to give you a blow-by-blow account of how to play the game, and even if I wanted to it would take me a long time, especially since I would have so many complaints about it rather than strong points. 'But Claire, you haven't told us what's the matter with the game yet!', I hear you say. Well where shall I begin?

## Jailhouse Rock...

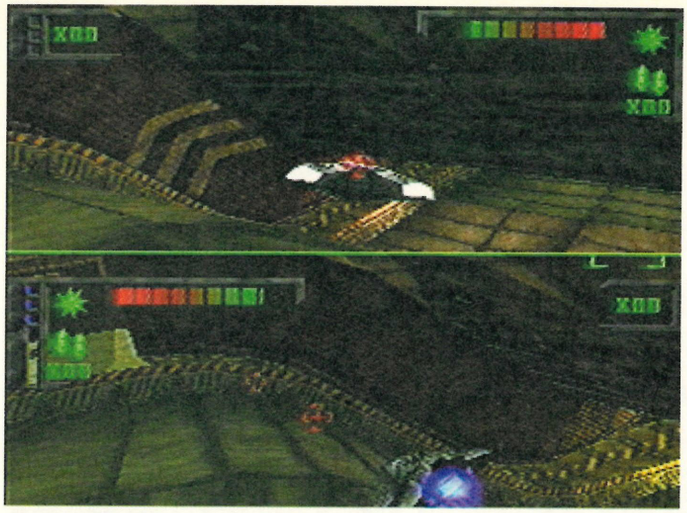
The most important bad point is concerning your learning curve as you play the game, or maybe just the fact that there isn't one and even if you would like to draw one it wouldn't be very curvaceous. Basically, this game starts off being extremely difficult, and just gets harder and harder.

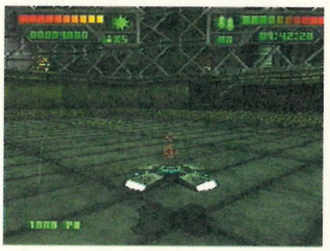
In particular, when you reach the third arena there are two huge tech enemies which make your craft look like a feeble frisbee. You have to fire at their bodies to destroy them, but they don't make it too easy for you as they fire blue bombs at you and if they're feeling especially nasty they stamp on you, crushing you to death. It takes at least five attempts to discover the best way to wipe them out, which would be okay if you didn't have to go right back to the beginning of the game when you lose your life. It makes you have some sort of uncontrollable urge to thrown your pad on the floor and stamp on it - or is that just me?

The two-player game is a little more fun, though, as it's just you and your opponent trying to destroy each other whilst flying around the arena of your choice. Take your pick from only three arenas; The Pit, The Dome or The labyrinth, and any of the usual crafts. Your opponent has a green target around him so you can aim accurately and it also shows you how much energy they have left. For some reason it's always a lot more enjoyable to play against someone else. Perhaps it's just that amount of satisfaction you get from winning the competition.

Generally, this game is just too difficult. If it started off relatively easy and let you get used to the controls and then began to give you some harder obstacles, maybe it would be a little more enjoyable - or maybe not. The graphics don't offer anything new either; it's always very dark and there's no other background colours other than cheerful grey. If you haven't guessed already, this game would definitely not be a good buy and it's also not one to recommend to a friend either, unless your not too struck on them, of course.

***Claire Webster***









*Put a coin in the pier-side telescope and spy on the topless sunbathers*



**SECOND OPINION**

**What a disaster. There's no learning curve to allow players to get to grips with the game. It's only saving grace is the game's two-player mode which is acceptable but still not particularly impressive. If you're looking for something fast and futuristic, try Dodgem Arena.**

***Russell Barnes***

**THE SCORE**

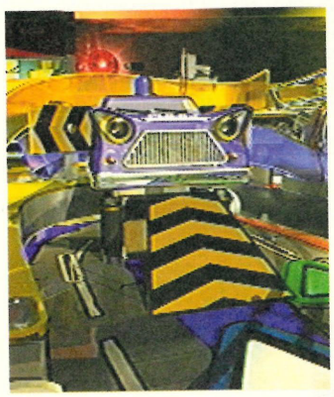
| | |
|---|---|
| GRAPHICS | 5 |
| SOUND | 6 |
| GAMEPLAY | 5 |
| LIFESPAN | 4 |

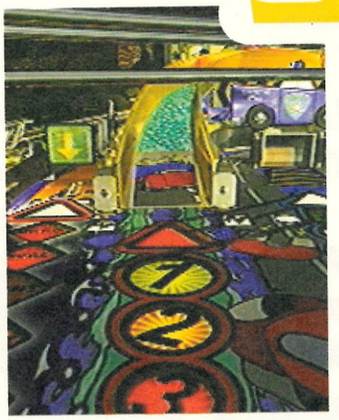
**43%**

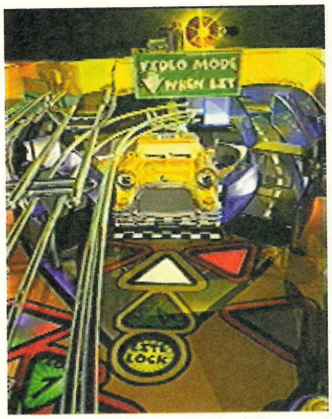
| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Empire Interactive | Cunning Developments | Pinball Sim | Early '99 | UK | £39.99 | 1-4 | Memory Card | Dual Shock |

*Get your flippers at the ready as we're about to have a ball-bashing time with a new pinball game - or are we? Claire Webster takes the table...*

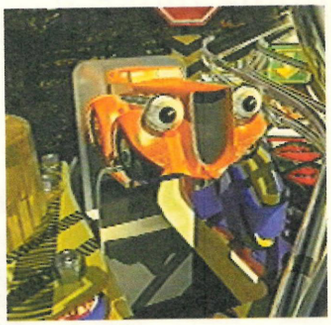
# Pro Pinball: Big Race USA









**It has the potential to be a very playable game...**

**There have been five pinball games on the PlayStation, and that's not including this one. Some of them have been good and some bad, but unfortunately this one won't be winning any prizes.**

Firstly, and most importantly, there is only one measly table. Well, maybe it's not measly exactly; it's just that it's the only one. There are quite a few challenges and separate mini-games to play, where you can earn yourself literally millions of points. If you shoot the ball into the boot of the police car, you reach a bonus level where if you manage to put the ball into the back of the taxi, you can earn yourself another ten million points, but you have to have nifty fingerwork as the longer you take the more the points dwindle. There's also a video game to play as well, in which you have to bash into some oncoming traffic - the more kills you make, the more points you get.

The entire game revolves around a car theme. You play with Monster Trucks, Buggies and sleek-looking sports cars and your taxi can pick up passengers along the way. If only they had more tables this would be a much better game. The music becomes very annoying as well, with tunes you'd probably only hear in some really posh restaurant. The vocal effects are just as irritating as the music, with unoriginal sayings such as 'yey dude' and 'cool man' which really make you feel as if you've got yourself a part in Teenage Mutant Ninja Turtles. You can change them to say something else if you so choose, but if I was you I'd take some good advice and just turn the sound either down or off.

Of course, you've got all your usual real-life pinball qualities such as tilt and skill shots, and you can also alter the controls to whatever you find easiest when using your flippers. The graphics are pretty good, but then there wasn't a lot to cater for in the game as there's only ever one screen in view. A major flaw is that they've got the perspective of the table all wrong. You can see the bottom half of it quite well, which is a good job really as it would make the game a bit difficult to play otherwise. But when your ball is at the top of the table it's impossible to see, and even though there are four flippers on the table, the top two look so tiny they're not worth using. There are three different views of the table you can use, but none of them make the machine look any bigger.

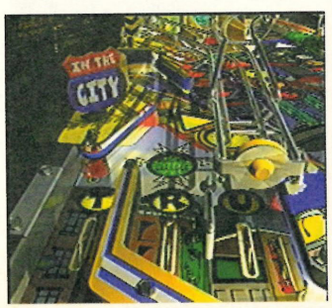
## Straight Out of the Arcade

There are also your usual multi-ball bonuses, only in this game they're called Passenger and Police Frenzies. If you manage to get onto these, you can score some serious points. Before you even start the game there are a number of things you can alter using the various options menus. For example, you can change the slope of the table, the number of times you can receive an extra ball... It would probably take forever to list them all.

The best thing about this game is the fact that you can play with up to four players. This makes the game a lot more fun to play as it gets extremely competitive; you can sit in front of the TV until the wee small hours playing against your friends.

I'm afraid this one isn't really worth the money. It has a lot of potential to be a very playable game, but it's shelf life is just too short to mention.

***Claire Webster***




**SECOND OPINION**

**What's there's reasonably good, but what's it doing as a full-priced game? One Table? Come on guys, this isn't on. The 'vanishing point' perspective means detail is lost at the top of the table too - perhaps a scrolling screen would've been better. Not recommended.**

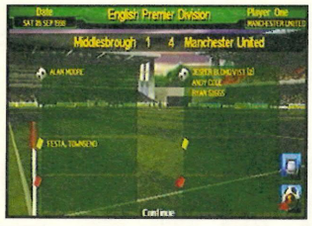
***Ian Osborne***

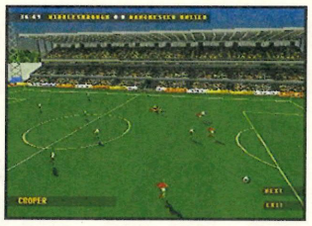
**THE SCORE**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 5 |
| GAMEPLAY | 5 |
| LIFESPAN | 5 |

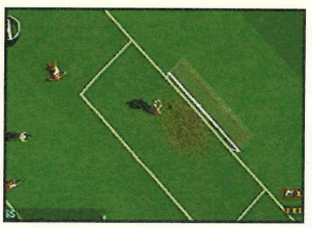
**48%**

**HIGHLIGHT REEL...**





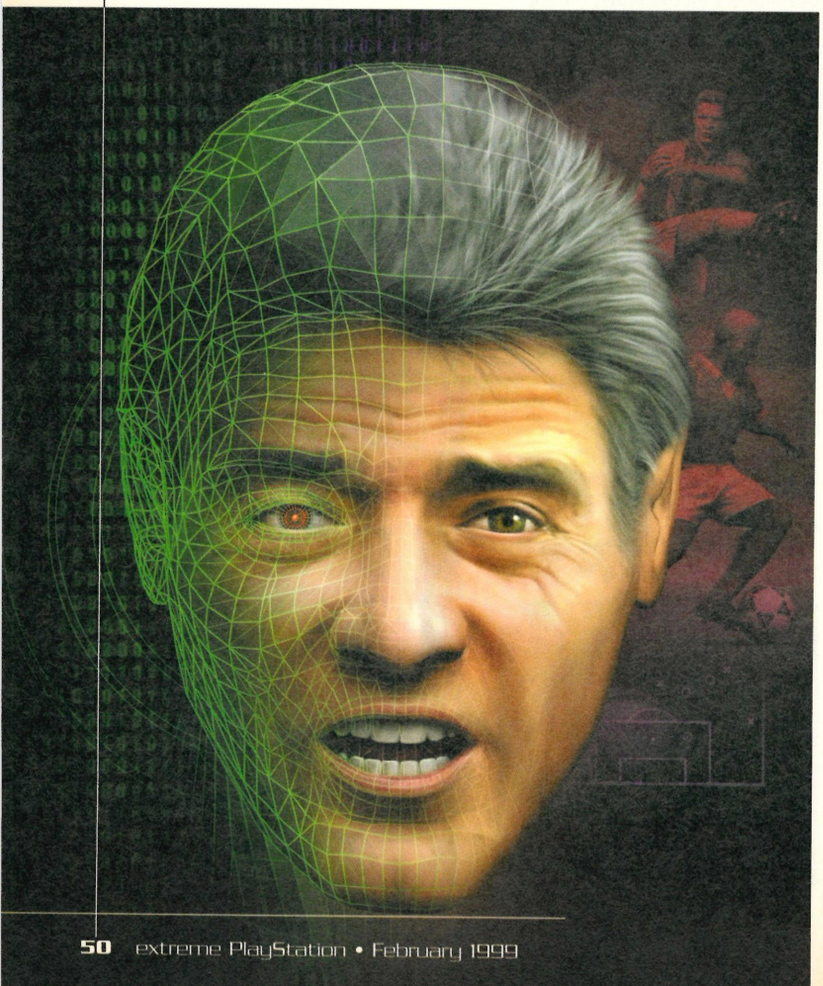


**One of the things that never fails to amaze me while playing is the excellent Highlights option which allows you to see the best bits of the match you've just played. It's true to your team, your formation and the skill of the players therein, so you can watch and learn as well as decide on changes to your tactics and formations to keep your team on their winning streak. The graphics are quite nicely animated and the camera angles pan cinematically to show the action from as many angles as possible. Best of all, though, is the commentary thanks to the excellent Barry Davis. It's got to be the most realistic and convincing voice-over for a game I've ever heard, but then you're not directly controlling the action so I suppose it's possible to improve upon the commentary of something like Actua Soccer 3.**

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Gremlin | Gremlin | Strategy Sim | Out Now | UK | £39.99 | 1-4 | Memory Card | Mouse |

*'You tell him he's dropped'. Russell Barnes tolerates no dissent among his players, but will Gremlin's new football management game make it into the Premier League?*

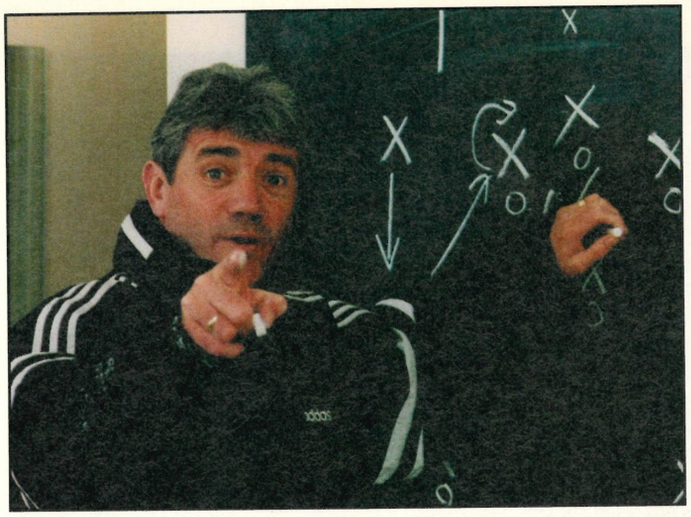
# Premier Manager Ninety Nine



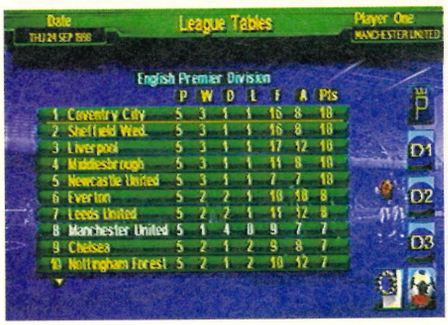
**One minute you're top of the league, and then the next you're clearing your desk because you lost two consecutive games. Life's a balancing act when you're a high-flying football team manager, unless of course you're playing Premier Manager Ninety Nine which is basically just a funny old game.**

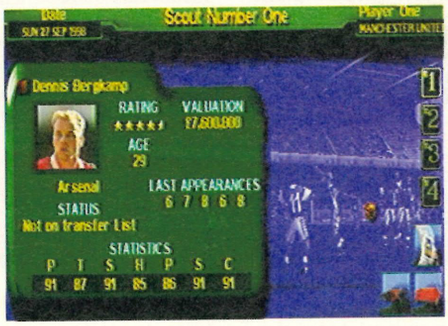
I'm struggling here. It's midnight a few days before our deadline and I've desperately got to get this review of Premier Manager Ninety Nine sorted quick and sharp. It's not through a lack of trying. I've been with my team for two seasons now and the Board of Directors are more than happy with my contribution to the club. The thing is, I've got a big match coming up and I've got to make sure the boys are all on form and mentally prepared for the job in hand. Sherringham's out with a broken leg at the moment and Andy Cole just isn't up to the task fitness-wise, so I'm pulling my hair out a bit trying to get the squad balanced and firing on all cylinders. It wouldn't be so bad if Beckham wasn't off for a one-match ban, but things are looking quite grim the way they are at the moment.

What an immersive game. I was searching my mind for the right word to explain how mind-bendingly addictive it is and 'immersive' was the best I could come up with. It's like another world or another state of being where you don't need food, you just can't sleep and there's nothing else on your mind except football and your team's position in the league. Perhaps it should come with a Government Health Warning clearly stating on the box that you'll be hooked after less than an hour of use, or maybe,



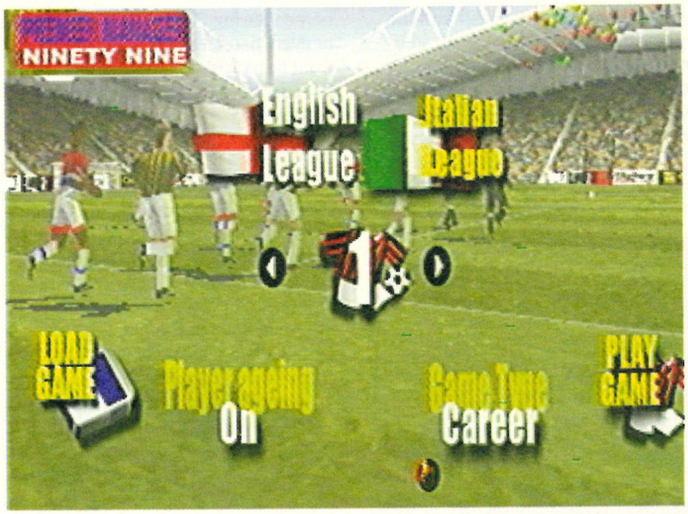












*The action reproduced in the highlights is a true representation of your team's set-up and performance*







## You don't need to be interested in football to enjoy the game...

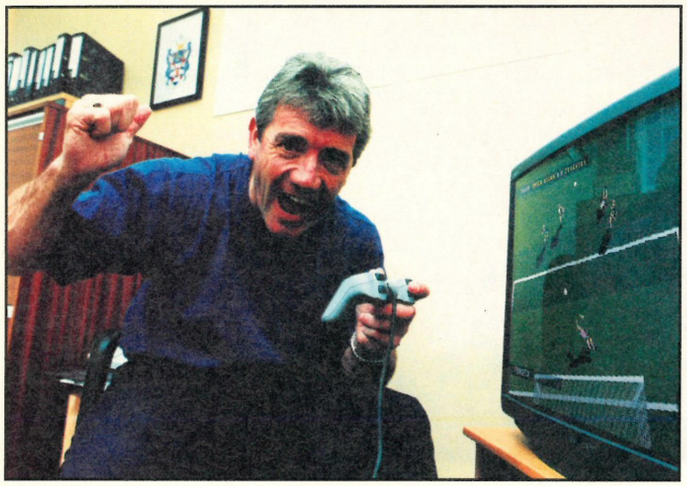
in a more positive way, it should be on prescription from your local chemists as a anti-depressant or something. Who cares how bad your life is when you're the manager of a Premier League team driving a steam train into Europe?

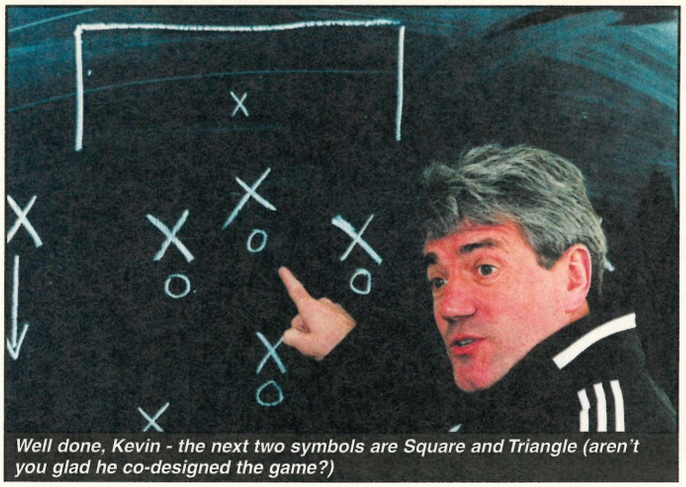
### Team Talk

So what if you're not into Football? That's the great thing about Premier Manager Ninety Nine. You don't need to be interested in football, or even know anything about football to be able to play and enjoy the game. I think I'm living proof of that; I didn't play football at school, I don't follow a Premier League side and I've never even been to a football match in my entire life, but I just can't get enough of it. It's brilliant the way its been designed so it doesn't take football knowledge for granted. You don't need to know who the best players are on any specific team, because at the click of a button you can have all their vital statistics there on the screen in front of you. Their fitness is rated by a percentage so you know how they're doing at a glance, but if you want to get tactical they're rated on each aspect of the game on separate screens. You can even see how well they've performed in a match they've just played, so you can stiff-

### A CAREER IN MANAGEMENT...

**There are actually two game-types in Premier manager Ninety Nine. The first is the basic Management Sim in which you pick your team (from any division) and either take them to glory or take them down the shitter. The second is the Career mode in which you're given specific goals to achieve within a certain time period. If you can't complete the goals (like taking a Premiership team into Europe, or taking a team at the bottom of the division to the top) then you're sacked and sent on your way by the clubs severely pissed off Board of Directors. Basically the Career mode is harder than Management mode (you'll probably last longer before getting the boot).**



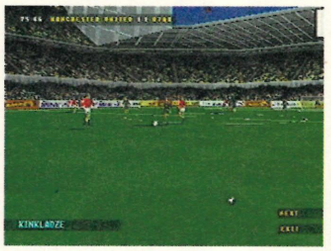


*Well done, Kevin - the next two symbols are Square and Triangle (aren't you glad he co-designed the game?)*











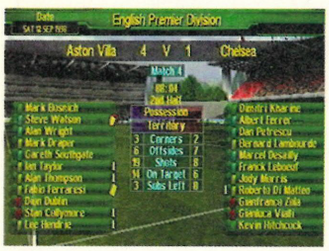

en their training or get them off the squad for a bit of a break. Even the team is rated with a star system (out of five) so it can be compared to other teams at an easy glance. It's incredible just how easy it is to play. When you think of management sims you think of complex decisions and endless options screens and boredom, but you couldn't be any further from the truth. Okay, so the graphics in the most part are functional, but everything from your building squad to upgrading the stadium is well labelled and accessible. Luckily so really, because there are so many factors to take into account that anything less than pure simplicity would be to long-winded and arduous, and would be enough to put people off playing the game.

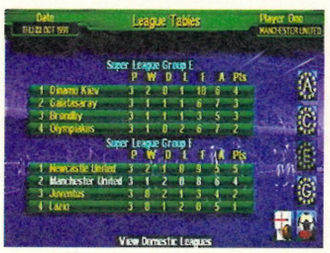
## Sound Performance

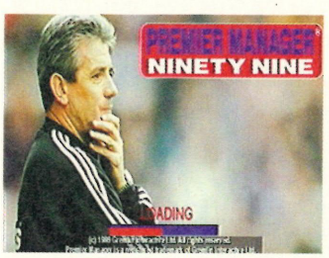
There are very few sound effects to speak of in PM 99 (you can turn the music off though - thank God) so it makes it hard to rate the audio side of the game as a whole. The commentary is an essential part of the Highlight Reel (see boxout) as it tells you how you're performing as well as accompanying the footage. Barry has always got something new and informative to say; with each game you watch so there's no way of getting bored viewing them after the match or even instead of the match if you want to bite your nails right back to the cuticles. Apart from that, though, there are only a few sounds to denote your choice of menu screen so the rating is a reflection of that.

If you're looking for a game you can really lose yourself in for the next year or so then this is most probably for you. It's not a game you can just pick up and play for a few minutes, so if anyone with a short attention span is still reading (unlikely) you probably want to steer clear. Forget food, don't even consider sleep, drop your can of Coke and stick to the program. This is football management at its very best.

***Russell Barnes***



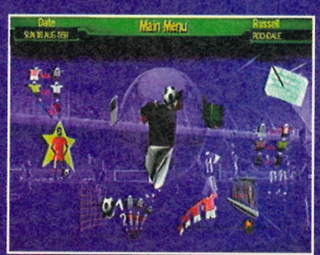




## TEAM TIME...

**Tactics, tactics, tactics. There are so many complex twists and turns it's amazing that your average footballer has got what's required upstairs to get by. Let's face it, you can't control them out there on the pitch; it's totally out of your hands, so you want to send them out there as well prepared as possible. Premier Manager Ninety Nine let's you do this and more...**

Altering your squad is probably the first and most obvious change you can make to your side to improve their performance. Once you're happy you have all the right players (and some healthy back-ups on the subs' bench) you can start to play around with your formations. You've got all your 4-4-2s (defence and attacking) right through to your 3-5-2s but you can also change the primary tactics like counter-attack, passing game, long ball and so on. You can get your defenders to mark their opponents man to man or using the tried-and-tested sweeper system. If you're unsure what you want to do, you can simply spy on your opponents to see what their doing, and then think of something better - sorted.







### SECOND OPINION

**Yep, this is as good as football management gets. This Keegan-endorsed offering is deep yet accessible, allowing the gamer to enjoy total control over the team and individual players. You don't have to wear a goofy tracksuit too. A great game, even for soccer haters.**

***Ian Osborne***

### THE SCORE

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 6 |
| GAMEPLAY | 9 |
| LIFESPAN | 9 |

**93%**

# Total Control!

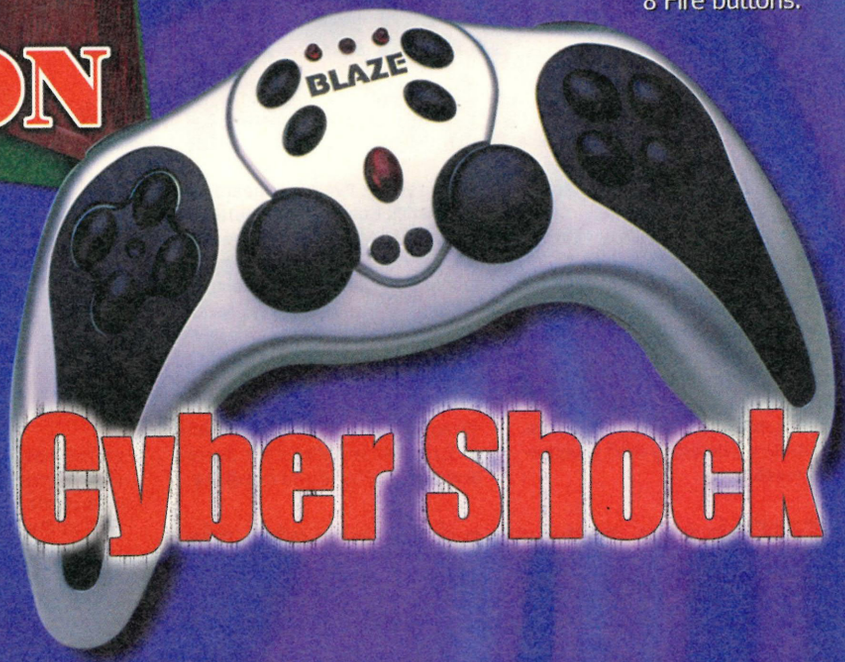



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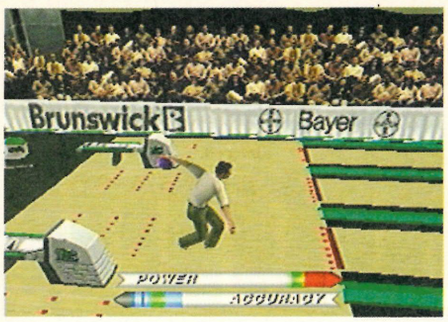


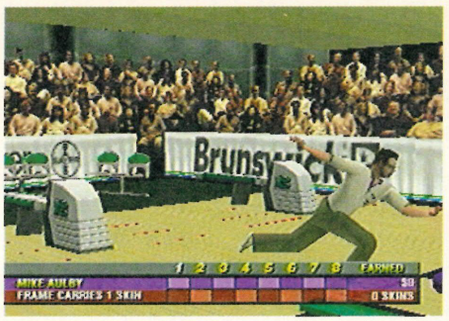

*Charttrak - September 1998

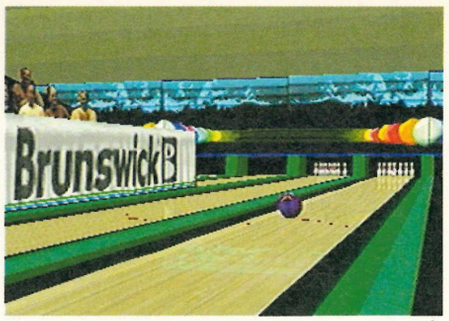
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| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS |
|---|---|---|---|---|---|---|---|
| THQ | THQ | Sports Sim | Out Now | UK | £19.99 | Up to 32 | Memory Card |

*Get ready to roll; a new bowling sim is about to hit the shelves. Claire Webster ties up her fashionable bowling shoes to see if it wins a strike...*

# Brunswick
## Circuit Pro Bowling

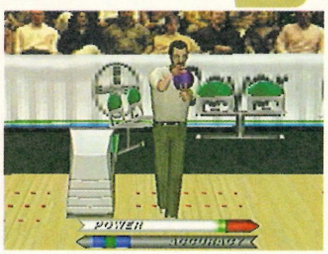
**There haven't been very many bowling games for the PlayStation, and it's not surprising really as although it's great fun in real life, you hardly imagine it to be very exciting as a console game. But stay in your seats, ladies and gentlemen, as you ain't seen nothin' yet. Brunswick Circuit Pro Bowling is one of the better games of its genre and at a bargain a mere 20 quid; we certainly can't grumble too much.**

Personally, I've never heard of Brunswick Bowling. It conjures up a picture of an old Western town with an rickety shack of a bowling alley where only old, bearded men hang out and drink Banks's Mild out of a pint jug. But contrary to whatever I might think, this game is nearly as much fun as the real thing.

There are 13 professional Brunswick players to choose from, including Mike Miller, Chris Barnes and Steve Jaros (if you recognise any of those names then you're doing better than me!). You can also create your own player, and as with all the other latest sport sims we know, creating your own can sometimes be more fun than playing the game itself in some cases (if you know what I mean).

**THQ have managed to create six very different modes of play...**



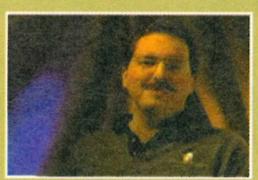



### Practice Makes Perfect

You might think that there can't be much variation in a bowling game, but somehow THQ have managed to create six very different modes of play. The best place to start would be in Practice Mode, where you can

### STORY OF THEIR LIVES...

**Wouldn't it be nice to get to know your player on a one-to-one basis, to see if their personality matches their face (in which case we're in trouble!). Here are the bios for some of the top players....**



MIKE AULBY
As Mike is from Indianapolis he loves his racing, but the thinks there's nothing quite like 'mowing down' 12 strikes one after another. He says his career has only just begun and that he wants to add more championships onto his already long list of 25. He's also won a Triple Crown, which is apparently a more-than good enough reason to choose him as your bowler.



CHRIS BARNES
Chris is from Kansas and he's what's known as a high roller. He's a newcomer to the PVA but has won a lot of titles and thousands of dollars on the circuit. The PVA guys don't scare him one bit; as soon as he reaches the alley he turns into a bowling machine.



PARKER BOHN II
What an unfortunate name. Not only that, but Parker boy here thinks he's a bit of a hot-shot bowler! He's known as the nice guy from New Jersey - he should be, he's won many nice guy awards. He's not afraid of any of his opponents taking him on at the bowling alley, which is obvious when you see he's won 14 major titles all over the world.



JUSTIN HROMEK
Even at college Justin was a bit of a bowling fiend as he led his team to the championships in 1987. He likes to work out in the gym and can arm-wrestle any of his opponents to the ground (so he says). He believes the secret to bowling success is to practice.

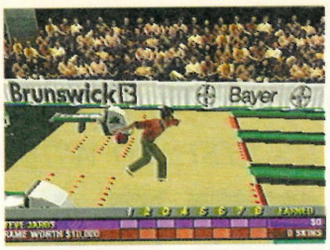


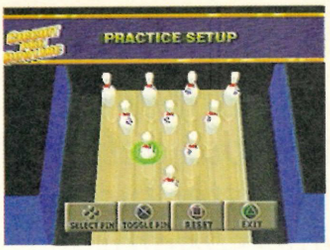
STEVE JAROS
During the last few years only one or two players have been on TV and won more money than our friend Steve here! Mr Jaros was born in Chicago, which is why he says he's such a cool customer. You just can't get him rattled.

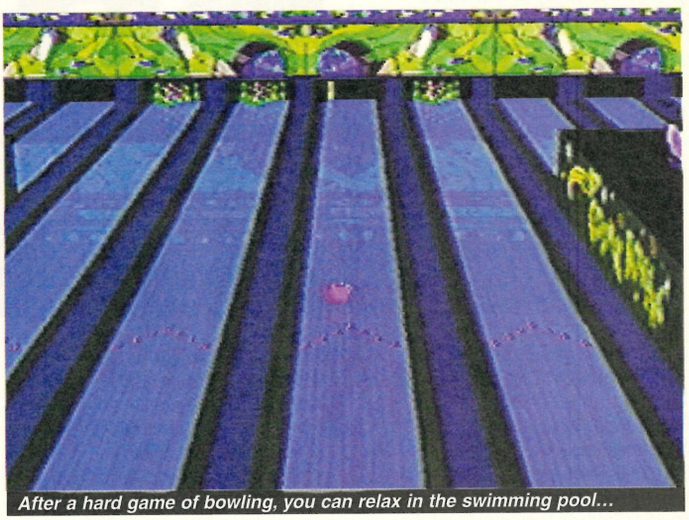


MIKE MILLER
This guy's from New Mexico and 'can really crank it'. He is the only bowler who can win a tournament using only two fingers. He may be from the West, but on the bowling lanes he can bowl from coast to coast.

