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ISSUE 18 • JUNE '99

V-RALLY 2 CHAMPIONSHIP EDITION

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GRAN TURISMO
C&C: RED ALERT

EXCLUSIVE!
METAL GEAR SOLID
New MGS game revealed!

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GTA LONDON
KAGERO DECEPTION 2
BOMBERMAN
BOMBERMAN FANTASY RACE
PRO 18 WORLD TOUR GOLF
RAMPAGE 2: UNIVERSAL TOUR
TRIPLE PLAY 2000
360: THREE SIXTY
PUMA STREET SOCCER

IMPORT
BUST-A-MOVE 2
SILENT HILL
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FULL REVIEW!
GTA LONDON
Sex, drugs and rock 'n' roll swinging Sixties style!



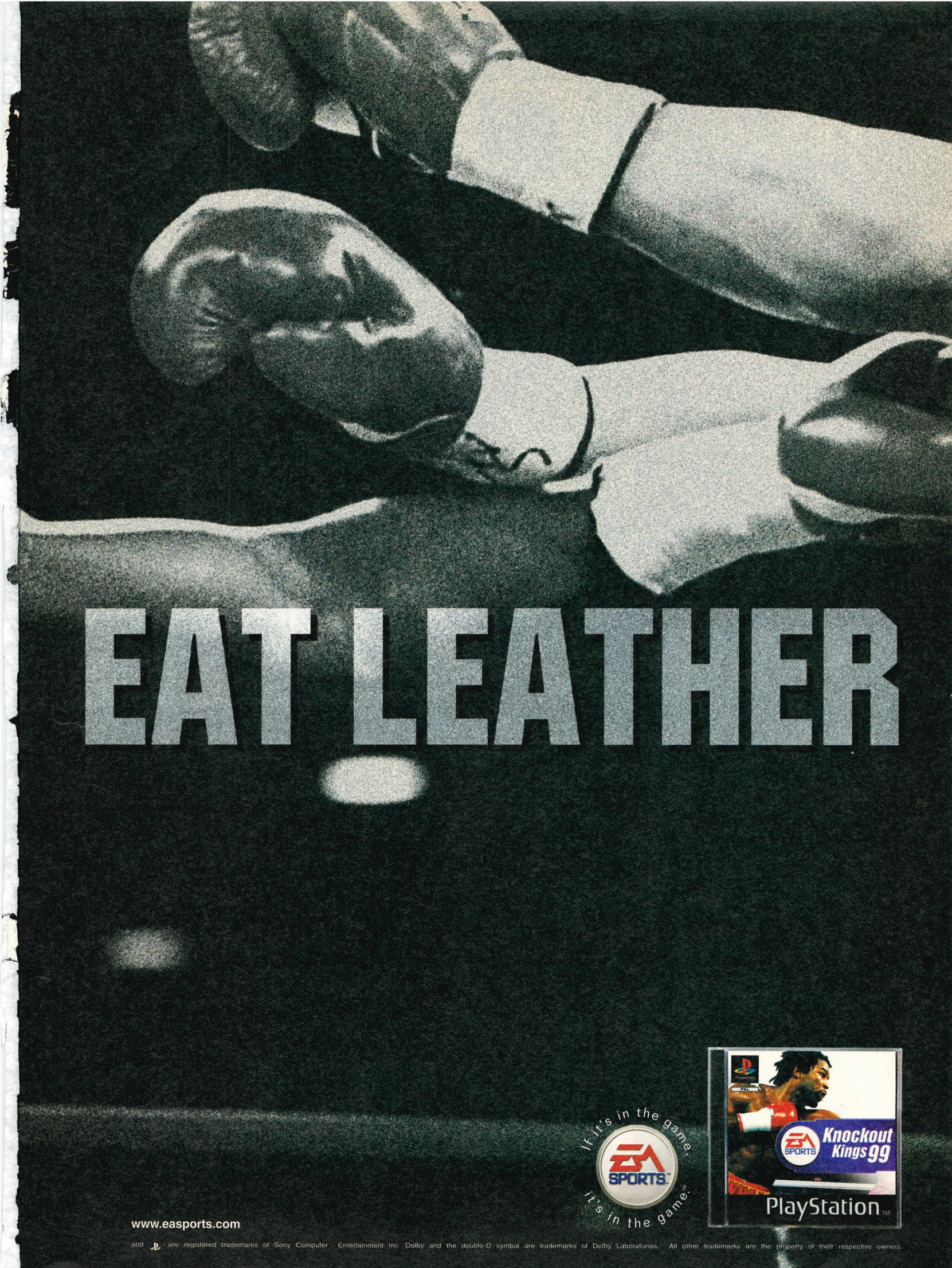
360: THREE SIXTY - ACE COMBAT RACING!

extreme PlayStation • Issue 18 • June 1999



PlayStation

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Editorial

At blinkin' last - after a year and a half of waiting, Aironauts is finally out. Was it worth the wait? Yes and no - check out our review on Page 28.
It hasn't been a great month for top games, but GTA: London proved a worthy add-on to the original, and 360: Three Sixty put a new slant on the driving game. Elsewhere, check out our preview of V-Rally 2. It's not yet finished, but from what we've seen already it's set to be THE game of the Summer.
Although the full-priced classics are a little slow this month, three genuine classics are out on the Platinum label. C&C: Red Alert, Final Fantasy VII and Gran Turismo look as fresh and exciting as they did when first released.

Ian Osborne
EPM Editor

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The only import reviews you can trust

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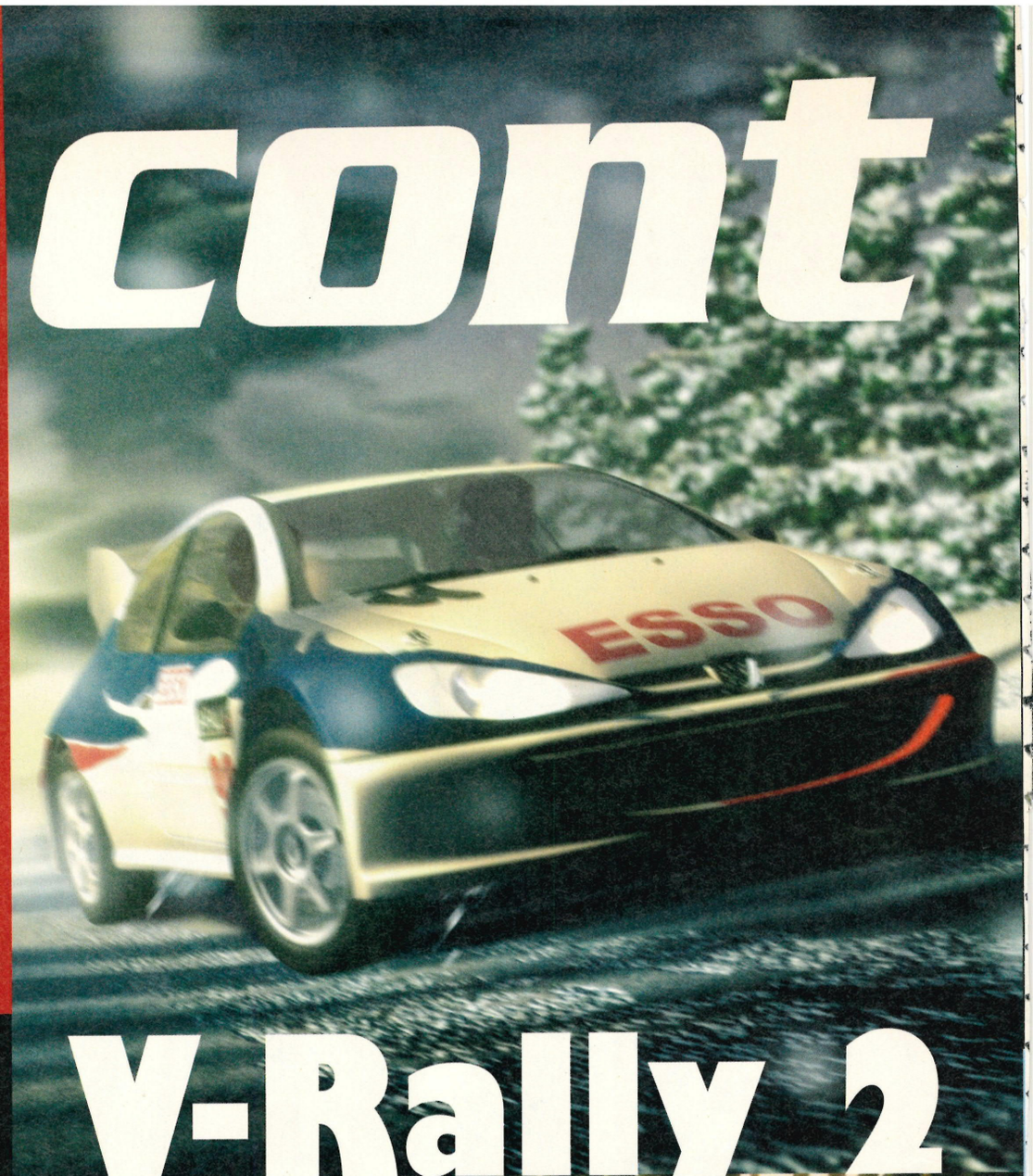
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You know you want it



cont

V-Rally 2



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.

Set to take the racing world by storm, V-Rally 2 receives the EPM in-depth treatment over on Page 14.

ents



Aironauts



WipEout with water, or just another wet racer? All is revealed on Page 46.

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METAL GEAR SOLID

NEW GAME IN THE PIPELINE!

Metal Gear Solid Integral looks set to take Japan by storm...

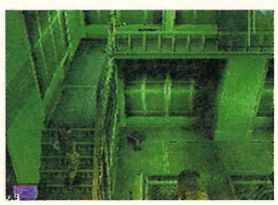
A special edition of Konami's smash-hit blockbuster Metal Gear Solid is due for release in Japan in June. Metal Gear Solid Integral is basically the UK/American version of the game (featuring more difficulty levels than the original Japanese version) with an additional third disc allowing players to change costumes and play from a first-person Doom-like perspective. New graphics and a random guard feature are also to be included.

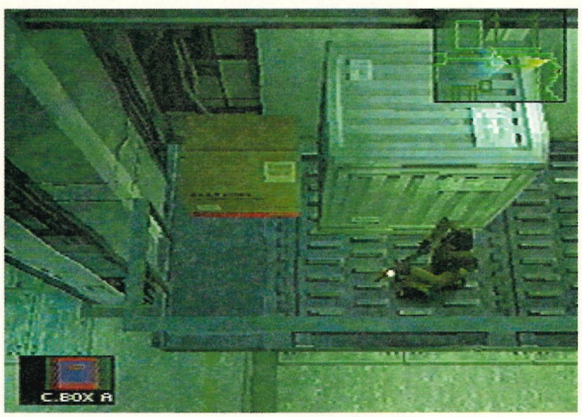
The Integral disc also contains 300 self contained missions which function like the training levels found in the original game. These include mystery levels, where the mission is won with more than a little puzzle solving. The new game is also likely to be PocketStation compatible.