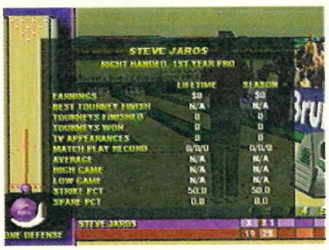


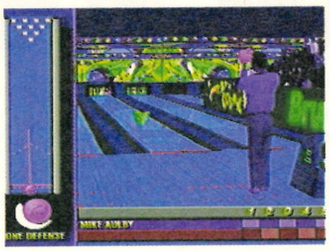


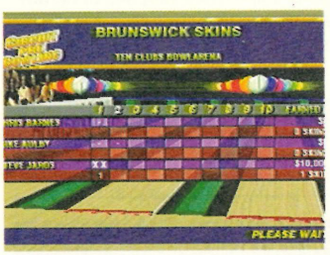
After a hard game of bowling, you can relax in the swimming pool...













## It's a snip at 20 quid - you can't go wrong!

get used to the controls. To start with, you have the option of eliminating some of the skittles so you can either practice just trying to get the one down, or even all of them. The more confident you get, the more difficult you can set the skittles up to be. As you go along, the number of strikes and spares are totted up so you can keep track of how you're progressing. This mode is also a good place to practice the power and accuracy of your bowls; the closer to the green marker on the bar you get, the more likely it will be that you knock your pins to the floor.

Then you can progress to the next challenge - Exhibition Mode. Here you can pick as many of the Brunswick bowlers as you like to take part, some of them you control, and the others are CPU-controlled. The normal rules of bowling apply, of course, and whoever manages to clock up the highest score at the end of the ten frames wins - simple! Believe me, though, it's quite difficult to beat your opponents as it's not very often that they don't bowl a strike.

Before I go on, I must tell you that sometimes when you take your first bowl, it doesn't necessarily matter if you're not completely accurate as on occasions you can make a mistake and you still manage to knock down all ten pins. It's only on precision shots when you must be spot-on in the green to knock over that final pin.

### Slip Me Some Skin

Now here's a good idea - Skins Mode. If only you could really win £250,000 just for bowling two strikes in a row. Again, in this mode you can choose as many players as you want to take part and the object of the game is to win a 'skin' every frame. Each skin is worth 10,000 dollars and only one man can win it. If no-one manages to bowl two strikes, the skill rolls over to the next frame, and that's how it goes on; it has been known for one frame to eventually be worth 100,000 dollars (what an easy way to earn a bit of cash!) If the money stacks up so much that it still hasn't been taken on Frame 12, it's sudden death. Players must make a strike to avoid being eliminated from the competition, until there are only one or two bowlers left on the lane. It's the only way the money can be won.

If anyone's ever gone bowling and found the place is lit up with fluorescent lights and it looks as though it's disco evening, you'll recognise the Cosmic game. This is a very nice touch on THQ's part; there isn't anything that different about the gameplay, it just looks really cool. You might also notice that the crowd starts clapping as soon as you walk up to the lane, which is a little strange, and they also cheer if you do a really terrible shot - or maybe they're just laughing at how bad you are.

More money is for the taking in both Career Mode and when you enter the Tournament. In Career Mode it's you against the rest of the world trying to win a hundred grand; you basically have to beat every player to pocket the cash. The Tournament is much the same, apart from you play five games and each time you complete two frames you can see what position you hold on the leader board. Again, another hundred grand is at stake. Just think; by the time you've completed this game, you could be a millionaire!

Although this game is pretty realistic, it has a strange tendency to actually improve your score and your skills. When I go bowling, I'm not a King Pin by any means. I'm lucky if I even score a hundred.

Brunswick Circuit Pro Bowling must have bought out the bowling champion in me, as in one game I scored over 200. All right, so the graphics aren't a lot to shout about, apart from the motion-captured players which I suppose are the most important details anyway. Even if this game was usual price I would buy it, but it's at a snip at 20 quid - you can't go wrong!

***Claire Webster***

**SECOND OPINION**

**It's about time a quality bowling game hit the shelves. It's amazing the makers recognised that making it a budget title would be wise as by the game's very nature, it's pretty limited. It's a great party game too, that can be enjoyed after a few pints down the local. Great stuff.**

***Russell Barnes***

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 7 |
| GAMEPLAY | 9 |
| LIFESPAN | 9 |

**89%**

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| UBI Soft | Vertax | Mech Game | Out Now | UK | £29.99 | 1 | Memory Card<br>Analogue Pad | Dual Shock |

*It's happened again; another game has found its way into the shops without getting to us first; so why have Ubi Soft passed us by? Claire Webster turns investigator...*

# Shadow Gunner

**For some reason, there's a distinct lack of half-playable mech-style games on offer for the PlayStation. Developers must think to themselves it's about time they tried to deliver a good robotic shoot-'em-up, but when they sit at their drawing boards they must just draw a blank. Shadow Gunner is no exception to the long list of half-hearted attempts at producing this style of game, and it's no wonder Ubi Soft didn't send us a review copy so we could give you, the invaluable reader, our honest opinion.**

The storyline won't win any prizes for originality. Shock horror gasp; the earth's supplies of natural energy are depleting fast and there isn't a lot of food or energy left either. The year is 2099 and everyone's in a flap over how they're going to resolve the problems. It seems that the only shred of hope left is to leave the situation in the hands of a few daring rebels. They're part of a big company called X-Tech, and they've managed to construct a mean fighting machine to fight the corporation from within and put them firmly back in their place, stopping them becoming the most powerful company on the planet. You had better sit down for this part as you're just not going to believe this - you're the one who's going to have to wipe out X-Tech (I'm being sarcastic if you can't tell, by the way). You must take control of the 'Combat Shell' through a number of dangerous missions, clearing the enemy out of the way as you go until you reach their headquarters. All of the X-Tech robots and the protective shields have to be taken out on your way to the final battle. Only when you have completed all the missions can there be a full ground assault and the rebels be victorious.

**I hope I'm not too late to stop you buying this...**





## Boring Blasting

Am I putting you off yet? I hope I'm not too late to stop you buying this. The intro sequence isn't that bad - in fact it may put you under the illusion that the game looks good. But when you get to the main menu, you see you don't have a choice about what robot character you play, so unfortunately you have to put up with what you're given. What you're armed with is nothing but a measly small pistol and a couple of what look like grenades. And believe me when I tell you, you probably won't get very far with the weaponry you've got.

To begin with, you're teleported into a snowy enemy base. As if worrying whether or not your robot slips over in the icy conditions isn't enough, as soon as you land there's rapid gunfire coming your way and

### SEEK AND DESTROY...

**There are plenty of robots and buildings to blow up if you're feeling in a particularly destructive mood, and this game relies solely on the hope that whoever's playing it only wants to run around and shoot absolutely everything in sight. Here's a few enemies to watch out for:**

COMBAT SHELL
*Height:* 3.20m
*Weight:* 9.30 tons
This is the only good guy in Shadow Gunner, and you're him. Hand weapons include a Laser and a Plasma Projector and Shoulder Weapons range from a Grade One Mortar to a Grade Five Laser Pulse. At your disposal you have a Jet Pack, a weapon targeting system and a radar display; do your stuff, soldier!



VOLTAR-Z
*Height:* 3.20m
*Weight:* 9.30 tons
This metal bucket seems a lot shorter than three metres when you're playing the game. Voltar-Z is the most basic of the enemy robots and only has limited weaponry (lucky for you). You normally find him guarding territory and buildings.



DALTRON 1-GUARD (BLUE)
*Height:* 3.10m
*Weight:* 7.50 tons
This guy's one of the meanest robots you come across. Daltrons are not that heavily armed, but they make up for that by being very agile and have sophisticated sensor systems which make them very accurate shooters.



ZORPHIS (SPIDER)
*Height:* 5.20m
*Weight:* 21.50 tons
You wouldn't want to meet this robot in a dark alley. He's tall, heavy and very quick at moving around on his six legs (he must have lost the other two somewhere). Make sure you're fully kited out with heavy weaponry when confronting Zorphis, as it can take a huge amount of damage.



DALTON 2-SENTRY (BLUE WIDE SHOULDERS)
*Height:* 3.10m
*Weight:* 8.10 tons
This is a much higher grade of the Daltron series. It is a lot heavier and gives very long range support fire and is well armed. Its only weakness is that it is quite slow, so at close range you've got a better shot.



GUNNER
As you can see, this isn't exactly a robot, but it's just as dangerous. These towers are dotted all over the landscape and can spot you from a great distance, so you have to make some tricky manoeuvres to destroy it.










all you can do is run around firing your peashooter in every direction in the hope of causing some damage.

I tried a couple of different strategies in an attempt to avoid being killed within a couple of minutes. The first was to be as sneaky as possible and shoot the robots from a distance or around corners. This worked out okay for approximately 30 seconds until I was gunned down by enemy gunfire as they all came out of nowhere. Sheltering behind buildings or crates doesn't protect you as they can quickly blow up whatever you're standing behind. To say that you're a tad out-numbered is no small exaggeration.

After watching the demo for a while and seeing how you're supposed to be able to finish off X-Tech, I decided to give the 'running around like a headless chicken' strategy a try. You're hindered straight away by the sluggishness of your robot as he's running. To say that he's slow is again an understatement. Luckily, though, the enemy droids don't chase you while you're executing your cunning plan. But the only reason for that is because they don't need to, as there are so many of them they can get to you without moving. Avoiding enemy fire is a game in itself because your 'Combat Shell' is so slow at running, so hiding in a dark, uninhabited corner isn't going to save your metal skin. The only hope you've got is to use your handy side-step button (more commonly known as the shoulder buttons) to avoid the scary green plasma-type explosions that come straight at you. So basically, you just end up doing a groovy dance with just a bit of target practice at the same time, which is no way to win a game.



## Close Calls...

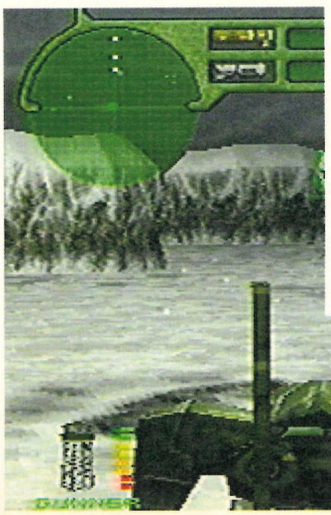
It's difficult to get close enough to the enemy to be able to get a good shot at them as they're permanently shooting at you. And it's also impossible to hit them while they're lying down recovering from your last shot, which, I might add, is very unfair as they can do more damage to you while you're down and out. The only way to pick up better weapons and more health is to swipe at the enemy at just the right time, preferably when they're in the process of falling on the floor in a burning frenzy. If you punch them they leave power-ups behind, but like I said, timing is crucial.

Collecting better weapons and extra health is the only way you're ever going to get through this game. The health you start off with isn't enough, as you're permanently under fire. You might make it three quarters of the way to the turbo lift that takes you on to the next level, but there are even more robots waiting for your arrival. As for the graphics; wherever you are, you're always in darkness and it just looks as though the game's been thrown together as cheaply and as quickly as possible.

There are supposed to be ten different weapons available in the 16 levels you have to fight for. Along your way there is also the ability to upgrade your robot, but I don't see how any of this can make a difference to the quality of the game. It takes you at least two hours to get to the second level, and you have to muster all the courage you have to even get close to an enemy robot to be able to collect anything useful.

I can't really believe how I've managed to talk about Shadow Gunner for this long, but as long as I've persuaded you to keep your 30 pounds in your wallets and purses, my job here is done!

***Claire Webster***



**SECOND OPINION**

**Clever level design, a thoughtful learning curve, ingenious mission structure, tactical blasting action; this game has none of these. Instead the designers chose to throw as many baddies as possible at the player, offering a risible, rudimentary shoot-'em-up.**

***Ian Osborne***

## THE SCORE

| | |
|---|---|
| GRAPHICS | 5 |
| SOUND | 5 |
| GAMEPLAY | 4 |
| LIFESPAN | 4 |

**36%**

# GAMEplay

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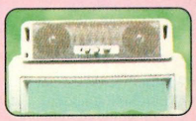
**NUGEN LIGHT GUN**.....£31.99

## SPEAKER SYSTEMS

The Playstation produces incredible Hi-Fi quality sound but this is only output in dull mono through your TV. To unlock its full potential you need to hook up a pair of stero speakers. This is easily done - please ring for advice on any cables you may need.



**Screenbeat Maxim 120**
120 Watts PMPO, Surround Sound, Loudness Bass System, Full Range Tone Control, Power Supply.
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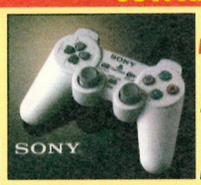
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Active Sound, 100w Peak Power, Dynamic Bass Super Woofer, Variable Bass Control, Swivel Midi/Hi Frequency Speakers, Power Supply, 3 Speakers.
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Replica Sony pad with turbo-fire, auto-fire and slow motion. Many colours including NEW Glow In Dark!
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Perfectly configured for use with Resident Evil and Resident Evil 2
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**SONY MULTI-TAP**
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Ideal for games which use cursor control. Comes with mouse mat
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**120 SLOT MEMORY CARD**
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Also comes with an adaptor to connect your PSX to a Hi-Fi
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# GAMEplay

*To assist in choosing the right game for you, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.*

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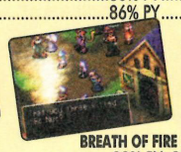
## ADVENTURE / ROLE PLAYING




WILD ARMS

*Sony add to the increasingly popular RPG genre with Wild Arms, a bizarre Wild West flavoured, Manga-style adventure. Featuring 3 characters, each with different abilities, the gameplay is very similar to old school RPGs such as Zelda. With magic, monsters and mystical quests, RPG fans will love it.* **RRP £34.99 Our price £29.99**

| | | |
|---|---|---|
| **Alundra** | 91% PY, 91% PP | £24.99 |
| Azure Dreams | 70% PY, 67% PP | £28.99 |
| **Breath of Fire 3** | **80% PY, 84% PP** | **£32.99** |
| Broken Sword 2 | 90% PY, 91% PP | £29.99 |
| City of the Lost Children | 78% PY, 68% PP | £34.99 |
| Diablo | 91% PP | £31.99 |
| Discworld 2 | 80% PY | £34.99 |
| Excalibur | 86% PY | £24.99 |


SOUL REAVER | BREATH OF FIRE 3 | RIVEN

| | | |
|---|---|---|
| **Final Fantasy 7** | 93% PY, 97% PP | **£36.99** |
| Kingsfield | 61% PY | £24.99 |
| Legacy of Kain | 81% PY, 92% PP | £21.99 |
| **Legacy of Kain Soul Reaver** | **Due 26th March** | **£35.99** |
| Magic the Gathering | N/A | £22.99 |
| Riven | 84% PP | £39.99 |
| Sentient | 84% PY, 71% PP | £26.99 |
| Treasures of the Deep | 83% PY, 78% PP | £29.99 |
| Versailles | 10% PP | £19.99 |



**BREATH OF FIRE 3** *Following on from the success of Final Fantasy 7 and Alundra, Breath of Fire 3 is the quest of a young boy named Ryu. Featuring beautiful Manga-style graphics, turn-based and real-time combat and a massive world to explore.*

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*After months of waiting, the ultimate in beat 'em ups is here at last! 100's of moves and combos, 24 characters, plus play modes, advanced animation and an amazing soundtrack.* **RRP £44.99 Our price £35.99**





MORTAL KOMBAT 4 | RIVAL SCHOOLS | TEKKEN 3

| | | |
|---|---|---|
| Biofreaks | N/A | £14.99 |
| Bloody Roar | 85% PY | £18.99 |
| **Bushido Blade** | **94% PY, 83% PP** | **£25.99** |
| Cardinal Syn | 85% PY, 82% PP | £29.99 |
| Dead or Alive | 91% PY | £29.99 |
| Dynasty Warriors | 71% PY, 68% PP | £14.99 |
| Fantastic 4 | N/A | £16.99 |
| Mortal Kombat 4 | 87% PY, | £30.99 |
| Mortal Kombat Trilogy | 92% PY, 91% PP | £18.99 |
| Pitball | N/A | £9.99 |
| Pocket Fighter | N/A | £33.99 |
| Psychic Force | 73% PY, 76% PP | £14.99 |
| Rise of the Robots 2:The Resurrection | 88% PY, 78% PP | £16.99 |
| Rival Schools | 96% PY | £32.99 |
| **Soul Blade** | **96% PY, 94% PP** | **£18.99** |
| Star Wars: Masters of Teras Kasi | 74% PY | £26.99 |
| Streetfighter Collection | 67% PY, 87% PP | £33.99 |
| Tekken | 95% PY, 90% PP | £18.99 |
| Tekken 2 | 95% PY, 95% PP | £18.99 |
| **Tekken 3** | **94% PY, 96% PP** | **£35.99** |
| Tobal No.1 | 94% PY, 91% PP | £14.99 |
| Toshinden 2 | 74% PY | £16.99 |
| Toshinden 3 | 78% PY, 76% PP | £29.99 |
| VS | 72% PY, 83% PP | £30.99 |
| X Men Children of the Atom | 78% PY | £30.99 |
| X Men V Streetfighter | 82% PY | £32.99 |
| Zero Divide 2 | 53% PY | £29.99 |

## DRIVING / RACING





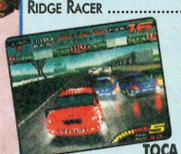
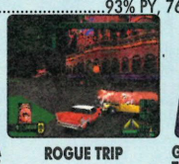

| | | |
|---|---|---|
| Auto Destruct | 84% PY, 77% PP | £19.99 |
| Ayrton Senna Kart Duel 2 | N/A | £24.99 |
| Bugriders | N/A | £14.99 |
| Burning Road | **90% PY** | £14.99 |
| Circuit Breakers | 81% PY, 80% PP | £28.99 |
| **Colin McRae Rally** | **93% PY** | **£33.99** |
| Destruction Derby | 86% PY, 72% PP | £18.99 |
| Destruction Derby 2 | 82% PY, 89% PP | £18.99 |
| Dodgem Arena | N/A | £29.99 |
| Explosive Racing | 82% PP | £17.99 |
| Formula 1 | 84% PY, 88% PP | £18.99 |
| **Formula 1 '98** | **68% PY** | **£35.99** |
| Formula Karts Special Edition | 75% PY, 81% PP | £14.99 |
| **Gran Turismo** | **97% PY!!!** | **£33.99** |
| **Gran Turismo + Dual Shock Pad** | | **£47.99** |
| Grand Theft Auto (18+) | 88% PY, 90% PP | £17.99 |
| Hi Octane | N/A | £14.99 |





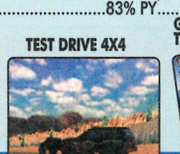
MOTO RACER 2 | COLIN McCRAE RALLY | FORMULA 1 '98

| | | |
|---|---|---|
| Jeremy McGrath's Supercross 98 | 67% PY, 52% PP | £32.99 |
| Jetrider 2 | 78% PY | £19.99 |
| **MAX Power Racing** | **Due end January** | **£32.99** |
| Megaman Battle & Chase | N/A | £28.99 |
| Micro Machines 3 | **92% PY, 95% PP** | £17.99 |
| Monaco Grand Prix Racing | Due February £LOWEST - CALL | |
| Motorhead | 79% PY, **92% PP** | £17.99 |
| Motor Mash | N/A | £19.99 |
| Moto Racer 2 | 87% PY, 91% PP | £32.99 |
| $N_2O$ | 70% PY, 89% PP | £19.99 |
| NASCAR Racing '98 | N/A | £25.99 |
| NASCAR Racing '99 | 82% PY, 64% PP | £32.99 |
| Need For Speed 3 | 87% PY, 89% PP | £24.99 |
| Newman Haas Racing | 74% PY, 75% PP | £21.99 |
| Porsche Challenge | 82% PY, 80% PP | £18.99 |
| Rally Cross | 89% PY | £27.99 |
| Rapid Racer | 87% PY, 82% PP | £14.99 |
| Ray Tracers | 74% PY, 73% PP | £14.99 |
| Red Asphalt: Rock N Roll Racing 2 | 55% PY, 68% PP | £14.99 |
| Ridge Racer | 93% PY, 76% PP | £18.99 |


TOCA TOURING CARS | ROGUE TRIP | GRAND THEFT AUTO

| | | |
|---|---|---|
| Road Rash | 75% PY, 64% PP | £18.99 |
| Road Rash 3D | 76% PY, 80% PP | £32.99 |
| **Rogue Trip** | **92% PY** | **£30.99** |
| Street Racer | 84% PY, 79% PP | £17.99 |
| Streak | 59% PY | £30.99 |
| Superbike Challenge | Due February | £32.99 |
| Test Drive 4 | 86% PY, 70% PP | £14.99 |
| Test Drive 4X4 | N/A | £33.99 |
| Test Drive 5 | 87% PY | £32.99 |
| **TOCA Touring Cars *Dual Shock*** | **92% PY, 91% PP** | **£17.99** |
| **TOCA Touring Cars 2** | **92% PY** | **£35.99** |
| **TOCA 2 + Dual Shock Pad** | | **£45.99** |
| Tokyo Highway Battle | 73% PY, 77% PP | £15.99 |
| Tommi Makinen Rally | N/A | £17.99 |
| Vigilante 8 | 94% PY, 91% PP | £21.99 |
| V Rally *Dual Shock* | 87% PY, 94% PP | £18.99 |
| Wipeout | 94% PY, 78% PP | £18.99 |
| Wipeout 2097 | 93% PY, 94% PP | £18.99 |
| Wrecking Crew | 83% PY | £19.99 |


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## ARCADE ADVENTURE



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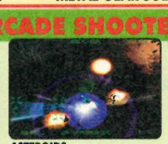
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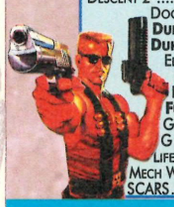


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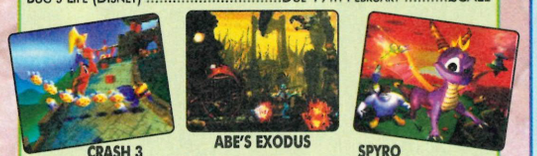
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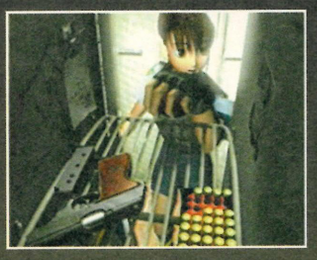
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# QUALITY SERVICE

**INTRODUCTION SEQUENCE...**

As I find is normally the case, a bad game is introduced with a flash intro sequence that makes it appear to be something it's not. The action here is thick, fast and gloriously produced; quite unlike the game itself, I hasten to add.

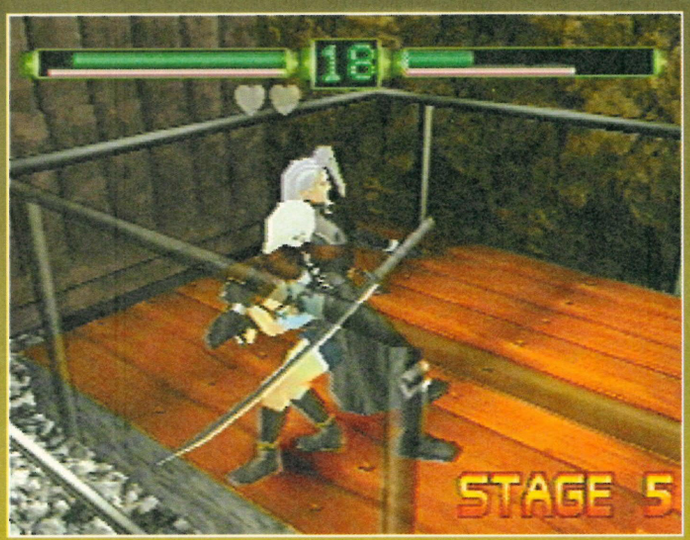





| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Squaresoft | Squaresoft | Beat-'em-up / RPG | Out Now | Japanese | £50-60 (varies) | 1-2 | Memory Card<br>Analogue Pad | Dual Shock |

*There's six games in one, but are any of them any good? Russell Barnes scratches his head and wonders how to pronounce 'Ehrgeiz'...*

# EZ Ehrgeiz






*When he realised he and his girlfriend were to have separate beds, our hero simply groaned with disappointment...*

**There are indeed six game-styles included in Ehrgeiz, but I can't quite work out what style it was meant to be before they realised the need to add to it because it was lacklustre to say the least. There's a one-on-one 3D beat-'em-up, a 3D RPG and four other mini games that cover a shocking array of styles (including racing and puzzle). Where do I start?**

It seems there is no beginning, apart from the CGI introduction sequence (á là Tekken) you just can't see where the main game begins and the mini bonus games take over. I can only assume the game (as opposed to the sub-games) is meant to be a beat-'em-up. It's kind of a mix between Battle Arena Toshinden and Soul Edge. The areas you play in allow you to roam around in sort of a mini-Bushido Blade environment. Each character has his/her own special moves activated in pretty-much the same way, but some have weapons while others do not. As advertised on the game box (which also includes a free T-shirt and greeting card), there's a surprise appearance by Cloud Strife (of FF VII fame) and a few of his friends. He is possibly one of the best characters to use in the Fighting Mode, thanks largely to the sheer size of his longsword (ooer) and his speed.

**A laugh for a bit, but I'm buggered if I'm spending money on it...**

There are very few redeeming features of the Arcade Mode. It is well drawn, if a little basic, and the animations do the job quite well, while being quick and fluid. This is unfortunately let down immediately by the rather shabby control method that is fiddly, slow and painfully unresponsive to your inputs. There is a tough challenge there; it's just a case of having the motivation to continue.

## On a Role...

The second game that's part of the whole Ehrgeiz 'package' is the adventure/RPG, simply titled 'Brand New Quest' on the options screen. This mode is rather unsurprisingly heavy in the Japanese text department, making it very hard to play as a result. Basically, the idea is you go around a small village in which you find various shops where you can buy new weaponry, defences and magic items. You won't, however, have any money to spend (or items to sell) until you have visited the dungeons. There you find various rooms holding evil monsters for you to slay. Many of them leave behind items for your inventory, ranging from money to weaponry and from books to potions. You can take the money you earn to the hotel (where the game begins) and bank it at the counter to save space in your inventory. You can also visit another building where (apparently) a character offers you advice and hints on the quest ahead of you. Unfortunately there's no telling what they're on about due to the Jap text, but that's the way it is.

It's difficult to say how extensive the game is, but there's probably enough to while away a few days of your time on the RPG alone, though that's no real compliment, is it? It has to be said the mini-games (fea-

## MINI GAMES...

**Aside from the two main types of game you encounter in Ehrgeiz (Fighting/RPG), there are also four sub-games you can play...**




The first is Infinite Battle, which is basically the same as the Arcade Fighting Mode but you just keep going until you die. The only twist here is that each time you win a battle your health bar is replenished, allowing you to stock up on lives so you can keep going for longer. It's nothing special but it's probably more playable than Arcade Mode, to be honest.




Next up is Battle Runner. This strange little game requires you to run a circuit around a 'race course' against a computer-controlled opponent while beating the buggery out of them and picking up power-ups. The winner is the person to complete all the specified laps faster than their opponents.




Battle Beach is next. Think of the track events in International Track and Field and you won't be far wrong. Basically you have to hit the buttons as fast as you can to beat your opponent in various sprinting events. It's the weirdest thing, but what there is of it is quite fun.



Battle Panel is the last of the Mini Games in Ehrgeiz. It's a wacky variant of the old puzzler Othello. This version is played in real-time (without taking turns) against a computer opponent. It takes place on an 8x8 chess-type board and the first person to fill the board with their colour is the winner. If you like puzzle games, it's not bad.




*This little piggy went to market...*

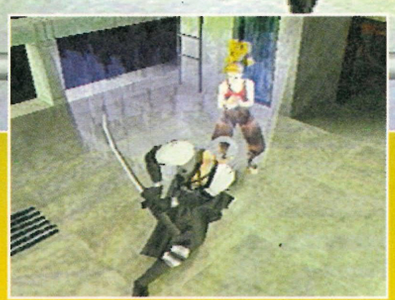

















**SECOND OPINION**

**Interesting mix of gamestyles and sub-games, but the whole is less than the sum of its parts. If you'll excuse the cliché, this game tries to be a Jack of all trades, and ends up a master of none. Only for die-hard Squaresoft fans with too much money...**

***Ian Osborne***

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 5 |
| GAMEPLAY | 5 |
| LIFESPAN | 6 |

**54%**

tured in the mini-games boxout) are the best aspect of the game as a whole, even though a couple of the games on that are pretty laughable. The nicest thing I can possibly say about it is that it's good value if it's quantity you're after, but what you're actually getting is unfortunately pretty duff.

Yes, unless you're something of an import addict (or the biggest fan of Squaresoft) it's definitely one to avoid. It's a laugh for a bit, but I'm buggered if I'm spending anything up to 60 quid on it. Save your money.

***Russell Barnes***










| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Capcom | Capcom | Beat-'em-up | Out Now | Japanese | £50-60 (varies) | 1-2 | Memory Card | Pocket Station |

*Here we go again, but is this the rebirth or simply the afterbirth of the ageing Street Fighter series? Russell Barnes Packs a punch...*

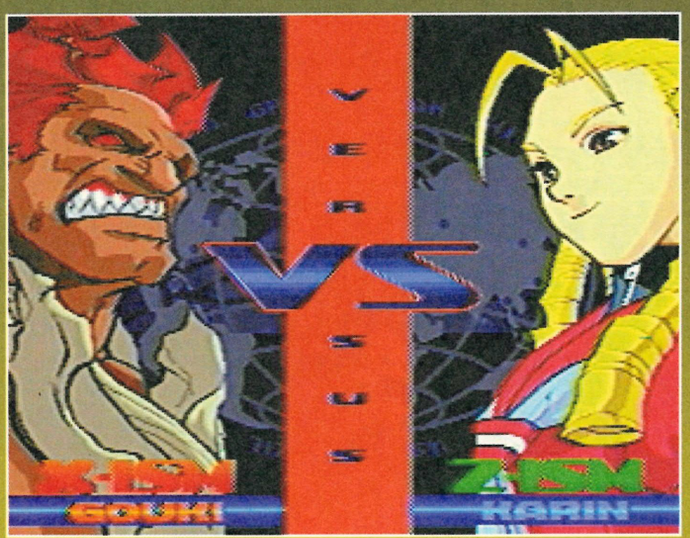
# Street Fighter Zero 3

**Street Fighter... Sometimes I get the feeling the Capcom are thrashing an old donkey with a particularly large stick. How long can you use and re-use the same formula to create something worthy of your cash? Maybe it does have one more Super Combo Finish left unexplored, one more character that has still to be exploited to its full potential, but are people still interested? 2D or not 2D, that is the question...**

Yes; I can just remember. If I cast my mind right back I can just recall the original Street Fighter in the arcades. One-on-one fighting featuring velocity-sensitive buttons that allowed you to fight a number of adversaries, featuring Sagat, Ryu and a few other now-familiar faces. It wasn't amazing, but it was the beginning of the longest-running, most successful series of beat-'em-ups to ever grace arcades and home systems. I'm sure most of you can recall SF2 in the arcades too. It featured eight of the toughest, roughest scrappers in the world fighting it out in their quest to become the greatest. I think the incredible spread of character types and the use of 'special' moves was the key to its success, not to mention the tactical awareness it promoted in its players. From here it spawned on home consoles, and I suppose the rest, as they say, is history.

## Further Fighting

Street Fighter Zero 3 is very much part of that history. You see many very familiar faces, many familiar moves, but most of all you're still looking at the same graphics engine and gameplay mechanics you've been playing for years. It must be hard for Capcom; on one hand they really want to keep the essence of the game very much the same; they've been tweaking and perfecting the game engines for years. On the other hand, though, they need to offer the gamesplayer a fresh outlook and a new challenge to keep them parting with their hard-earned dosh and stay

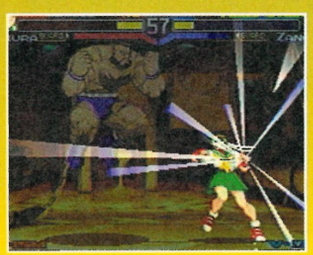



**You see many very familiar faces and many familiar moves...**

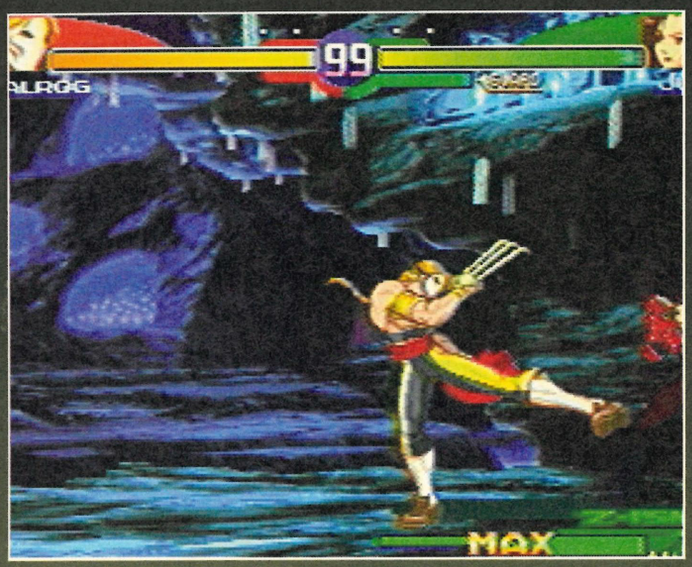
### IT'S A SUPER SPECIAL COMBO THANG...