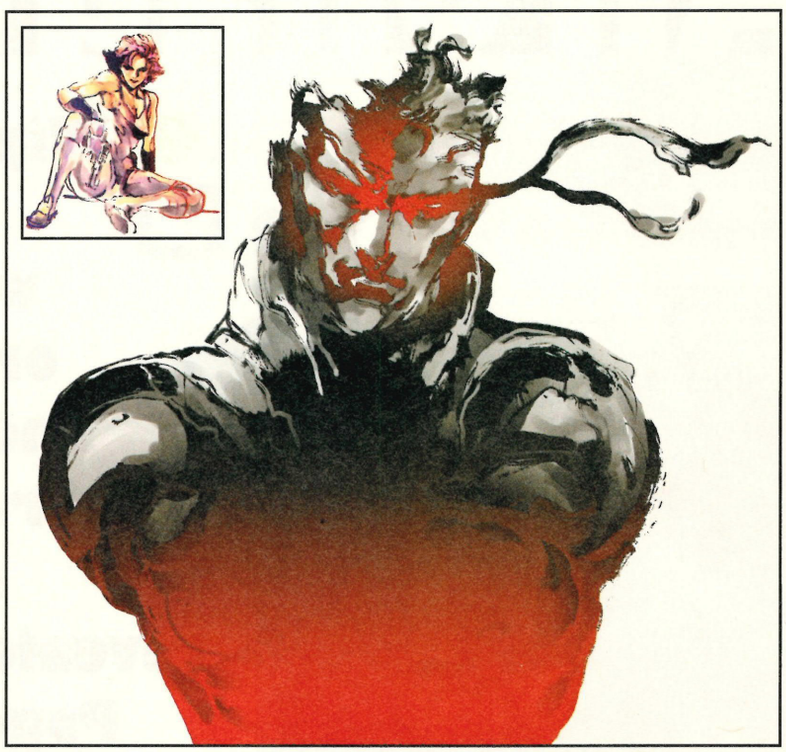
No UK release has been confirmed, but if it does well in Japan (and let's face it, how couldn't it?), a PAL release will be considered.







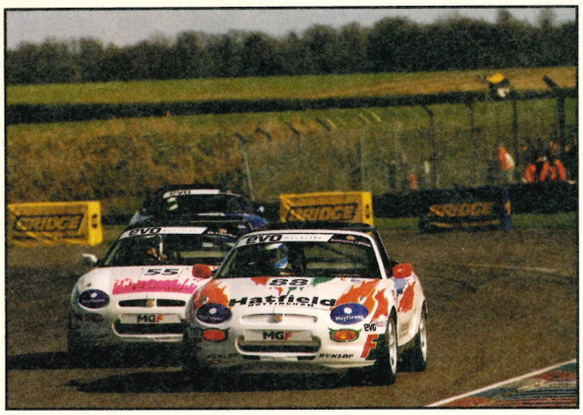








METAL GEAR SOLID



PLAYSTATION PUTS KATHERINE AHEAD OF THE RACE

TOCA 2 helps practice track

Racing driver Katherine Legge has her PlayStation to thank for her recent success at Thruxton. Eighteen-year-old Katherine, an A-level student and driver in the MGF Cup race series, had never raced the Thruxton circuit before, so she learned the track by playing Codemasters' TOCA 2.

"It takes a while to get to know each different track, and the first few laps are always a hair-raising experience, especially at 100mph", she said. "I found playing TOCA 2 was a great way to learn the track and practice keeping the racing line. Track time at racing circuits is very limited and expensive to say the least, so being able to practice while sitting at home is a great benefit".



Although she only finished 22nd, it was only her second race since moving up from Karting, and she was lucky to finish at all after a first-lap incident which saw several front runners on the grass. Katherine is the youngest driver in the series, the second youngest being Paul O'Neill, younger brother of Sporty Spice.

AND THE BEAT GOES ON...

More music from Konami

Konami are to expand their PlayStation music range with several new releases, the first of which will be Beatmania, reviewed on Import this very issue and due for a UK release in November.

The Japanese currently enjoy a series of add-on CDs, offering more sounds, and a 'pro' version of the game-specific controller, which features a five-button keyboard and a special 'scratching' deck (see our import review for more details).



Konami are in discussion with several club DJs, with the aim of using UK-specific tunes on the PAL version of the game.

As well as Beatmania, Konami are also working on several other dance and music titles, all of which demand a special controller. Dance Revolution has you bopping away on a floor mat and Guitar Freaks and Drum Mania utilise miniature versions of the instruments.

SONY REFUSE PLATINUM PRICE CUT

Despite speculation to the contrary, Sony have refused to cut the price of ageing Platinum titles to £14.99 or even £9.99, electing to delete older games instead. While the Platinum range has proved a huge success for Sony, the first batch of Platinum releases such as Ridge Racer, Destruction Derby and Crash Bandicoot are now almost four years old, and as such, sales are flagging. It had been thought that Sony might introduce a new, lower price point for these games, but the company decided against it.

According to Sony's UK head honcho Ray Maguire, "It's true some title's sales are slowing, but we'd rather delete them than move to £9.99. So far we haven't had to do that, but some might be cut this year".

GREMLIN TO THE FORE!

Gremlin Interactive are currently working on a golf game, produced by the team behind the acclaimed Actua Golf series. European PGA Golf, due for release this Winter, is licensed from the European PGA and features six brand-new courses and top stars like Colin Montgomerie, Nick Faldo, Ian Woosnam and Lee Westwood.

Gremlin promise 'a giant step forward on the graphics front', offering significant improvements on the Actua Golf games. The engine is smoother and the detail more intense. Realistic motion capture and AI allows competitors to respond like their real-life counterparts, with realistic strengths and weaknesses. Commentary is provided by the BBC team of Peter Allis and Alex Hay.

IN THE NUDES...

Core Design are taking legal action against the producers of the Nude Raider Internet site. The site, which is now closed, featured unauthorised semi-nude and pornographic images of Lara Croft.

LE MANS DELAYED

Eutechnyx' forthcoming racer based on the world-famous Le Mans 24 Hour motor race has been delayed. No firm release date has yet been set, but it should hit the shelves around Autumn.

'GAMING BABES IN 20s'...

There's a new TV show based on videogames in the pipeline - but only for insomniacs. Bits, a 12-episode series to be screened on Channel 4 from the beginning of June, will be about 30 minutes long and go out twice a week as part of Channel 4's post-pub season, 4 Later. Alas, as this is aired between midnight and 2am on Thursdays and Saturdays, it's probably time to set your video.

The show, based around reviews and previews, will be run by three female presenters described by Channel 4 as 'gaming babes in their 20s'.

COMPETITION



£200-WORTH OF DIESEL CLOTHING MUST BE WON!

Eidos has teamed up with Diesel Kids Division and extreme PlayStation to offer you the chance to win over £200-worth of top clothing. Eight lucky winners will receive an item of the latest Diesel Kids Division clothing, 'for kids who do not want to be treated like kids'. Clothing for young people who love the thrill of exploration. Bright colours, confident, modern lines - gutsy clothing for a gutsy generation...

If you're lucky enough to win, you get to choose one of the following:

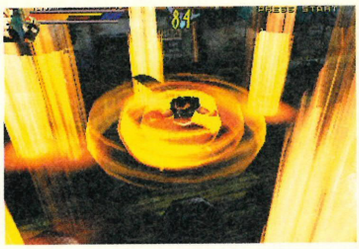
Jamboree T-shirt, ages 6-16
Unisex Sweatshirt
Pair of Girl's Puppy Trousers
CTX Boys Shorts
Pair of Phantom Shorts
Sunbeam
Trinidol Boy's T-Shirt
Pair of Trolley shorts

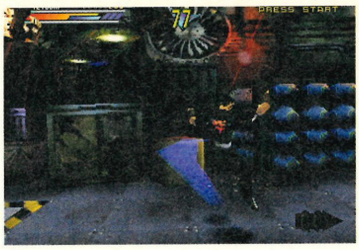
So what do you have to do to win one of these fantastic prizes? Just answer this simple question:

• In his latest adventure, Gex: Deep Cover Gecko, Gex wears a variety of costumes inspired by books and films. Name one.

Answers on a postcard to:
Gex Get-up Competition,
extreme PlayStation,
22 Strand Street,
Poole, Dorset BH15 1SB

Also include your top three choices of clothes from the list above, and your age. Entries must arrive by 24th June 1999.

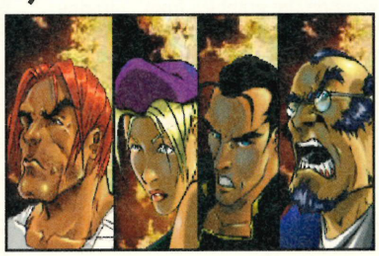






ENTER THE GEKIDO?

New fighting game from Gremlin...



Gekido: Rage Hard is Gremlin's latest foray into the PlayStation realm, and is set to revolutionise the side-scrolling beat-'em-up genre. Using the same retro 'pick-up-and-playability' from titles like Double Dragon and Final Fight, Gekido boasts cutting edge motion capture routines and fully interactive 3D backdrops to drag the flagging genre into the 21st Century.

To help it on its way, Gremlin are currently working on an intuitive storyline that unfolds as you progress and changes depending on the character you select. Each character has a different path to take through the game, so expect to see different levels throughout for extended longevity and replayability. Set in the near future, the game revolves around a computer-generated virus-hunting super program that has malfunctioned beyond possible repair. Its form has mutated into that of a humanoid and its intelligence and cunning is beyond calculation. It's your job, as part of a crack team sent by the United Governments, to defuse the problem before it goes to far. Watch out for an in-depth preview in the coming months, because we think you'll agree it's looking pretty exciting...



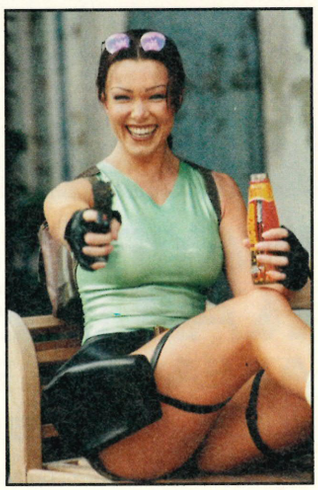




LARA'S

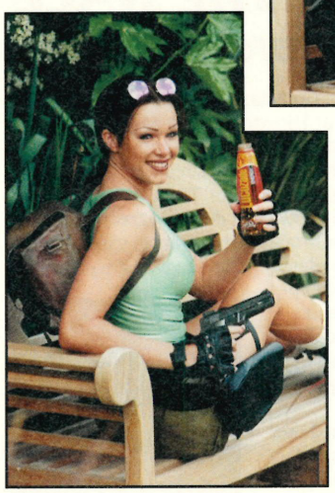
GOT A LOT OF BOTTLE

Ms Croft in Lucozade deal...

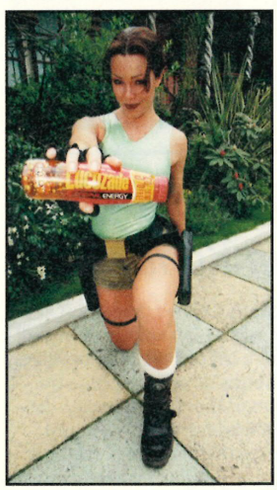


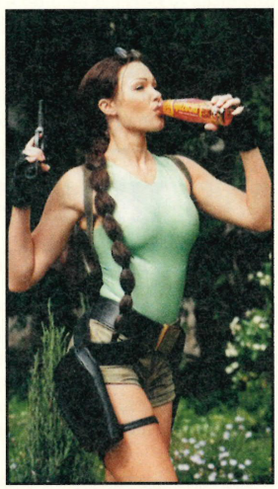
She gets everywhere. Not only does Lara Croft star in three best-selling PSX games, a U2 video and a forthcoming movie, she's now been chosen to promote Lucozade.

Given her action-packed lifestyle, Lucozade seems the ideal drink for Lara. The ads will use computer-generated pictures of Lara, but here are a few promotional shots featuring Nell McAndrew. According to Peter Harding, Lucozade's Category Director (whatever that is), "We're moving into an exciting new era with Lucozade Energy and the association with Lara Croft is the perfect way to take the brand forward".



No doubt some time in the next millennium, she'll advertise wrinkle cream and Bovril.





AGETEC ONLINE STORE

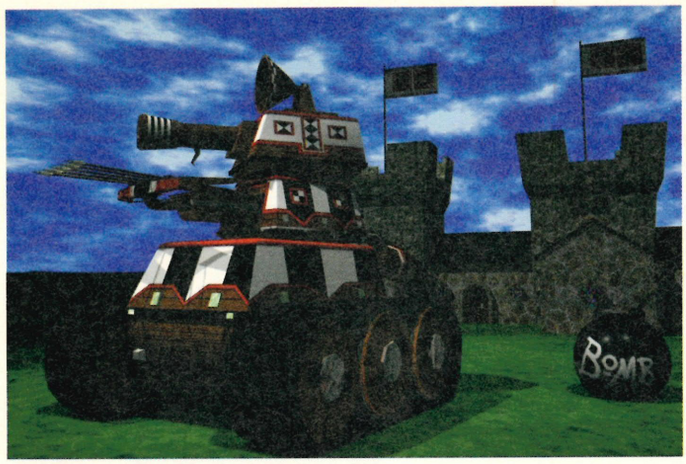
Buy games and peripherals over the Internet...

Agetec have launched a new online and telephone order service. Gamers can now order Agetec games, peripherals and other games-related product over the phone or the Internet.

Agetec's range of PSX peripherals include the forthcoming Sphere 360, a controller designed for use with 3D games, the one-handed ASCII Grip and the Resident Evil pad, which now sells for £12.99. Games include the soon-to-be-released Master of Monsters, and Agetec's range of action figures and T-shirts are also covered.

You can find Agetec's online store at www.agetec-europe.com. For telephone sales, ring 01923 202097.





GREMLIN GET TANKED UP

New strategy game promises fun

Ever wanted to achieve world domination with an anti-gravity crane? You can this Autumn, with Gremlin's Tanktics. Developed by DMA Design (of GTA and Lemmings fame), Tanktics features tanks, a three-dimensional polygon landscape, more tanks, 70 unique weapons, yet more tanks and burning sheep.

Gremlin reckon your anti-gravity crane is 'the most useful piece of hardware since the combined corkscrew and bottle opener was invented'. Presumably it can open bottles of booze as well as conquer the world. You use it by flying over the 3D landscape, activating a huge on-board magnet with which you manipulate, pick up and assemble your forces. Weird? Yes, but not as weird as the sheep, which they claim are important, but they're not letting on why.

The player creates his own tanks using the Part-O-Matic machine. Starting with the tracks, you can add engines (the more you use, the faster the tank), weapons (obvious, really) and all manner of other goodies. Design your forces well - slow-moving, heavily-armoured and weaponed tanks can chew your way through the enemy, but a light, engine-festooned vehicle might be needed to nip through his defences and capture the flag, winning the level.

DMA promise a 'strategy game without the ZZZzzz'. Instead, they promise brilliant presentation, superb animation, and above all, humour. And no harvesters gathering stupidly-named ore.

NO FEAR DOWNHILL TAKES GIANT STEP

Codemasters sign top bike firm

Codemasters has teamed up with Giant Bicycles for their keenly-anticipated No Fear Downhill Mountain Biking. Giant, responsible for designing and developing some of the world's most advanced and innovative bikes and products, will provide technical assistance for the game.

According to Codemasters, downhill mountain biking is becoming one of the most popular extreme sports in Europe, and the game reflects the challenge taken by the rider who, using the skills of speed and accuracy, single-handily conquers the twists and turns of the tracks.

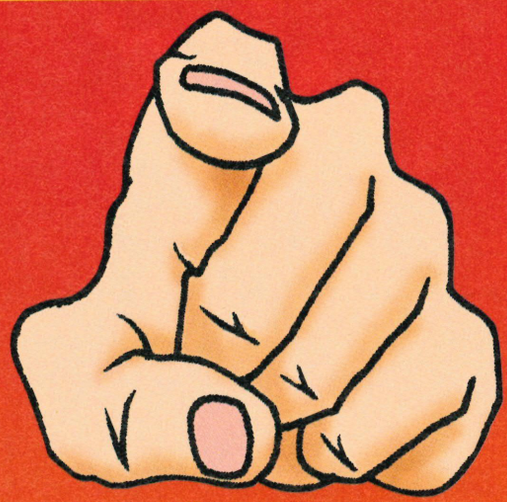
As well as offering technical advice to improve the game's accuracy, Codemasters will be using Giant World Team riders. These include Rob Warner, winner of the British Championship two years running and German rider Jurgen Beneke, currently ranked No Five in the World.



Giant Marketing Manager Ian Beasent says, "No Fear Downhill Mountain Biking is a first class video game. Downhill mountain biking is one of the ultimate extreme sports, and this gives us the opportunity to expose it to the masses."

COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN



It might be you!

GAMEBOY COLOR



10 TO BE WON



MOBILE PHONE



10 TO BE WON

GRAN TURISMO 2
50 COPIES TO BE WON

PLAYSTATION



10 TO BE WON

NINTENDO 64 plus GOLDENEYE



10 TO BE WON

DREAMCAST



5 TO BE WON

09067 340920

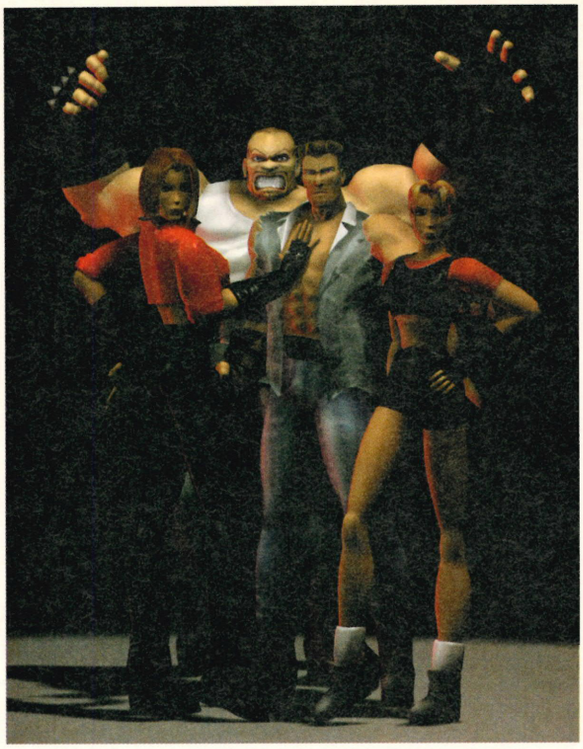


HUNT THE PRIZEMISTRESS

Call the number above, select the prize you desire & play 'HUNT THE PRIZEMISTRESS' for your chance to WIN

Please ensure you have permission of the bill payer. Calls cost £1 a minute. Ensure your calling from a touch tone phone. Closing dates vary, after which the number may have similar competitions available. The prize kitty will increase in proportion to the number of entries, up to the maximum number stated alongside the prizes. Send a SAE for full competition rules to *Interactive Telcom, West Carclaze House, St Austell, PL25 5RY.*

INTERACTIVE TELCOM



CORE ANNOUNCE FIGHTING FORCE 2

Sequel to 3D fighter planned

Core Design and Eidos are to release a second game in the Fighting Force series. Fighting Force 2 is due for release in the Winter, and boasts (according to Core) a 'revolutionary 3D engine technology which allows gamers to experience high degrees of world interaction'.

The stealthy action brawler also features expansive 3D environments, seen from a third-person perspective designed for 'interactive negotiation and strategic exploration'. Core are to re-design the gameplay formula and build of a brand-new 3D engine, level editor and character animation system.

The first Fighting Force game was good, but not great, earning a respectable but unremarkable 78% in Issue One. Hopefully the new title can build on its strengths while avoiding its pitfalls.

ROLLCAGE ROLLS AGAIN!

Future racer spawns sequel



Psygnosis are planning a sequel to their smash hit driving blast Rollcage. Rollcage Extreme, due for release early next year, will feature more tracks, new vehicles and enhanced gameplay. Developers Attention to Detail are keen to pull out all the stops on this one, making the Rollcage series a rival to Psygnosis' acclaimed WipEout games.

EMULATOR BAN REJECTED

Sony lost their legal action against developers of the Bleem! PlayStation emulator for the PC, their case being thrown out by a San Francisco court. Sony earlier failed to stop Mac software developer Connectix from marketing a PSX emulator for the Apple Mac.

McLAREN LICENCE THE WHEEL THING...

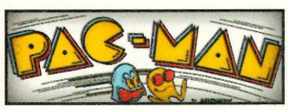
ED Games are to produce a series of steering wheels licensed from Formula One motor racing giants McLaren. The wheels will feature force feedback and will be released under ED Games' Screem! label. The McLaren wheels hit the shelves in June. The price has yet to be confirmed.

THE GAME'S IN THE POST...

The US postal service is to release a stamp based on videogames as part of their Celebrate the Century series. The collection features people, events and fashions that have shaped the 20th Century. Videogames were chosen for the stamp after a nation-wide vote, and beat off the fall of the Berlin Wall and the Vietnam War.

WAKKA-WAKKA-WAKKA...

having already produced updates of the old-time classic Frogger and with Centipede in the pipeline, Hasbro Interactive have now signed several 1980s Namco characters, including the immortal Pac Man. Hopefully the PSX version of this much-loved masterpiece will stay true to the original without making the main character look like a mutilated tennis ball...



NEW GAMES FROM FOX

As well as Croc 2, Alien Resurrection and The X-Files, Fox Interactive are planning more PlayStation titles for release this year.
Die Hard Trilogy 2 is due in November. Unlike the first game, it isn't based on the movies, but instead offers an original scenario where John McLane fights terrorists in the Las Vegas area. A game based on The Planet of the Apes is also planned.

ACCLAIM BEND BONES ONCE MORE

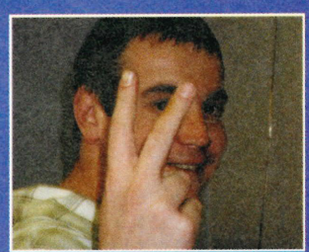
Having lost the WWF licence to THQ (who in turn lost their WCW licence to EA), Acclaim have snapped up the rights to the lesser-known promotion Extreme Championship Wrestling (ECW). Although not as popular as the big two, ECW, founded by ex-WCW manager Paul E Dangerously, has a sizeable cult following.
ECW is renowned for its violence and bloodshed, so expect lots of weapons and dirty moves.

MEET THE TEAM

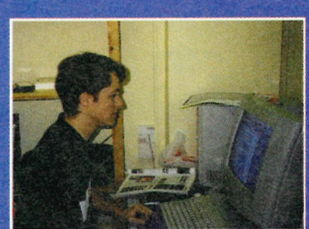
The EPM crew are back, with Saul Trewern returning as Deputy Editor and Russell preparing to leave. But what do they get up to when they think no one's looking?



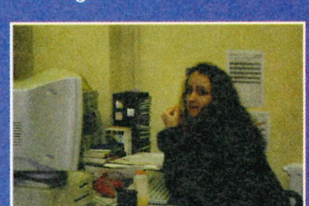
Ian Osborne
Ian was reluctant to have his photo taken this month. In fact, he kept a supply of Bandai's Stomp Rockets to deter snappers. Pity they don't explode...



Saul Trewern
Saul was even more camera-shy. It's a good job we didn't take it two days later, though - he got drunk and fell over, grazing his head on the pavement.



Russell Barnes
Russell spent most of the month putting together plans for a new magazine. As soon as the camera cane out, though, he rapidly pretended to be working...



Claire Webster
...Unlike Claire, but at least she had the decency to pretend to look embarrassed when caught malingering.

GADGETS

Tokima is your robot pal who lives on your wristwatch. He can be removed from the watch unit and unfolded into a stand-alone robot, a little like a Transformer. But Tokima does more than just look tough...

On his chest is a screen which, as well as giving you the time, offers messages for you to read - he's a robot with feelings. You can even program in your own messages too. Tokima offers special greetings at certain times and on specific dates. He sends season's greetings on Christmas Day, for example. Not all his words of wisdom are time-specific, though - be sure to check for messages every now and then. No wonder they sold so well in Japan, where they're robot-mad. The watch itself is heavy and robust in appearance, with a real industrial sci-fi look, and is available in a variety of styles.

Tokima watches are arriving in this country in limited numbers, and cost £50-£60 each. Not cheap we know, but they're as trendy as they come. And yes, the messages are in English.

TOKIMA ROBOT WATCHES



EA GOES DOWN (UNDER)
Electronic Arts are to open a new studio in Australia. The studio, based in Queensland, will handle several EA Sports titles.