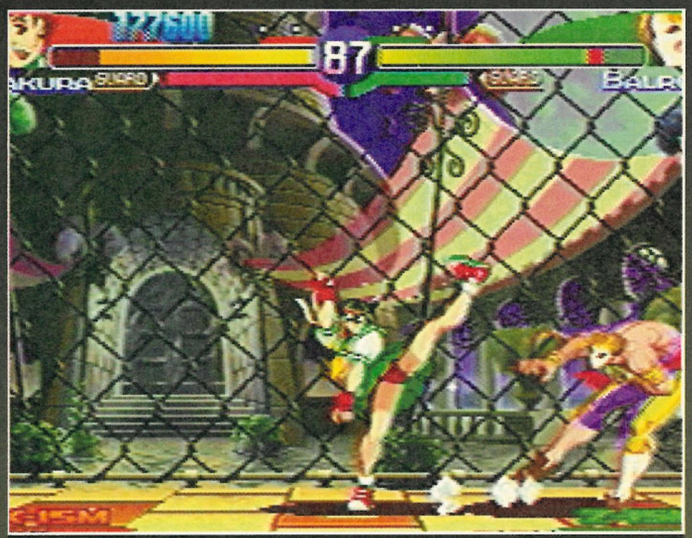
**Street Fighter just wouldn't be Street Fighter if you couldn't waste your opposition in an incredible blaze of glory. Here are a few shots of what you can get up to in Street Fighter Zero 3...**





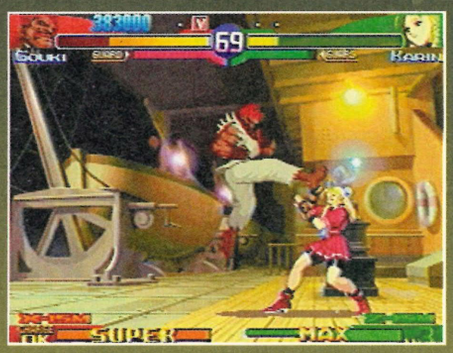





'I don't mind showing you my knickers, but do you have to laugh at them?'







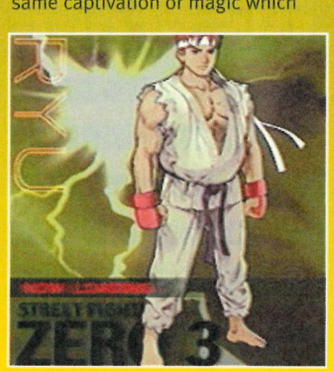
interested in the game. It's a fine line that they've been treading carefully for a long time now, only deviating to offer the 3D version of the same game in EX Plus Alpha.

Essentially the game itself is very accomplished. The graphics are clear and smooth and the sound FX are spot-on (even though some of them have hardly changed since the SNES version many moons ago). Each of the characters can still perform their moves as they have done in the past, with the additions of a move or two thrown in for good measure and to keep the balance between the fighters just right. As there are over 30 fighters in the latest escapade, I'm sure you'll agree this balance is very difficult to achieve and maintain but Capcom have done it just fine with the exception of a couple of the new fighters that seem to be in a world (or should I say a fighting game) of their own. They neither fit in with the rest of the crew nor hold the same captivation or magic which brought the original to fame. It's almost as if they've been farmed out to the new staff members at Capcom so they can be doing something else rather than making the tea all day. That aside, though, there are many new additions to the game that are worthy of a mention...

Take loading times. We all hate them at EPM and I'm sure you do too, which is why there are practically none in Street Fighter Zero 3. When you activate the quick menu option it cuts out all of the graphical Versus screens in between each battle so you spend as little time as possible waiting for your fight to begin. What you end up with is a single loading screen between each bout that shows a nice cartoon picture of the fighter you're up against next. This all happens within a couple of seconds, so it's fair to say it can be played just as quickly and smoothly as a cartridge-based game; hurrah. I've waited a long time for this to happen and it's finally here. Hats off to Capcom for that touch.

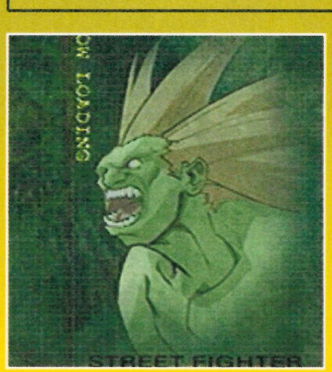



**It can be played just as smoothly as a cartridge-based offering...**



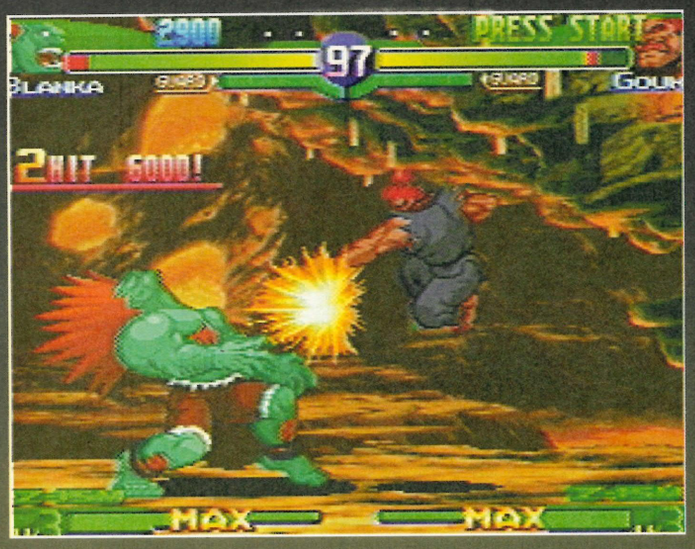








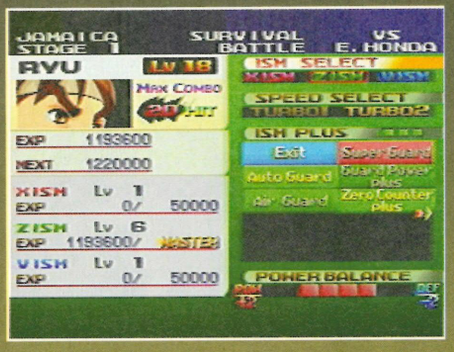

# x-rated import







*Remember the Firework Code kids, and have a safe bonfire night...*





















All of the options menus have been done from scratch, a new approach to keep it up with the times maybe, but good enough nevertheless. To tie in with this, the previously-robotic voice saying "Round one... Fight" has been replaced with a commentator who sounds remarkably like the bloke from Ridge Racer. He comes out with numerous comments before each bout, mostly phrases like, "It's all down to your skill", and so on. It gives the game a very American feel; not tacky as a rule, just American if you get my meaning, especially with the newly-mixed music playing in the background. From here you're given the choice of various game modes, four of which aren't available from the start. These have to be gained as you progress through the modes of play. The most obvious is, of course, the Arcade Mode, followed by the equally-obvious Versus Mode. Next up is the Training Mode, which is pretty obvious and then onto the World Tour and Entry Modes which need a little explaining. When playing the World Tour Mode you choose your fighter and begin to travel around numerous locations on a world map, fighting all the applicable characters to their areas. The fight can cover many different styles of play from an arcade-style scrap to Time Attack, Survival and even Team Fighting where you take on two fighters at the same time, then another one or two appear on screen when they're defeated. Every time you clear an area on the map you're offered various different power-ups and add-ons to improve your fighter's abilities as a reward. You can choose your fighting style (Xism, Vism and Zism are different ways of powering up your different Super Moves which have all been seen before in the different types of Street Fighter). The fighting speed, your Ism Plus (as you win fights you can gain new Pluses which include improved blocks, faster power bar recovery, better counters and more) and the power balance of the battle which allows change the balance of offence and defence during play. On the left of the screen you see how 'powered up' your fighter is and how many experience points and Ism points you have gained through winning your bouts. My fighter (Ryu of course) is currently on Level 18 with a max combo level of 20 hits. He's currently a Grand Master of Zism and has five separate Ism Pluses. It sounds incredibly complex, but is in fact very simple and addictive while offering extended gameplay and a new challenge. You can also save your personalised fighter on a Memory Card and use it in the different game modes, and even have them available to choose in the Arcade Mode.

## Flying Fists

Now the Pocket Station is in full swing in Japan, Capcom decided to include Pocket Station compatibility in the game. From what I understand (which is very little Japanese), you can access some of the bonus fighters only by way of the Pocket Station, and can transport your fighters from PSX to PSX via the little box of magic - very clever I'm sure.

All in all, SFZ3 is an incredible game. It offers fans of the series (and the genre) a new way to play which was a much-needed addition to the mechanics. Unfortunately the graphics have barely changed at all, as have the fighters. A little more time should have been spent on the game itself as opposed to the game modes available. I'm sure there's still more to be found through further play (it has an internal clock that measures time played).

I've seen the majority of what's on offer; I'm impressed, but it certainly isn't a Tekken 3 beater. They are different enough to warrant them both in your collection, Street Fighter fans will be pleased to know.

***Russell Barnes***

**SECOND OPINION**

**This one won't set the world alight with its originality, but it's perfectly executed and an essential purchase for Street Fighter fans. 2D beat-'em-ups just don't get any better than this. Congratulations to Capcom for keeping the loading times down too.**

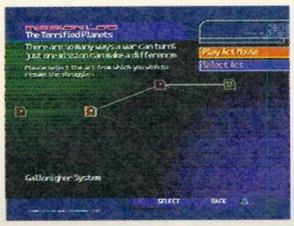
***Ian Osborne***

## THE SCORE

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 7 |
| GAMEPLAY | 9 |
| LIFESPAN | 8 |

**92%**

**IT'S YOUR BATTLE...**





**Thanks to Psygnosis' brilliant branching mission-based action, the course of the war changes depending on how you perform in battle. If you perform badly from the start you only get a few missions into the game and the war is lost, but perform well and things will be looking good for The League of Free Worlds. There are six possible endings in all, so there are a multitude of possibilities to take into account. Things might look grim, but if you come back and start kicking some ass, you could just turn the tables on the Navy.**

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Psygnosis | Psygnosis | Action / Strategy | Early '99 | UK | £19.99 | 1 | Memory Card | Analogue Pad |

*The battle begins here. The rebellion are breaking away from the colonial empire run by the Navy, and Russell Barnes is out there with them...*

# Colony Wars

**Psygnosis had a good couple of months when they originally released Colony Wars and G-Police back in '97. Both games offered hardcore gameplay and the grit of future worlds twisted, tormented and on the brink of destruction. Both titles are now here on Sony's Platinum range and G-Police has scored an excellent 87% on the next page; stay tuned here for Colony Wars. Space combat doesn't get much better...**

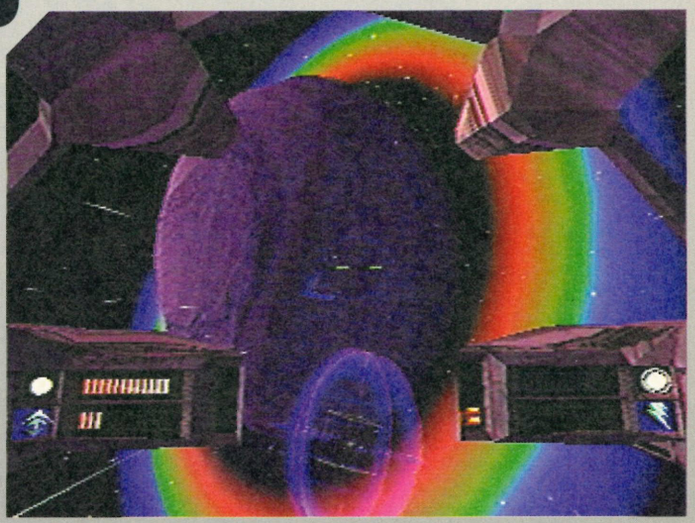
Graphically Colony Wars is still pretty damn flash. It utilises high-resolution graphics and superb polygon power to create realistic space scenarios and crafts that are both seamless and detailed. One thing that helps make Colony Wars stand out from the crowd is the graphics engine's ability to make it look like you're actually travelling in space, amongst the stars and planets nearby. The feeling of movement helps to create atmosphere and depth which games like Wing Commander just couldn't produce.

## The Plot Thickens...

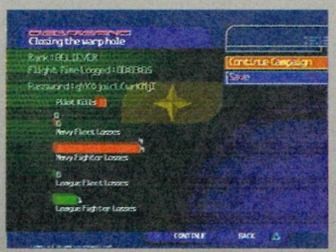
The remarkable rendered cut sequences that introduce the game and new missions really set the scene, making it all so easy to get involved. There is also a level of detail in Colony Wars that is truly remarkable. If you look through the options screens you can find information on all the surrounding solar systems, all the planets within the solar systems and their role in the war. You can find information on all the crafts used in the game as well as pilot training and weapons training to help you to become accustomed to space flight. The only thing that lets all of this down is the fact that you really have to cycle through loads of screens and options to find all the information available, but it's all there if you're willing to look. The missions are all very well briefed, expanding the storyline beyond the cut sequences while telling you exactly what's required on that particular mission from you and the other pilots taking part.

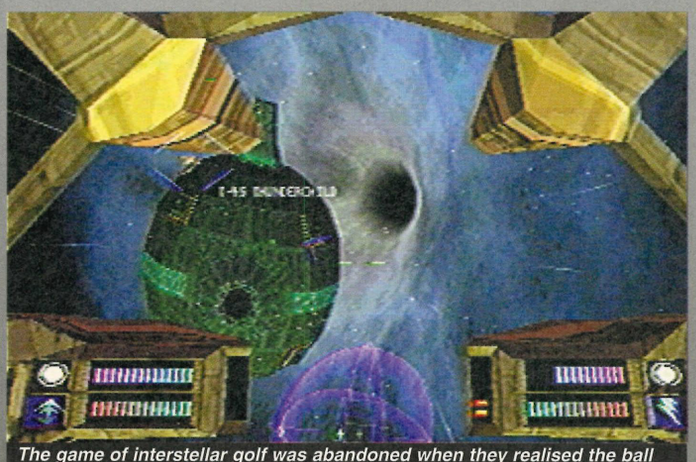
All in all, Colony Wars is an excellent game and brilliant value for money at its budget price. Its sequel is now available at full price, so why not get into Colony Wars and move onto Colony Wars: Vengeance once you've got the taste of space flight? May the force be with you...

***Russell Barnes***









*The game of interstellar golf was abandoned when they realised the ball wouldn't fit in the hole...*

**Colony Wars is a brilliant game and a bargain at budget prices...**

**SECOND OPINION**

**Yes, Colony Wars is an incredible space combat/adventure experience. The greater your efforts, the better the war goes, leading to varied endings which, for once, are more than just a gimmick. Presentation is first-rate, and the storyline works brilliantly.**

***Ian Osborne***

**THE SCORE**

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| GAMEPLAY | 8 |
| LIFESPAN | 8 |

**90%**

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Psygnosis | Psygnosis | Flight Sim | Early '99 | UK | £19.99 | 1 | Memory Card | Analogue Pad |

*Is this cops-'n'-robbers flight sim a high flier or will it crash and burn? Ian Osborne takes to the skies to find out...*

# G-Police

## WEAPONS OF WAR...

**There are many weapons available to you as you fight for justice and all that's right (bleugh!). And here they are...**

HENSCHEL AAG-53E 25MM
Basic cannon. Less powerful than the Lavochkin, but can be twin-mounted for extra firepower.

LAVOCHKIN GSH45-80 30MM
The Havoc gunship's standard cannon. Overheats with use but not as fast as the Henschel.

IR SEEKING AIR-TO-AIR MISSILE
Lock on to a target using the HUD and this missile homes in on your foe unless the lock is lost or it exceeds its maximum range.

HYPER-VELOCITY MISSILE
Travels at high speed and achieves good penetration, but cannot be locked onto a target.

HENSCHEL HS38 FIRESTREAK MISSILE
This guided missile carries a smaller payload than the IR Missile, but has a far superior rate of turn.

MATRA 973 UNGUIDED ROCKET
This is a medium-range missile with no lock-on ability.

HENSCHEL STARBURST DISPERSION MISSILE
Fired in bursts of eight, this missile is targeted through the HUD.

CLUSTER BOMBS
Fired in clusters, this device causes maximum damage over a wide area.

500KG LASER GUIDED BOMB
This causes huge damage, but is very heavy, limiting the number that can be carried.

1000KG LASER GUIDED BOMB
This colossal bomb causes a huge degree of damage over a very wide area.

ROTHBART OPTICS BW26M 80GW MILITARY LASER
This advanced charged weapon causes damage using extreme heat. Overheats very quickly.

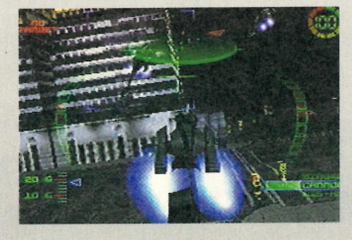
VILLENEUVE INDUSTRIE PLASMA LAUNCHER
Hold down the fire button until the weapon is fully charged, then release to unleash a bolt of plasma.

ROTHBART OPTICS ELECTRONIC PULSE PARALYSER
When a hit is achieved, all avionics and computer systems are disabled.

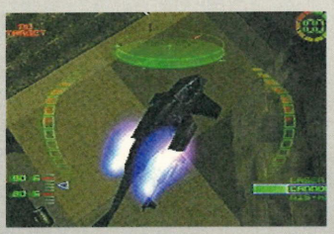
GROUND UNIT DEPLOYMENT BEACON
A tactical beacon which, when in place, sends a homing signal to all ground units in the vicinity.











**In its day, G-Police was heralded as the best space combat sim on the PlayStation. A year on it's still a happening blaster in its own right and a snip at £20.**

G-Police is essentially a flight sim. Your craft is a futuristic rotorless chopper which you use to patrol Callisto, one of Jupiter's larger moons. If you ignore the guff about huge corporations taking over the machinery of government, you see the game's setting makes for some original action. For once, although based in space, gravity takes effect. The moon's gravitational pull isn't as great as that of the Earth's moon, but it's enough to leave you in no doubt which way is 'up' and which way is 'down'.

As you're flying over futuristic cities, you've got buildings, tunnels and other such structures to cope with as you hammer down on the bad guys. You need all your flying skills to weave in and out of the scenery as you pursue an enemy craft, aided by the crystal-clear radar which clearly shows where hostile craft are in relation to your own and the direction of your next mission destination. Missions include chasing and downing enemy aircraft, escorting friendly units and searching for contraband among cargo crates.

### A Touch Too Tough?

G-Police is an excellent game. The plot expands as you progress, helped along by some excellent cut scenes, the action's fast and furious and it gives a good account of itself technically, the minor pop-up being disguised by the dark, space-like setting (Jupiter's a long way from the sun). Good as it is, though, G-Police is just too bloody hard to appeal to everyone. The training missions are a great way to familiarise yourself with your craft's many functions and controls, but it's still a bugger to fly in the heat of battle. Also, after the first four missions the game's learning curve takes an incredibly sharp up-turn. to get any further, you need gameplaying skills of near-genius proportions. Is this a design fault or a design fact? Either could be argued, but for my money the gentler, friendlier difficulty curves offered by Blast Radius and Colony Wars: Vengeance are far more appropriate.

G-Police is an excellent game, but not something you can play in a spare five minutes. If you've the time, patience and above all, gameplaying skills, it's an incredibly rewarding experience. It's just not for wimps.

***Ian Osborne***

### SECOND OPINION

**Some games have the ability to age well, but G-Police isn't one of them. even though the game concept and playability is still right up there with the best of them, it just doesn't look like a top game. Still, it's not all about looks, and who's all that bothered for 20 quid?**

***Russell Barnes***

### THE SCORE

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 8 |
| GAMEPLAY | 8 |
| LIFESPAN | 9 |

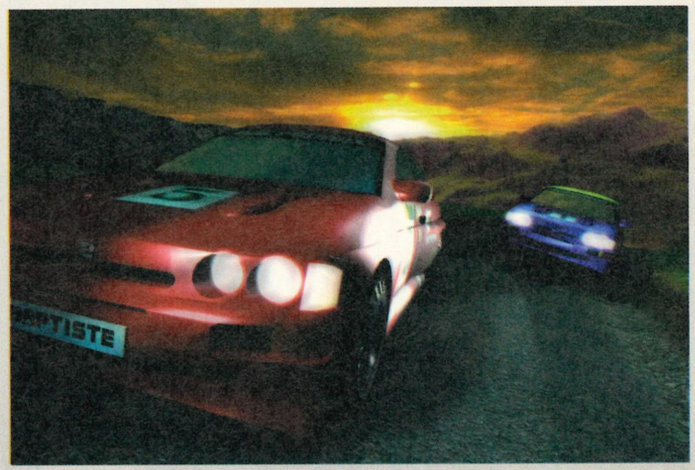
**87%**

| PUBLISHER | DEVELOPER | GENRE | RELEASED | VERSION | PRICE | PLAYERS | PERIPHERALS | |
|---|---|---|---|---|---|---|---|---|
| Ocean | Eutechnyx | Racing | January '99 | UK | £19.99 | 1-2 | Memory Card | Steering Wheel |

*Boogie along in your buggy or rally your way around the race tracks. Yes indeed, it's time for Total Drivin' to do its second lap. Claire Webster takes the wheel...*







# Total Drivin'



**Nearly two years have passed, and the world of racing games has grown and progressed into a flourishing planet of Gran Turismos and Test Drive 5s. Can racing games get any better?**

For an old age pensioner, Total Drivin' still manages to keep up with the Jones's in the playability stakes. On the surface, when you take a boge at what the game looks like, you'd think it was the twin of Test Drive 4. But take a look a bit closer and you discover its little quirks and delicacies. There are plenty of modes of play to have a go at depending on which course you choose, including rally racing, buggy racing or just your old plain and simple sports car racing. Whichever you choose, you're guaranteed there's a unique type of skill you must use to be able to take pole position.

Before you begin a race, you don't choose a car, you choose one of the eight racing teams instead. They all have one car for each racing class, so, for example, if you select the Morgen team and then one of the off-road Egyptian class tracks, you find yourself behind the wheel of a springy Morgen buggy. Altogether there are five different racing classes, ranging from Indycar to Dakar Rally Car which means you have a staggering 40 cars to play with, and they're all available from the start of the game.

## Play to Win...

Even before secrets, there are 36 international racing circuits to compete on, which you unlock as you progressively become better at arriving at the finishing line in first place. Winning isn't easy as your top speed is intentionally decreased on the first courses in every location. Don't be put off though, as you can gain enough momentum as you burn round the track to be able to take first place.

You can also do some off-road drivin' by rolling your way off the main road and scaling embankments or just going the scenic route along the beach - basically you can go almost anywhere. It takes some careful driving, though, as you may end up skidding off the side of a cliff or swimming in the sea. At the time of this game's original release, no other driver gave you such freedom of movement.

Its graphics are the most familiar part of the game. The backgrounds and the sound effects are very similar to the Test Drives we know, but the controls are a little twitchy to say the least. You notice this especially when you're driving the buggies. They don't turn very well and trying to reverse them takes so long that if you were once in front of everyone else, you soon find yourself at the back of the pack, and because on the first tracks you don't have a lot of top speed, clawing your way back up the positions is pretty difficult.

But let's not go off onto a tangent here. This game is certainly one that deserves its Platinum status. There's nothing disappointing about Total Drivin' and it's a snip at only twenty quid. I imagine you've all got a shelf full of racing games in your collections, so when you go into town to look for a new, challenging game to play, you steer clear of them. But just think about this while you're pondering over what to choose; how much harm can one more driving game do?

***Claire Webster***

**There's nothing disappointing about Total Drivin'...**

**SECOND OPINION**

**Fun, fun, fun. Total Drivin' isn't a simulation of driving, it's too much of a laugh for that. It's full of really fast, honest gameplay that shouldn't be missed at budget prices. Okay, so the graphics aren't all that, but it's got more than enough gameplay to make up for that.**

***Russell Barnes***





**THE SCORE**

| | |
|---|---|
| GRAPHICS | 7 |
| SOUND | 7 |
| GAMEPLAY | 9 |
| LIFESPAN | 9 |

**87%**




# crazy Drivers

## *EPM brings you the ultimate guide to PlayStation racers...*

**It's easy to understand why there are so many driving games on the PlayStation. The hardware in your little grey box was practically made for the genre, allowing programmers to throw millions of polygons around at whim and stream gorgeous backdrops off the CD at break-neck speeds. What an addiction; improving lap times, whipping your mates, killing your CPU opponents - there's an almost endless challenge to every race, regardless of whether it's been set by the computer or a personal challenge set by yourself.**

With so much choice available, how do you know which games to make a bee-line for and which to avoid like the M25 at lunchtime? Look no further; extreme PlayStation is in the driving seat and on the grid...

### DRIVING MISS DAISY...

**What makes a good driving game?**

• The need for speed. Without that feeling of movement, a distinct feeling of travelling at high speeds through the terrain, a driving game is rendered redundant.

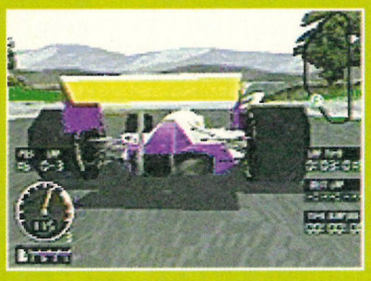
• Physics play a very important role in today's driving games, particularly simulations. You could have the most graphically-accomplished game ever created, but unless it feels like you're driving the car, you have nothing. Being able to create realistic car attributes like weight distribution, feedback from terrain and true handling is the real key.

• Variation is another important factor. Giving the player a varied challenge, one that forces you to experience a variety of different track and weather conditions as well as different cars and tracks to race on.

• There is little more important than a high standard of artificial intelligence in your opponent racers. The original F1 suffered very badly from the opponents' cars simply sticking to the racing line without even taking you into account. They just drive up your backside as if you weren't even there. They should be consistently challenging without being too easy or hard to out-manoeuvre. It's asking a lot, but it's very possible, as has been proven by games like Gran Turismo and Max Power Racing.

• There's nothing more disheartening than completing a race in first place and getting nothing more for a reward than pole position on the next race. Players should be rewarded with new cars and different courses, or the ability to upgrade your vehicle in different ways. Giving the player something to work towards promotes good replayability.

## Andretti Racing — 69 PERCENT



Andretti Racing is a great concept, mixing Stock Car racing with IndyCar racing to offer you a top-end driving experience. Unfortunately this great idea is let down by poor animation, a low frame rate and handling that doesn't offer you the precision required to get the most out of the game. There's plenty on offer, though, like 16 tracks (Indy and Stock), four players thanks to link-up option and a fine mix of arcade and simulation modes. Could have been a very good title, but unfortunately it just doesn't cut the mustard.

## Ayrton Senna Kart Duel — 72 PERCENT




A difficult game to judge, this. The graphics are well presented with excellent driver and kart animations that even show the driver getting out and performing a push start after a crash. The action is fast and smooth, offering a great perspective on the sport and the oversteer is spot-on, as is the light and fluffy ride you get on those small karts. It lacks realism in only a few areas like damage, but this is forgivable considering the game is pretty playable. If you're into karting, there's no reason why you shouldn't take a look.

## Ayrton Senna Kart Duel 2 — 74 PERCENT




Being a kart sim, there's precious little depth to Ayrton Senna's Kart Duel 2, but instead we're given a competent but unspectacular arcade racer. It is possible to tweak your vehicle's variables, but most gamers will just put pedal to the metal and play. This, of course, makes it ideal for beginners or those who can't stand the complexities involved in racing Formula 1 cars of rally driving. A fun game, but only recommended for those who like their PSX thrills arcadey and accessible.

## Buggy — 70 PERCENT



Take charge of a remote-controlled car and whiz around different tracks and courses ranging from back gardens to cityscapes. The cars bounce and zip around as you would expect, and the controls are reversed (steering on the right analogue and acceleration on the left) to match that of a remote control unit. The split-screen mode is by far the best way to play the game, as the single-player options aren't quite as challenging as we perhaps would expect. If you just like to have a quick bash-around this one's cool, but don't expect too much more.

## Burning Road — 70 PERCENT



A real old one this, but it has some original features that deserve a little attention and make it worthy of a couple of nights' rental. It has very chunky, brash graphics that set the scene really well for the action ahead. The courses are well designed, offering a varied challenge, albeit a short one. On the in-car view, attention to detail is excellent considering its age, showing fluffy dice hanging from the rear-view mirror (and even a Sonic in one car) that sway and move as you drive. It falls far short of offering any opposition to the big boys, but still has something to offer a loyal racer.

## Circuit Breakers — 89 PERCENT



Dipping into Codemasters' pool of excellence, Circuit Breakers owes an awful lot to Micro Machines. Though the cars aren't miniatures and the courses aren't pool tables and work benches, the game is basically the same. It offers special items like Speed Boosts and Oil Slicks, with a choice of four cars that really don't have any differences. The courses are fast and well laid out, giving you the opportunity to find short-cuts and the like if you're daring. Too much like Micro Machines for my liking, and frankly nowhere near as good.

## Colin McRae Rally — 95 PERCENT



Codemasters can do no wrong, and they've proved it once again with the utterly superb Colin McRae Rally. Playing a game where you never pass another vehicle (apart from in two-player mode) could easily sound crap, but this couldn't be further from the truth. The incredible course design alone is enough to make up for this, not to mention the remarkable car physics and handling. Each course offers a totally different challenge and the most realistic rally feel ever created. If you hold an interest in the sport, nothing can match Colin McRae, and don't forget it.

## Cyber Speed — 65 PERCENT



Seriously overlooked on its original release (thanks to the likes of WipEout), Cyber Speed has some fun and original touches that haven't been seen before - or since, for that matter. Your WipEout-type vehicle is attached to the track by a laser line that goes round the course, to which you're stuck like a Scalextric car. You travel around the tracks in your quest to win races, but more important are your attempts to blow the crap out of your competitors. Not bad, but flawed in some respects (eg. no two-player link up mode).

## Destruction Derby — 85 PERCENT



The first of its kind, a banger racing simulation! Race around a multitude of courses against well produced computer-controlled opponents in your quest to win races, beat the crap out of your opponents and create the best replays to you can wow your friends and family. It was let down by a few problems, but this is forgivable when you consider how good the game actually is. The damage is remarkable, slowly grinding your car to a halt until the engine finally bites the dust and you crash out; fantastic!

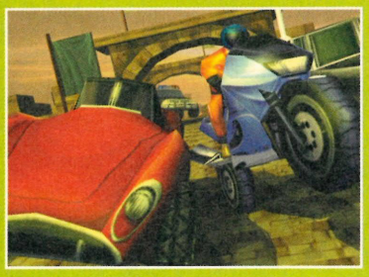
## Destruction Derby 2 — 90 PERCENT

If you're after hard-core destruction on a grand scale, look no further than Destruction Derby 2. It addressed all the little niggles and problems of the original and created something of a classic we occasionally still play in the office today. The courses are big and brash, offering endless crashing possibilities that were slightly lacking in the original. It has all new game modes that cater for racing, bashing and two-player frolics unequalled so far. The physics of the cars are truly excellent, offering realistic crashes without loss of life. If you want a joyride, get your kicks here, not on the street.



## Explosive Racing

**62 PERCENT**



Cartoon-style frolics solely on a speed trip. You have the choice of six vehicles to begin with, ranging from cars, trucks and bikes that each have their own strengths and weaknesses. It's entirely possible to keep your finger rooted on the accelerator and simply powerslide the whole way round the tracks. You find plenty of obstacles in your path to keep you on the edge of your seat, but it's the sheer speed that the game rides on. If you like your games fast but not too deep you'll go for Explosive Racing, but if you're looking for anything more, give it a miss.

## Formula 1 97

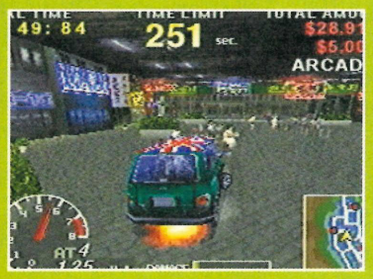
**84 PERCENT**




Two of the best features from the original have mysteriously vanished. No longer can you enjoy full-screen, full-speed link-up action with a friend. Instead you must squint your eyes, sit closer to the screen and attempt to play in split-screen squash-o-vision mode. Once you've completed your race, there is no cinematic replay you can watch again and again. The opponent racers still look like they're on rails round the track, and though the graphics offer marked improvements, these are nothing to write home about. There's still a good game in there if you can put up with this, though.

## Felony 11-79

**80 PERCENT**




If you've ever had the desire to drive through a shopping mall killing innocent by-standers in your quest to cause as much damage as is humanly possible, Felony 11-79 is just for you. There's a choice of a massive 22 vehicles, ranging from nice little Minis to bloody scary tanks that can be gained as you progress through the game, depending on how you perform and if you escape capture. There's a choice of only three courses, which is a bummer, though you do have total freedom around them. Give it a test drive and you'll find a smashing game in there (excuse the pun).

## Formula 1

**88 PERCENT**




The first in a new breed of driving simulations, F1 is a benchmark game that won't ever be forgotten. Okay, it had no shortage of bugs and problems, but its sheer playability and graphical prowess kept it in a million games collections. The fantastic link-up mode of F1 is the icing on the cake, while the well produced replay mode adds to the glory. In many ways, it's still the best version of Formula 1 around and now there's no excuse for not owning it as it's available for 20 quid on the Platinum range.