FFVIII SIGNED TO SONY
After months of speculation, Squaresoft have picked Sony to publish their forthcoming RPG blockbuster Final Fantasy VIII. The game, due for release in Autumn, was previously linked to Electronic Arts, who distribute the game in Japan and America.
Final Fantasy VIII is probably the most eagerly-anticipated game this year, and scored 96% when reviewed as an import in Issue 16. A demo version will be packaged with the Platinum version of Final Fantasy VII, due for release on 28th May and reviewed this issue.



THE FASTEST DRAW IN THE ORIENT

Blood and guts from Agetec

Agetec are working on an unusual 3D action title which "shows what the Wild West would've been like in Japan". To this end, Rising Zan: Samurai Gunman has you using pistols as well as swords.

Rising Zan is an adult-orientated game, featuring buckets of blood. You use one of two distinct characters as you battle over 40 different enemies, all with realistic AI, and seven huge bosses. There are 12 distinct stages to complete too.

Rising Zan: Samurai Gunman hits the shelves in October.









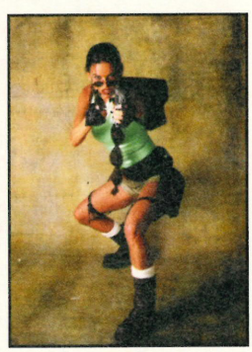


NEW GAME, NEW LARA...

Core unveil the new face of Ms Croft

Eidos Interactive have appointed Lara Weller as the new human face of Lara Croft. Ms Weller replaces Nell McAndrew, who's contract with Eidos has now expired.

Lara Weller, a 24 year old professional model, is 5' 8" and boasts a 34c-24-34 figure. She says, "It's taken a while to sink in that I will actually represent Lara Croft, but the more I think about it, the more excited I get about the whole idea. It's actually quite amazing, since in the past people have said I remind them of the Tomb Raider girl!". And yes, her name really is Lara. Core Design are currently working on a fourth Tomb Raider game. No details have yet emerged, but an announcement is due soon.



VIOLENT GAMES CALLED TO BOOK...

Another stupid US lawsuit

Nineteen games publishers, including Sony, have been named in a $130m lawsuit by the parents of three students murdered by a 14-year-old in Kentucky, 1997. The suit alleges that the killer 'honed his shooting skills' playing violent games such as Doom, Resident Evil and Mortal Kombat. Several violent films are also named.

Meanwhile, in Europe Spain is asking countries in the European Union to consider restrictions on violent games, voicing concern about their effects on minors. This follows similar complaints from Italy, while a French family values pressure group are campaigning for the removal of five titles, including Res Evil 2 and Wild 9, from the shelves.

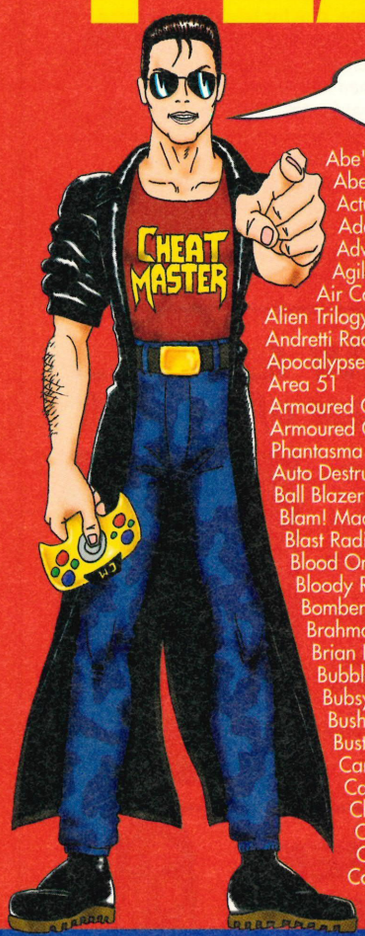




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NHL Face-off '97 & '98
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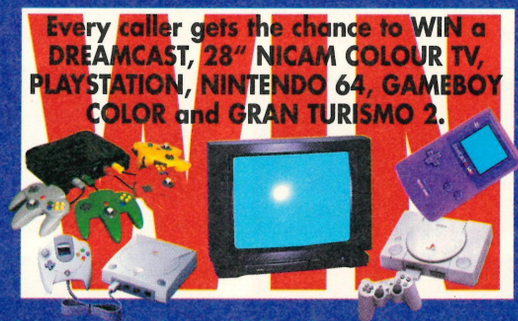
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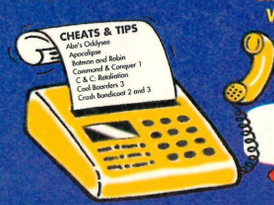
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Insider info on future games...



Infogrames' sequel to the superbly playable but ridiculously tough V-Rally is nearly upon us. We've checked out the latest playable code and can testify V-Rally 2 is gonna be hot. Let's find out why...

V-Rally 2: Championship Edition

PUBLISHER
Infogrames UK

DEVELOPER
Eden

RELEASED
June '99



What do you get if you cross the simulation-style handling of Codemasters' excellent Colin McRae Rally with the high-octane arcade action of Infogrames' V-Rally? V-Rally 2: Championship Edition, of course.

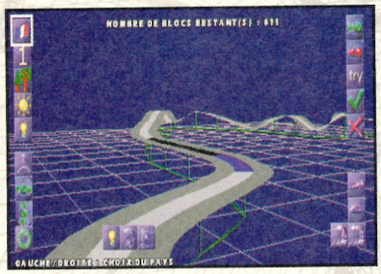
The second V-Rally outing has been in production for some time now, and Infogrames, not prepared to rest on their V-Rally laurels, have radically altered the gameplay and handling to give the original's arcade approach a more realistic edge. This isn't to say they've dropped the original V-Rally ethos, as the hair-raising bumper-to-bumper racing is still in place. It's just that the cars now handle more like rally cars than before.

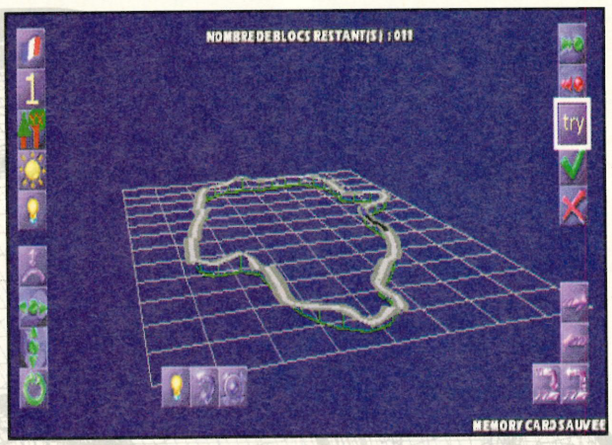
The version we've been playing is far from finished, but the driving engine is basically in place. And let's face it, it's the driving engine that makes a driving game. Not the visuals, the licence or the setting. A driving game's success depends on the quality of its engine. The Infogrames team admittedly had a good base to start from, being that V-Rally was the driving game of choice a few years back, but even we are surprised at what the developers have managed to do with the driving engine.

The cars now all handle how you'd expect them to, but even though V-Rally 2 seems more realistic, the handling is actually more accessible than the previous game. Which (let's face it) although supremely playable, was too unforgiving and at times very frustrating to play. The challenge on V-Rally 2 is

THE TRACK EDITOR...

Like Sony's Rally Cross 2, V-Rally 2 contains a very useable track editor. The problem with Rally Cross 2 was that although it was very easy to use and create some decent tracks, when you actually got to driving on them there was no fun involved as the gameplay was so poor. No such problems here, though, as you get to create extremely intricate tracks, and although time-consuming, the results are well worth the effort. Tearing around your own track is satisfying to say the least, but the most fun comes in getting a friend to tackle it. The preview version we tried didn't have a fully working track editor, but we had a play around with and we can testify you're not going to need a degree in programming to use it. Which is a good start.





BACK TO (RALLY) SCHOOL...

The preview code didn't actually have the rally school in place, but it's promised for the final version of the game. The school allows you to learn gradually over progressively more difficult tests. the idea is to complete each test by following your co-driver's advice. Watching the replay is also helpful as a ghost car shows you the exact lines you should have taken. If you get a top score at the Rally School, you have access to a bonus car, so you'd better get swotting.





more in keeping the cars on the racing line and winning the races rather than simply trying to keep your car on the track for more than two seconds at a time.



World Rally Champion

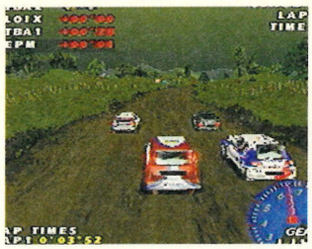
V-Rally 2 Championship Edition comes with 20 official rally cars. Seven of these are WRC (Works Rally Cars) and the rest are kit cars based on real models. The cars are all faithful interpretations of their real-life counterparts, from the excellent handling physics right down to the liveries. They have also been drawn to a very high standard and are about as solid as you're ever going to see.

It's not just the cars that look great either. The tracks and the environments are also looking spot-on.

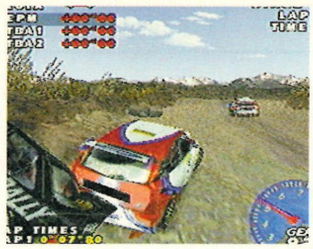




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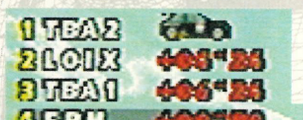


















And although some of the tracks are a little bugged at the moment, we can guarantee V-Rally 2 is going to be one of the best looking racing games around. This is helped by the multitude of special effects in the game. Everything from the superb lighting to the weather and mud on the cars is here to give you that extra feeling of polish and realism.

The track design is also of note. We've yet to see all of the tracks, but the ones we have played are nothing short of spectacular. From long sweeping bends and short sharp corners to bumpy downhill sections and blind uphill corners and jumps, V-Rally has everything a Rally track could ever offer.

Those of you that have played V-Rally know it runs at a fair old pace, and V-Rally 2 capitalises on this. It feels as though it's running faster than the original game, and although this may just be a programming effect, the feeling of speed is absolutely stunning. The pace and quality of the visuals at the this stage in time make a promise that V-Rally 2 really is going to be the game of the Summer, and maybe even the year. You'll have to wait until next month's very special V-Rally review to find out for sure, though.







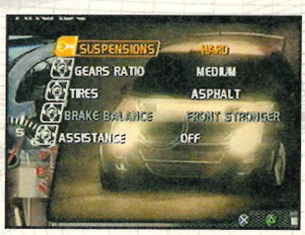
V-RALLY PLATINUM...

Although V-Rally 2 is a massive improvement over the original game, there's no denying V-Rally is still a very competent racer. The graphics still hold their own



nowadays, and the gameplay, although a little too tough and frustrating, has most other driving games beat. It's out on Platinum too, so if you've got a spare twenty quid lying around it certainly fills the gap until the sequel is released.

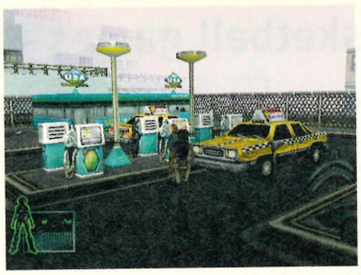
IN THE PITS...

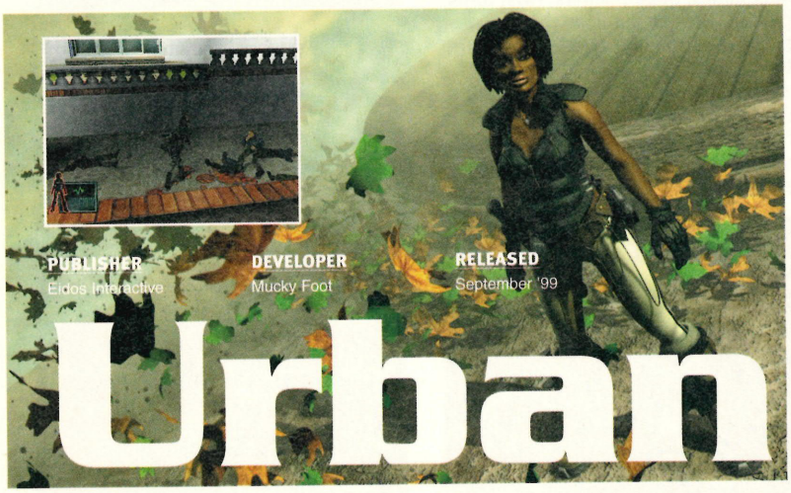


No respectable driving game would be complete without the opportunity to tweak your car's parameters and V-Rally 2 is no exception. You need to learn exactly how each car handles on the variety of surfaces in the game, but the different gearbox, suspension, sensitivity and tyre options can either make or break your chances of success.









PUBLISHER Eidos Interactive

DEVELOPER Mucky Foot

RELEASED September '99

Urban Chaos

...And not a sportswear-clad joyrider in sight!

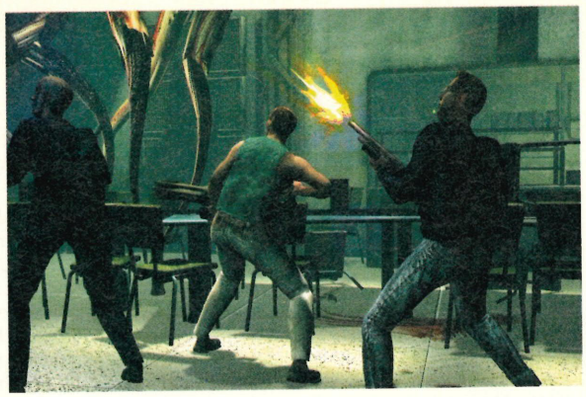


Although Urban Chaos has a long way to go, the graphics are already up to a very high standard. Check out the screen shots for proof. Urban Chaos is going to use an advanced real-time 3D engine that allows interactivity with the urban jungle that this beat/shoot-'em-up-platform hybrid is set in. You'll be able to smash through windows, fight on fire escapes and use the scenery as makeshift weapons. Most impressive graphically, though, is the superb light sourcing and rendering. All of the light sources in the game cast shadows which can be detected by the enemy, so if you walk past a street lamp and someone sees your shadow on the wall, they come after you.

The map designers of Urban Chaos have been given total freedom, so expect to see some harsh inner city projects teeming with life and sound. This should add to the atmosphere, giving it more of a cinematic feel. As for the gameplay, we don't know yet but expect a full exposé on what could be one of the bigger games this year, very soon.







PUBLISHER Cryo Interactive

DEVELOPER Cryo Interactive

RELEASED Summer '99

Virus

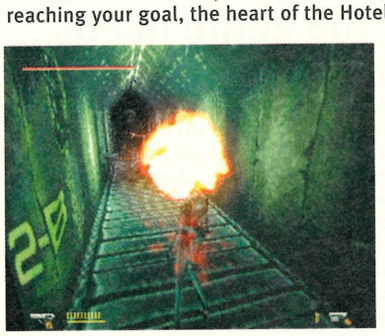
It's catching...



Virus has come a long way since we covered it back in Issue 13. The environments are tighter and better presented, but retaining their dark and moody atmosphere. The movement of the main character is a lot crisper and more instinctive, though it still needs a little more fluidity, and, with a little more attention to detail, the graphics will create a believable world. The game runs at a fair old pace, with very little pop-up or draw-in, though occasionally polygons disappear at certain stages of animation and sometimes the game engine brings forward graphics which ought to be behind the characters. Still, these minor niggles will be sorted before the game's finally released.



Virus features over 40 foes, all set on preventing you from reaching your goal, the heart of the Hotel Nakomi. There are nine game levels of increasing difficulty, nine weapons including a 9mm Automatic, UZI, .38 special and a grenade launcher, and five vicious bosses. Fans of the Tomb Raider games, the Dark Knight Comics' Virus series or the film of the same name starring Jamie Lee Curtis should watch this space...







PUBLISHER Konami

DEVELOPER Konami

RELEASED June '99

Basketball games - all the same?

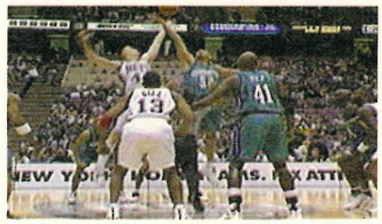
NBA Pro '99

Konami's latest in the NBA Pro series tries to inject a little bit of arcade action into the basketball simulation style of the game. This is obviously to try and attract some of the more casual basketball fans. NBA Pro '99 isn't going to be the next NBA Jam, though.

As with all basketball games, the statistics are at the very forefront of NBA '99. Everything you ever needed to know about the teams, players and matches can be found in an easy to negotiate menu so the real fans (or anal retentives) can spend hours reviewing their own and other teams' performances.

The b-ball action is looking pretty cool, although at the moment there's not much to tell it apart from the glut of other basketball games around. There's all the usual slam-dunks, three-pointers, twist turns and steals to pull off. The animation on the characters is looking solid, and so are the various different courts you get to play on.

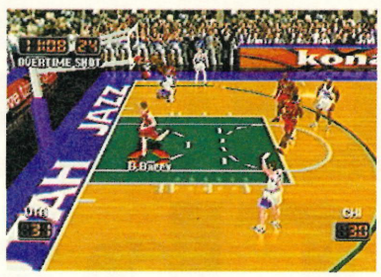
At the end of the day, though, it won't be until we get our hands on the review version that we can tell you if it has that little bit of spark and polish that separates it from the rest of the basketball wannabies.











PUBLISHER Konami

DEVELOPER Atlus Software

RELEASED June '99

Legend Of Kartia

Konami's extremely-popular-in-Japan RPG could be the kick-start the genre needs...

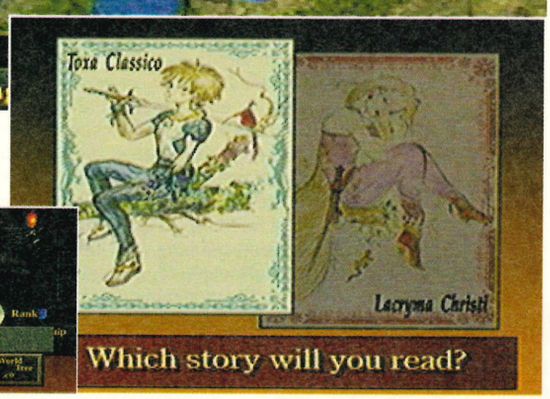
Kartia sold over 120,000 copies in its first month on sale in Japan. A hefty sum you'd agree, but does this blend of role-playing and strategy game really have a place in the PAL territories? Well yes, but don't expect Kartia to perform anything like it did in Japan over here. Still, from the preview copy we've been testing, it's looking like a solid and, more importantly, unique take on the age-old RPG genre.

The Legend Of Kartia can be played from the perspective of either a male or female hero. Both characters have completely different storylines, which makes replaying the game once you've finished it essential. Alongside the usual RPG scenes of exploration and conversing with other characters, Kartia also has a unique combat system that makes up the bulk of the game.

Using a turn-based system, the combat in Kartia almost feels like a strategy game. You start off with a number of different soldiers, which you have to position on squares to form an attack pattern. Of course there's the usual hit and experience points, but this doesn't feel like normal RPG combat.

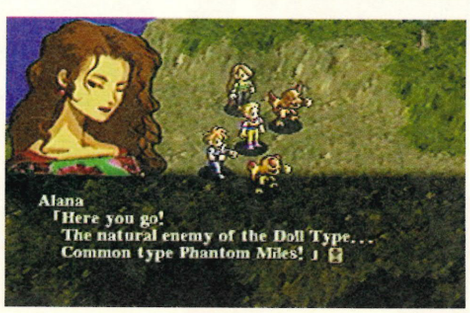
The basic RPG genre needs a kick up the backside, and Legend Of Kartia looks like the game to do it. Find out for sure in next month's review.











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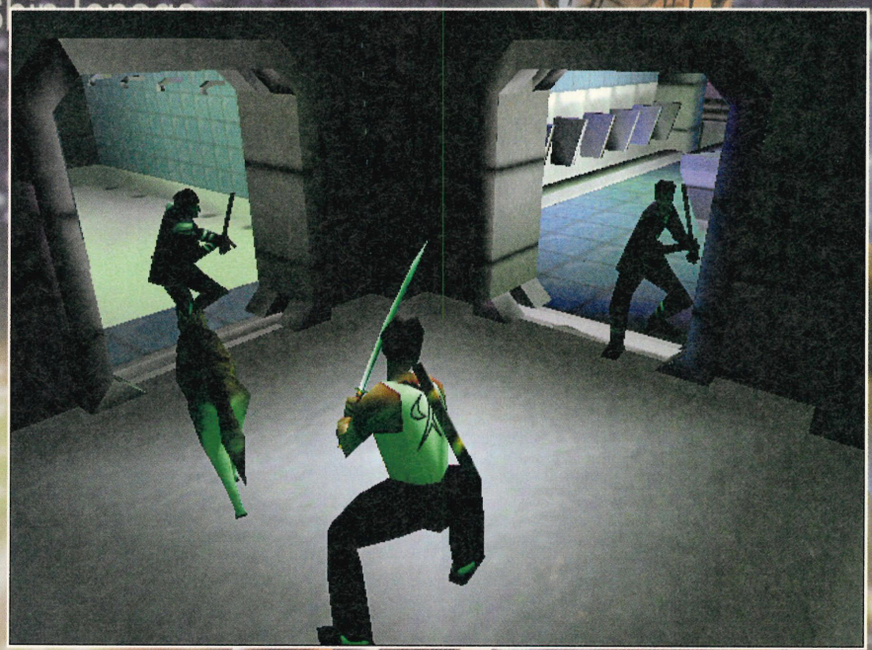
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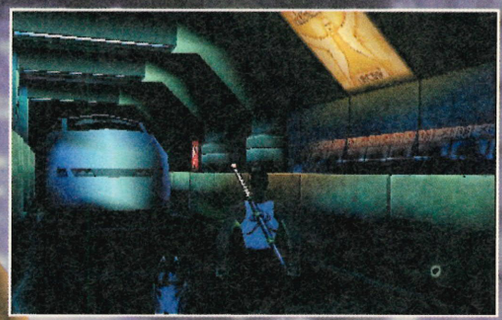
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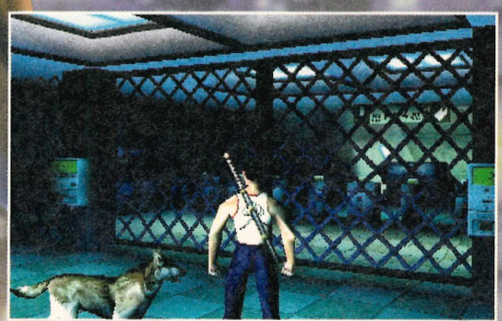
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PUBLISHER Eidos Interactive

DEVELOPER Tigon Software

RELEASED October '99

A new twist on one man and his dog...

Saboteur

It's a case of mixing two genres into one with Saboteur, Eidos' new 'combat adventure game'. They claim the game successfully embraces both new concepts and new production values as well as holding onto solid gameplay values seen in older classic games. Well that's what the blurb says, anyhow!

However, if you decipher all this blurb, basically what you get is a game that entails you fighting like you're a character in a beat-'em-up whilst taking part in a full-on 3D action adventure game. Sounds promising? Maybe.

The storyline doesn't boast any new ideas, unfortunately. It revolves around the mysterious and evil G.E.N.E. Corporation which, from its base in Japan, runs an empire that spans the globe and beyond. The character you play is called Shin Lenaga, who lives in Japan with his younger sister Ami and his old grandfather, Yuzo. Because their parents died in a horrific car accident, Yuzo raised them both and taught Shin the art of ninjitsu from the age of two.