## Formula 1 98

**80 PERCENT**



Rebuilt from the ground up, not a scrap of original code was used in the making of 98. All the computer-controlled opponents have clever AI so they don't drive up your arse anymore, though you won't see the cleverly cinematic camerawork anymore; it just looks like a bog-standard game as opposed to a simulation. Murray Walker is still there talking more shit than ever before, with his new sidekick Martin Brundle. To be honest, the game just isn't anywhere near as good as the original even though all the bugs have been taken care of.

## Formula Karts Special Edition

**87 PERCENT**



We were amazed how good Formula Karts was way back in Issue One of extreme PlayStation. It has such fantastic playability you find yourself hooked after only a couple of races. There are eight tracks in all, upon which you can race as one of eight teams against each other in arcade modes or championship modes. You can upgrade your kart by upping the petrol tank, changing the cubic capacity and choosing better tyres, etc. It has a very competitive two-player mode as well as offering a fast and furious battle against the computer-controlled opponents in single-player events.

## Gran Turismo

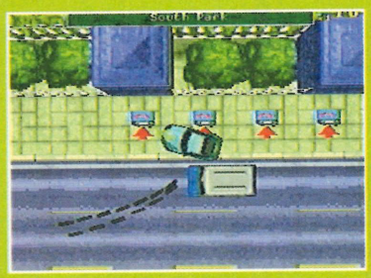
**96 PERCENT**

Mother of Mary, if this game was royalty it would be the king of the world, and if it was a Biblical tale it would be the Parting of the Red Sea; truly fantastic. As it is, though, it's the finest driving game; nay the finest game to grace our screens. It has the biggest choice of cars, courses, challenges and game modes to keep you playing until the end of the PlayStation's shelf life and beyond. The greatest graphical achievement is right here along with the most realistic car physics and most challenging two-player game. If you haven't already got it, sort your priorities out right now!



## Grand Theft Auto

**90 PERCENT**



Explicit' is the word that best describes GTA and the '18' certificate reflects the content. If you've ever fancied smuggling drugs, killing big-wigs, bombing buildings, collecting dirty money and driving get-away cars you should think about purchasing GTA in an attempt to purge these feelings. Somehow the game is remarkably playable while prompting you to carry out all of these crimes on your PlayStation. We suppose it should be commended for being original, but it's easy to see why the press gave it such a hard time. Excellent game, but not for the faint-hearted or mentally unstable.

## Hi-Octane

**54 PERCENT**



When you take into consideration that Hi-Octane was originally made (similarly to Magic Carpet) to show off the technical excellence of the Pentium chip for PCs, it's fair to say it's not a bad game. However, though excellent at the time, it has aged very badly and now looks like no better than a Skoda simulation. The frame rate is incredibly low, the graphics lack detail and the controls are slow and unresponsive. All in all, it's fair to say Hi-Octane isn't anything to write home about; give it a miss.

## Indy 500

**53 PERCENT**




A kids' Indianapolis game? Tomy (the toy company) think it's a great idea, and why not? No one else has done it, so there's obviously a gap in the market for it, right? Not so sure, to be honest. Graphically it's well done and the sound's up to the job, it's just the dodgy handling and bad quirks the cars suffer with that's the problem. Making changes to your car hardly effects the way they drive, and your choice of cars is marred by the same problem. The game's a lot like Tomy's toys for the young boys and girls; it looks great and makes wicked noises, but frankly doesn't do an awful lot.

## Hard Core 4x4

**75 PERCENT**




Hard Core it is, as anything goes. Chose from six funked-up monster trucks and begin your assault on the various mountainous terrains that allow you to travel around the courses with a fair amount of freedom. The game isn't particularly hard but offers nice fat graphics and an enjoyable experience. There's no shortage of game modes, but they all centre around the six courses available. These are varied but too few. You'll be bouncing around on the huge wheels and suspensions, which is great, but the challenge dims soon after mastering the art of control.

## Impact Racing

**58 PERCENT**



There's quite a lot missing here. It looks like they just missed a lot of possible aspects out of the game. That's a real shame because there's no shortage of potential here from a game that has a bit of Destruction Derby and a bit of WipEout on offer. The main point that lets the game down (and it's not alone) is the way the vehicles just don't feel right on the tracks. The traction is too high - it's like they're glued down and nothing's going to budge them. Shame really. Not worth your time, unless you're really keen. Zzzz.

## International Moto X

**71 PERCENT**



Scrambling; either you love it or you hate it. The graphics are okay to be kind, and it does have a massive 30 tracks working to it's advantage. The low frame rate doesn't help, and neither does the artificial intelligence of your opponents, which at times is laughable. What's there, though, is fine; it's just lacking in any original touches or anything more to come back to it for, apart from all the available courses. More modes of play would also have been nice. If you like your bikes dirty and dangerous, it's worth a look.

## Jet Rider

**44 PERCENT**

Right, lets set the scene... We're somewhere in the future, you're on the back of a motorbike-cum-Jet Ski-cum-aeroplane and you must whiz around rather naff courses against duff (and equally dumb) computer-controlled opponents. The physics of your craft are completely incorrect and reversed (even though such a vehicle doesn't yet exist). Even though it's a hovercraft, when you jump you can't steer in mid-air (hello?) and when you corner, you skid (uh?). If you're looking for a good racing game. don't bother with this - it sucks.



## Jet Rider 2

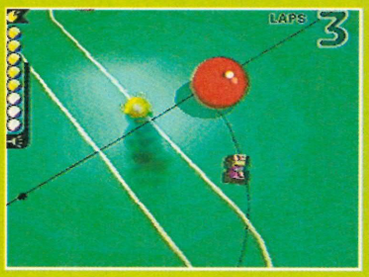
**61 PERCENT**



An improvement on the original? Yes, but it's still far from being a quality game. The courses themselves are cleverly designed and well thought out, though this unfortunately leaves you with more of a fiddly and technical challenge than a fast and furious one. The graphics are vibrant and detailed, but this leads to another problem that hounds the game; the frame rate suffers tremendously and you end up with a very rough ride that's slow and equally rough. It does have a two-player split-screen function, but frankly it's nothing special, rather like the game itself.

## Micro Machines V3

**93 PERCENT**




If this game was a painting, it would be a Van Gogh. It's a masterpiece of modern technology, though ironically it doesn't push the PlayStation to more than 50 or 60% of its potential. If you've played Micro Machines on 8-bit or 16-bit formats, you know how madly playable and addictive it is while being the most simple and basic of games. Nothing has changed for the PlayStation, apart from the addition of excellent 3D landscapes and new weaponry. For £20 on Platinum, you'd be a loon to miss out.

## Monster Trucks

**69 PERCENT**



How could they? A prime development team and a prime genre ripe for the picking. How could they; no, how dare they not make the most of it and come up trumps? Monster Trucks could easily have been so much more, but at the end of the day it's nothing more than a mediocre offering. It has plenty of vehicles, plenty of tracks and some good playing modes, but it still just doesn't come together to create a good game. Terrible pop-up, dodgy handling and serious gaps and flaws sends this title straight to the breaker's yard.

## Max Power Racing

**92 PERCENT**




Max Power Racing is a truly excellent driving simulation bettered only by the legendary Gran Turismo and Colin McRae Rally. It has 25 fully-licensed cars and 30 tracks from locations all over the world for you to race on. You can gain new cars by performing incredible lap times and winning races, though it takes ages to complete them all. The artificial intelligence is a marked improvement over most games, boasting drivers that are prone to spinning out and making mistakes. If you want a fresh challenge that's accomplished in almost every respect, give it a go.

## Midnight Run

**60 PERCENT**




This is a direct conversion from one of Konami's less successful arcade racers. As direct ports from arcade games normally do, it suffers from lack of substance and longevity, only offering a handful of courses for your hard-earned dosh. What's there is fairly well produced. It's fast and furious with a good feel to the cars available. We don't know if it's possible for a game to be too arcadey, but this game certainly seems to suffer that way. Only worth thinking about if you're a die-hard fan of the coin-op (nutter).

## Moto Racer

**70 PERCENT**



Nice graphics, fair sound and it's presented in a pretty package. Sounds good but it's not all that rosy when you get inside. Okay, it offers a fast, arcade-style motorbike racing game, but the bikes are out of proportion with the track, the head view (though realistic) renders the game very hard to play due to swaying that can really induce projectile vomiting. The tracks offer a great challenge, though the actual end product is a bit rough around the edges. Best of its kind at the time, though its sequel pisses all over it.

## Moto Racer 2

**86 PERCENT**

Visually similar to V-Rally, MR2 offers an arcade-style challenge that takes place over a multitude of courses including street races and scramble races over dust and sand. There is an intuitive Course Edit Mode that allows you to create your own tracks, though it looks like most of the in-game courses were built the same way as they become very samey and repetitive after a while. Great two-player action and a tough single-player challenge await, with no shortage of speed and fun. It's definitely not a simulation, but it's a pretty damn good game all the same.



## Motor Toon GP

**70 PERCENT**



It's hard to believe that this was a launch title for the Jap PSX way back in '94. We're talking about a game that's practically old enough to go to school. It's amazing when you think about it. For a four-year-old it's not too bad really. Its basic graphics and rudimentary textures bring back lots of memories, but not much more. The cars are cute, as is the scenery. Everything bounces around jovially and it all looks like a Wacky Racers cartoon, which is great for the kids but is limited for older players.

## MotorHead

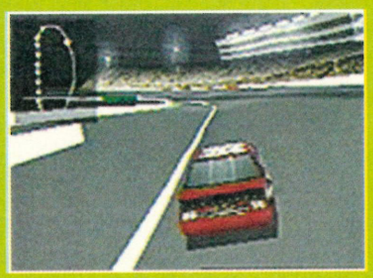
**90 PERCENT**




MotorHead boasts some of the fastest, most frantic action around. Incorporating six concept-style cars, the game is set ever-so-slightly in the future, hinting a little at Ridge Racer and Need for Speed while still being in a league all of its own. You see no hairpin turns here, just shit-your-cacks speed and tight courses that push you over the edge of an adrenaline-fuelled frenzy. The control is near-perfect, as are the fast, smooth graphics. You encounter no glitching, no embarrassing slow-down but just action through and through. Definitely worth a look.

## Nascar Racing

**43 PERCENT**



From first appearances alone it seems Nascar Racing is in a partly-finished state. The graphics are seriously lacking detail (like a PC game with the graphical detail turned off) and the frame rate is laughably low and jerky. Gameplay-wise the game is lacking in more than one area. Your opponents are very unpredictable and seem to lash out for no apparent reason while you're trying to mind your own business and stay on the racing line. Controls are spongy and traffic on the track only leads to slowdown. Avoid it like the plague, you're worth more than this.

## Motor Toon GP 2

**83 PERCENT**



Learning from their mistakes has become something of a trademark of Sony and MTGP 2 is no exception. For the second outing of the cute cartoon racer to be released outside Japan shows just how much of an improvement it is. Graphical improvements are vast, as is the gameplay and control of the weird vehicles in the game. New modes and challenges have been added as well as improved longevity and heightened control. The link-up mode is great fun and enough to make you come back for more in itself.

## Auto Destruct

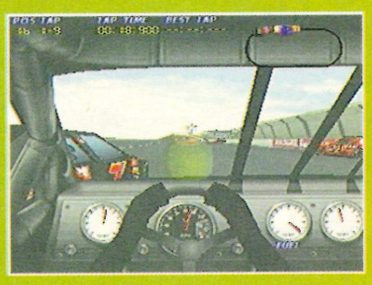
**67 PERCENT**



A racing blast-'em-up that's a little dated now for today's driving fanatics. You chase enemy craft and blow the hell out of them as part of the multiple mission levels, but to be frank that's about the size of it. Unfortunately the levels are pretty repetitive and all take place in boring surroundings which has no curves, just 90-degree bends and buildings as far as the eye can see. A bit of fun for a while, but certainly not good enough for any of our collections. It's worth around £15, but we're afraid it costs at least twice that brand new.

## Nascar Racing 98

**61 PERCENT**

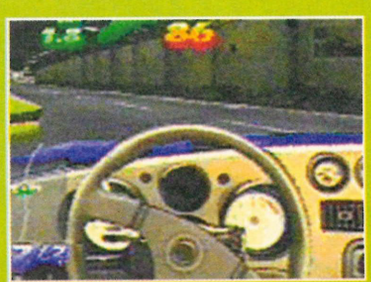


This time round there are plenty of tracks, plenty of drivers and no shortage of cars. The controls and gameplay mechanics have been changed to produce a ride which is less erratic and more consistent. Graphically the game is more detailed but still nowhere near the likes of MotorHead or GT, though it does have smoother animations than its predecessor. All in all, it's a marked improvement on the original but still falling behind other top titles in gameplay and challenge stakes. If you're a really big fan of Nascar Racing on Cable or Satellite TV, you may get a little enjoyment out of this one.

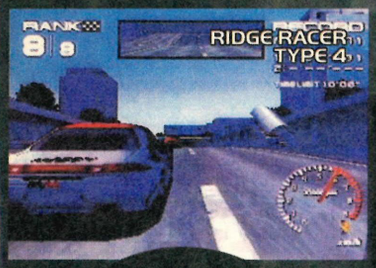
## Need For Speed

**79 PERCENT**

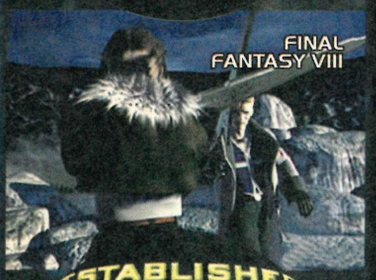
Originally the 3DO's best game, it was ported over to the PSX with only a few minor changes. It was the first game to realistically portray high performance sports cars on a home system and it did it incredibly well. The courses are very well designed and graphics do a good enough job, though at times the feeling of speed wasn't tremendous. There's a little pop-up, which is forgivable due to the game's age, but there's very little slowdown. If you enjoy racing games, this one's a real blast from the past; watch out for the traffic ahead but put the pedal to the metal for some frantic racing action!



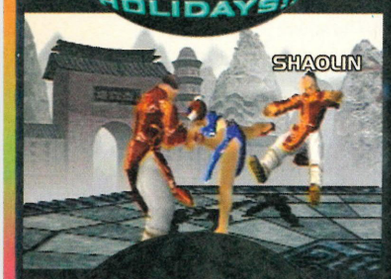
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| X-PLORER CHEAT CARTRIDGE | 23.99 |
| X-LINK CABLE & SOFTWARE (X-PLORER TO PC) | 8.99 |

### HARDWARE & ACCESSORIES - 2ND HAND

| | WE BUY | WE EXCHANGE | WE SELL |
|---|---|---|---|
| SONY PLAYSTATION | 53.00 | 53.00 | 80.00 |
| SONY PLAYSTATION UNBOXED | 46.00 | 46.00 | 70.00 |
| NAMCO GUNCON | 13.00 | 13.00 | 20.00 |
| NAMCO JOYSTICK | 11.00 | 14.00 | 22.00 |
| NEGCON CONTROLLER | 11.00 | 14.00 | 22.00 |
| SONY DUAL SHOCK PAD | 7.00 | 10.00 | 15.00 |
| SONY PSX CONTROLLER | --- | --- | 5.00 |
| SONY LINK CABLE | 2.00 | 3.00 | 5.00 |


SONY DUAL SHOCK PAD £17.99 £18.99


SCORPION/ BIO GUN -G-CON COMPATIBLE -BUILT IN RUMBLE PACK -AUTO FIRE AND AUTO RELOAD MODES


£14.99 NU-GEN DUAL IMPACT PAD


+ PANTHER FOOT PEDAL FREE!


OFFICIAL MEMORY CARDS £8.99each £23.99

XPLORER THE ULTIMATE CHEAT CARTRIDGE FOR USE WITH SONY PLAYSTATION

SKREAM PSX MEMORY CARDS ONLY £4.99 OR £3.99 WITH ANY PURCHASE EXCLUSIVE TO DEPARTMENT 1


SKREAM RUMBLE PAD AND STEERING WHEEL COMING SOON

### SOFTWARE-NEW

| | JAP | UK | US |
|---|---|---|---|
| ACTUA GOLF 3 | | 29.99 | |
| ACTUA SOCCER 3 | | 28.99 | |
| ALL STAR TENNIS '99 | | 32.99 | |
| AMERICAN DEER HUNTER | | 34.99 | |
| ARMY MEN 3D | | | 31.99 |
| ASTERIX | | | CALL |
| ASTEROIDS | | 22.99 | |
| B - MOVIE | | 31.99 | |
| BLOODY ROAR 2 | 48.99 | | |
| BUGS BUNNY:LOST IN TIME | 48.99 | | |
| BRAVE FENCER MUSASHIDEN | | | 49.99 |
| BREATH OF FIRE III | | 30.99 | |
| BRIAN LARA CRICKET '99 | | 31.99 | |
| BUSHIDO BLADE 2 | | | 43.99 |
| BUST-A-GROOVE | | 28.99 | 49.99 |
| BUST-A-MOVE 4 | | CALL | |
| CAPCOM GENERATION 1 - 5 | 39.99 each | | |
| CARMAGEDDON 2 | 48.99 | 36.99 | |
| CASTROL HONDA BIKES | | 35.99 | |
| COLLIN MCRAE RALLY | | 30.99 | |
| COLONY WARS 2: VENGEANCE | | 34.99 | |
| CONSTRUCTOR | | 31.99 | |
| CONTENDER | | | 49.99 |
| COOL BOARDERS 3 | | 28.99 | 43.99 |
| CRASH BANDICOOT 3 | | 31.99 | 43.99 |
| DARK STALKERS 3 | | | 48.99 |
| DEVIL DICE | | 32.99 | |
| DUKE NUKEM FOREVER | | CALL | |
| DUNGEON KEEPER 2 | | | CALL |
| EARTHWORM JIM 3D | | 37.99 | |
| EHRGEIZ (WITH T-SHIRT) | 69.99 | | |
| F1 '98 | | 33.99 | |
| FINAL FANTASY VIII | 48.99 | | |
| FIFA '99 | | 29.99 | |
| G - DARIUS | | 28.99 | |
| ISS PRO '98 | | 30.99 | |
| KING OF FIGHTERS '98 | 48.99 | | |
| LEGACY OF KAIN 2:SOUL REAVER | | | 48.99 |
| LEGEND OF LEGAIA | | | 48.99 |
| LUNAR: SILVER STAR STORY | | | 49.99 |
| MACROSS SUPER DIMENSIONAL FORTRESS | 48.99 | | |
| MARVEL SUPER HEROES VS. S.F./EX(JAP) | 48.99 | | 48.99 |
| MAXPOWER RACING (C3) | | 31.99 | |
| MEDIEVIL | | 38.99 | |
| MEGAMAN X4 | | CALL | |
| MESSIAH | | | 48.99 |
| METAL GEAR SOLID | | CALL | |
| MICHAEL OWEN SOCCER | | 30.99 | |
| MONACO GRAND PRIX | | | CALL |
| MOTO RACER 2 | | 33.99 | |
| N GAUGE (TRAIN SIMULATOR) | 48.99 | | |
| NBA JAM '99 | | | 48.99 |
| NBA LIVE '99 | | 34.99 | |
| NEED FOR SPEED 4 | | | 48.99 |
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| NINJA: SHADOW OF DARKNESS | | 33.99 | |
| ODDWORLD: ABE'S EXODDUS | | 30.99 | |
| PAC MAN 3D | | | 48.99 |
| PARASITE EVE | | | 43.99 |
| POCKET FIGHTER | | 29.99 | |
| POOL SHARK | | 31.99 | |
| POP 'N MUSIC | 48.99 | | |
| PRO 18:WORLD TOUR GOLF | | | 48.99 |
| POY POY 2 | 49.99 | | |
| QUAKE 2 | | | 48.99 |
| RAYMAN 2 | | | 48.99 |
| RIDGE RACER TYPE 4 | 48.99 | | |
| RIDGE RACER 4 & JOG-CON CONTROLLER | 72.99 | | |
| RIVAL SCHOOLS | | 29.99 | 44.99 |
| ROGUE TRIP | | 28.99 | |
| R - TYPE DELTA | 49.99 | | |
| R - TYPES | | 24.99 | |
| S.C.A.R.S. | | 18.99 | |
| SHAOLIN | | CALL | 48.99 |
| SILENT HILL | 48.99 | CALL | 48.99 |
| STREET FIGHTER ZERO 3 | 53.99 | | |
| SMASH COURT TENNIS 2 | 44.99 | | |
| SPECIAL OPPS | | 48.99 | |
| SPYRO THE DRAGON | | 29.99 | |
| STREET SK8ER | | | 48.99 |
| TAI FU | | | 48.99 |
| TANK RACER | 48.99 | | |
| TENCHU | | 28.99 | |

### SOFTWARE-NEW

| | JAP | UK | US |
|---|---|---|---|
| TENCHU:SHINOBI GAISEN | 48.99 | | |
| TEKKEN 3 | | 33.99 | |
| THE CONTRACT | | CALL | |
| TIGER WOODS '99 | | 30.99 | |
| TINY TANKS | | | 48.99 |
| TOCA TOURING CARS 2 | | 31.99 | |
| TOMB RAIDER 3 | | 31.99 | |
| TWISTED METAL 3 | | | 42.99 |
| UNJAMMER RAMY (PARAPPA 2) | 48.99 | | |
| UNHOLY WAR | | 33.99 | |
| VICTORY BOXING 2 | | 34.99 | |
| VIVA FOOTBALL | | 31.99 | |
| V-RALLY '99 | | CALL | |
| WARZONE 2100 | | CALL | |
| WCW VS NWO:THUNDER | | | 48.99 |
| WILD ARMS | | 29.99 | |
| X-MEN | | | 48.99 |
| X-MEN VS STREET FIGHTER | | 32.99 | |

### SOFTWARE-2ND HAND

| | JAP | UK | US |
|---|---|---|---|
| A IV EVOLUTION | 20.00 | 22.00 | |
| A TRAIN | | | 22.00 |
| ACE COMBAT 2 | 22.00 | 20.00 | 20.00 |
| ACTUA GOLF | | 12.00 | |
| ACTUA GOLF 2 | | 15.00 | |
| ACTUA ICE HOCKEY | | 15.00 | |
| ACTUA SOCCER 2 | | 15.00 | |
| ADIDAS POWER SOCCER '97 | | 8.00 | |
| ADIDAS POWER SOCCER 2 | | 12.00 | |
| AIR/ACE COMBAT | 5.00 | 10.00 | 10.00 |
| ALIEN TRILOGY | | 10.00 | 10.00 |
| ALUNDRA | | 22.00 | 22.00 |
| ARMOURED CORE | 25.00 | 25.00 | 28.00 |
| ART MAN FOREVER | | 15.00 | 15.00 |
| BIO HAZARD DIRECTORS CUT | 20.00 | | |
| BIO HAZARD 2 | 22.00 | | |
| BLAM MACHINEHEAD | | 8.00 | |
| BLOOD OMEN LEGACY OF KAIN | | 10.00 | 12.00 |
| BLOODY ROAR | 25.00 | 18.00 | |
| BRAHMA FORCE | | 10.00 | 18.00 |
| BUGRIDERS | | 12.00 | |
| BUSHIDO BLADE | 12.00 | 15.00 | 20.00 |
| BUSHIDO BLADE 2 | 35.00 | | |
| BUST A MOVE 2 | | 15.00 | 15.00 |
| C&C RED ALERT | | 25.00 | 25.00 |
| CASPER | | 10.00 | 10.00 |
| CASTLEVANIA | | 20.00 | 20.00 |
| COOL BOARDERS 2 | 20.00 | 22.00 | 18.00 |
| COLONY WARS | | 15.00 | 18.00 |
| CRASH BANDICOOT 2 | | 25.00 | 20.00 |
| CROC | | 15.00 | 15.00 |
| DARK FORCES | | 15.00 | 15.00 |
| DARKLIGHT CONFLICT | | 8.00 | |
| DEAD OR ALIVE | 25.00 | 20.00 | |
| DESCENT 2 | | 10.00 | |
| DESTRUCTION DERBY | 8.00 | 10.00 | 10.00 |
| DESTRUCTION DERBY 2 | | 15.00 | 15.00 |
| DISCWORLD 2 | | 20.00 | 18.00 |
| DISRUPTOR | | 12.00 | 12.00 |
| DOOM | | 15.00 | 12.00 |
| DYNASTY WARRIORS | | 12.00 | |
| EXCALIBUR 2555AD | | 10.00 | |
| EXHUMED | | 12.00 | |
| EXTREME SNOW BREAK | | 12.00 | |
| FADE TO BLACK | | 12.00 | 12.00 |
| FELONY 11-79 | | 15.00 | |
| FIFA 98 | | 18.00 | 15.00 |
| FIGHTING FORCE | | 15.00 | 20.00 |
| FINAL FANTASY IV | 32.00 | | |
| FINAL FANTASY TACTICS | 28.00 | | 38.00 |
| FINAL FANTASY VII | 20.00 | 20.00 | 25.00 |
| FORMULA 1 '97 | | 18.00 | |
| FORSAKEN | | 15.00 | |
| FRONT MISSION ALTERNATIVE | 32.00 | | |
| G DARIUS | 20.00 | | |
| G POLICE | | 15.00 | 20.00 |
| GEX 3D - ENTER THE GECKO | | 18.00 | 20.00 |
| GHOST IN THE SHELL | 30.00 | 25.00 | |
| GRAN TURISMO | 25.00 | 28.00 | 28.00 |
| GRAND THEFT AUTO | | 15.00 | |
| HEBEREKES POPPOITO | | 18.00 | |
| HERCULES | | 15.00 | 15.00 |

# Department 1

NO.1 FOR MAIL ORDER!!

# EXCHANGE







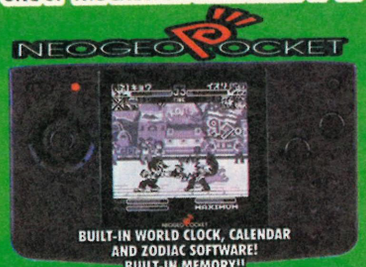









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|---|---|
| UK NEO GEO POCKET | 47.99 |
| PSU | 14.99 |
| LINK CABLE | 14.99 |
| KING OF FIGHTERS R -1 | 27.99 |
| SAMURAI SHOWDOWN | 27.99 |
| CUP '98 | 22.99 |
| TSUNAGE TE PON (PUZZLE) | 22.99 |
| BASEBALL STARS | 22.99 |



Game & Watches
Green: Donkey Kong Jnr.
Silver: Super Mario Bros.
Red: Fire!
Blue: Parachute
£9.49 each




| | |
|---|---|
| POCKET GAMEBOY - 6 COLOURS | 34.99 |
| POCKET GAMEBOY-BACKLIGHT(GOLD/SILVER) | 49.99 |
| POCKET CAMERA | 33.99 |
| POCKET PRINTER | 40.99 |
| PRINT SEAL | 6.99 |
| LINK CABLE | 6.99 |
| FINAL FANTASY LEGENDS 1/2/3 | 18.49each |
| FINAL FANTASY ADVENTURES | 18.49 |
| POKEMON (RED OR BLUE VERSION) | 22.99 |
| GAMEBOY COLOUR | 64.99 |
| BOMBERMAN (USA) | 18.49 |
| TETRIS DX | 18.49 |
| ZELDA DX | 22.99 |

## SOFTWARE-2ND HAND cont.

| | JAP | UK | US |
|---|---|---|---|
| HORNED OWL | 30.00 | | 32.00 |
| ISS DELUXE | | 10.00 | |
| ISS PRO '98 | | 25.00 | 28.00 |
| INTERNATIONAL TRACK AND FIELD | 20.00 | 15.00 | 20.00 |
| IZNOGOUD | | 12.00 | |
| JERSEY DEVIL | | 15.00 | |
| JET RIDER/MOTO | | 18.00 | 12.00 |
| JET RIDER/MOTO 2 | | 20.00 | 22.00 |
| JONAH LOMU RUGBY | | 18.00 | |
| JUDGE DREDD | | 12.00 | |
| JUMPING FLASH 2 | 18.00 | 20.00 | 20.00 |
| KING OF FIGHTERS '95 | 28.00 | 25.00 | 28.00 |
| KING OF FIGHTERS '97 | 38.00 | | |
| KLONOA | 22.00 | 25.00 | 28.00 |
| LITTLE BIG ADVENTURE | 15.00 | 18.00 | |
| LOADED | | 10.00 | 10.00 |
| LOST WORLD JURASSIC PARK 2 | | 18.00 | 15.00 |
| MADDEN 98 | | 28.00 | |
| MAGIC THE GATHERING | | 20.00 | |
| MARVEL SUPER HEROES | 25.00 | 25.00 | 25.00 |
| MDK | | 18.00 | 18.00 |
| MEGAMAN X4 | | | 32.00 |
| MICKEY'S WILD ADVENTURE | | 18.00 | |
| MICRO MACHINES V3 | | 15.00 | |
| MIDNIGHT RUN | | 18.00 | |
| MIDWAY PRESENTS ARCADE GREATEST HITS 2 | | 18.00 | 25.00 |
| MONSTER TRUCKS | | 25.00 | |
| MOTO RACER | | 20.00 | 22.00 |
| MOTOR TOON GP 2 | 25.00 | 28.00 | 22.00 |
| MYST | 22.00 | 25.00 | 22.00 |
| NAGANO WINTER OLYMPICS '98 | | 20.00 | |
| NASCAR 98 | | 20.00 | 18.00 |
| NBA JAM EXTREME | | 10.00 | 12.00 |
| NEED FOR SPEED III | | 20.00 | 20.00 |
| NEWMAN HAAS RACING | | 20.00 | |
| NFL QUATERBACK CLUB '97 | | 15.00 | |
| NHL 98 | | 22.00 | 22.00 |
| NIGHTMARE CREATURES | | 15.00 | 20.00 |
| ODDWORLD: ABE'S ODDYSEE | | 15.00 | 22.00 |
| OGREBATTLE | 20.00 | | 30.00 |
| OVERBOARD | | 15.00 | |
| PARAPPA THE RAPPER | 15.00 | 15.00 | 15.00 |
| PANDEMONIUM 2 | | 18.00 | |
| PANG COLLECTION | 35.00 | | |
| PANZER GENERAL | | 20.00 | 25.00 |
| PARASITE EVE | 25.00 | | 35.00 |
| PARODIUS | 15.00 | 22.00 | |
| PAX CORPUS | | 20.00 | |
| PERFECT WEAPON | | 18.00 | 18.00 |
| PGA TOUR 98 | | 25.00 | |
| PHILOSOMA | 8.00 | 15.00 | 20.00 |
| PITBALL | | 12.00 | 10.00 |
| PITFALL 3D | | 18.00 | |
| POINT BLANK WITH GUN | | 40.00 | 48.00 |
| PORSCHE CHALLENGE | 20.00 | 15.00 | 20.00 |
| POWER MOVE PRO WRESTLING | | 12.00 | 12.00 |
| POY POY | | 20.00 | |
| PUYOPUYO TWO EXPERT | 38.00 | | |
| PUZZLE BOBBLE 3DX | 25.00 | | |
| PUZZLE FIGHTER 2 TURBO | | 18.00 | 22.00 |
| R-TYPES | 22.00 | 20.00 | |
| RAGE RACER | 10.00 | 15.00 | 15.00 |
| RAIDEN DX | 30.00 | | |
| RAIDEN PROJECT | 15.00 | 25.00 | 20.00 |
| RALLY CROSS | | 15.00 | 15.00 |
| RAMPAGE WORLD TOUR | | 22.00 | |
| RAPID RACER | | 12.00 | |
| RAPID RELOAD | | 15.00 | |
| RASCAL | | 20.00 | |
| RAY TRACERS | 15.00 | 15.00 | |
| RAYMAN | | 15.00 | 10.00 |
| RAYSTORM | 25.00 | 20.00 | |
| REBOOT | | 15.00 | |
| RECIPROHEAT 5000 | 18.00 | | |