G.E.N.E. managed to kill Shin's grandfather and kidnap Ami, and as he arrived home from a fishing trip, he found their bodies with a G.E.N.E. ID card lying on the floor. So off he pops, sword in hand, on his Kawasaki Ninja motorbike to avenge the death of his grandfather by destroying G.E.N.E. and rescuing his sister. You can't really picture Shin as a bit of a biker when he has a sword for defence purposes, though you could call it novel.

Shin can also call for help from his trusted sidekick, Shiro, who happens to be a well 'ard dog. Shiro can be used both as a powerful weapon when you get in trouble, or a useful navigation tool around the 20 levels. You also come into contact with about 30 enemies in total, each with their own set of unique moves. They have the ability to learn your fighting style and adapt their defences accordingly.

The combat system is done using a third-person perspective. When in combat, Shin's character operates on a completely different plane and automatically locks on to the nearest threatening enemy. Not only does Shin do some hand-to-hand combat, there's also some swordplay, throwing of knives and gunfights. All look very realistic as the characters have been motion captured and the game runs at 30 frames per second.

With such fantastic games as the Tomb Raider series under their belts, Eidos really have set themselves some high standards to live up to. Saboteur is looking very promising at this early stage, it's just a shame that we'll have to wait for October before we can fill you in on all the gruesome details.







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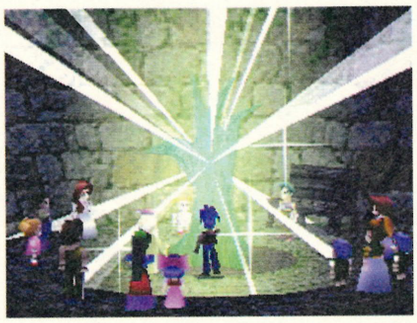
PUBLISHER
Sony CEI

DEVELOPER
Contrail

RELEASED
Summer '99

Legend of Legaia

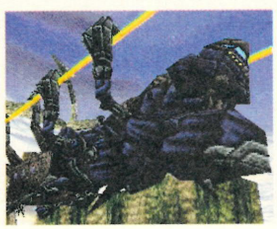
The most beautiful RPG in the world: EVER?



In the past, civilisation in the land of Legaia had prospered by making use of strange creatures known as Cells. However, a strange mist appeared and began to spread. At the same time, the Cells turned against the human race and became their enemies. After abandoning their Cells and fleeing from the mist, the people now live a miserable, terrorised existence. This is how things stand when the protagonist Vann, with his two friends Noa and Ghara, set off on a quest to solve the riddle of the mist.

You would be right in thinking that this is an RPG, from the description of the storyline. And like all RPGs, Legend of Legaia has battle scenes, only those in this game are described as being 'exhilarating and strikingly realistic', thanks to SCEI's all-new Tactical Arts. This means the directional buttons on your pad operate four different commands: upward kick, downward kick, right hand and left hand, similar to what you would use in a beat-'em-up. The battle techniques sound quite innovative as well, as during a fight, a character can absorb one of the Cell monsters and then invoke his powers. There are over 30 of these monsters and they each have different special abilities.

The world of Legaia, developed by the creators of Wild Arms, is realistic and beautifully rendered in full-polygon graphics. The vast backdrop includes cities, towns and villages, peopled by different cultures. One of the many cities is built deep in the bowels of the Earth and there's a town where a windmill spins its blades. It all sounds very pleasing to the eye at least, but we never really know how an RPG will turn out until we get to see the finished product, so look out for a full review soon.

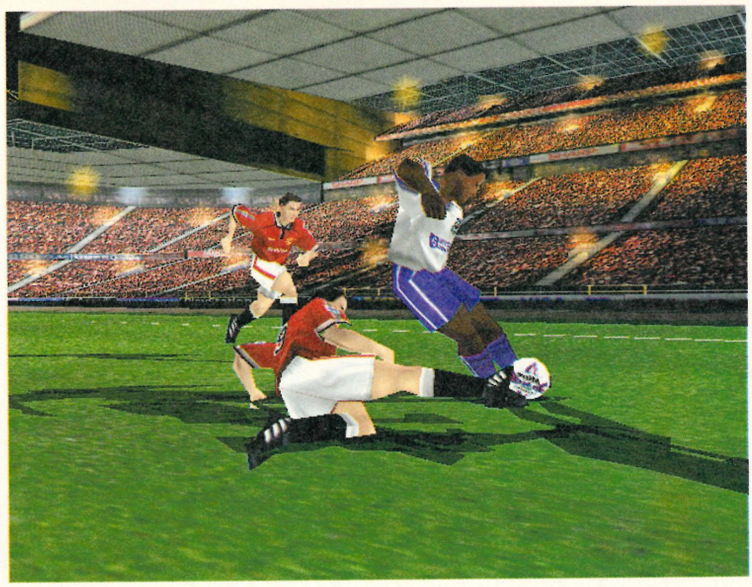












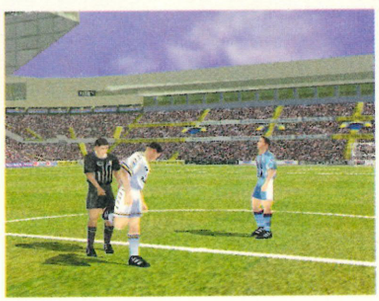
The FA Premier League STARS

RELEASED
August '99

DEVELOPER
EA Sports

PUBLISHER
Electronic Arts

It's the ultimate in Premiership action...

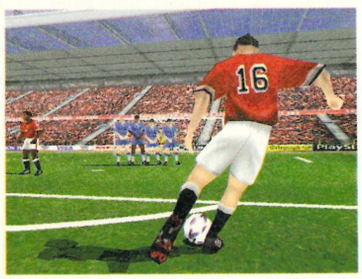


Many football game developers have professed to creating true realism in their simulations and EA Sports are saying it again. Everything we've ever wanted from a football sim is included, they say; local derby games, the skill of the world's top international stars, the passion of the most dedicated and fanatical fans in the world and it's the only football game to carry The FA Premier League seal of approval. There's high hopes already...

It's got Stars in its title for a reason. EA has created a new STARS™ concept where you're awarded 'stars' according to your overall performance in matches. You can customise your teams and players as you go, and the stars improve player skill ratings in key areas like shooting, tackling and passing.

Commentary comes from the Sky Sports team, consisting of presenter Richard Keys, commentator, Martin Tyler and expert analyser, Andy Gray. All of the stadiums are beautifully rendered to provide a realistic atmosphere for the home teams whilst making away trips all the more daunting. The Premier League isn't the only mode the game includes; once you've mastered that, you can progress onto a series of fantasy cups against some of the most famous teams. It all sounds too good to be true, of course - we'll have to wait and see.







PUBLISHER Sony CEE

DEVELOPER Funcom

RELEASED TBA

Speed Freaks

Is it a Mario Kart beater?

We first mentioned this game back in Issue Six when it went under the name of SDR (Super Deformed Racers). Thankfully it's now changed its name to something a little less offensive. We also told you that, at that point, the race was on to find a publisher, so you'll be pleased to know that Sony have taken the position - now we're definitely expecting great things.

There's no doubting that comparisons will be made to the N64's Mario Kart, with the cartoon graphics, short courses and racers who can grab a hoard of power-ups so they can blast enemies and gain extra speed. Up to four players can play in split-screen modes and, also like in Mario Kart, you can play Time Trial, which has a best-lap save feature.

Right, enough comparisons with Mario Kart and more about how Speed Freaks will differ from it. To start with, there are six initial characters and each of them have their own personalities. As you get further through the game you also come across three hidden characters.

Deformed No Longer...

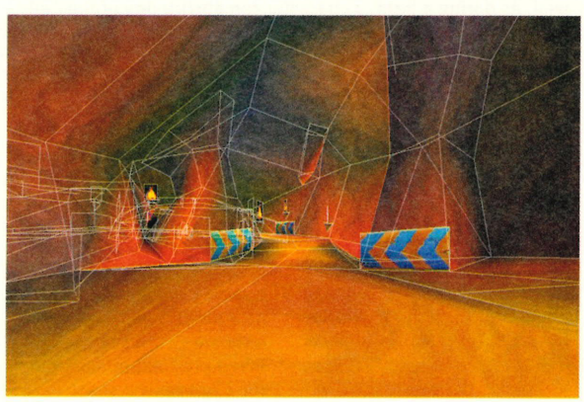
As you can see from the screenshots of Speed Freaks, the graphics are looking beautifully crisp and the environments and special effects look stunning as well. The 12 tracks are spread across four locations and their design entailed creating loads of short cuts, obstacles, hidden areas and power-ups. Some of the characters are better than others, depending on which track you're playing, as each one has their own different handling, maximum speed, turning arc and suspension. The track surface also makes a significant difference.

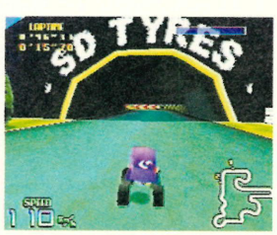


All the tracks were built from scratch. Again, you can see this from the development sketches. Although this took Funcom a great deal of time to do, it resulted in the tracks looking very distinctive and individual. They also spent time playing the tracks and noting what worked and what didn't and adjusting them to suit, then playing them again and finally tweaking them to ensure they're perfect.

Speed Freaks is also compatible with Dual Shock, and it's used in a variety of ways and situations; from being hit by a weapon, bumping another character, driving over bumpy surfaces and skidding. This all adds to the overall playability of the game, of course.

The more information we get on this game, the more eager we become to get our hands on the finished product. Mario Kart will fade in comparison when Speed Freaks finally arrives, and don't despair; we'll be one of the first to give you the low-down on its finer details.











TOTAL CONTROL



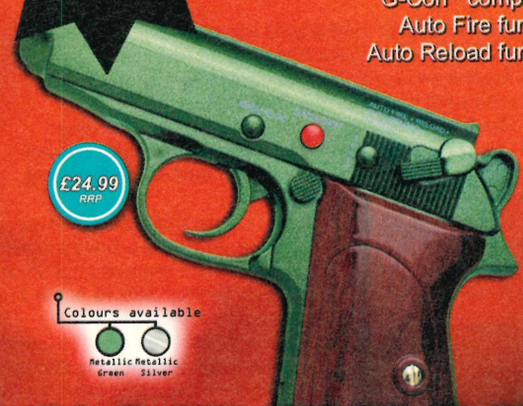
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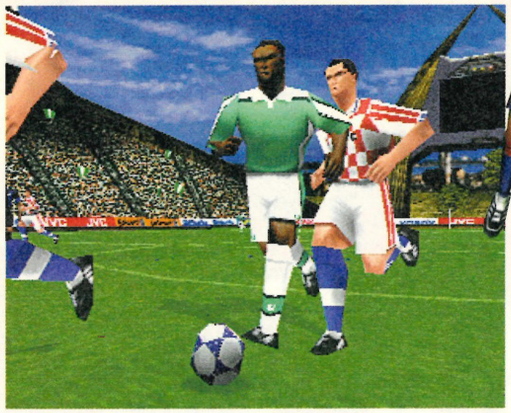
PUBLISHER Infogrames

DEVELOPER Rage Software

RELEASED September '99

UEFA Striker

UEFA Vs Premier League...











It's the battle of the big cups (so to speak) this month. UEFA Striker has been in the pipeline for two years so far, and we're still going to have to wait another four months until it reaches the shop shelves.

The same team that was behind the popular Striker series have included new graphic and AI engines, state-of-the-art polygonal player technology mixed with fast, fluid gameplay. It's that blurb again!

There are 51 UEFA European International teams and 44 European club squads included, each having a comprehensive range of strategies and different formations. One unique feature involves a Certification process, which opens up more of the game to the player as they become better at playing and are able to pass a series of simple tests.



UEFA Striker is an arcade-style football sim, with the emphasis being on playing the game as a footballer would; making space, marking players and gaining possession. Infogrames have also promised stunning graphics and extra features to come. The question is, will it prove to be the ultimate champion in its battle against EA's The FA Premier League STARS?

A monstrous strategy game...