## SOFTWARE-2ND HAND cont.

| | JAP | UK | US |
|---|---|---|---|
| RELOADED | | 10.00 | |
| RESIDENT EVIL | | 15.00 | 15.00 |
| RESIDENT EVIL - DIRECTORS CUT | | 22.00 | 20.00 |
| RESIDENT EVIL 2 | | 25.00 | 15.00 |
| RETURN FIRE | | 18.00 | 20.00 |
| REVOLUTION X | | 12.00 | 10.00 |
| RIOT | | 8.00 | |
| RIVAL SCHOOLS | 32.00 | | 30.00 |
| ROAD RAGE | | 15.00 | |
| ROAD RASH | 10.00 | 12.00 | 10.00 |
| ROBO PIT | 12.00 | 12.00 | |
| ROBOTRON X | | 12.00 | 18.00 |
| ROCK AND ROLL RACING 2-RED ASPHALT | | 8.00 | |
| ROMANCE OF THE THREE KINGDOMS | | 20.00 | |
| ROSCO MCQUEEN | | 18.00 | |
| RUSH HOUR | | | 22.00 |
| SAGA FRONTIER | 28.00 | | 32.00 |
| SAMPRAS EXTREME TENNIS | | 20.00 | |
| SAMURAI SHOWDOWN 3 | 25.00 | 25.00 | |
| SANGOKU MUSOU | 32.00 | | |
| SANKYO FEVER | 15.00 | | |
| SENTIENT | | 15.00 | |
| SHADOWMASTER | | 10.00 | |
| SHANGHAI | 20.00 | | |
| SHELLSHOCK | 12.00 | 12.00 | |
| SHOCKWAVE ASSAULT | | 10.00 | |
| SIM CITY 2000 | 18.00 | 22.00 | 20.00 |
| SKELETON WARRIORS | | 15.00 | 15.00 |
| SLAM DRAGON | 20.00 | | |
| SLAM N JAM 96 | | 10.00 | 10.00 |
| SLAMSCAPE | | 12.00 | |
| SNOW RACER '98 | | 15.00 | |
| SOUL BLADE | | 18.00 | 20.00 |
| SOUL EDGE | 20.00 | | |
| SOVIET STRIKE | 15.00 | 12.00 | 15.00 |
| SPACE HULK | | 12.00 | |
| SPACE JAM | | 12.00 | 10.00 |
| SPOT GOES TO HOLLYWOOD | | 15.00 | 15.00 |
| SPYRO THE DRAGON | | 27.00 | 28.00 |
| STAR WARS MASTERS OF TERAS KASI | | 15.00 | |
| STARBLADE ALPHA | 5.00 | 12.00 | |
| STARFIGHTER 3000 | | 5.00 | |
| STARWINDER | | 10.00 | |
| STEEL HARBINGER | | 8.00 | 8.00 |
| STREET FIGHTER ALPHA 2 | | 20.00 | 20.00 |
| STREET FIGHTER COLLECTION | 30.00 | | 30.00 |
| STREET FIGHTER EX PLUS ALPHA | 22.00 | 20.00 | 22.00 |
| STREET FIGHTER ZERO 2 | 15.00 | | |
| STREET RACER | 15.00 | 10.00 | 10.00 |
| STRIKEPOINT | | 12.00 | 20.00 |
| STRIKER | 5.00 | 3.00 | |
| SUIKODEN | | 15.00 | 20.00 |
| SUPER FOOTBALL CHAMP | | 8.00 | |
| SUPERSONIC RACERS | | 10.00 | |
| SWAGMAN | | 12.00 | |
| SYNDICATE WARS | | 12.00 | 12.00 |
| TAIL OF SUN | | | 35.00 |
| TEKKEN | 5.00 | 8.00 | 12.00 |
| TEKKEN 2 | 20.00 | 15.00 | 20.00 |
| TEKKEN 3 | 30.00 | 28.00 | 32.00 |
| TEMPEST X3 | | 15.00 | |
| TEN PIN ALLEY | | 22.00 | |
| TENCHU | 32.00 | 25.00 | 32.00 |
| TENNIS ARENA | | 15.00 | |
| TEST DRIVE - OFF ROAD | | 12.00 | 12.00 |
| TEST DRIVE 4 | | 15.00 | 12.00 |
| TETRIS | | 25.00 | |
| THE LAST REPORT | | 25.00 | |
| THE NOTE | | 20.00 | |
| THEME PARK | 15.00 | 18.00 | 15.00 |
| THREE LIONS | | 18.00 | |
| THUNDERFORCE V | 25.00 | | |
| THUNDERSTRIKE | | | 8.00 |
| TIGERSHARK | | 12.00 | 12.00 |
| TILT | | 22.00 | |

## SOFTWARE-2ND HAND cont.

| | JAP | UK | US |
|---|---|---|---|
| TEKKEN 2 | 20.00 | 15.00 | 20.00 |
| TEKKEN 3 | 30.00 | 28.00 | 32.00 |
| TEMPEST X3 | | 15.00 | |
| TEN PIN ALLEY | | 22.00 | |
| TENCHU | 32.00 | 25.00 | 32.00 |
| TENNIS ARENA | | 15.00 | |
| TEST DRIVE - OFF ROAD | | 12.00 | 12.00 |
| TEST DRIVE 4 | | 15.00 | 12.00 |
| TETRIS | | 25.00 | |
| THE LAST REPORT | | 25.00 | |
| THE NOTE | | 20.00 | |
| THEME PARK | 15.00 | 18.00 | 15.00 |
| THREE LIONS | | 18.00 | |
| THUNDERFORCE V | 25.00 | | |
| THUNDERSTRIKE | | | 8.00 |
| TIGERSHARK | | 12.00 | 12.00 |
| TILT | | 22.00 | |
| TIME COMMANDO | 10.00 | 10.00 | 10.00 |
| TIME CRISIS - NO GUN | 22.00 | 15.00 | |
| TIME CRISIS - WITH GUNCON | 38.00 | | |
| TIME CRISIS WITH G-CON 45 | | 35.00 | |
| TIME GAL | 28.00 | | |
| TIMESHOCK - PRO PINBALL | | 20.00 | |
| TITAN WARS | | 15.00 | |
| TOBAL NO 1 | 8.00 | 10.00 | 10.00 |
| TOBAL 2 | 35.00 | | |
| TOCA TOURING CARS | | 10.00 | |
| TOCA DUAL SHOCK | | 15.00 | |
| TOCA 2 | | 28.00 | |
| TOH SHIN DEN | 5.00 | | |
| TOH SHIN DEN 2 | 5.00 | | |
| TOKYO HIGHWAY BATTLE | | 12.00 | 12.00 |
| TOMB RAIDER | 12.00 | 15.00 | 12.00 |
| TOMB RAIDER II | | 18.00 | 18.00 |
| TOMBI | | 22.00 | |
| TOMMI MAKKINEN RALLY | | 20.00 | |
| TOTAL DRIVIN | | 10.00 | |
| TOTAL ECLIPSE TURBO | | 5.00 | 5.00 |
| TOTAL NBA 97 | | 8.00 | |
| TOTAL NBA 98 | | 22.00 | |
| TRANSPORT TYCOON | | 18.00 | |
| TRASH IT | | 12.00 | |
| TREASURES OF THE DEEP | | 28.00 | |
| TRUE PINBALL | 8.00 | 10.00 | |
| TUNNEL B1 | | 8.00 | |
| TWISTED METAL 2 | | 22.00 | 20.00 |
| V 2000 | | 30.00 | |
| V TENNIS | | 20.00 | |
| V-RALLY | | 8.00 | 22.00 |
| VADIMS | 18.00 | | |
| VANDAL HEARTS | 15.00 | 18.00 | 18.00 |
| VICTORY BOXING | | 20.00 | |
| VIGILANTE 8 | | 25.00 | 25.00 |
| VIRTUAL GOLF | | 20.00 | |
| VIRTUAL POOL | | 15.00 | |
| VIRTUAL STADIUM 96 | 8.00 | | |
| VMX RACING | | 20.00 | 18.00 |
| WARHAMMER | | 15.00 | |
| WARHAWK | | 5.00 | 5.00 |
| WCW VS THE WORLD | | 20.00 | |
| WILD ARMS | | | 30.00 |
| WILLIAMS GREATEST HITS | | 20.00 | 18.00 |
| WING OVER | | 25.00 | |
| WIPEOUT | 12.00 | 8.00 | 8.00 |
| WIPEOUT 2097/XL | 22.00 | 15.00 | 22.00 |
| WORLD CUP '98 | | 15.00 | 20.00 |
| WORMS | | 15.00 | 10.00 |
| WWF IN YOUR HOUSE | | 15.00 | 20.00 |
| X-COM ENEMY UNKNOWN | | 18.00 | 15.00 |
| X-MEN CHILDREN OF THE ATOM | | 22.00 | |
| X-MEN VS. STREETFIGHTER EX EDITION | 30.00 | | |
| X2 | | 10.00 | |
| XEVIOUS 3D/G+ | 15.00 | 15.00 | |
| YAKU | 15.00 | | |
| YUSHA | | 20.00 | |



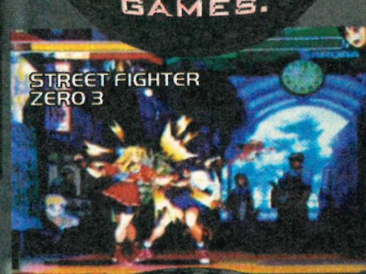

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# tips & cheats

*Many of you have asked for more tips and cheats, so here's an even bigger selection for all your fave PlayStation games...*

## DEVIL DICE

**Bonus Puzzles:**
Once you've successfully completed all 100 puzzles, highlight Random at the Stage Selection Screen and press ✖. Hold L2 or R2 to select from 1000 new puzzles.




**Fast Puzzle Completion:**
Begin the game in Wars mode. Hold ▲ when your character loses to speed up any of the remaining devils on the board.

**Audio Instructions:**
Press ➡ at the title screen to hear audio instructions for the game. If you keep pressing ➡ after the instructions you return to the starting screen. Then press ➡ to hear basic technique tips.

## CRASH BANDICOOT 3: WARPED

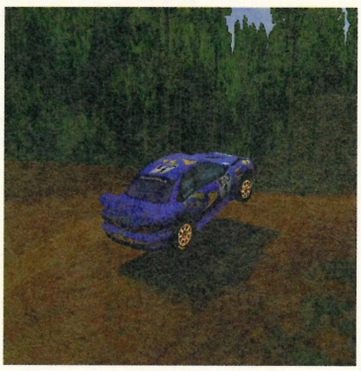
**Spyro The Dragon demo:**
Press ⬆ twice, ⬇ twice, ⬅, ➡, ⬅, ■ at the title screen.

**Location of five lives:**
Begin your game on Level 14 and take the yellow gem ride. Go all the way to the finish and use a double jump over the yellow gem. Then use another double jump to cross over the steel wall to collect your extra five lives.









Mode under the Expert difficulty level and press select.

**Fog Mode:**
Enter PEA-SOUPER as a password. Again, begin playing in Time Trial or Rally Mode in the Expert difficulty level.

**Hovercraft Mode:**
Enter HOVERCRAFT as a password. Begin playing in Time Trial or Rally Mode on the Expert difficulty level.

## COLIN McRAE RALLY

**Enable all cars:**
Enter SHOEBOXES as a password. Then start playing in Time Trial or Rally Mode on the Expert difficulty level.

**Turbo Mode:**
Enter MOREOOMPH as a password. Then start playing in Time Trial or Rally Mode under the Expert difficulty level and press select.

**Pursuit Mode:**
Pause the game and press ▲, ■, ● six times, then press L1, L2, R1, R2, six times. Nicky Grist says 'Alright let's kick it' to confirm the code is correct.

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## DIAGNOSED AND CURED

**The following problems have been solved by The Tips Clinic:**

*Tony Robson, asked for any cheats we may have for COMMAND & CONQUER: RED ALERT, so here just for you Tony is all that we can muster:*

**Cheat mode:**
Click on the Team's button menu with ● (or which ever button is currently configured as Cancel) or the right mouse button. Then, move the pointer over the following icons on the tool bar and press ● (Cancel) or the right mouse button on each.

**Instant Victory:**
Press ● or the right mouse button when the pointer is over ✖, ■, ■, ●, ▲, and ●

**Nuclear attack:**
Press ● or the right mouse button when the pointer is over ●, ✖, ●, ▲, ■, ▲

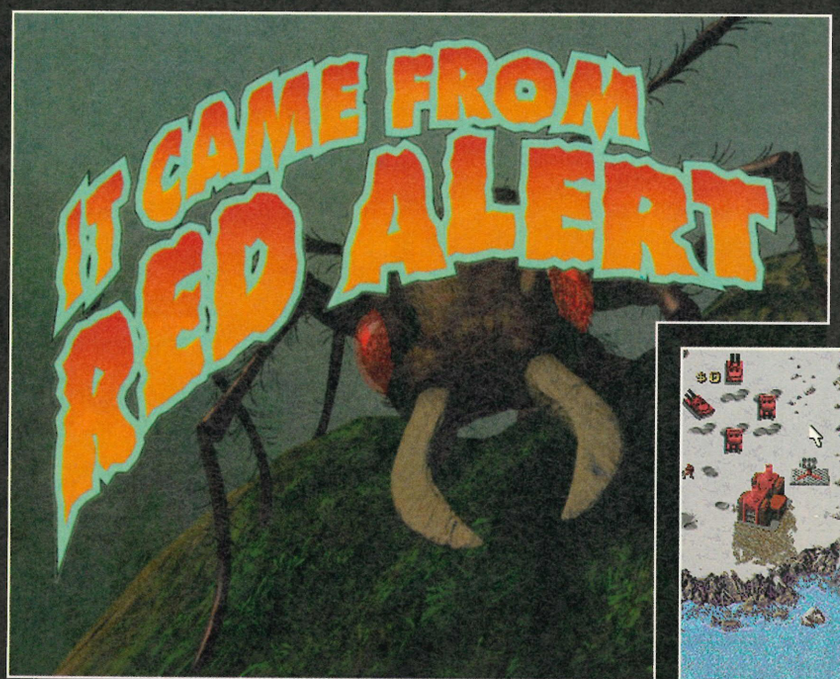
**Parabomb:**
Press ● or the right mouse button when the pointer is over ■, ✖, ●, ●, ✖, ▲

**Money:**
Press ● or the right mouse button when the pointer is over ■, ■, ●, ✖, ▲, ●

**Convert ore to civilians:**
Press ● or the right mouse button when the pointer is over ✖, ●, ▲, ▲, ●, ✖. This will only be enabled in multiplayer mode after a refinery is present.

**Chronoshift:**
Press ● or the right mouse button when the pointer is over ▲, ●, ●, ■, ■, ✖

**Change ore or crystals to gold:**
Press ● or the right mouse button when the pointer is over ■, ●, ■, ✖, ●, ●







*Simon Hall, from Lincoln is after a few cheats for GRAND THEFT AUTO. Simon, we're more than obliged to give you a helping hand...*

**Cheat modes:**
Enter the following player names to enable corresponding cheat features. All of the code in the game may be used in combinations. Enter and accept a code, then go to 'Rename' and enter another code. Your character can also be renamed to anything you want after the last code is entered.

Enter BSTARD as a player name for all weapons, level selection, ninety-nine lives, unlimited ammunition, get out of jail, armour, co-ordinate display, maximum wanted level, and the 5x bonus.

Enter THESHIT as a player name for all weapons, level selection, unlimited ammunition, armour, get out of jail, ninety-nine lives and the 5x bonus.

Enter MADEMAN as a player name for all weapons, level selection, unlimited ammunition and get out of jail.



## BUST-A-MOVE 4

**Another world:**
At the title screen press ▲, ←, →, ←, ▲. There's a sound and a small face appears at the bottom-right of the screen to confirm correct code entry.



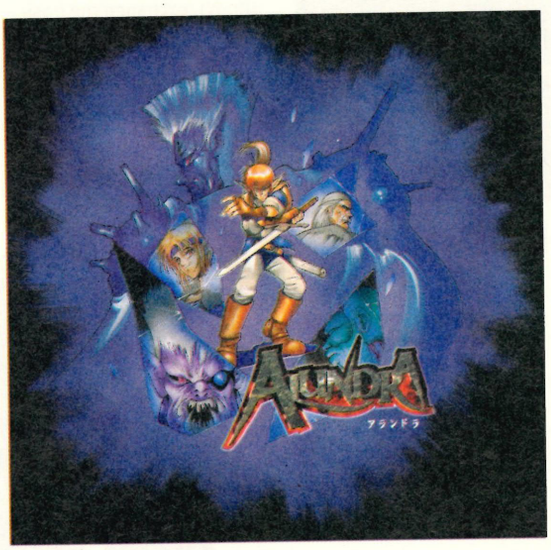

## ASTEROIDS

**The original Asteroids mini-game:**
Hold the Select button and press ● three times, ▲, ■ twice, ● when Press Start appears on the screen. You hear the sound of an exploding asteroid if the code has been entered correctly. Press Start and select Classic Asteroids on the main menu.

## ALUNDRA

**Finding the Power Sword:**
Collect the Power Glove from Jess. Die on purpose and use the quick restart more than 16 times. Go to the statue of King Snow and use the glove to lift the huge rock. Walk up to the statue and the screen becomes darker. King Snow then gives you the super-legendary sword.






**How to find the 50th gilded falcon:**
The falcon is located in the well just outside Lurvy Smith's Shack. You need a Fire Wand to get to it.

## TEST DRIVE 5

**Super Arcade mode:**
Enter SPURT as a name on the high score screen.

**Unlock all game modes:**
Enter VRSIX as a name on the high score screen and then save the game settings. Police chase and other modes are now available.

**All cars:**
Enter RONE and NOLIFE as names on the high score screen. All cars are now available, including the Pitbull Special and The Almighty Maui bonus cars.

**All tracks:**
Enter NTHREE and MTHREE as names on the high score screen.

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Enter GROOVY as a player name for all weapons, armour, unlimited ammunition and get of jail.

Enter PECKINPAH as a player name for all armour, all weapons and a 'get out of jail free' card.

Enter HANGTHEDJ for all cities, one, and all weapons.

Maximum wanted level:
Enter EATTHIS as a player name to set the wanted level to four.

**No police:**
Enter CHUFF as a player name.

**Display coordinates:**
Enter BLOWME as a player name.

**All cities:**
Enter TURF or INGLORIOUS as a player name.

**City Skip:**
Enter WEYHEY as a player name to instantly collect 9999990 points.

**Liberty City (1 and 2):**
Enter FECK as a player name.

**All cities (1 and 2), except Vice City (1 only):**
Enter URGE as a player name.

**5x multiplier:**
Enter EXCREMENT as a player name.

**Ninety-nine lives:**
Enter SATANLIVES as a player name.

**Level Select:**
Enter SKYBABIES as a player name to choose any level up to 'Mandarin Mayhem'.

**Avoid pedestrians:**
Beep the horn when driving near people.

*Bob Hawkes has apparently been reading EPM since issue one and he says we're the 'best mag around'- cheers mate. Just for that, here are the cheats you asked for...*

### FINAL FANTASY VII

**Easy Chocobo races:**
Hold L1+L2+R1+R2 while racing a Chocobo to restore energy.

**Easy Battle Square handicaps:**
Quickly tap ■ during the 'slot machine' handicap sequence in the Battle Square section at Gold saucer. The slots slow down, allowing an easier selection of your handicap. This trick also works in a similar manner with Cait Sith's limit break.

**Extra money:**
Sell a Master level All materia to get 1.4 million Gil. Since another All materia appears when the original reaches master level, there will be no loss in usefulness.

**Tip: Nibelheim safe combination:**
The combination to the safe in the old mansion in Nibelheim is Right 36, Left 10, Right 59, Right 97. After opening the safe and fighting the monster inside, a key to the other part of the mansion and the Odin summoning materia will be found.

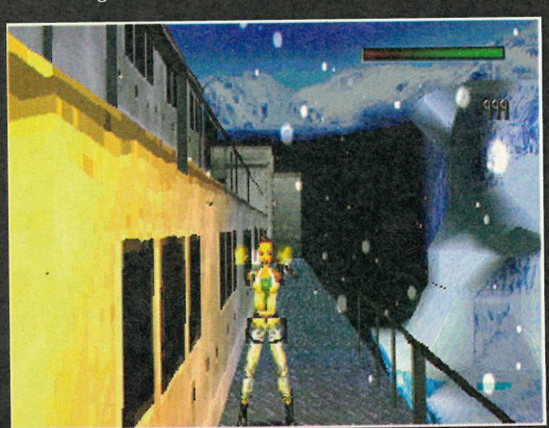
**Tip: Finding Vincent:**
Take the key from the safe that contained the Odin summoning materia in Nibelheim. After defeating the boss, Lost Number, walk down into the basement. open the door that was previously lost (right before you enter the room with Sephiroth). Talk with Vincent, after finding him inside the purple coffin. When leaving the room, he offers to join the party.



**Rocket ship security case:**
The code to get to the Huge materia out of the security case aboard the rocket ship is ●, ■, ✖, ✖. Then visit Red XIII's grandfather, Bugenhagen, in Cosmo canyon. Visit his observatory and approach the huge materia. Look closer to receive the bahamut ZERO summoning materia.

### TOMB RAIDER III

**All weapons, medkits, flares and save crystals:**
Quickly press L2, R2 twice, L2 four times, R2, L2, R2 twice, L2, R2 twice, L2 twice, R2, L2 twice, R2 during the game. Lara screams to confirm you have entered the right code.



# tips & cheats




## WORLD LEAGUE SOCCER

**Real player names:**
Select the English League and choose a team. Enter the Player Edit Screen. Highlight David Seaman under Arsenal and change his name to TEAMTWO. A hidden 'Default 2' option is displayed. Go to this option and real player names are in the in-game commentary.

## WILD ARMS

**Multiple Items:**
This cheat only works when only one of the items to be duplicated is present. Go into battle and perform the following:

1. Have the first character (Jack) use a healing item, such as medicine or a berry.
2. Have the second character (Cecille) also use the same healing item.
3. Have the final character (Rudy), exchange the positions of the healing item and the item multiplied in the inventory. Then, have Rudy use the healing item.

Once you have won the battle, the inventory contains 255 of the item that was multiplied.



## SMALL SOLDIERS

**Passcodes:**
*Gorgon:*
■, ✖, ▲, ■, ■, ✖, ●, ✖
*Dimensional Temple:*
■, ✖, ▲, ■, ■, ■, ●, ✖
*Floating Fortress:*
●, ✖, ▲, ■, ■, ●, ●, ✖
*Spirit Bog:*
▲, ✖, ▲, ■, ■, ▲, ●, ✖
*Canyon Village:*
✖, ■, ▲, ■, ■, ✖, ▲, ✖
*Creepy Caverns:*
■, ■, ▲, ■, ■, ■, ▲, ✖
*Space Ship:*
●, ■, ▲, ■, ■, ●, ▲, ✖
*Hall of Patriots:*
▲, ■, ▲, ■, ■, ▲, ▲, ✖
*Graveyard Of War Machines:*
✖, ●, ▲, ■, ■, ✖, ✖, ■
*Nuclear Mine:*
■, ●, ▲, ■, ■, ■, ✖, ■
*Launch Centre:*
●, ●, ▲, ■, ■, ●, ✖, ■

## RESIDENT EVIL 2

**Unlimited weapons:**
Complete either character's first and second scenarios in less than three hours. A zombie in a uniform appears after both missions are completed. Load the saved game and begin the second scenario by going to the police station without collecting any items. Quickly move past the zombie that appears in the alley near the police station. Collect the shotgun, then kill the zombie. Take the special key from the zombie's body to open the lockers with alternate uniforms (a leather jacket with skull emblem, or a tank top and baseball hat), one of which allows him to shoot with one hand.

**Auto aim:**
Select Options from the



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**Level skip:**
Quickly press L2, R2, L2 twice, R2, L2, R2, L2, R2, L2 four times, R2, L2, R2 four times, L2 while playing the game. Lara will say 'No' if you have entered the code correctly.

**All secrets:**
Quickly press L2 five times, R2, L2 three times, R2, L2, R2, L2 twice, R2, L2 twice, R2, L2 twice during game play. Lara will say 'No' to confirm you have entered the code correctly. Enabling this code also unlocks the 'All Hallowed' bonus level.

**Racetrack key in Lara's mansion:**
Quickly press R2, L2 three times, R2, L2 six times, R2, L2 five times, R2, L2 twice during the game.

**Full health:**
Quickly press R2 twice, L2, R2, L2 six times, R2, L2 three times, R2, L2 five times during the game.

**Finding Lara's basement and race course key:**
Go to the library. When Lara walks in the doorway, there are two bookcases to the right. Go up to the one on the left and press Action. Lara pulls a book and the fire is extinguished, allowing her to climb up the side wall inside the fireplace. Once you have reached the top, follow the passageways until you reach a room with two levels, with a switch on the top level. Pull the blocks in a way that a hallway leading into the attic is revealed. When Lara pulls the switch, the basement door temporarily opens. Run quickly through the attic and down to the main hall to reach the basement. Once in the basement, walk through to the second room and look in the tank on the right hand side. Inside is the key to the race course. Pull the block in the other room to the centre to collect it. Climbing up to that hall leads to the tank.



**Lara's museum:**
Activate the switch on the back of the diving board in Laura's pool room. Go to the door that opens in her lobby. Pull the lever and quickly roll. Sprint straight across her lobby and roll into her museum, barely making it in time. The Dagger of Xian among other artefacts are in her museum.

*Jonathan Galvin too, is one of our number one fans (so he says) and he's politely asked some questions about MORTAL KOMBAT 4. Always happy to oblige..*

To get Meat, choose the Group button at the bottom of the select screen in one-on-one Kombat mode. Beat the Group Mode by defeating your opponent with all the players on the Select Screen grid. Select any character, and you play as Meat until you lose your last continue.

To get Goro, you have to find the cheat menu. To do this, first enter the following Kombat Kode on a two-player Vs screen: 302213. Now quit the game (through the pause options, not by resetting the PSX) and go to the options menu and highlight the 'Vs screen Enabled' bar. Hold BLK and RUN (L1+R1) together for about ten seconds. You're taken directly to the cheat options.
Go into the cheat menu and exit out. Go to the character selection and press RUN and BLK simultaneously on the hidden box. After doing so, move your invisible selector box to Shinnok and again press RUN and BLK together.

To get Noob Saibot, go into the cheat menu then exit out. Go to the character selection screen and press RUN and BLK simultaneously on the Hidden Box. Move your invisible selector box to Reiko and again press RUN and BLK together.

Here's some extra cheats to help you along...

**Fatality cheats:**
To do the one-button Fatalitites, first enable 'Fatality 1', 'Fatality 2' or 'Level Fatalities' from the cheat menu (you should only pick one at a time). After a fight, you automatically perform the fatality of your choice. If you switch the endings on, each victory also offers your character's end sequence.

**Theatre mode:**
Select Endings On from the Cheat Menu, highlight the desired character and press RUN. Highlight EXIT and press RUN for Goro's ending.

*Jonathan Miller wants some SOVIET STRIKE codes. Here they are:*

**Level Codes:**
1. WORSTCASE
2. GRANDTHEFT
3. GROZNEY
4. CHERNOBYL
5. CIVILWAR

**Cheat Codes (input as**



main menu or press Select while playing the game. Then go to the Key Config screen and select Type C, and then select Exit. The quick auto-aim feature should now be enabled. Hold R1 to get Leon or Claire to pivot and aim at any zombie they see. Press L1 while holding R1 is held to change targets.

**Hunk scenario:**
Complete Claire or Leon's second scenario saving fewer then 12 times with an end time of under 2 1/2 hours. Hunk is a soldier who must reach the second floor of the police station from the sewer with just battles and no puzzles.

## ACTION REPLAY CODES (For use with Datel's Action Replay Cartridge)

### ODDWORLD: ABE'S EXODDUS

**Infinite Rocks:**
801F36E6 02FF

### KNOCKOUT KINGS 99

**Player 1 invincibility:**
801DA626 0050

**Player 1 has no energy:**
801DA626 0000

**Player 1 always has maximum power meter:**
801DA654 1388

**Player 2 invincibility:**
801DAFDA 0050

**Player 2 has no energy:**
801DAFDA 0000

### NBA LIVE 99

**Home team has 222 points:**
8008FD5C 00DE

**Away team has 222 points:**
800911BC 00DE

**Home team can never score:**
8008FD5C 00DE

**Away team can never score:**
800911BC 00DE

**Quarter finishes instantly:**
80099B74 0000

**Always start in the fourth quarter:**
80099B84 0003

### TOCA 2 TOURING CARS

**Have all bonus tracks:**
80010160 FFFF
80010162 FFFF

**Loads of points in support team mode:**
800DB6A0 0FFF

**Always first in support team mode:**
800E77B4 000F

**Activate Overhead view:**
80010170 0001

**Activate better handling:**
80010172 0001

**Activate all difficulty mode:**
8001017E 0001

**Always first in TOCA Championship:**
*(Note: Can only be used for the Peugeot 406 Team)*
800E7F04 000F

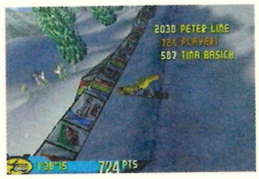
*NB: When in the game, turn off the Action Replay.*

### X GAMES PRO BOARDER

*Unlock Circuit:*
Enter ✖, ●, ✖, ▲, ▲, ■

*Play as Ollie B:*
Enter ▲, ✖, ■, ✖, ▲, ●

*All tracks and circuits:*
Enter ■, ▲, ✖, ■, ●, ●




### NUCLEAR STRIKE

**Easy mission 1:**
Enter AVENGER as a password for no enemies in Mission One

**Five continues:**
Enter WARRIOR as a password.

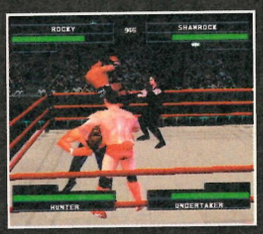
**Unlimited ammunition, armour, fuel:**
Enter PACKISBACK as a password. Armour, ammunition and fuel will be restored to full when they reach zero.

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passwords):
*Slow fuel drain:* VULTURE
*No enemy fire:* QUAKER
*Enemy assume you're friendly:* GHANDI
*Infinite ammo, fuel & lives:* FUGAZI
*Infinite ammo, fuel & double damage:* THEBIGBOYS
*Infinite ammo, fuel & invincibility:* MIDNIGHOIL
*Infinite choppers:* ELVISLIVES
*More powerful weapons:* DAVEDITHER
*Soldiers and locals crowd chopper:* ANGRYLOCAL
*Infinite ammo:* STRANGELUV
*Infinite armour:* IAMWOMAN
*Infinite fuel:* MOUNTANDEW

*Finally, Mark Russell offers Adam Kennedy some finishing moves for WWF WARZONE:*

Undertaker/Kane (Tombstone):
⬇, ⬇, ⬇, ▲+●
Thrasher (Stage Dive):
⬆, ⬆, ■+▲
Mosh (Mosh Pit):
➡, ⬅, ⬆, ●+✖







Ken Shamrock (Ankle Lock):
➡, ⬅, ⬆, ■+●
Goldust (Curtain Call):
⬅, ➡, ⬇, ●
Triple H (Pedigree):
➡, ⬇, ⬅, ▲+●
The Rock (Rock Bottom):
➡, ➡, ⬆, ▲+●
Ahmed Johnson (Pearl River Plunge):
➡, ⬅, ⬆, ■+✖
Bret Hart (Sharpshooter):
➡, ➡, ⬆, ■+✖
Mankind (Mandible Claw):
➡, ⬅, ⬆, ●+✖




Shawn Michaels (Sweet Chin Music):
⬅, ➡, ⬆, ⬇, ■+✖
Steve Austin (Stone Cold Stunner):
➡, ➡, ⬆, ●+✖
British Bulldog (Charging Powerslam):
⬇, ⬆, ⬇, ▲+●
Farooq (Dominator):
⬆, ⬆, ⬆, ●+✖
Owen Hart (Sharpshooter):
⬅, ⬅, ⬆, ■+✖

*Cheers Mark - that wins you this month's surprise selection of Blaze goodies.*

### THE CRITICAL LIST

A few readers desperately seeking your help this month...

• Ian Dolan of Dublin is looking for the Helmet Key in the first RESIDENT EVIL game. Does anyone know where it is?

• Gary Tildsley of Birmingham wants to know how to get past the dog in BROKEN SWORD 2. Can anyone help?

• Andrew Wilson of Manchester is interested in hidden games and demos. 'I know Spyro the Dragon and Crash Bandicoot 3 contain demos for each other', he says, 'but how many other games have such hidden extras, either complete mini-games or demos?'

If you need help on any PlayStation game, write to:

The Tips Clinic,
extreme PlayStation
Magazine,
22 Strand Street,
Poole,
Dorset
BH15 1SB

Don't forget to tell us which game you're stuck on and exactly what you want. The best letter received by The Tips Clinic wins a surprise selection of Blaze PlayStation peripherals, so get writing...

***Tips & Cheats is sponsored by Blaze. Send in your hottest cheats and win some Blaze goodies.***

# tips & cheats

**Move faster:**
Enter WAARPDRIVE as a password.

**Unlimited lives:**
Enter LAZARUS as a password.

**Unlimited weapon refill:**
Enter GOPOSTAL as a password.

## AZURE DREAMS

**Race track cheat:**
There are patterns in the race track that determines who wins. Save the game at mother's house, then go to the track. Buy two tickets on any selection. Start the race and do not do anything. Find out the outcome of the race, reset, and return to the race track. Look at the odds of the previous race. Bet ten tickets on the outcome of that race. Start the race and don't do anything. Since the outcome will be the same, you should be able to pick out the winner when you have purchased the tickets.

**Refill life:**
Stand in any colour and repeatedly press ▲+●

## BEAT MANIA

**Double play mode:**
Hold ←+■+✖ (the three white keys) and press Start when the menu with the 'Press Start Button' option appears. Release those buttons and press ←+→ (the two black keys). A sound confirms you have entered the code properly.



**Hidden mode one:**
Hold ←+→ (the two black keys on the Beat Mania controller) and press Start when the menu with the 'Press Start Button' selection appears. Release those buttons and press ←+✖ (the two white keys on the left and right side). You hear a sound if you have entered the code correctly.

## BUSHIDO BLADE 2

**Slash mode:**
Complete Boss Mode without using any continues.

**Fight as sub-characters:**
Complete Decisive Battle (Story) Mode and keep both sub-characters alive. The sub-characters may now be used in any other game mode.

**Fight as Katze:**
Select a Shainto fighter and complete Slash Mode in under 15 minutes. Katze will now be selectable under Versus, Group Battle and Link Modes.

**Fight as Tsubame:**
Select a Narukagami fighter and complete Slash Mode in under 15 minutes. Tsubame will now be available under versus, group battle and link modes.

**Chanbarra Mode:**
Defeat all 13 bosses in Action (Boss) Mode without using any continues. Highlight the Link Mode option on the main menu and press ↓ twice to access Chanbarra mode.

**Hundred Slashes Mode:**
Complete the game with the six regular characters.

## MOTO RACER 2

**All tracks:**
Enter CDNALSI as a name. The game repeats the name prompt, at which time any other entry may be made.

**Bonus track:**
Press R1, R2, ↑, ←, ▲ at the title screen.

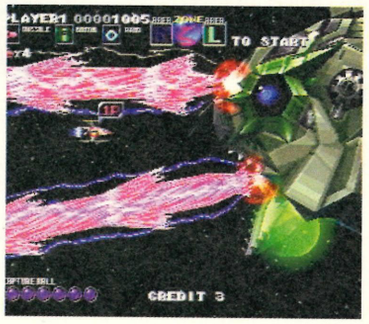
**Reversed tracks:**
Enter CESREVER as a name. The game repeats the name prompt, at which time any other entry may be made.