PUBLISHER Agetec

DEVELOPER Toshiba EMI

RELEASED Summer '99

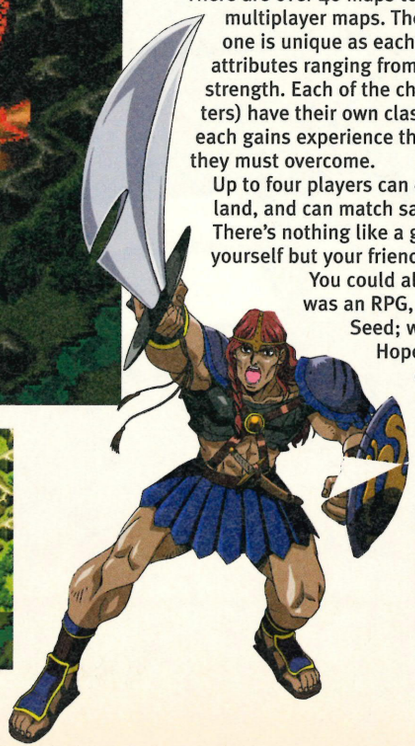
Master of Monsters











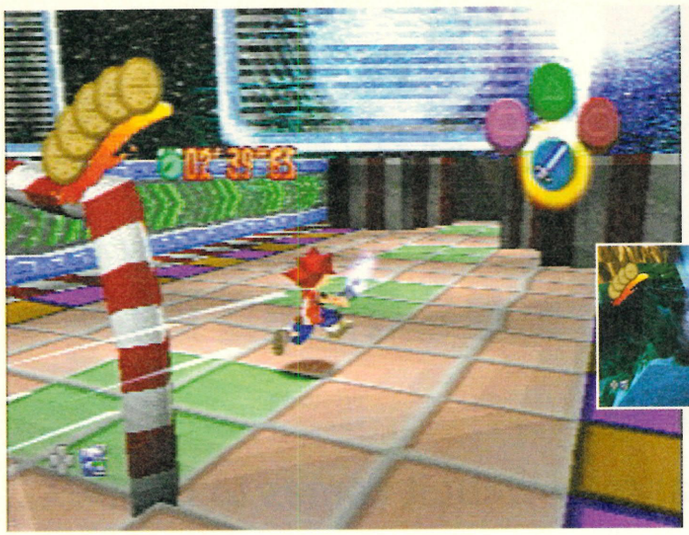


Master of Monsters is a multiplayer turn-based strategy game where you take command of the land by creating your own monsters to fight against your enemies. As a young boy, you work together with one of six disciples of the one-time good god Gaia, to save the Earth from destruction.

There are over 40 maps to master, including some special multiplayer maps. The battles take place in 3D and each one is unique as each of the disciples has their own attributes ranging from summoning abilities to magic and strength. Each of the characters (both monsters and masters) have their own class (Law, Neutral and Chaos) and each gains experience through the struggles and battles they must overcome.

Up to four players can do battle to gain supremacy of the land, and can match saved armies against each other. There's nothing like a good game that can involve not just yourself but your friends as well; it's ten times more fun!

You could almost be forgiven in thinking this was an RPG, as it has its similarities to Monster Seed; we can only hope it will be better. Hopefully we'll be able to give it the once-over soon, so look out for a review in the near future.





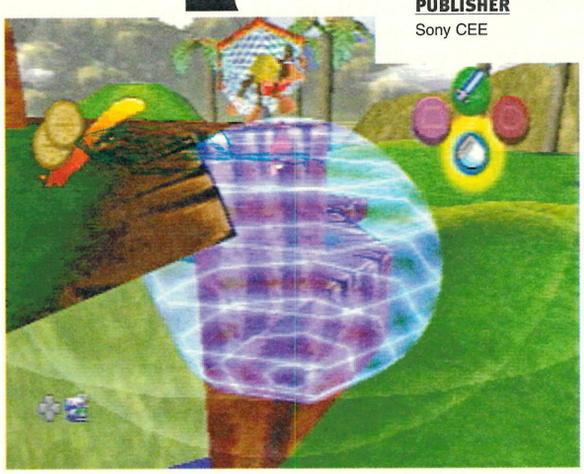
Human DNA differs just one percent from that of apes - just ask Ian...

Ape Escape

PUBLISHER
Sony CEE

DEVELOPER
In House

RELEASED
TBA















The PlayStation has its fair share of 3D platform games, but nothing has come close to the sheer glory of Nintendo's Mario 64 as of yet. Sony's own Spyro The Dragon certainly gave it a good shot and they now hope that their newest 3D platform outing is going to put that fat old Italian plumber in his place - with a game based on monkeys.

Which is a shame, because whenever you see a game based around monkeys you always feel that no real thought has gone into it. You can picture the scene; all the creatives sat around a table with creative blokes' block, then somebody says, "I know, let's use monkeys!". Job's a good 'un. Or is it?

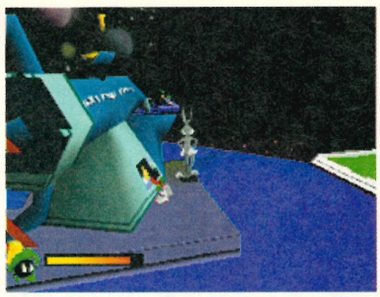
Besides our personal grudge against the lazy and clichéd use of monkeys, Ape Escape is actually shaping up to be a top platforming jape. The game is centred around two friends of a professor who's invented a time machine. Some evil power-crazy apes have decided to take it and use it to conquer the world. It's your job, then, as either Spike or Buzz, to travel through 17 different levels (jungle, sky, snow, beach, etc) and capture the offending primates.

Monkey Malarkey

The action is viewed and played in full go-anywhere 3D á là Spyro The Dragon. And one thing that made Spyro so playable was the superb control system. Well, that's been done away with for Ape Escape and a totally new analogue-only system has been implemented. Yes, you heard right; analogue only. So if you ain't got one, you can't play. This new system uses the right stick for movement of the characters and the left stick for utilising the tools and gadgets. Surely, though, the left stick would be better for moving the characters as this is what everybody is used to?

Anyway, the gameplay is the usual platform stuff, although the onus is on using your tools and gadgets (slingshot, radio-controlled car, propeller, rowing boat, etc) to capture the offending apes. Whether the game is going to be different and original enough to please the PlayStation platforming fans remains to be seen. Rest assured we'll let you know just as soon as we get our hands on a review version.









Bugs Bunny:

PUBLISHER Infogrames

DEVELOPER Behaviour International

RELEASED June '99

The wascally wabbit comes to the PSX...

He's probably THE most popular cartoon character ever to grace our television sets, and this Summer he's due to hop along onto PlayStation as well; and it's about time too. And he's not alone; in Bugs Bunny: Lost in Time he has some co-stars, namely Daffy Duck and Elmer Fudd who have their very own bonus sub-games.

In this 3D adventure, Bugs is on his way to Albuquerque (for reasons unknown) and accidentally finds and activates a time machine. He's immediately propelled back through the ages and now he must battle against his arch-enemies on his way back to the present day.

There are six worlds, 22 levels in total, which Bugs must explore while lost in time. The first is Merlin's Nowhere Land, which is basically the training section of the game. It's here that you meet your first mentor of the adventure - Merlin. Once you've mastered the rabbit's moves, you then move on to the next five; Stone Age, Medieval, The 30s, The Pirate Years and The Future. You don't have to complete a world before you can explore another, but you only have access to certain levels at any one time depending upon how may clocks you've collected.

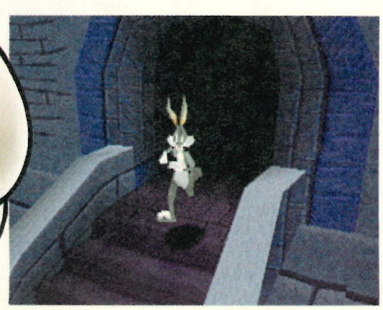
What's Up, Doc?

As well as clocks, there are also three other main pick-ups you could do with collecting throughout your journey. Normal carrots for energy, 24-carat gold carrots which provide access to bonus levels and Acme boxes that, if you collect them all, give you a clock to get you onto the next level of the game.

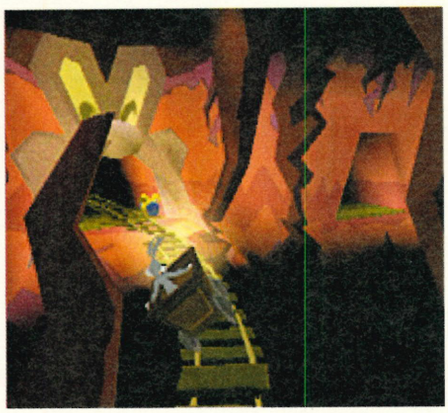
Not only will you see some familiar characters, but their voice-overs ring a few bells also. The music is the original Looney Tunes theme from the cartoons as well - by Jove, it's just like being part of the cartoon itself.

In the preview version we had, we didn't get to see the cut scenes, which will be real-time movies to introduce each era of the game. By the time LIT is finished, the camera system will be polished, so the player is given the best view of the scene he or she is playing in and they'll be various difficulty settings; probably your usual Easy, Normal and Hard levels.

It's looking good so far, but that's certainly not all, folks (excuse the pun). The graphics seem finished and rather good, as you can see from the screenshots, and it's sure to be a winner because it stars Bugs himself. And we don't want any of that talk about how LIT will only be for the younger gamer; we all know such titles can be just as much fun for us big kids.



Lost in Time





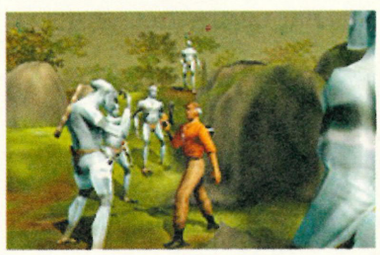
PUBLISHER Infogrames

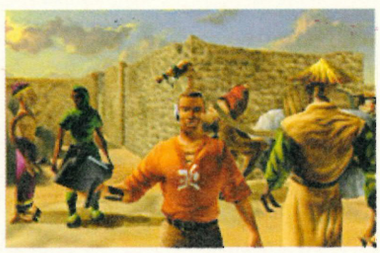
DEVELOPER Appeal

RELEASED Winter '99

Outcast

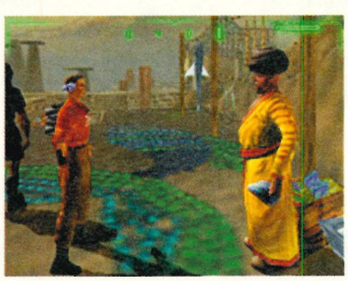
Ground-breaking stuff?





Your name is Cutter Slade and your mission objective is to save the Earth from destruction (how original). In a world called Adelpha, which is parallel to ours, an experiment is nearing completion that will seal our world's fate. Earth has gained the ability to warp you to this planet, where you're expected, as the hero, to put a stop to the evil experiment and generally save the day. Earth is counting on you.





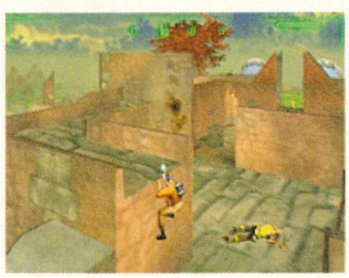
While on this mission, you must navigate through five huge regions that are connected together by portals. Adelpha's environment, although quite similar to Earth's, has an alien look and feel. The plants, wildlife, and even the people all have very different characteristics and attributes. If that isn't strange enough for you, the fact the planet has two suns and two moons will be; oh, and there are dinosaur-like creatures there too.

Outcast has been labelled a 'strange' game already, but then how many game publishers have said their title is 'nothing like you've ever seen before'? It's a 3D shooter, with the odd splash of adventure thrown in for good measure. That's the way most shoot-'em-ups are going these days, but what makes this one different is it's mainly based outside on the planet Adelpha with only one or two indoor levels. What also sets it apart from the rest is the amount of detail put into the environments you explore; 'unique' would be a good way of describing them.