**Mini bikes:**
Enter CTEKCOP as a name. The game repeats the name prompt, at which time any other entry may be made.

## G•DARIUS

**Unlimited continues:**
Collect over 100 continues, then enter the options screen. Change the 'credit' option to 'free play'.

**View all FMV sequences:**
Highlight the 'movie' selection on the option screen. Press ↓, ↑, ↓, ↑ then hold L1+L2+R1+R2 and press Start.




## XPLORER CODES (FOR USE WITH FIRE INTERNATIONAL'S XPLORER CHEAT CARTRIDGE) • FOR MORE CODES, CHECK OUT FIRE'S HELPLINE:

XPLORER
THE ULTIMATE CHEAT CARTRIDGE

## TOMB RAIDER III

**Infinite Energy:**
565A1E24 5962
E8030224 2200
02A60000 0000
865C5F70 5964
8655F540 5964

**Infinite Oxygen:**
365A2410 5964
365A233C 5964

**All Secrets & Keys (Press L2, R2 & ●):**
7738C864 C134
873A54AB 3435
775BA587 9E34
87F610B2 3535
775BA587 9E34
8723650E 2548
775BA587 9E34
8739C765 C034

**Level Skip (Press L2, R2 & ✖):**
7738C864 C134
873A54AB 3435
777B85A7 7E34
87F610B2 3535
777B85A7 7E34
8724640F 2448
777B85A7 7E34
8739C765 C034

**All Items (Press L2, R2 & ▲):**
7738C864 C134
873A54AB 3435
774BD577 AE34
87F610B2 3535
774BD577 AE34
87266211 2248
774BD577 AE34
873AC666 BF34

**Climb Up Any Wall:**
86551976 F8E7

## ODDWORLD: ABE'S EXODDUS

**Invincible:**
365B3BFE5959

**Glow In The Dark:**
365B3B065959

## SUPER PANG COLLECTION

POMPING WORLD

**Infinite Lives PL1:**
3662CE605961

**Have Suck Cup PL1:**
3662CE745959

**Have Gun PL1:**
3662CE5C5959

**Have Double Arrows PL1:**
3662CE5A5959

**Infinite Time:**
36632B3C59BB

**Infinite Lives PL2:**
3662CEE05961

**Have Suck Cup PL2:**
3662CEF45959

**Have Gun PL2:**
3662CEDC5959

**Have Double Arrows PL2:**
3662CED75959

SUPER PANG

**Infinite Lives PL1:**
3660B38059BB

**Infinite Lives PL2:**
3660B30059BB

PANG 3

**Infinite Continues:**
365E228C59BB

## DEAD BALL ZONE

**Player One Team Always Wins:**
866050905922

**Player Two Team Always Wins:**
866050945922

**Infinite Guns:**
866050E8594F

**Infinite Bombs:**
866050EC594F

**Infinite Chainsaws:**
866050F0594F

**Tussle Mode Unlock All Teams:**
8655EC84595B

**Unlimited Priority Counters:**
8655ECFC595C
8655E958595B
8655E9B4595B
8655E910595C
8655EA6C595B
8655EAC8595B
8655EA24595C
8655EF80595B
8655EFDC595B
8655EF38595B
8655F094595C
8655F0F0595B
8655F04C595B
8655EDA8595B
8655ED04595B
8655EE60595C

## APOCALYPSE

**Unlimited Health:**
8668F52A595A

**Unlimited Smart Bombs:**
8668FB685959

**Unlimited Lives:**
3660AD205956
866354548C7A
366351545956

## COOL BOARDERS 3

**Always Finish 1st:**
865D1A34595A

**Have 60000 Points:**
865D013C43BA

**Have All Riders:**
965F2EF45963
865F2EF4596B

**Have All Alpine Boards:**
965F36384F5A
865F3638595B

**Have All Freestyle Boards:**
965F35204F5A
865F35205964

**Have All Freeride Boards:**
965F38084F5A
865F38085964

**All Characters:**
3659CB98594F

**All Boards:**
3659CB96594F

**Have Trophies For All Races:**
3659CBA0594F
3659CB9E594F
3659CBA4594F

**Mirror Mode, Hard Mode:**
3659CB9C594F
3659CB9A594F

**All Mountains:**
365CE7945955



## NINJA: SHADOW OF DARKNESS

**Invincibility and items:**
Pause game play and press L1, L2, L1, L1, L1, L2, L2, L2, ●, ▲, ■, ●, ▲, ■. The Ninja turns into a skeleton to confirm you have entered the code correctly. Repeat the code to turn back into the ninja while keeping the extra items.

**Level Select:**
load the game and quickly press L2, L2, R2, R2 when the message 'checking memory card' appears. The phrase 'Dels Level Cheat On' appears if you have entered the right code. A level selection screen appears as you begin the game.

**Baby mode:**
Press L2, L2, L2, Select, Select, Select, R2, R2, R2 when 'Start' flashes.

**All weapons:**
Pause game play and press R2, R2, R2, L2, L2, L2, R2, R2, R2, L2, L2, L2, L2, L2. Repeat this code to select the next available weapon.



**Weaker boss:**
Pause the game during a fight with a boss. Then , press L2, L2, L2, R2, R2, R2, then ▲ six times.

## TEST DRIVE: OFF ROAD

**Drive monster truck:**
Enter BEEFY as a driver name.

**Drive buggy:**
Enter SPRINTER as a driver name.

**Drive hot rod:**
Enter FIFTY as a driver name.

**Access all tracks:**
Enter ALLTRACK as a driver name. Press ▲ to exit the option, then re-enter that screen. Clear the name and enter ELVIS as a driver name. All tracks and mix league cups will be available.

**Pharaoh's Curse track:**
Enter SANDDUNE as a driver name.

**Snowball Express track:**
Enter SNOWMAN as a driver name.

## S.C.A.R.S.

**Guepard car:**
Enter RUNNER as a password.

**Panther car:**
Enter MYSTER as a password.

**Master Modus:**
Enter XPERTS as a password for all bonus cups and mirror mode.

**Zenith Cup:**
Enter ZDPEAK as a password.




**(STANDARD RATE, 24 HOURS, 7 DAYS A WEEK) 01302 325860 AND THEIR WEB SITE WHICH CAN BE FOUND AT WWW.X-PLORER.CO.UK**

## TOCA 2

TimeTrial And Single Race Only:
Enable MicroMachines View
365558C85959

Enable Low Gravity:
365558C95959

Enable PropellerHead Championships:
365558C45959

Bouncy Crashes:
365558CC5959

Exagerated Crashes:
365558CB5959

Blurred Horizon:
365558D05959

Wheels Only Mode:
365558CF5959

Double Height Landscape:
365558CA5959

Unlock All Cars:
365558C25959

Unlock All Tracks:
365558C35959

All Modes Quick Acceleration:
365558CE5959

Enable Better Handling:
865558C65959

Enable All Difficulty Modes:
865558D25959

Challange Mode Only Battle Mode:
365558D45959

Only 1 Lap To Race:
8664CF9C59B6

Always Come First:
3664CFA55959

Driving Offences Off:
86613D24595A

Have all Bonus Tracks:
865558B8504F
865558B6504F

Stop Timer In Challenge Mode:
76666FD6959F
766152B0995A
8661BEB06C33

Always First in Support Team Mode:
8664CA0C595F

Lots Of Points in Support Team Mode:
866109F8604F

## DEVIL DICE

Infinite Steps:
366B3C505962

## NBA LIVE 99

Player 1 Scores 100 Points:
865E50B459B6

Player 1 Scores 0 Points:
865E50B4595A

Player 2 Scores 100 Points:
865D682259B6

Player 2 Scores 0 Points:
865D6822595A

## NHL POWERPLAY

Away Team Always Loses:
8673B314595A

Away Team Always Wins:
8673B3145974

Home Team Always Loses:
8673B338595A

Home Team Always Wins:
8673B3385974

## SMALL SOLDIERS

Infinite Lives:
765ADEDAFDBC
865ADEDA595A

Infinite Ammo:
765B14DAF5BC
865B14DA595A
765B14DAF5BC
865B14DC595A

Infinite Energy:
765A0FB059FC
565A0FB05962
32000534A200
05A200000000

## POCKET FIGHTERS

Infinite Health:
3674702059EA

Max Red Gem Gauge:
36746D35595C

Max Yellow Gem Gauge:
36746D3C595C

Max Blue Gem Gauge:
36746D3B595C

*Only use one of the following codes:*

Always Have Flame:
36746E78595A

Always Have Ice:
36746E785959

Always Have Lightning:
36746E78595C

Always Have Poison:
36746E78595B

Always Have Banana:
36746E785956

Always Have Bomb:
36746E785955

Always Have Rock:
36746E785958

## RIVAL SCHOOLS

Infinite Health PL1:
36744D565922

Max Power PL1:
86745370625A

Unlock Everything:
8673BC28504F
8673BC2C504F
8673BC30504F
8673BC2E504F
8673BC34504F
8673BC32504F

Infinite Health PL2:
867451565922

Max Power PL2:
86735770625A

## RUSHDOWN

All Tracks Arcade Mode:
B6625764595A
165557E05959

All Tracks Championship Mode:
365558705956

*Struggling with Max Power Racing? Can't snatch that elusive first place on one of the tougher tracks? Worry no more - here's the first part of our exclusive Max Power Racing player's guide...*

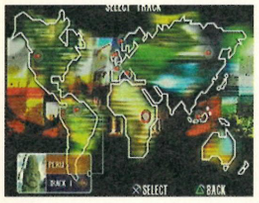
# Max Power Racing Part 1

## PROGRESSION

As you play Max Power Racing, more tracks and cars become available. The following section explains which tracks and which vehicles are unlocked, the order in which they become available and how you unlock them.

### Tracks

Initially in Arcade Mode, Africa 1 & Peru 1 are available. Complete either track in first position and Track 2 is revealed. Beat this to win Track 3. As soon as Track 3 has been completed in either location, new tracks are revealed in the following order:




INDONESIA
BRAZIL
ROME
CHINA
UK
USA
NORWAY
MONACO

As soon as you come first on Track 3 of any location, the next territory is opened. This means if you cannot win on one track, you can always race somewhere else and return to it later.

### GTi Cars

Initially in Arcade Mode the Nissan Micra and Renault Clio 1.6 RXE are available. The cars are then revealed in the following order:




SKODA OCTAVIA
PEUGEOT 206
RENAULT MEGANE 1.6 COUPE
PEUGEOT 306 XSi
TOYOTA COROLLA
NISSAN ALMERA
RENAULT MEGANE 16 VALVE
RENAULT CLIO WILLIAMS
PEUGEOT 306 GTi-6
TOYOTA MR2

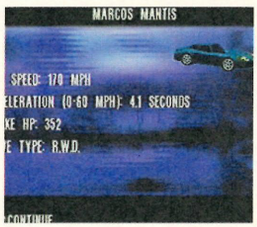
### Performance Cars

Initially the Mitsubishi FTO and Marcos GTS are available. The cars are then revealed in the following order:




PEUGEOT 406 COUPE
MITSUBISHI LANCER EVO V R
MITSUBISHI 3000 GT
NISSAN SKYLINE GT-X
TOYOTA CELICA
NISSAN 300ZX
TOYOTA SUPRA
MITSUBISHI LANCER EVO V
THE MAX POWER PROJECT CAR
MARCOS MANTIS

## UNLOCKING CARS

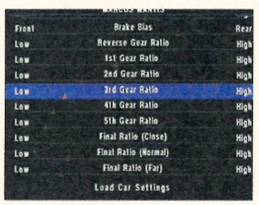



In Arcade Mode, the unlocking of cars is based on the number of successive wins. As you progress through the Arcade Mode, you unlock more cars if you get a run of uninterrupted wins. However, the number of cars unlocked in the Championship Mode is based upon how many points you score during the Season and no cars are unlocked until the entire season is complete. Also, remember you can't change cars mid-Season.

### Car Selection

Although you are initially limited in your selection of cars, you quickly find that each car behaves and handles in a very different manner. For example, the Micra has a much shorter turning circle than the Clio, but the Clio has a better straight-line speed. It is therefore important to experiment with different vehicles to find which one is more suited to your driving style.
In the Sports Classes, the cars can be roughly divided into to types. The first are the sleek vehicles (such as the Toyota Supra), which hug the road. The second class is the more gutsy type of car (eg. as the Nissan Skyline), which have a much wilder handling profile and can be used to slide the car sideways through many of the corners. Of these two classes, the former are more suited to the road-based courses of Monaco, with the latter being very well suited to the wilder sections of America and the icy roads of Norway.

## CAR SET-UPS




In order to ensure you are squeezing the last ounce of performance from your car, it is worth taking the time to set your car up correctly. Although each car has its own performance profile, a number of general rules can be applied to each vehicle which help on the path to victory.

### A. Gear Ratios

Select a car and take it for a spin around the test track. Note how quickly (or slowly) it reaches top gear as you drive. By selecting Car Set-up and setting the Gear Ratios to Near then lowering each individual Gear Ratio, you can improve the speed at which your car reaches maximum velocity. However, as with all adjustments, it's vital that you test this set up before racing.

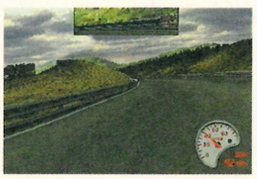
### B. Spring Length

If you are racing on a bumpy, uneven track with a lot of jumps, set the Spring Lengths to High as this leads to a much more even ride and the car spends less time in the air after jumps and bumps.
However, on tracks that are smooth and even, setting the Spring Lengths to Low lowers the ride height and, when cornering, the car retains a much better racing line.

### C. Steering Aggression

This is entirely personal and you may wish to adjust this variable, depending on how you feel the car performs. If you are using the Analogue, you may decide that the car's performance is improved by dampening the steering.

## GENERAL RACING TIPS



### Slow down as you corner!

Although Max Power Racing is an arcade game, you must still obey the laws of physics. Nailing the throttle and attempting to drive at top speed all the time only results in disaster, so apply some judgement to each corner and if it's a tight one, slow down!




### Learn the Tracks

Use the Time Trial option to learn the layout of each track. Anticipating where corners are allows you to get into a better position to take the racing line.

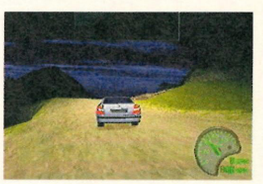
### Test the Car

Whenever you upgrade to a new car, take it for a spin first, either on the test track or by using the Time Trial option. Every car behaves in a different manner, so it's vital you learn how the car performs and become comfortable with the performance.

### Slipstreaming

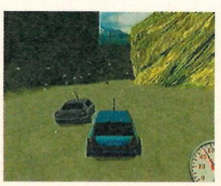
It is possible to improve your speed and cut down on your aerodynamic drag by slipstreaming the other cars. In other words, drive behind





### MINIATURE POWER RACING?

Using this cheeky cheat, you can turn the cars into radio-controlled versions of themselves. These cars are smaller, lighter and a real challenge to drive at speed. In fact, the radio-controlled cheat is almost a full game in itself.
To access the radio-controlled cars, on the map screen, highlight USA and enter: ■, L1, R2, L2, ●, R1. While your track is loading, hold ← and L2.





them, staying close enough to remain in their slipstream.

**Don't Be Afraid to Mix It With the Other Drivers**

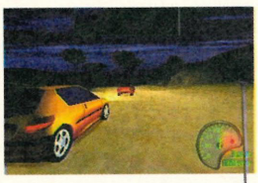


The other drivers won't move out of the way to allow you to pass. You may have to resort to bully boy tactics to get past them, as they, just like you, are out to win. If the situation arises where you can cause your opponents a set back by shunting them off the road, take it!

**Night-Time Racing**







If you're unsure of a track's layout, it may be prudent to tail another car before overtaking at the last moment to claim victory.

**Experiment with the Set-up**

As mentioned above, it is possible to squeeze an extra ounce or two of performance from your car by getting the correct set-up for each track. For example, on bumpy courses, set the Spring Lengths to Long so the suspension absorbs more of the terrain's hazards and ensure you retain your speed. Although it is possible to still win without adjusting the car, a correct set-up can shave seconds off your lap times.

**Learn how to**





**Powerslide**

As you enter longer bends, you can sli-i-i-ide the car through these corners by keeping the speed up and applying a sharp lock. This ensures you exit the corner in the optimum position to accelerate away. And it looks very cool.

**Tactical Car Replacements**

If you're hopelessly lost or have spun in a closed-in area, it may be prudent to use the R1 'Replace Car' button to get you back into the race. Although you lose a second or two as the car is replaced, this may be a quicker alternative than manually getting back onto the track.

# COMPETITION

# WIN THIS MODEL

## (Bad luck - we mean the car)

**A MAX POWER RACING REMOTE-CONTROLLED CAR WORTH OVER £400 MUST BE WON!**

To celebrate the launch of Max Power Racing, developers Eutechnyx are giving away a complete custom-built remote-controlled car system based on the Max Power Project, a souped-up Ford RS 2000 put together by Max Power magazine. As our regular readers know, the Max Power Project is also featured in the game.

The system includes the car itself, an electric-motored monster capable of over 35mph, the radio unit used to control it and a battery recharger for when you've run it dry. The car's been assembled by experts - all you have to do is switch it on and drive away! No wonder it's worth over £400...

To be in with a chance of winning this superb piece of kit, just answer the following question:

• What's the Max Power Project's top speed (the real one, not the remote-controlled model)?

If you're stuck, check out our Max Power Racing review last issue. If not, put your answer on a postcard and send it to: Hardcore to the Max Competition, extreme PlayStation Magazine, 22 Strand Street, Poole, Dorset BH15 1SB.

Entries which arrive after Monday 25th February will be rolled into cones and used to mark out a miniature race track.

# exchange

## EPM SAYS...

**Welcome to another selection of your luscious letters. Each month the writer of the Star Letter wins a game of his or her choice, kindly donated by Gameplay. When writing, make sure you let us know which title you'd like should you win our coveted award.**

### OUR FOULEST FIFTY?

I have a few alterations for your article, Our Finest Fifty (Issue 12). I would swap Grand Theft Auto (25) with Tekken 3 (5) as GTA is one of the most detailed and clever games of our time while Tekken 3 is just an improved arcade beat-'em-up. I would also swap Doom (23) with Spyro the Dragon (9) as you have to pay respects to the role model of so many 3D shoot-'em-ups today. Why is one of the most pathetic games I have ever seen at Number 42? I'm talking about the ghastly Super Puzzle Fighter 2 Turbo. I have no idea why you rated it above Apocalypse, which is surely a milestone in gaming.
*Adam Mascall, Welwyn Garden City*

**EPM: No way! We were assessing the games on sheer quality and playability, not originality and their influence on later games. Let's take your considerations one by one. Sure, GTA is exciting, innovative and hugely original, but it's also**



**flawed. The graphics and scrolling left a lot to be desired, for example, but sheer playability took it into the Top Fifty. Tekken 3, on the other hand, is damn-near perfectly executed and is one of the best games on the PSX. Sure it's unoriginal, but so what? It's bloody good. Likewise, Spyro the Dragon is incredibly playable and one of the best examples of its genre, while Doom, for all its genius and influence on later games, is showing its age.**
**Finally, we still think Super Puzzle Fighter 2 Turbo is a great game. Can't think why you feel Apocalypse is 'a milestone in gaming', though. Sure it's good (which is why we gave it 90% and a place in the Top Fifty), but it's hardly innovative or ground-breaking (except, perhaps, in licensing a big-name star as the main character). Like Tekken 3, it's one of the best examples of its genre and sets new standards for others to follow in terms of execution, but it won't change the world in the same way as, say, Doom did. Which is where we came in...**

### LARA'S LOVERBOY...

Hi, my name is Paul Buckley. I'm 17 years old and a big fan of your magazine. The reason I'm writing is to ask if you could please send the enclosed letter to the woman on the front of the magazine, Issue 12?
*Paul Buckley, Leeds*

**EPM: The woman in question is Nell McAndrew, but I'm afraid we've lost her address. Instead of sending it to her, we'll print your letter here and hope she sees it...**

Dear Heavenly Woman,
Hi. My name's Buddy Love. I'm 17. When I first saw you I said to myself, 'damn, she's heaven on legs', not because of your breasts. I like your face most of all. I'm also thinking to myself, I bet you've got an inside leg made of liquorice **(EPM: We don't know what he means either)**. I'm writing this letter to see if you're single and please could I have a signed photograph of you as Lara and as yourself. Please give me a chance to show you a good time, also please could we be pen pals - I've always wanted one. Thank you in advance for taking the time to read this letter.
Yours faithfully, Buddy Love.

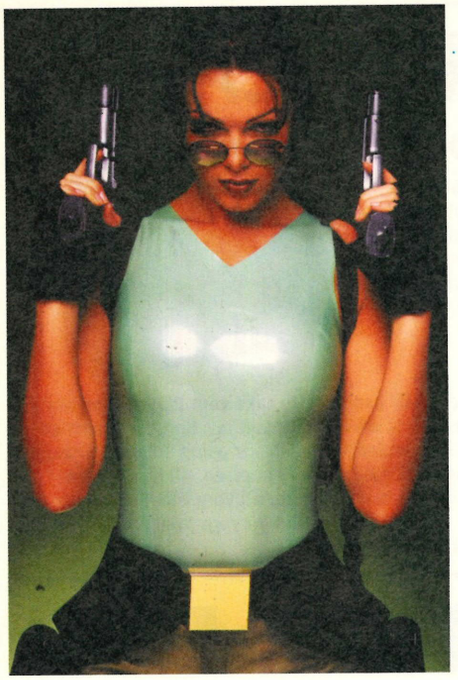
## STAR LETTER...

### COINING IT IN...

I'm glad the team behind Max Power Racing didn't use checkpoints in the game, stating (quite rightly) that this is a lazy excuse for not programming the car's artificial intelligence correctly. Checkpoints are OK (maybe even necessary) in an arcade coin-op where poorly-performing players need to be swiftly ejected to make room for another speed-hungry gamer with a quid in his sweaty palm; time is money, after all. On a home console, though, the software company already have all the money they're going to get out of you - having paid £40 for a game, I expect more than just cheesy checkpoints.
Perhaps checkpoints in home games are a throwback to the late Eighties, when the ultimate home game was a brilliant coin-op conversion and even original software was heavily influenced by the arcade offerings of the day. However, as games got more sophisticated, home and arcade machines diverged, and some developers haven't caught on. The alarm bells started sounding as early as Hard Drivin' on the Mega Drive, a near-perfect conversion of the coin-op. Alas, in the arcades it only had two tracks and even they shared a lot of road, but so what? When you got bored with it, you stopped feeding it money. Longevity wasn't an issue, unlike the console version, which got boring long before you got your money's worth. Even today, you see shoot-'em-ups such as G*Darius display 'Free Play' in the corner to replicate its coin-op parent (why? The disc was hardly free), and beat-'em-ups often put a time limit on choosing your character, again necessary in the arcades where time is money, but irritating and pointless in the home. Programmers, get wise. The coin-op conversion is not the Holy Grail it once was. Program PlayStation games for PlayStation owners, and don't try to make original games look like coin-ops.
*Brittaney Love, South Shields, Tyne & Wear*




**EPM: We agree the home console is now a very different market to the arcade coin-op, but the conversion is far from dead - look how well the Tekken series did, and what about the brilliant Time Crisis? These worked excellently on home machines, but not every game converts as well. A few years back there was a game called G-Loc, whose only real strength was its gyroscopic cabinet which turned the player upside-down as he flew an on-screen plane. Even though the game was obviously designed around the machinery, some pillock decided to convert it to the home machines of the day anyway - it bombed.**
**Generally speaking, successful PlayStation games and coin-ops must offer different strengths. The PSX game needs lots of longevity - pack in secrets, bonuses and features. For obvious reasons, coin-ops rely on quick thrills and accessibility, but can enjoy extras such as sit-in cabinets and hydraulics which are impossible on home consoles. Despite games like Tekken and Time Crisis, you're right when you say the home and arcade markets have gone their separate ways. Programmers, take note.**



**EPM: If you're reading this, Nell, we'd be only too glad to pass on a reply to Mr Love (or is it 'Buckley'?).**

## SEX SELLS...

I read Susan Morris' letter with interest **(EPM: She complained about videogames publishers using sexy models to sell their products)**. Does Susan know that a lot of this type of advertising is actually done by women, because they know it sells? I don't think we blokes have any intention of demeaning women, it's just unfortunate that you happen to be nicer to look at than us hairy apes. I'll quote Mark Twain when he said 'we'd be mighty scarce without you'.
*Jim, Stockport, Cheshire*

**EPM: Women are only 'nicer to look at' if you're a man - perhaps Ms Morris would argue that it's the act of using women to sell products to men that's demeaning, but we take your point. Anyone feel differently?**

## ARRR, JIM LAD...

I read some of the letters printed in your mag about 'chipped' PlayStations and how there's no point as import games are too expensive and come out in the UK later anyway. Crap. I recently bought the game Metal Gear Solid and it cost me seven pounds - yes, only seven pounds, and it's perfect (and in English!).
Also, those cards you gave away with the cheats on were great **(EPM: Power Tips cards designed to fit in your game box, free with Issue Eight)**. How about some more?
*Richard Larney, Castleton, Lancs.*

**EPM: To borrow your word, 'crap'. There's no way you've bought an import version of Metal Gear Solid for seven quid - what you have is a pirate copy. Have a look at the discs. Are they gold, perchance? All PlayStation CDs, import or otherwise, are black. Your copy of Metal Gear Solid is illegal, mate. Don't boast about it.**
**Regarding the Power Tips cards, watch this space - the last set were very popular, and we're sure to do them again soon.**

## RESPECT DUE...

Just thought I'd drop you an e-mail to commend you on your magazine's response to that racist letter you received in your January issue. I'm a member of the Anti-Nazi League and SWP, so have first-hand experience of what happens when people like that influence others (as in Dover every month or so). I just thought you should get due respect for what you did.
*Name and address supplied*

**EPM: Cheers mate. Not one person wrote in to agree with our Neanderthal 'friend'. He didn't have the courage (or should that read 'intelligence') to answer our objections to his racist views either.**

## IN THE CLUB...

Thank you for sending me the free demo. Recently my best friend got a PlayStation and he told me he's a member of the PlayStation Club. Please could you tell me how to become a member.
*Matthew Pipe, Halesowen*

**EPM: We don't send out demos and we've never heard of the PlayStation Club, but thanks for writing.**

## IN THE NUDES...

I am writing in response to the Star Letter from Issue 13 concerning the gratuitous use of semi-clad females to promote video games. I would just like to say that Susan Morris couldn't have been closer to the truth when she said that using women like this is completely irrelevant.
That brings me swiftly on to my next point about last issue's poster and front cover. For starters, I thought your mag was for young children as much as it is for middle-aged men AND women - so why do you find it appropriate to include such revealing and offensive pictures? The poster leaves absolutely nothing to the imagination and when my son showed it to me I immediately confiscated it.
I understand that Max Power Racing is a pretty popular game, but do you really think having these women on show is going to sell the game to the ever-growing amount of women out there who love to play the PlayStation? Will there ever be a day when women will not be exploited in such a way? If not, then at least let's be fair and have a few sexy-looking men advertising such games.
*Jennifer Peters, Coventry*

**EPM: Let's get this straight - you consider last issue's cover and poster to be offensive and exploitative because it used female models, but you'd be happy to see men displayed in the same way? Don't you think you're a bit two-faced here? We agree images of women are used to enhance a product and sell it to men far more often than the other way round, but as most PlayStation owners are male, a picture of a sexy-looking man wouldn't sell many copies. Also, we think the pictures were far less 'revealing and offensive' than you suggest. You see more in so-called 'family' newspapers. Finally, do you really think confiscating your son's poster's going to stop him looking at similar (or even stronger) images? Perhaps you should have talked it over with him instead. Next time he comes across something like our poster, he'll still buy it; he just won't show it to you.**




## PEARLS OF WISDOM...

**Sizzling snippets from your lovely letters**

• The worst PSX game ever has to be Lone Soldier. With its extremely poor graphics and gameplay, it would bore the arse off anything with a pulse.
Carla Tully, Belfast

**EPM: Not to mention its terrible controls, samey levels and hideous sound FX.**

• The cover of the free Platinum Solutions book in Issue 12 clearly says there are 212 pages of solutions. Well, when I opened it I found it started on Page Four and the solutions finished on Page 204, missing out 11 pages of solutions.
James Green, Luton, Bedfordshire

**EPM: Anorak.**

• Could you reply as soon as possible? I enclose a SAE.
Andy Clyde, Warwick

**EPM: We'd love to answer every letter we receive personally, but if we did, we'd have no time to write the magazine. Sorry. Please don't send SAEs.**

**Something you want to get off your chest about all things PlayStation? Agree or disagree with something in this month's column? Drop us a line at:**

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**extreme PlayStation Magazine,**
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**Remember to state which game you want should you win our star letter award.**

# stuff

*Wonders will never cease; just when you think you've seen all the best peripherals on offer, another bucket-load appear as if by magic. This month sees Thrustmasters (legendary PC boffins) turning their talents over to the PSX for the first time, and Wild Things dropping the price on one of their leading pads...*

## SOFTWARE CD CASE

**BY: SONY**

**PRICE: £19.99**

The Software CD Case can carry up to 14 game discs with their manuals, and features extra storage space for memory cars. The sleeve lining is designed to be very CD-friendly, and the case itself is padded for extra protection.

**VERDICT: 4 OUT OF 10**

**If carry cases are difficult to get excited about, CD cases are damn-near impossible. Okay, it's cheap at a penny under a tenner, but what can it do that a supermarket carrier bag can't? It's a classic case of producing a product for the sake of it and selling to the gullible who must have everything.**



## PRO CARRY CASE

**BY: BLAZE** **PRICE: £19.99**




Moving your PlayStation from A to B can be a precarious operation. Due to the delicate nature of the machine you don't really want your kit knocked and kicked around if possible. Blaze has come to the rescue with a new carry case that's there to take a knock while keeping your PSX in best possible condition. You also find room for a whole bunch of games, leads and pads which is great; but is it worth it?

**VERDICT: 8 OUT OF 10**

**The answer to that question must be 'yes'; if you value your PlayStation. They are very delicate machines which can become 'temperamental' after a while, so you really want to take as much care of it as possible. The hard shell of the case not only looks quite stylish, but offers great protection. The innards of the case are moulded into sections specifically designed to take your PlayStation and accessories while being soft but firm. Each section has its own individual straps using Velcro, so everything can be held firmly in place. All in all, it's a great case that caters for all your PlayStation needs and offers piece of mind for your precious box of joy. Well worth the money.**

## FORMULA RACE PRO STEERING WHEEL

**BY: THRUSTMASTERS** **PRICE: £69.99**



Thrustmaster have got a great reputation for making top-class steering wheels for the PC. Often you find no expense is spared in their creation and only the best materials are used in their quest to produce a realistic drive. With this quality you have to expect an equally-expensive price point and that is something that could effect the popularity of a wheel produced for console use. Seventy quid is a fair bit of wonger to splash out on a PSX periph, but it's true to say that you get a lot of wheel for your money.

**VERDICT: 9 OUT OF 10**

**The 'Rubberised' finish on the wheel itself gives it a great racing feel, offering a non-slip grip in a great driving position. The relaxed, low-down driving position is lap-top driving thanks to the design of the underside of the wheel. The arches on the left and right sit snugly around your legs with griped strips to offer more friction so it doesn't move around while you play. It's surprisingly lightweight with the buttons (though a little garish) right in reach while playing. The quick-shift gearstick on the right of the main wheel unit is also geared with racing in mind (excuse the pun). It's responsive and sharp so there are no unwanted shifts or time delays. All that's left to mention are the pedals which are incredibly small under foot. It's not really a bad thing but it is easy to place your foot over both pedals at the same time (it's designed to be used by one foot, even though some race drivers don't bother using the clutch and use their left foot for quick brake dabs). The brake is stiffer and has a shorter range than the accelerator like a real car would, but it's not all that stable when you shove your foot on the gas hard, apart from this minor problem, this wheel's a winner!**

## PLAYSTATION CONSOLE CASE

**BY: SONY** **PRICE: £14.99** **VERDICT: 8 OUT OF 10**



If you're not keen on the Blaze bag or are looking for something cheaper, check out the Sony PlayStation Console Case. The case is padded for maximum protection and durability, and features a removable shoulder strap. It provides space for games, peripherals and connection cables, making it ideal to store your console or take it to your friend's.

**It's certainly stylish, in sleek black with the PlayStation logo prominently displayed. It's strong enough to take the knocks too, but not as tough as the Blaze offering. It is five quid cheaper, though, and can also be bought packaged with a digital controller and a memory card for only £24.99.**

**At the end of the day, it's difficult to get excited about carry cases. If you want one, buy one, but you'd save yourself a lot of money if you just keep the box you bought your PSX in - after all, that too is designed to carry PlayStations from A to B.**

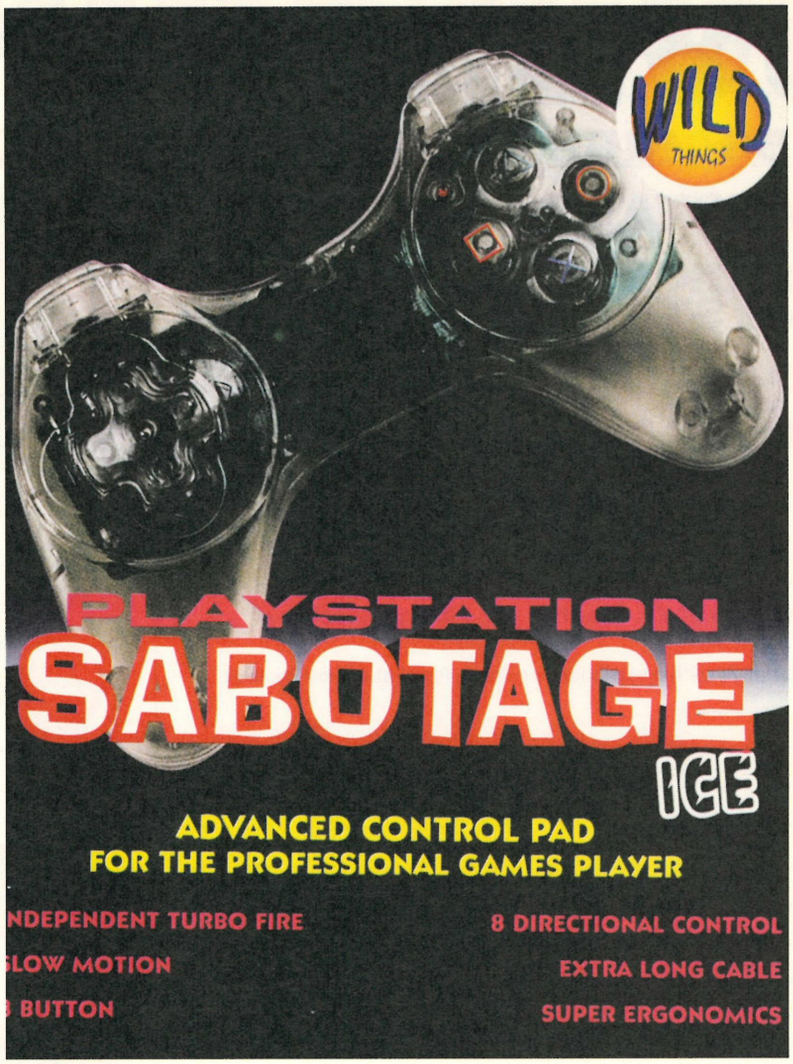
# SABOTAGE ICE PAD

**BY: WILD THINGS** **PRICE: £6.99**

Okay, so this pad has been out for a little while now, but it's just recently received a price drop right down to a fantastic £6.99. There's definitely a market out there for cheaper peripherals; for a start they're not designed to last forever, almost like consumables. At an almost impulse purchase price they're brilliant value for money so you canÊ really go wrong.

**VERDICT: 7 OUT OF 10**

**There are no analogue sticks and no dual shock compatibility here, but it's great for kids who seem to have the knack of destroying things within five minutes of picking them up. It's perfect for fighting games (the directional pad is very well made) with buttons that don't stick or slide around under your fingers. It has slow motion and turbo functions for those of us who are having problems with bosses or tight situations and an extra long cable for ease of use. All in all, it's a great pad that has a lot to offer players on a tight budget; worth a look.**




# SHOCK HAMMER PAD

**BY: THRUSTMASTERS** **PRICE: £19.99**

The first of Thrustmasters' peripherals this month is this rather hard-core little beauty known as the Shockhammer. It's a sleek metallic blue with rubberised grips on either side. You can switch it between analogue and digital modes as well as program the Turbo function to any button you wish. You find a slow motion function here too as well as gently rounded shoulders for a comfortable feel.

**VERDICT: 7 OUT OF 10**

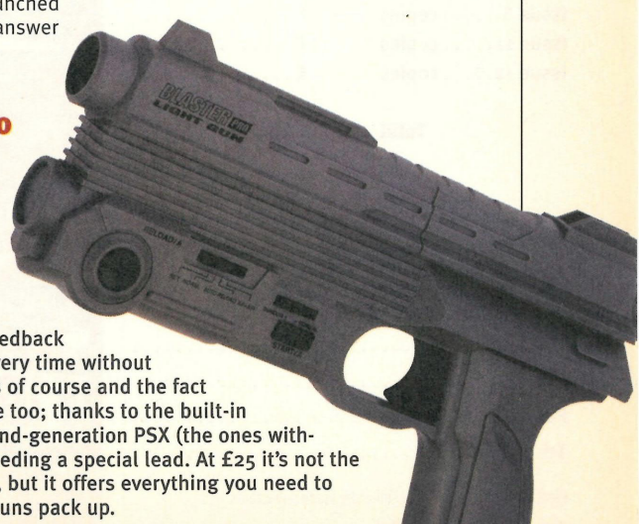
**A welcome change from the normal run of Sony spin-offs. It has taken a fresh look and a new approach to the design of joypads and in the most part has done very well. The analogue sticks are sturdy and slightly stiffer to offer more precise movement, and the dual shock is fast and hard. All the buttons are within easy reach except the shoulder buttons which are just too small and short. They're also too close together so anyone with big hands ends up pushing them all at the same time by mistake. It would have been much wiser to place the L2 and R2 buttons or the back of the pad like triggers; the back of the pad is perfectly designed for it too. All in all, a top-quality pad with quite a bit going for it; not at all bad for 20 quid.**




# BLASTER LIGHT GUN PRO

**BY: JOYTECH** **PRICE: £24.99**

Unless you got your light gun with worthy purchases like Time Crisis or Point Blank, you aren't left with an awful lot of choice. There are a few, but you're going to be messing around worrying whether such a gun is going to work with all the different games. Joytech have recently launched the Blaster Light Gun Pro, their answer to this aggravating problem...




**VERDICT: 8 OUT OF 10**

**As far as looks are concerned, it's obviously a spin-off of Namco's GunCon, while having all the 'third party' gun functions you'd expect like auto fire and auto reload (if you hold the gun in both hands). Possibly its strongest feature is the Force Feedback which gives you a good recoil every time without the need of heavy batteries, this of course and the fact that it's fully GunCon compatible too; thanks to the built-in adapter, you can use it in a second-generation PSX (the ones without the phono plugs) without needing a special lead. At £25 it's not the cheapest gun on the high street, but it offers everything you need to keep you shooting when other guns pack up.**

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# directory enquiries

*Welcome to extreme PlayStation's round-up of every game we've ever reviewed. If we've covered a game more than once (eg. at full price and again on Platinum), we use the latest review.*

| Title | Publisher | Issue | | | |
|---|---|---|---|---|---|
| 3D Lemmings | Psygnosis | Puzzle Game | #8 R/U | 60% | The 3D perspective makes for awkward controls that take the heart out of the game. |
| 4-4-2 | Virgin Interactive | Sports Sim | #10 R/U | 20% | The worst football game ever. Unbelievably shallow and simplistic. |
| Abe's Exoddus | GT Interactive | Platform Game | #11 | 75% | Packed with gimmicks and gags, but not everyone will appreciate its slow pace. |
| Abe's Oddysee | GT Interactive | Platform Game | #9 PL | 94% | An all-time classic platform puzzler executed with real style. Top animation too. |
| Ace Combat 2 | Namco | Flight Sim | #9 R/U | 72% | The flight simmer's flight sim - definitely not for the arcade-oriented. |
| Actua Golf 3 | Gremlin Interactive | Sports Sim | #12 | 49% | Shoddy and poorly-executed golf sim from people who really should know better. |
| Actua Ice Hockey | Gremlin Interactive | Sports Sim | #3 | 74% | Rushed out to be on the shelves in time for the Nagano Winter Olympics - shame. |
| Actua Soccer | Gremlin Interactive | Sports Sim | #10 R/U | 88% | Puts in a good performance overall, but the goalies are a little weak. |
| Actua Soccer 2 | Gremlin Interactive | Sports Sim | #1 | 88% | Controls are awkward at first, but great graphical touches. |
| Actua Soccer 3 | Gremlin Interactive | Sports Sim | #12 | 91% | The ball travels too fast when in the air, but this is the game's only real fault. |
| Actua Soccer: Club Edition | Gremlin Interactive | Sports Sim | #13 | 59% | A cynical Premier League cash-in version of the original Actua Soccer. |
| Actua Tennis | Gremlin Interactive | Sports Sim | #11 | 31% | Disgustingly badly programmed sports sim. A complete joke. |
| adidas Power Soccer | Psygnosis | Sports Sim | #5 PL | 39% | Arcadey football sim - not worth buying, even at Platinum prices. |
| adidas Power Soccer 2 | Psygnosis | Sports Sim | #10 R/U | 65% | The best of the adidas games, but that's not saying much. |
| adidas Power Soccer 98 | Psygnosis | Sports Sim | #7 | 55% | Shoddy soccer sim. Matches are slow, tedious and disjointed, and scoring arbitrary. |
| Agile Warrior F-IIIX | Virgin Interactive | Flight Sim | #9 R/U | 35% | Old flight sim which raised few cheers when first released and fewer still now. |
| Air Combat | Namco | Flight Sim | #9 R/U | 43% | Too much time spent doing nothing destroys this flight sim. Hideous fogging too. |
| Akuji The Heartless | Eidos | Platform Game | #13 | 90% | Scary 3D action game with an epic storyline developed through shocking cut scenes. |
| Alien Trilogy | Acclaim | 3D Shoot-'em-up | #7 R/U | 90% | Another Doom clone, but for once the film licence actually adds to the game. |
| All Star Soccer | Eidos | Sports Sim | #10 R/U | 34% | Tongue-in-cheek footie game with over-the-top violence and frustrating gameplay. |
| All Star Tennis '99 | Ubi Soft | Sports Sim | #13 | 80% | A decent game of tennis with a few arcadey events thrown in for good measure. |
| Alone in the Dark: Jack is Back | Infogrames | Action Adventure | #3 R/U | 70% | Dodgy conversion of great PC game. Too short to boot. |
| Alundra | Psygnosis | RPG | #5 | 83% | Arcadey RPG in the Zelda mould, but lacking in plot. |
| Apocalypse | Activision | Shoot-'em-up | #11 | 90% | Spectacular 3D blaster starring Bruce Willis. Atmospheric and exciting. |
| Arcade's Greatest Hits: The Atari Collection 2 | GT Interactive | Compilition | #8 | 60% | Paperboy, Marble madness, Gauntlet, Crystal Castles, Road Blasters & Millipede. |
| Area 51 | Atari | Light Gun Game | #6 R/U | 79% | Light gun game with lots to offer. Superb interactive backdrops. |
| Armoured Core | Sony CEE | Shoot-'em-up | #6 | 65% | Slow and uninteresting mech game. Fun at first, but gameplay's too thin. |
| Assault | Telstar | Shoot-'em-up | #10 | 90% | 3D shoot-'em-up with great graphic explosions. Difficult to aim your shots, though. |
| Asteroids | Activision | Shoot-'em-up | #13 | 80% | Top update of the old '79 classic, which retains the charm and subtlety of the original. |
| Atlantis: The Lost Tales | Cryo Interactive | Adventure | #11 | 40% | Graphic adventure with a great engine but weak gameplay. Too many sudden deaths. |
| Auto Destruct | Electronic Arts | Driving Game | #2 | 67% | Boring and repetitive driving combat game made redundant by Vigilante 8. |
| Azure Dreams | Konami | RPG | #9 | 69% | Great new ideas in this RPG, but they don't really come off. |
| Baby Universe | Sony CEE | Utility | #10 | 40% | Create your own light patterns. A pointless and badly executed pile of shite. |
| Batman & Robin | Acclaim | 3D Action Game | #8 | 70% | Interesting action adventure, but badly programmed and unoriginal. |
| Battle Arena Toshinden | Takara | Beat-'em-up | #4 R/U | 30% | Beat-'em-up from the dawn of time - dreadful by today's standards. |
| Battle Arena Toshinden 2 | Takara | Beat-'em-up | #4 R/U | 58% | Interesting tactical weapons-based fighter, but too shallow for anyone but beginners. |
| Battle Arena Toshinden 3 | Takara | Beat-'em-up | #4 R/U | 70% | More of the same, but let's face it - there are better beat-'em-ups around. |
| BioFreaks | GT Interactive | Beat-'em-up | #11 | 80% | Great blood and gore in this beat-'em-up, but the aerial combat is unconvincing. |
| Black Dawn | Electronic Arts | Flight Sim | #9 R/U | 73% | Flight sim lite, featuring a helicopter and lots of arcadey bangs and flashes. |
| Blam! Machinehead | Sony CEE | 3D Shoot-'em-up | #7 R/U | 55% | This Doom/mech offering's a chore to play, and has no real sparkle. |
| Blasto | Sony CEE | Platform Game | #8 | 80% | The graphics on this 3D platform shooter are terrible, but it plays better than it looks. |
| Blast Radius | Psygnosis | Shoot-'em-up | #8 | 91% | Outer space dogfighting at its best. Intelligent enemy AI keeps you on your toes. |
| Blaze & Blade: Eternal Quest | Funsoft | RPG | #11 | 81% | Four-player RPG puts new perspective on the genre. Interesting storyline too. |
| Blazing Dragons | BMG | Adventure | #3 R/U | 80% | Fun graphic adventure starring Monty Python's Terry Jones. For the younger gamer. |
| Blood Omen: Legacy of Kain | Eidos | RPG | #11 PL | 88% | Mean and moody RPG with great cut sequences and chilling voice-overs. |
| Bloody Roar | Virgin Interactive | Beat-'em-up | #4 R/U | 72% | Beat-'em-up where you can change from human to animal form mid-fight. |
| Bomberman Wars | Hudson Soft | Puzzle Game | #8 IMP | 78% | Interesting Final Fantasy Tactics clone using the Bomberman characters. |
| Bomberman World | Sony CEE | Puzzle Game | #6 | 83% | Excellent multi-player game, but flawed single-player offering. |
| B-Movie | GT Interactive | Shoot-'em-up | #12 | 76% | Fast-paced and thoughtful shoot-'em-up that takes the PSX to its limits. |
| Brahma Force | JVC | Mech Game | #7 R/U | 76% | Doom meets mech in this fun but flawed offering. Fun for a while, though. |
| Breath of Fire III | Ocean | RPG | #7 | 86% | Little new in this Jap-style RPG, but if it ain't broke, don't fix it... |
| Brian Lara Cricket | Codemasters | Sports Sim | #12 | 90% | As cricket sims go, this is as good as it gets. Flawless graphics and presentation. |
| Brigandine: The Legend of Forsena | Atlus | RPG | #11 IMP | 74% | Solid but unspectacular RPG. Plays well, but offers nothing new. |
| Broken Sword: Shadow of the Templars | Sony CEE | Adventure | #3 R/U | 80% | Great graphic adventure, but sampled speech takes its toll on loading times. |
| Broken Sword 2: The Smoking Mirror | Sony CEE | Adventure | #1 | 81% | In-depth but occasionally obscure graphic adventure. Good plot, though. |
| Bubble Bobble Pack | Acclaim | Compilation | #13 R/U | 79% | Two classic games (Bubble Bobble and Rainbow Islands) and an update of the latter. |
| Bubsy 3D | Bubsy 3D | Platform Game | #13 R/U | 25% | This 3D platformer redefines the term 'bland'. It's awful. |
| Buggy | Gremlin Interactive | Driving Game | #11 | 70% | Driver based on remote controlled cars. Fun for a while, but shallow. |
| Bug Riders | GT Interactive | Shoot-'em-up | #8 | 51% | Playable for a while, but no lasting fun. A flawed concept is poorly executed. |
| Bushido Blade | Sony CEE | Beat-'em-up | #2 | 90% | A beat-'em-up with no life bar? A devastatingly slick and original offering. |
| Bushido Blade 2 | Sony CEE | Beat-'em-up | #5 IMP | 88% | An improvement on the original, but no great leap forward. |
| Bust-a-Groove | Sony CEE | Puzzle Game | #10 | 94% | Follow button sequences to make your character strut his stuff. Brilliantly executed. |
| Bust-a-Move 2 | Acclaim | Puzzle Game | #8 R/U | 80% | Not as good as its sequels and not worth buying if you have one, but a great puzzler. |
| Bust-a-Move 3 DX | Acclaim | Puzzle Game | #4 | 86% | This puzzler's based on a simple concept, but is interesting and addictive. |
| Bust-a-Move 4 | Acclaim | Puzzle Game | #13 | 90% | Breaks no new ground, but offers the same addictive gameplay as its predecessors. |
| Cardinal Syn | Sony CEE | Action Adventure | #5 | 90% | Fast and bloodthirsty beat-'em-up with weapons. Powerful stuff. |
| Cheesy | Ocean | Platform Game | #13 R/U | 14% | Great CGI intro, but the game's a woefully inept platformer. No fun at all. |
| Chill | Eidos | Sports Sim | #4 | 46% | A disastrous snowboarding effort with awkward controls and ill-conceived time limit. |
| Chronicles of the Sword | Psygnosis | Adventure | #3 R/U | 60% | Very poorly presented adventure with clichéd puzzles and weak animations. |
| Circuit Breakers | Mindscape | Driving Game | #6 | 89% | One of the best multi-player racers ever, and a damned good one-player offering too. |
| City of the Lost Children | Psygnosis | Adventure | #3 R/U | 81% | Slow interface, but its dark, depressing plot keeps you coming back for more. |
| Clock Tower | ASCII Entertainment | Adventure | #2 | 77% | Shoddily put together, but at times terrifying real-time adventure. |
| Colin McRae Rally | Codemasters | Driving Game | #8 | 95% | The definitive rally driving game. Brilliantly realistic interpretation of the sport. |
| Colony Wars | Psygnosis | Strategy Sim | #9 R/U | 89% | An epic space opera with blinding graphics, superb frame rate and ace dogfighting. |
| Colony Wars: Vengeance | Psygnosis | Strategy Sim | #12 | 90% | Epic space combat and strategy outing with six possible endings. A truly epic game. |
| Command & Conquer | Virgin Interactive | Strategy Sim | #6 | 91% | Top strategy offering, but the lack of a link-up mode is criminal. |
| C&C Red Alert: Retaliation | Virgin Interactive | Strategy Sim | #10 | 91% | More of the same Command & Conquer action, but if it ain't broke, don't fix it... |
| Constructor | Acclaim | Strategy Sim | #12 | 82% | City building and resource management in this wonderfully humorous strategy sim. |
| Contra: Legacy of War | Konami | Shoot-'em-up | #5 R/U | 60% | Dodgy 3D shoot-'em-up. Unspectacular in the extreme. |
| Cool Boarders 2 | Sony CEE | Sports Sim | #2 | 90% | Irons out the flaws which cursed the original and adds a host of new features. |

• KEY R/U: Round-up review taken from a genre feature; PL: Platinum title; IMP: Import Review

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| Cool Boarders 3 | Sony CEE | Sports Sim | #13 | 92% | A much bigger game than Cool Boarders 2, and with polished gameplay to boot. |
| Courier Crisis | BMG | Driving Game | #1 | 82% | A game where you ride a bicycle? Fun, but imperfectly executed. |
| Crash Bandicoot | Sony CEE | Platform Game | #4 PL | 82% | Surpassed by its sequels, but still worth a look at Platinum prices. |
| Crash Bandicoot 2 | Sony CEE | Platform Game | #1 | 91% | Great 3D platformer; a hugely varied cartoon-style experience. |
| Crash Bandicoot 3: Warped | Sony CEE | Platform Game | #13 | 89% | Loveable 3D platformer, but repetitive after a while. Basically, more of the same. |
| Crime Killer | Interplay | Driving Game | #8 | 64% | Race 'n' chase cops 'n' robbers action, but too samey and full of design flaws. |
| Croc | Fox Interactive | Platform Game | #10 PL | 67% | Not the worst 3D platformer on the PSX, but far from the best. |
| Crusader: No Remorse | Origin | Action Adventure | #5 R/U | 80% | Poor controls and lousy graphics fail to kill this strategy shooter. Great ideas. |
| Crypt Killer | Konami | Light Gun | #6 R/U | 11% | Disastrous light gun offering. One of the worst PSX offerings ever. |
| Cyberia | Interplay | Adventure | #3 R/U | 54% | Hopelessly linear adventure where exploration leads to almost-inevitable death. |
| D | Acclaim | Adventure | #3 R/U | 62% | An adventure with a two-hour real-time time limit, no save and no pause - honest! |
| Dark Forces | LucasArts | 3D Shoot-'em-up | #7 R/U | 79% | Technically superb Star Wars-licensed Doom clone, but the levels are a little too large. |
| Dark Omen | Electronic Arts | Strategy Sim | #4 | 90% | Warhammer wargame in the Command & Conquer mould. Fiendishly addictive. |
| Darkstalkers: The Night Warriors | | Virgin Interactive | Beat-'em-up | #4 R/U | 80% Street Fighter clone licensed from a Japanese cartoon. |
| Dead Ball Zone | GT Interactive | Sports Sim | #6 | 91% | Violent futuristic sports sim. Spectacular gameplay, and a superb management system. |
| Dead or Alive | Sony CEE | Beat-'em-up | #7 | 84% | Competent fighter, but not as good as the inimitable Tekken 3... |
| Deathtrap Dungeon | Eidos | Action Adventure | #4 | 88% | Hack-'n'-puzzle offering based on Ian Livingstone's Fighting Fantasy gamebook. |
| Descent | Interplay | 3D Shoot-'em-up | #7 R/U | 78% | Quality gravity-free Doom game, but only if you can think in 3D. |
| Descent 2 | Interplay | Beat-'em-up | #7 R/U | 50% | The sequel throws in extra weapons and gizmos, but throws out the original's playability. |
| Destruction Derby 2 | Psygnosis | Driving Game | #3 PL | 90% | Be the last car moving as you drive into other racers. Edge-of-your-seat stuff. |
| Devil Dice | Sony CEE | Puzzle Game | #13 | 90% | Fiendish puzzler where you make dice disappear by matching their numbers. |
| Diablo | Electronic Arts | Action Adventure | #4 | 64% | An arcade shooter with RPG overtones. Combat is very straightforward and dull. |
| Die Hard Trilogy | Fox Interactive | Compilation | #3 PL | 94% | Three games in one, all of which could stand alone - superb! |
| Discworld | Psygnosis | Adventure | #3 R/U | 80% | Too difficult for non-Pratchett fans, but otherwise a sound adventure. |
| Discworld 2: Missing, Presumed...? | | Psygnosis | Adventure | #1 | 86% One of the best graphic adventures on the PSX. Great off-beat humour. |
| Disney's Action Game Featuring Hercules | | Sony CEE | Platform Game | #12 | 73% Stupid title, but the game's a great for-the-kids 2D platformer. |
| Disruptor | Interplay | 3D Shoot-'em-up | #7 R/U | 89% | Too short at 12 levels, but now it costs around £20, this Doom game's a winner. |
| Dodgem Arena | Black Friar | Sports Sim | #12 | 85% | A driving game crossed with a sports sim? This football/racer hybrid works well too. |
| Doom | GT Interactive | 3D Shoot-'em-up | #9 PL | 91% | Spectacular level design makes this 3D own-eye shooter a real winner. |
| Duke Nukem | GT Interactive | 3D Shoot-'em-up | #7 R/U | 91% | Doom with attitude - takes the game's interactivity a stage further. |
| Duke Nukem: Time To Kill | GT Interactive | 3D Shoot-'em-up | #10 | 93% | Owes more to Tomb Raider than Doom, but Duke's inimitable humour is intact. |
| Dynasty Warriors | KOEI | Beat-'em-up | #4 R/U | 75% | Fighting game with lots of weapons but no kicking moves. Interesting, but unremarkable. |
| Earthworm Jim 2 | Virgin Interactive | Platform Game | #13 R/U | 60% | A direct port from the Mega Drive version. Good, but surely the PSX deserves more? |
| Einhander | Squaresoft | Shoot-'em-up | #7 IMP | 95% | Fantastic side-scrolling blaster with superb attention to detail. |
| Elemental Gearbolt | Sony Japan | Light Gun | #6 R/U | 94% | Superb import light gun game. It's about time it was released over here... |
| Epidemic | Sony CEE | 3D Shoot-'em-up | #7 R/U | 51% | Unofficial sequel to Kileak. Too little game spread over too much playing area. |
| Everybody's Golf | Sony CEE | Sports Sim | #6 | 65% | This one has a cult following, but we didn't like it. Lacks challenge. |
| Excalibur 2555AD | Telstar | Action Adventure | #7 | 78% | 3D action adventure with object-based puzzles. Lacks polish. |
| Exhumed | BMG | 3D Shoot-'em-up | #7 R/U | 92% | Doom crossed with an adventure and set in Ancient Egypt. Superb stuff. |
| Felony 11-79 | ASCII Entertainment | Driving Game | #1 | 80% | Driving game where you steal cars. Fun but too short. |
| FIFA 97 | Electronic Arts | Sports Sim | #10 R/U | 70% | Big improvements over the previous version, but still shoots wide of the goal. |
| FIFA 99 | Electronic Arts | Sports Sim | #12 | 92% | It's a FIFA football sim again. Well what did you expect? Virtua Country Dancing? |
| FIFA: Road to the World Cup | Electronic Arts | Sports Sim | #2 | 91% | Stunning football game outlining the World Cup qualifying tournament. |
| Fifth Element, The | Sony CEE | Action Adventure | #9 | 85% | Interesting though imperfect Tomb Raider clone. More puzzles would help. |
| Fighting Force | Eidos | Beat-'em-up | #1 | 78% | A 3D run-around fighting game with too many glitches to be outstanding. |
| Final Doom | GT Interactive | 3D Shoot-'em-up | #7 R/U | 80% | A polished sequel to Doom, but why only 30 levels when the PC game had 64? |
| Final Fantasy Tactics | Sony CE Japan | Strategy Sim | #11 R/U | 90% | Turns-based RPG combat. Cool game, but only available on import. |
| Final Fantasy VII | Sony CEE | RPG | #1 | 96% | The best RPG ever - huge, in-depth and full of things to do. |
| Firestorm: Thunderhawk 2 | Core Design | Flight Sim | #9 R/U | 79% | Very old helicopter arcade flight sim. Showing its age technically, but can still thrill. |
| Floating Runner | THQ | Platform Game | #13 R/U | 21% | Awkward perspective and stupid controls destroy this 3D platformer. |
| Fluid | Sony CEE | Utility | #8 | 54% | Part game, part sequencer, but neither has the depth to justify the asking price. |
| Formula 1 | Psygnosis | Driving Game | #5 PL | 88% | Superb driving game, but cursed by some terrible bugs. Opponent AI's weak too. |
| Formula 1 '98 | Psygnosis | Driving Game | #11 | 80% | Significant improvements on opponents' AI, but overall the game has regressed. |
| Formula Karts Special Edition | | Telstar | Driving Game | #1 | 87% It's a little short, but thrilling nonetheless. A whole new perspective driving games. |
| Forsaken | Acclaim | 3D Shoot-'em-up | #7 | 93% | Doom meets Descent, taking the best of both and melding them into a top 3D blaster. |
| Frenzy | SCI | Shoot-'em-up | #7 | 59% | Kiddie's shoot-'em-up where it's almost impossible to die. |
| Future Cop: LAPD 2100 | Electronic Arts | Shoot-'em-up | #11 | 85% | Soviet Strike on the ground. Nothing ground-breaking, but fun nonetheless. |
| G*Darius | THQ | Shoot-'em-up | #10 | 74% | Fun retro blaster, but at times relies on filling the screen with too many baddies. |
| Grand Theft Auto | Take 2 Interactive | Driving/Action Game | #10 PL | 90% | Steal cars, bomb police stations, smuggle drugs; no wonder it's '18'-rated. |
| Gex | BMG | Platformer | #13 R/U | 70% | This platformer seems to have it all, but is somehow a little uninspiring. |
| Gex 3D: Enter the Gecko | BMG | Platformer | #5 | 93% | Fantastic 3D platformer - real effort has been put into the level design. |
| Ghost in the Shell | Sony CEE | Shoot-'em-up | #5 | 81% | Great Anime blaster, but too insubstantial to be good value. |
| Gran Turismo | Sony CEE | Driving Game | #6 | 96% | Near-cinematic visuals and great driving physics make this a real winner. |
| Grid Run | Virgin Interactive | Puzzle Game | #8 R/U | 49% | Tag in a maze - useless in single-player mode, and not great even with friends. |
| Gunship | Microprose | Flight Sim | #9 R/U | 38% | Helicopter flight sim with terrible graphics and unusable in-chopper perspective. |
| Heart of Darkness | Ocean | Action Adventure | #7 | 90% | Ground-breaking action adventure, but a little short. |
| Hebereke Popitto | Sunsoft | Puzzle Game | #8 R/U | 34% | Derivative puzzler which 'borrows' from several games but fails to match any of them. |
| Hexen | GT Interactive | 3D Shoot-'em-up | #7 R/U | 33% | Uses the Doom engine, but retains none of its playability and verve. Best forgotten. |
| Hugo | ITE Media | Platform Game | #11 | 64% | Don't laugh - it's for the kids. The very young will enjoy its cartoony graphics. |
| Independence Day | Fox Interactive | Shoot-'em-up | #9 R/U | 29% | A complete joke. Bad graphics, dodgy gameplay and ridiculously samey levels. |
| International Superstar Soccer Deluxe | | Sports Sim | Konami | #10 R/U | 66% Update of an old SNES game. Can't keep up with today's offerings. |
| International Superstar Soccer Pro | | Konami | Sports Sim | #10 R/U | 90% Perfect mix of simulation and arcade action. Graphics showing their age, though. |
| International Superstar Soccer Pro '98 | | Konami | Sports Sim | #9 | 95% This tactical, in-depth soccer sim puts in a world class performance. A winner. |
| In the Hunt | THQ | Shoot-'em-up | #5 R/U | 59% | 2D blaster for kids - sluggish and with poor visuals, but reasonable fun. |
| Indy 500 | JVC | Driving Game | #4 | 53% | IndyCar game for kids - simplified driving models and easy handling. |
| International Superstar Soccer Pro | | Konami | Sports Sim | #5 PL | 90% Great footballing action. There are better soccer sims now, but not at this price. |
| Iznogoud | Sony CEE | Platform Game | #13 R/U | 10% | Disastrous 2D platformer. Don't even think of buying it. |
| Jeremy McGrath Super Cross 98 | | Acclaim | Driving Game | #7 | 71% Flawed, sub-standard motocross sim. For die-hard fans of the sport only. |
| Jersey Devil | Ocean | Platform Game | #13 R/U | 89% | Full freedom of movement in this fully-3D platformer. Great visuals. |
| Jet Rider 2 | Sony CEE | Driving Game | #3 | 61% | Wobbly handling and too little improvement on the first game. Why bother? |
| Johnny Bazookatone | US Gold | Platform Game | #13 R/U | 64% | A platformer for younger gamers. It's not bad, but is definitely showing its age. |
| Judge Dredd | Gremlin Interactive | Light Gun | #6 R/U | 33% | Boring light gun game with bugger all to do with Dredd. Not good. |
| Jumping Flash! | Sony CEE | Platform Game | #13 R/U | 79% | An own-eye perspective platform shooter? Sounds terrible, but it works really well. |
| Jumping Flash! 2 | Sony CEE | Platform Game | #13 R/U | 86% | A similar game to the first one, but with tighter, better designed levels. |
| K1 Arena Fighters | THQ | Beat-'em-up | #4 R/U | 44% | Kickboxing sim with foes so thick they throw punches while you're miles away. |
| Kartia | Atlus | RPG | #9 IMP | 82% | This RPG's almost two games in one. It has a real heart-wrenching storyline too. |
| Kick Off '97 | Maxis | Sports Sim | #10 R/U | 60% | Fair-to-middling soccer sim. It's not bad, but there are better games around. |
| Kick Off World | FunSoft | Sports Sim | #8 | 70% | So-so kick-around which just can't manage a Premier League performance. |
| Kileak the Blood | Sony CEE | 3D Shoot-'em-up | #7 R/U | 28% | Great technically, but where's the game? As interesting as juggling on the radio. |
| King's Field | ASCII | RPG | #11 R/U | 69% | First-person perspective RPG. For die-hard fans of the genre only. |
| Klonoa | Sony CEE | Platform Game | #6 | 74% | A decent cutsey platformer, but lacks long-term appeal. Ideal for kids, though. |

# directory enquiries

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| Knockout Kings 99 | Electronic Arts | Sports Sim | #13 | 42% | Abysmal graphics and dull fighting make this one to avoid. |
| Krazy Ivan | Psygnosis | Mech Game | #7 R/U | 43% | Mech game with graphics showing their age and simplistic combat. |
| Kula World | Sony CEE | Puzzle/Platform Game | #6 | 88% | Puzzle platformer where you guide a beach ball over some weird structures. |
| Kurushi: Intelligent Cube | Sony CEE | Puzzle Game | #8 R/U | 79% | Lousy presentation, but this unusual puzzler scores heavily in the gameplay department. |
| Legend | Funsoft | Beat-'em-up | #11 | 81% | Side-scrolling beat-'em-up in the Double Dragon mould. Good, but unremarkable. |
| Lemmings | Psygnosis | Puzzle Game | #12 | 59% | Retro compilation featuring the original Lemmings and the data pack for £20. |
| Lethal Enforcers 1&2 | Konami | Light Gun | #6 R/U | 23% | This retro release shows how far games have moved since the 16-bit days. It's crap. |
| LiberoGrande | Sony CEE | Sports Sim | #13 | 80% | A new look at PSX football - you control a single player, not the team. |
| Lifeforce Tenka | Psygnosis | 3D Shoot-'em-up | #7 R/U | 52% | Superb interactivity which makes Doom look dated, but the game itself is uninspired. |
| Little Big Adventure | Electronic Arts | Adventure | #3 R/U | 76% | Isometric perspective and interesting puzzles make this a cool adventure. |
| Lomax | Psygnosis | Platform Game | #13 R/U | 45% | A 2D platformer set in the land of the lemmings. Poorly designed levels ruin it, though. |
| Lone Soldier | Telstar | Shoot-'em-up | #5 R/U | 22% | Insipid disaster of a 3D shoot-'em-up with the worst control system ever seen. |
| Lost Vikings 2 | Interplay | Puzzle Game | #8 R/U | 89% | Three Vikings with individual abilities puzzle their way through this epic game. |
| Lost World, The | Electronic Arts | Platform Game | #13 PL | 29% | Outrageously shoddy platformer that breaks every known rule in game design. |
| Lucky Luke | Ocean | Platform Game | #4 | 84% | It's a kiddies' cartoon platform game, but an intelligently put-together one. |
| Madden NFL 99 | Electronic Arts | Sports Sim | #10 | 81% | Great gridiron action, but scarcely changed from the last Madden game. |
| Masters of the Teräs Käsi | Virgin Interactive | Beat-'em-up | #4 | 82% | Star Wars beat-'em-up. Fun, but easy when you find Luke's near-unstoppable move... |
| Max Power Racing | Infogrames | Driving Game | #13 | 92% | Top arcade-style driving game with loads of courses and real-life cars. |
| MDK | Interplay | Shoot-'em-up | #1 | 85% | A brilliantly innovative 3D action game, but a little too easy to last. |
| MechWarrior 2 | Activision | Mech Game | #7 R/U | 71% | Excellent mission-based objectives, but why is the scenery so uninspiring? |
| MedEvil | Sony CEE | Arcade Adventure | #10 | 92% | Fiendish arcade adventure with lots of zombie-slashing and problem-solving. |
| Megaman Legends | Virgin Interactive | Platform Blaster | #13 | 82% | Megaman, that old warhorse from the 16-bit consoles, returns in glorious 3D. |
| Megaman x4 | Virgin Interactive | Platform Blaster | #13 | 79% | Looks and plays like a SNES game, but this 2D platform shooter is still enjoyable. |
| Men In Black | Gremlin Interactive | Action Adventure | #8 | 38% | Bloody awful 3D action adventure with lousy controls and disastrous glitches. |
| Metal Gear Solid | Konami | Action Adventure | #10 IMP | 92% | Espionage thriller, and one of the best games ever made. Can't wait for the UK version. |
| Michael Owen's WLS '99 | Eidos | Sports Sim | #13 | 70% | Awkward controls and unforgivable bugs bring down this otherwise-impressive game. |
| Mickey's Wild Adventure | Sony CEE | Platform Game | #12 | 69% | Another fun kiddie 2D platformer from Disney. A must for Mickey fans... |
| Micro Machines V3 | Codemasters | Driving Game | #3 PL | 93% | Brilliant top-down racer featuring tiny vehicles and imaginative tracks. |
| Mortal Kombat 3 | GT Interactive | Beat-'em-up | #4 R/U | 60% | Gimmick-riddled gameplay, but no depth. The series is getting tired. |
| Mortal Kombat 4 | GT Interactive | Beat-'em-up | #9 | 91% | Mortal Kombat enters the realms of 3D with its gameplay intact and even improved upon. |
| Mortal Kombat Mythologies | GT Interactive | Beat-'em-up | #13 R/U | 20% | Platform beat-'em-up. Should've been good, but is riddled with flaws. |
| Mortal Kombat Trilogy | GT Interactive | Beat-'em-up | #5 PL | 60% | All the characters from the first three MK games, but same flat gameplay too. |
| Moto Racer 2 | Electronic Arts | Driving Game | #10 | 86% | Scrambling and Grand Prix motorcycle action in this arcadey driving game. |
| MotorHead | Gremlin Interactive | Driving Game | #5 | 90% | Great driving game, but bloody hard. Nothing to do with Lemmy and the boys, either. |
| Mr Domino | JVC | Puzzle Game | #7 | 91% | Great puzzle game based on domino tippling. Excruciatingly hard, though. |
| Music | Codemasters | Utility | #11 | 84% | Create your own music tracks, along with its own light show. Flexible and accessible. |
| Myst | Broaderbund | Adventure | #3 R/U | 55% | Ridiculous puzzles, lack of plot and slow pace ruin this adventure. |
| N2O | Gremlin Interactive | Shoot-'em-up | #8 | 60% | Great psychedelic visuals, but ultimately it's just another flawed Tempest clone. |
| Nagano Winter Olympics 98 | Konami | Sports Sim | #3 | 50% | Huge number of events, but all are too shallow and unenjoyable. |
| Namco Museum Volume 5 | Sony CEE | Compilation | #2 | 72% | Five retro reissues - three good games and a couple of fillers. |
| NASCAR 99 | Electronic Arts | Driving Game | #11 | 79% | Contains all the real-life teams and drivers, but driving round in circles doesn't excite. |
| NBA Fastbreak '98 | GT Interactive | Sports Sim | #5 | 89% | Basketball sim - great graphics, shit sound, realistic gameplay. |
| NBA Live 99 | Electronic Arts | Sports Sim | #13 | 73% | A basketball sim for true enthusiasts. Has all the 1998 season rosters. |
| NBA Pro '98 | Konami | Sports Sim | #4 | 71% | A very user-friendly, though ultimately unremarkable basketball sim. |
| Need for Speed 3 | Electronic Arts | Driving Game | #4 | 83% | An excellent driving game, with the added attraction of racing coppers. |
| Newman Haas Racing | Psygnosis | Driving Game | #4 | 60% | Disappointing race game based on the American Indy Car series. |
| NFL Blitz | GT Interactive | Sports Sim | #11 | 73% | Arcadey gridiron game. Cool as a two-player offering, useless on your own. |
| NFL Xtreme | Sony CEE | Sports Sim | #13 | 49% | Arcadey five-a-side gridiron game. Let down by dodgy perspectives and bad controls. |
| Ninja: Shadow Of Darkness | Core Design | Action Adventure | #10 | 90% | Run around slashing things in this Tomb Raider-style epic of Japanese proportions. |
| NHL 99 | Electronic Arts | Sports Sim | #11 | 87% | Yet another update of the NHL series. Cool stuff, with up-to-date rosters. |
| NHL Face Off '98 | Sony CEE | Sports Sim | #3 | 80% | Smooth controls, but overall it's a little too clinical. |
| NHL Open Ice | Midway | Sports Sim | #3 | 80% | Very arcadey ice hockey game, but none the worse for it. |
| NHL Powerplay '98 | Virgin Interactive | Sports Sim | #3 | 82% | Exciting and packed with options, this one's got a great long-term challenge. |
| Nuclear Strike | Electronic Arts | Shoot-'em-up | #5 R/U | 89% | The EA helicopter-based thinking person's shoot-'em-up saga continues. Great FMV. |
| O.D.T. | Psygnosis | Shoot-'em-up | #12 | 82% | Awkward at first, but as you get into it, this 3D shooter improves. |
| Ogre Battle | Atlus | RPG | #11 R/U | 79% | Not a bad RPG/wargame hybrid, but basically just a SNES game with a makeover. |
| Olympic Soccer | US Gold | Sports Sim | #10 R/U | 82% | Arcade-style soccer played at break-neck speed. Includes good overhead perspective. |
| Onside Soccer | Telstar | Sports Sim | #10 R/U | 45% | Awkward footie game. Plays unbelievably slowly and the gameplay frustrating. |
| Overboard! | Psygnosis | Shoot-'em-up | #13 | 58% | Interesting ideas, but this ship-to-ship combat game is too smart for its own good. |
| Pandemonium | BMG | Platform Game | #5 PL | 88% | 3D camera, 2D action but a great platformer nonetheless. Better than its sequel. |
| Pandemonium 2 | Eidos | Platform Game | #11 PL | 52% | Dodgy sequel which retains the original's charm, but not its gameplay. |
| Parasite Eve | Sony Japan | Action Adventure | #6 IMP | 94% | Great Resident Evil-style offering, but a nightmare if you can't speak Japanese. |
| Parodius Deluxe | Konami | Shoot-'em-up | #5 R/U | 70% | Great Japanese-style shoot-'em-up, but basically a SNES port. |
| Pax Corpus | Cryo Interactive | Action Adventure | #9 | 19% | Woefully inept Tomb Raider wannabe - everything about it sucks. |
| Pet In TV | Sony CEE | Virtual Pet | #9 | 71% | Train your pet using rewards and punishments. Innovative and different. |
| Pitfall 3D | Activision | Platform Game | #13 R/U | 72% | A few flaws prevent this free-roaming platformer being a classic, but it's not bad. |
| Phat Air Extreme Snowboarding | | Funsoft | Sports Sim | #13 | 31% Dodgy snowboarding sim which 'rewards' winners with a new jacket. |
| Philosoma | Sony CEE | Shoot-'em-up | #5 R/U | 55% | This shoot-'em-up is cheesy, dated and visually unremarkable, but still manages to be fun. |
| Pocket Fighter | Virgin Interactive | Beat-'em-up | #10 | 92% | Cutesy beat-'em-up featuring kiddie versions of the Street Fighter characters. |
| PO-ed | Interplay | 3D Shoot-'em-up | #7 R/U | 69% | A Doom clone based on a chef gathering ingredients. Is it meant to be funny? It isn't. |
| Point Blank | Sony CEE | Light Gun | #6 | 89% | Fairground-inspired light gun high-jinks. Superb depth and gameplay. |
| Pool Shark | Gremlin Interactive | Sports Sim | #12 | 45% | Dreadful presentation and terrible graphics make this pool sim one to avoid. |
| Porsche Challenge | Sony CEE | Driving Game | #4 PL | 79% | A quality game, but with only one car and four tracks it's just too short. |
| Power Soccer 2 | Psygnosis | Sports Sim | #1 | 65% | More uninspiring than outright bad, and made redundant by subsequent soccer sims. |
| Poy Poy | Konami | Puzzle Game | #4 | 89% | Great multiplayer brawling. Grab objects and bombs and chuck 'em at your mates. |
| Premier Manager '98 | Gremlin Interactive | Strategy Sim | #5 | 91% | Spectacular and in-depth football management sim. User-friendly too. |
| Primal Rage | Midway | Beat-'em-up | #4 R/U | 85% | Too few characters to be a real classic, but fun nonetheless. |
| Project: Horned Owl | Sony Japan | Light Gun | #6 R/U | 43% | Another import light gun game. Dull and boring enemies make it a thrill-free zone. |
| Psybadek | Psygnosis | Sports Sim | #12 | 46% | Boring, frustrating hoverboard game with colourful graphics but sod all gameplay. |
| Psychic Detective | Electronic Arts | Adventure | #3 R/U | 50% | Confusingly unplayable adventure, but with genuine innovation. |
| Raging Skies | Warner | Flight Sim | #9 R/U | 70% | This flight sim's not for beginners, but offers very realistic gameplay. |
| Raiden Project | Ocean | Compilation | #5 R/U | 49% | Two old coin-ops on one disc. Cursed by losing all your power-ups when you die. |
| Rampage World Tour | GT Interactive | Smash-'em-up | #2 | 72% | Updated retro game doesn't give you enough for your money. |
| Rapid Reload | Sony CEE | Platform Blaster | #5 R/U | 41% | Dated platform blaster in the Mega Man mould. Looks and plays like a 16-bit game. |
| Rascal | Psygnosis | Platform Game | #13 R/U | 50% | Dodgy platformer with a dreadful main character and flawed design. |
| Rayman | Ubi Soft | Platform Game | #13 R/U | 91% | Brilliantly colourful 2D platformer. Endearing and exciting, if not totally original. |
| Reboot | Electronic Arts | Sports Sim | #4 | 80% | Crap American TV show becomes good PSX hoverboard game. |
| Resident Evil | Virgin Interactive | Action Adventure | #10 PL | 94% | Blood-thirsty action adventure. Unbelievable atmosphere and sickening violence. |
| Resident Evil 2 | Virgin Interactive | Action Adventure | #4 | 97% | Clever design, brilliant atmospherics, chilling plot - need we go on? A classic. |
| Resurrection: Rise of the Robots 2 | Acclaim | Beat-'em-up | #4 R/U | 20% | Sluggish characters and slow loading times render this one almost unplayable. |
| Revolution X | Acclaim | Light Gun | #6 R/U | 31% | Rescue Aerosmith in this light gun blaster. Only for die-hard fans of the band. |

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|---|---|---|---|---|---|
| Ridge Racer Type 4 | Namco | Driving Game | #13 IMP | 85% | Wonderful to look at, drives like a dream but far too easy to complete. |
| Road Rash 3D | Electronic Arts | Driving Game | #8 | 82% | 3D update of the respected 16-bit bike racing and combat game. |
| Robotron X | GT Interactive | Shoot-'em-up | #5 R/U | 70% | Update of ancient classic which retains the heart of the original, but lacks its addictiveness. |
| Rogue Trip | GT Interactive | Driving Game | #11 | 81% | Futuristic taxi driving game. Great car combat and some seriously crazy characters. |
| R-Types | Virgin Interactive | Compilation | #9 | 90% | Retro at its best - two classic blasters in one. Sure they're old, but who cares? |
| Rushdown | Infogrames | Sports Sim | #12 | 34% | Rushed Out, more like. A dodgy sports sim with some disastrous flaws. |
| San Francisco Rush | GT Interactive | Driving Game | #9 | 69% | Dodgy loading times and sloppy driving physics kill this arcade racer. |
| S.C.A.R.S. | Ubi Soft | Driving Game | #11 | 80% | Combat racing with futuristic cars and cool weapons. There's a four-player mode too. |
| Sensible Soccer European Club Edition | | GT Interactive | Sports Sim | #13 | 20% Disastrous update on the 16-bit classic - the game has lost all its playability. |
| Sentient | Psygnosis | Action Adventure | #3 R/U | 78% | Absorbing adventure, but too easy to lose your way. |
| Sentinel Returns | Psygnosis | Action Adventure | #10 | 33% | ...But we wish it hadn't. Ugly, confusing update of an old classic. |
| Shadow Master | Psygnosis | 3D Shoot-'em-up | #7 R/U | 74% | Brilliantly executed 3D Doom-style blaster, but a bit too samey. |
| Skull Monkeys | Electronic Arts | Platform Game | #3 | 65% | Great animation, but very little gameplay. One to rent. |
| Small Soldiers | Electronic Arts | Shoot-'em-up | #12 | 72% | Woeful interpretation of the film which wastes the licence completely. |
| Snow Racer '98 | Ocean | Sports Sim | #3 | 90% | Skiing and snowboarding simulation. Works well and offers good longevity. |
| Soul Blade | Namco | Beat-'em-up | #6 PL | 94% | Weapons-based fighter from the Tekken stable - no wonder it's so good! |
| Soviet Strike | Electronic Arts | Shoot-'em-up | #3 PL | 91% | Spectacular strategic helicopter game - the thinking man's shoot-'em-up. |
| Spawn: The Eternal | Sony CEE | Action Adventure | #5 | 59% | Dodgy 3D action adventure-cum-beat-'em-up - boring as hell. |
| Spice World | Sony CEE | Puzzle Game | #7 | 75% | This isn't what you want, what you really, really want. Geri's still there too... |
| Spider | BMG | Platform Game | #13 R/U | 75% | Platformer where you control a spider who can cling to the underside of platforms. |
| Spot Goes To Hollywood | Virgin Interactive | Platform Game | #13 R/U | 24% | ...And we wished he'd stayed there. This game's crap, basically. |
| Spyro The Dragon | Sony CEE | Platform Game | #11 | 90% | This 3D platformer's an unbelievable technical achievement. Great main character too. |
| Star Gladiator | Capcom | Beat-'em-up | #4 R/U | 23% | You can complete this beat-'em-up on the hardest setting using only one move. |
| Steel Reign | Sony CEE | Shoot-'em-up | #2 | 68% | This tank combat game makes good use of the analogue pad, but is ultimately boring. |
| Streak | GT Interactive | Sports Sim | #12 | 94% | Futuristic hoverboarding sim with stunts based on physics rather than button combos. |
| Street Fighter Collection | Virgin Interactive | Compilation | #4 | 70% | A retro collection of three Street Fighter offerings, but two are virtually identical... |
| Street Fighter Ex+Alpha | Capcom | Beat-'em-up | #4 R/U | 89% | The first 3D Street Fighter game, but the action is largely 2D with a 3D camera. |
| Street Fighter: The Movie | Acclaim | Beat-'em-up | #4 R/U | 21% | Terrible beat-'em-up which features graphics digitised from the film. |
| Strike Point: The Hex Missions | | Elite Software | Flight Sim | #9 R/U | 50% Flawed helicopter sim. Both perspectives both cause the chopper to obscure your view. |
| Suikoden | Konami | RPG | #11 R/U | 88% | RPG with 108 characters and a home base which grows as you go. |
| Super Pang Collection | Ocean | Compilation | #4 | 82% | Essentially three versions of the same game, but it's a very good game... |
| Super Puzzle Fighter II Turbo | Virgin Interactive | Beat-'em-up | #8 R/U | 92% | Puzzle game with the Street Fighter characters added for cosmetic appeal. |
| Tactics Ogre | Atlus Software | RPG | #8 IMP | 78% | An RPG/wargame hybrid in the Final Fantasy Tactics mould. Samey after a while. |
| Tekken 2 | Sony CEE | Beat-'em-up | #4 | 94% | Second only to its sequel in the beat-'em-up stakes, this one's a cut-price killer. |
| Tekken 3 | Sony CEE | Beat-'em-up | #10 | 93% | The king of all beat-'em-ups. A little sluggish compared to the Jap version, though. |
| Tempest X3 | Atari | Shoot-'em-up | #5 R/U | 57% | Boring retro update. For die-hard Tempest fans only. |
| Tenchu: Stealth Assassins | Activision | Action Adventure | #10 | 93% | 3D action game which demands stealth and cunning rather than speed and brawn. |
| Test Drive 4x4 | Electronic Arts | Beat-'em-up | #11 | 82% | Off-road version of Test Drive. Works reasonably well without being outstanding. |
| Test Drive 5 | Electronic Arts | Beat-'em-up | #12 | 80% | Fun racing game, but let down by one or two minor niggles. |
| Tetris Plus | Jaleco | Puzzle Game | #8 R/U | 70% | It's Tetris; guide those falling blocks and fit them together. Classic puzzler. |
| Theme Hospital | Electronic Arts | Strategy Sim | #3 | 82% | Build and run a hospital? Sounds boring, but it's actually very rewarding. |
| Three Lions | Take 2 | Sports Sim | #6 | 85% | Weird team set-up system, but delivers a good game of football. |
| Tiger Woods 99 | Electronic Arts | Sports Sim | #13 | 89% | The golf sim's finest hour. The motion capture has to be seen to be believed. |
| Time Crisis | Sony CEE | Light Gun | #11 PL | 89% | One of the most exciting light gun games ever. Almost arcade perfect too... |
| Tobal No. 1 | Squaresoft | Beat-'em-up | #4 R/U | 85% | Dreadful one-on-one fighter saved by an excellent Quest Mode. |
| TOCA Touring Car Championship | | Codemasters | Driving Game | #1 | 93% A great simulation-style racer. The driving physics are incredible. |
| TOCA 2: Touring Cars | Codemasters | Driving Game | #12 | 89% | More of the same - another brilliant touring car racer. |
| Tombi | Sony CEE | Arcade Adventure | #8 | 55% | Interesting arcade adventure but spoiled by dated presentation and awkward gameplay. |
| Tomb Raider | Eidos | Action Adventure | #4 | 96% | The 3D action adventure that launched a legend - Lara Croft. |
| Tomb Raider II | Eidos | Action Adventure | #1 | 98% | Makes significant improvements over the first game, but noticeably easier. |
| Tomb Raider III | Eidos | Action Adventure | #12 | 96% | By investing a little time and effort into the design, Core have come up with a top game. |
| Tommi Mäkinen Rally | Europress Software | Driving Game | #7 | 41% | Disastrous rally game that drives like a brick. Technically inept and devoid of gameplay. |
| Top Gun: Fire At Will | Microprose | Flight Sim | #9 R/U | 59% | This flight sim suffers due to its complete disregard of inertia. |
| Total NBA '98 | Sony CEE | Sports Sim | #6 | 85% | It's yet another basketball sim. No more, no less. |
| Treasures of the Deep | Sony CEE | Action Adventure | #6 | 90% | Underwater espionage at its finest. Unbelievable visuals and tactical gameplay. |
| Tunnel B1 | Ocean | 3D Shoot-'em-up | #7 R/U | 68% | A driving mech game? Whatever it is, it doesn't really excite. |
| Unholy War | Eidos | Wargame/Beat-'em-up | | #10 | 69% Wargame/beat-'em-up hybrid? Too much compromise to really work well. |
| V2000 | Grolier Interactive | Strategy Blaster | #11 | 80% | This strategic blaster takes some getting used to, but it's rewarding in the extreme. |
| Vandal Hearts | Konami | RPG | #11 R/U | 82% | Battle-based RPG with incredible depth, but only 16-bit quality graphics. |
| V-Ball | Ocean | Sports Sim | #9 | 58% | Tongue-in-cheek beach volleyball sim. Okay, but threadbare as a full pricer. |
| Versailles | Cryo Interactive | Adventure | #9 | 59% | Reasonable edutainment adventure, but puzzles too obscure and info too intrusive. |
| Victory Boxing 2 | JVC | Sports Sim | #10 | 85% | More of a sports sim than a beat-'em-up, this boxing game packs a heavy punch. |
| Viewpoint | Electronic Arts | Shoot-'em-up | #5 R/U | 55% | Diagonally-scrolling blaster in the Zaxxon mould. Boring sprites fail to excite. |
| Vigilante 8 | Activision | Driving Game | #6 | 92% | Car combat in the 1970s. Great fun, especially in two-player mode. |
| Viper | Ocean | Shoot-'em-up | #7 | 61% | Dire shoot-'em-up with ridiculously dark graphics and a main sprite that blocks your view. |
| V-Rally | Infogrames | Driving Game | #8 PL | 89% | Not a realistic simulation, but this arcade rally driver has stood the test of time. |
| VR Baseball '99 | Interplay | Sports Sim | #12 | 45% | Average baseball sim with no real strengths or weaknesses - just so-so. |
| Vs | THQ | Beat-'em-up | #6 | 61% | Awful beat-'em-up you can complete by using the same move over and again. |
| WarGames | Electronic Arts | Action/Strategy Game | | #8 | 93% Control multiple units in this great arcade/strategy hybrid. A 'must' for Strike fans. |
| War Gods | Midway | Beat-'em-up | #4 R/U | 55% | Great 3D perspective, but very limited gameplay. |
| Warhawk | Sony CEE | Flight Sim | #9 R/U | 39% | The PSX's first flight sim. Well presented, but severely lacking in gameplay. |
| Wayne Gretsky's 3D Hockey '98 | | Sony CEE | Sports Sim | #5 | 55% Competent but workmanlike - nothing disastrous, but lacking in sparkle. |
| WCW Nitro | THQ | Beat-'em-up | #6 | 55% | Wrestling game with huge roster of bone-benders but shoddy execution. |
| Wild 9 | Interplay | Platform Game | #9 | 92% | A platform offering with some really neat ideas. Gruesome ways of killing your foes. |
| Wild ARMS | Sony CEE | RPG | #13 | 80% | Starts slowly, but unfolds into a compelling RPG. Not bad at all. |
| Wing Commander III | Electronic Arts | Shoot-'em-up | #9 R/U | 65% | Interesting cinematic experience, but too many cut scenes and too little game. |
| Wing Commander IV | Electronic Arts | Shoot-'em-up | #9 R/U | 76% | More of the same, but the in-game graphics are more sophisticated. |
| WipEout 2097 | Psygnosis | Driving Game | #3 PL | 95% | Is this the fastest racer ever? Futuristic vehicles offer unusual driving physics too. |
| World Cup 98 | Electronic Arts | Sports Sim | #7 | 90% | The official World Cup license comes up with the goods in this great soccer sim. |
| World League Basketball | Mindscape | Sports Sim | #2 | 60% | This simulation-style sports game looks good but plays relatively poorly. |
| World League Soccer | Eidos | Sports Sim | #10 R/U | 70% | Average football game let down by dodgy power meter. |
| World League Soccer 98 | Eidos | Sports Sim | #6 | 94% | Bad commentary, but a superb game of soccer. Hard to score, though. |
| Worms | Ocean | Strategy Game | #8 R/U | 95% | Fiendishly addictive strategy puzzler, and one of the best multiplayer games around. |
| Wreckin' Crew | Telstar | Driving Game | #7 | 58% | Poor combat racing game with lousy driving physics and awkward gameplay. |
| WWF Warzone | Acclaim | Beat-'em-up | #9 | 79% | Well executed, but lacking in depth. Captures the spirit of the sport really well. |
| X2 | Team 17 | Shoot-'em-up | #5 R/U | 81% | 2D blaster from the old school, but with spectacular graphics and sound. |
| Xenocracy | Grolier Interactive | Shoot-'em-up | #5 | 90% | Poor compared to Colony Wars, but fun for strategic blasting fans. |
| X Games Pro Boarder | Sony CEE | Sports Sim | #13 | 75% | What's there's great, but this snowboarding sim is just too darned small. |
| X-Men Vs Street Fighter | Virgin Interactive | Beat-'em-up | #10 | 83% | Yet another Street Fighter game - it's good, but the cash cow's running low on milk. |
| Zero Divide | Ocean | Beat-'em-up | #4 R/ | 59% | Nothing disastrous about this beat-'em-up-with-robots, but there's no sparkle either. |
| Zero Divide 2 | Sony CEE | Beat-'em-up | #12 | 52% | See above - this one's just more of the same. And it's still no good. |

## PERIPHERAL HEAVEN...

### The five best PlayStation light guns



1: GunCon
By: Namco, £25.99
This is the fastest, most precise light gun ever. Accurate to within three pixels, the GunCon set the standards by which all others are judged. Its only real disadvantage is that it can only be used with GunCon-compatible games, and needs a special adapter when used with newer PlayStations.

2: PPK Scorpion
By: Blaze, £25.99
Not quite as accurate as the GunCon, but can be used with GunCon- and non-GunCon-compatible games. has auto-fire and force feedback too.






3: Blaster Light Gun Pro
By: Joytech, £24.99
This is the only GunCon-compatible light gun which doesn't need a special adapter when used with a newer PlayStation (the ones with no phono sockets). Offering more than a passing nod to Namco's GunCon, it also offers functions like auto-fire, auto-reload and force feedback.



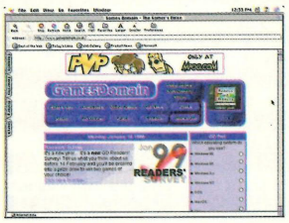
4: Erazer MP5
By: Blaze, £29.99
Features GunCon computability, auto fire and reload, recoil and a special weapons button. Best of all, like the Scorpion, it looks the part - a light gun that looks like a real gun, not a cheap plastic toy from Hong Kong.



5: Real Arcade Gun
By: Joytech, £44.99
This is the ultimate light gun. Features force feedback, auto-fire, auto-reload and even a foot pedal which can be programmed to take over any function within the game - ideal for Time Crisis, where you use it to duck. It's very expensive considering there aren't that many light gun games on the market, though.

## WEB SITE OF THE MONTH...

**Games Domain: http://www.gamesdomain.co.uk/**
**The Games Domain is generally regarded as the most comprehensive gaming site in the Internet. Covering all videogame formats, it offers a comprehensive database of hints, cheats, FAQs and walkthroughs. If you're not looking for cheats, there's also reviews, previews and up-to-the-minute news on offer. PC owners can also access the latest patches and add-ons for their games.**



**The PlayStation owner is far from neglected. Enter the 'Video Games' area to find your fave console is covered very comprehensively. Being updated daily the news section is seriously up to the minute, but remember it's culled from all over the globe - not all of it is relevant to the UK, despite Games Domain being based here. Although Games Domain can't be faulted for content, its front end is less clear than it used to be. Even so, the site is well worth a look. You soon learn to find your way around it, and the effort is generously rewarded.**





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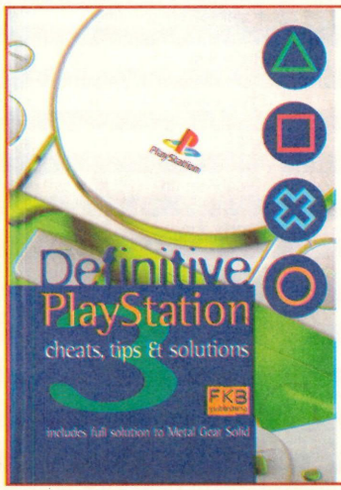
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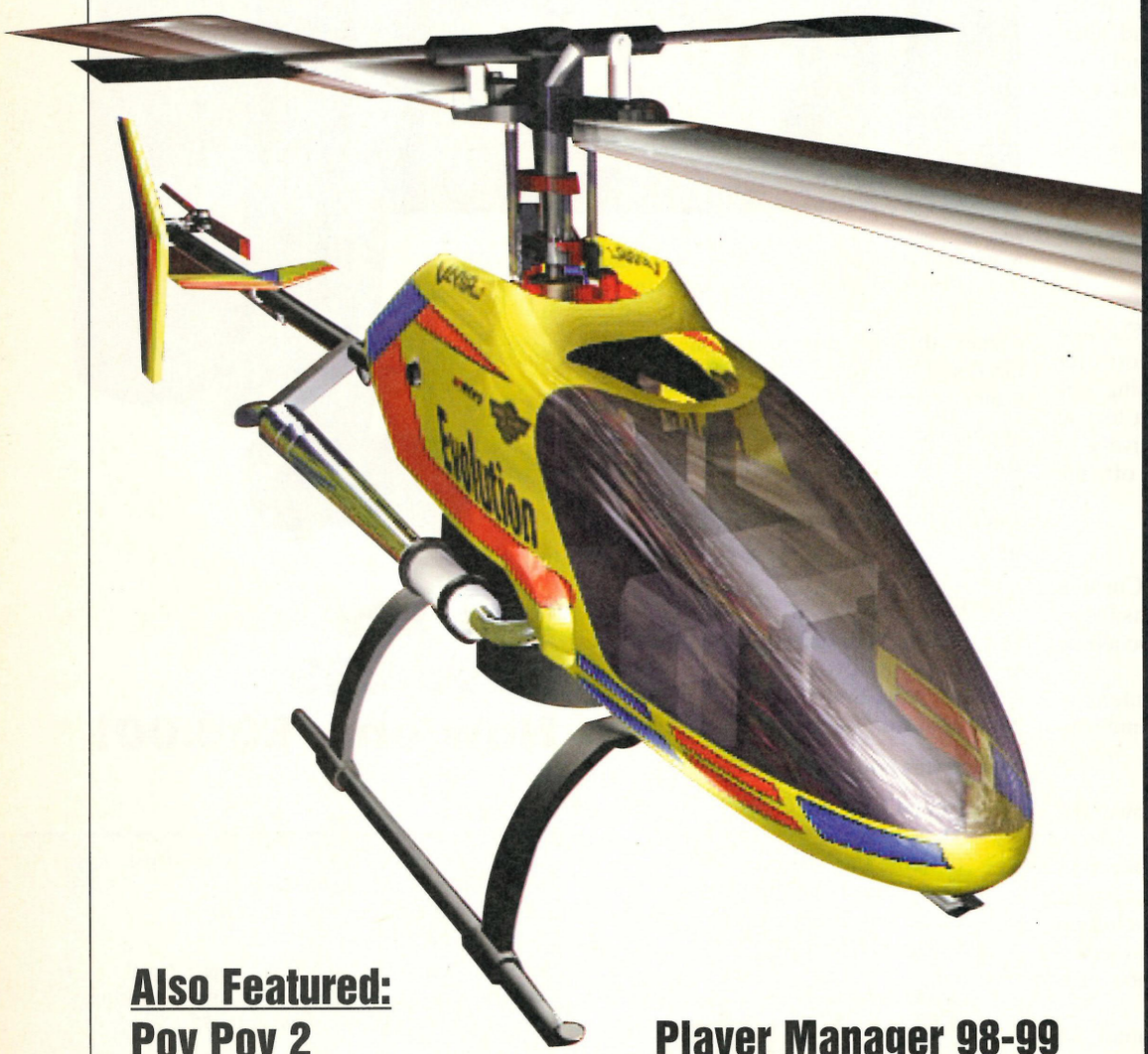
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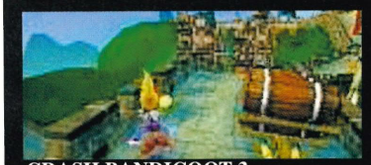
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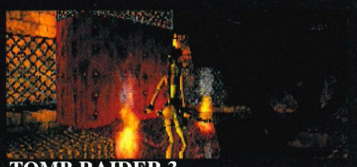
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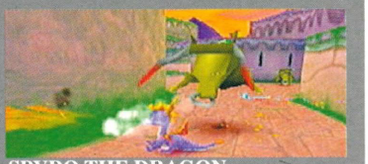
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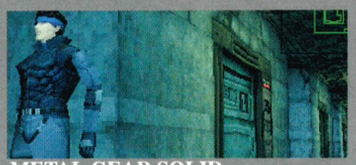

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TOMB RAIDER 3


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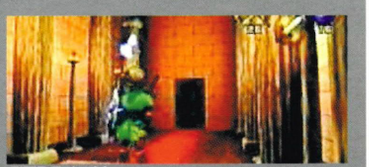

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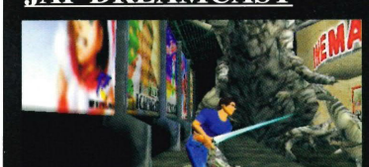

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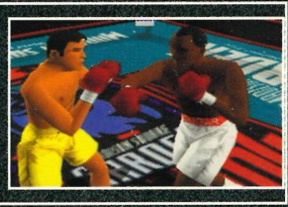
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