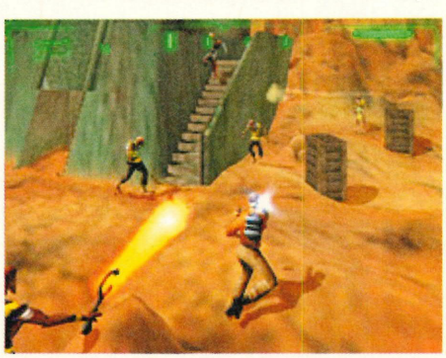
Creature Comforts

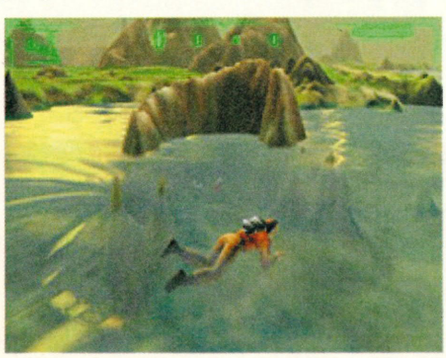
While on the planet, you come across many strange creatures in the cities and villages. Some of the animals you find prove useful, and others just plain dangerous. Each animal has been provided with its own sophisticated AI which gives it human emotions. Some creatures are gentle and flee when they sees you. If you run after them, they still run away from you until you give up or it finds another creature a lot more threatening than you. Clever, hey?

But wait! There's much more than that to look forward to. The characters in Outcast also have memories. Your actions, along with those of the other characters in the game, are remembered by anyone witnessing them. For example, if you scare someone or something the first time you meet it, the likelihood is they run away from you the next time you meet. As time passes, whoever you may have offended could forget what you did and decide to be forgiving.

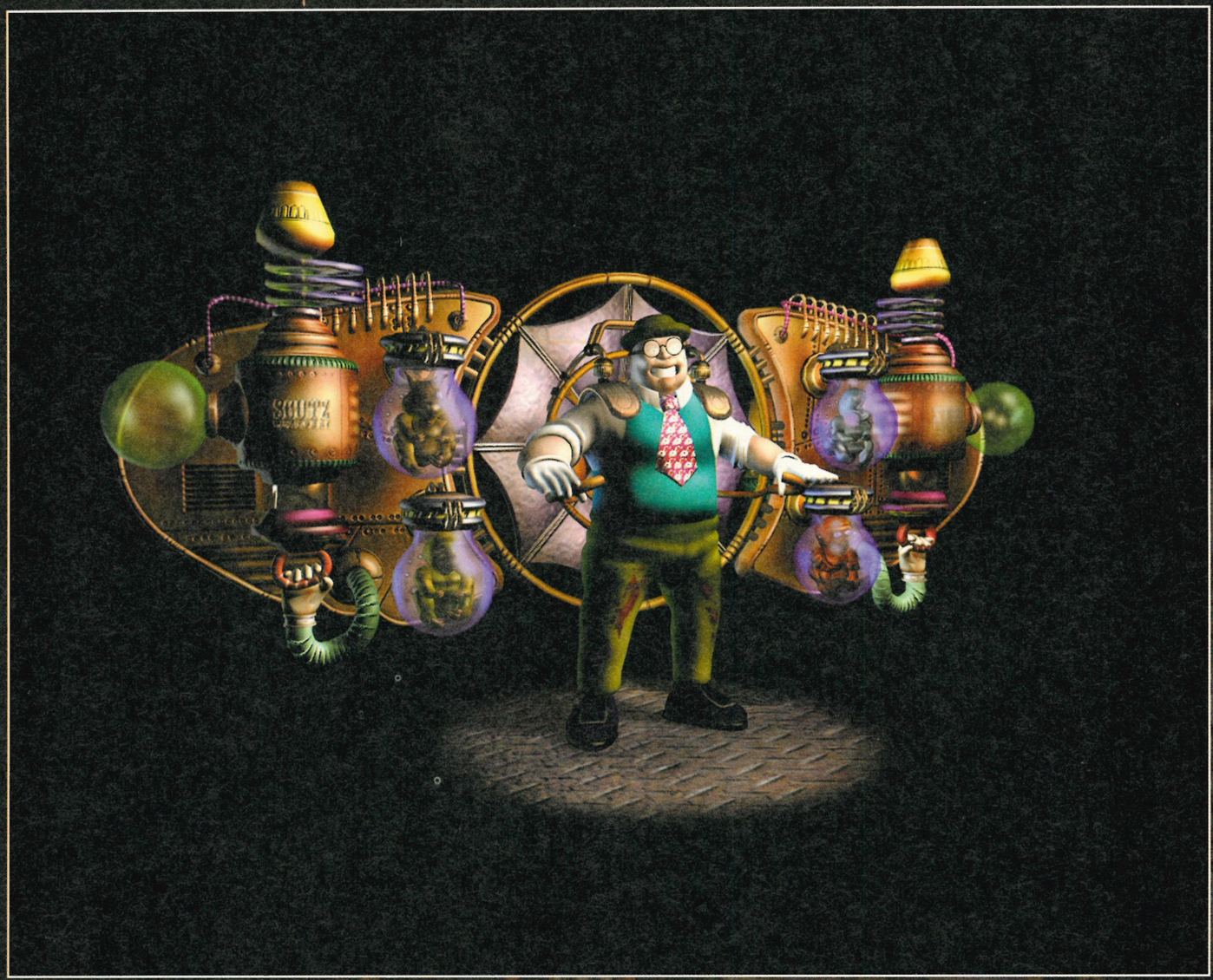


There are a load more of intelligent features going on in Outcast, but to reveal them all now would be to spoil the game. So you'll just have to patiently wait for a review coming soon; as will we.









PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Red Storm Entertainment	Red Lemon	Action	Summer '99	UK	£39.99	1	Memory Card Analogue Pad	Dual Shock

Think of Arnie in the film Running Man, add some ingenious flying machines and a whole host of convicts and you've pretty much got Aironauts in a nutshell, according to Russell Barnes. But is it any good?

Aironauts





Those of you who haven't seen Running Man need to be enlightened on the storyline. The basic premise in Aironauts is simple; around the world, convicts who's total sentences exceed their estimated lifespan are invited to take part in a smash hit TV show where the winner gets a full pardon for their troubles. Of course, there's no second place on this show, so expect failure to be very closely followed by death.

Once you've picked the convict of your choice from the eight available, you can choose to have









The background environment soon becomes tiresome...

a few practice flights in the training area. Here you're set a number of tasks ranging from flying through rings suspended in the air to killing drone enemies capable of shooting you back. You're also taught the full range of moves like the loop-the-loop, 180-degree spin and barrel rolls. At first sight these moves are fun to use and are aesthetically pleasing, but the only one of any real use is the 180-degree spin for obvious reasons. It's a real shame the other moves don't offer much of an advantage in the proceedings. The loop-the-loop is a very tight spin, so don't expect to be able to loop back onto an enemy behind you as it's just not feasible.

Once you've completed the practice mission and have got to grips with the ever-so-slightly loose controls, you can get right down to the action that takes place at the first prison, Penton V. The prisons are basically very large domes offering space to fly and obstacles and structures to manoeuvre around. Each one offers a number of different tasks to complete before you can carry on to the next area. There are nine in all, and they range from races against one other Aironaut (through rings in the sky), racing through checkpoints under time limits, destroying a set number of obstacles within the time limit and so on. Possibly the most demanding is the test of strength between you and the Aironaut guardian of that particular area. It's a real dogfight scenario where you and your enemy must shoot it out until one of you crashes.

KNOW YOUR INMATES...

There are eight selectable inmates in Aironauts, each having their own strengths and weaknesses. Here's a low-down on the movers and shakers you can take to the skies on SKP TV...

DOUGLAS WHOOSHER
Watching old war films every day throughout his childhood fuelled Whoosher's delusion that he was a fight pilot, which also gave him his upper class manner. While in California attending university, he was hired for a half-time stunt plane performance at the SuperBowl. Unfortunately, Doug's idea of a good performance was to shoot down the blimps, jettison the co-pilot and kill 40 people trying to land.

Speed: ****
Armour: ***
Agility: ***

BO WINNABAGO
Dumb, friendly and as strong as an ox, Bo is a simple farm boy from the mid-west. He was convicted on a shoplifting charge and sent to the wrong prison due to a clerical mistake. Though he later discovered his farmland holds one of the largest oil deposits in America, he will not request a retrial since he has made good friends for the first time in his life while inside. Nutter...

Speed: ***
Armour: *****
Agility: *

GRACE MILES
Even as a young girl, Grace was an incredibly gifted computer whiz-kid. Her skills were utilised by her preacher father to steal cash by redirecting money from electronic network transactions into off-shore bank accounts. Over a ten year period, Grace and her father stole a cool billion dollars to fund a preaching movement world-wide.

Speed: ***
Armour: ***
Agility: ****

HIROSHI BADDA
A former New York cabby, baseball mad Badda made a killing on the stock market by recording phone conversations made by brokers as he ferried them to and from Wall Street. As a result he spent many millions purchasing the Honolulu Batz baseball team from his native Hawaii. Once cornered by police, he added to his crimes by using the Governor of Hawaii's head as a baseball on a live TV show!

Speed: ****
Armour: **
Agility: *****

LADY ALEX
Gorgeous Manhattan socialite Lady Alexander Dale was the most stunning and audacious cat burglar America had ever seen. Lady Alex preyed upon her closest peers' safes and strong rooms for jewellery and personal items, even being so bold as to wear those items in her victim's presence soon after. Ooohhh nasty...

Speed: *****
Armour: *
Agility: *****

FRASER BLADE
A mix up at the hospital in Scotland where Fraser was born meant the son of one of the most feared criminals went home with a wealthy industrialist and his wife. Fraser was most certainly his (natural) father's son, using his generous allowance to indulge his passions for knives and finding situations in which to use them.

Speed: ***
Armour: ****
Agility: ***

HONK
The attention-seeking Biff Nelson joined Bill Dinger's Circus at the age of 22. AS Honk the Clown, Nelson had found his calling in life. Enraged by the ringmaster's beating of children and the female performers in their show, Honk killed Billy Dinger and went on the run as a vigilante clown dispensing punishment to those who deserve it.

Speed: **
Armour: *****
Agility: **

THE TAXMAN
Christened Reginald Penny, The Taxman is a prodigiously clever criminal. His incredible intelligence led to bullying in school, but didn't stop him achieving doctorates in Biology and Chemistry by the age of 18. Pen entered a top job at the Inland Revenue, but his real passion was for genetic experiments. Whenever he got the chance he took horrific revenge on his former schoolmates using his knowledge and expertise to his advantage.

Speed: ****
Armour: **
Agility: ****

x-rated





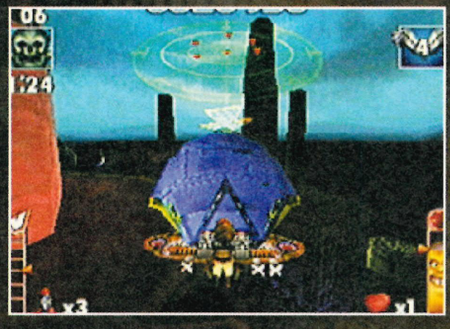
















High Flyer?

Aironauts is reasonably well presented, offering a good introduction sequence and options layout. The level designs start basic and work their way up in complexity and detail as you would expect, but unfortunately the pop-up in the middle distance is a permanent feature. It doesn't hinder your progress too much, but due to the slowish manoeuvrability of the rigs you have to keep your eyes peeled at all times. There are six prisons for you to work your way through in all, but it seems like it's not enough due to the amount of time you spend in each before you proceed. The background environment soon becomes tiresome even before you get half way through your tasks; perhaps if the number of areas was nearer the number of tasks you must undertake things wouldn't be so bad?

There's no doubt the idea of Aironauts is a good one, and it really could have been great if only for its slightly aged appearance and repetitive gameplay. If it had been released a year or two previous to now, it would probably have done well and a much-improved sequel would already be on the way. As it stands, though, it's a bit of an also-ran, but a split-screen two-player mode might well have pulled its mediocre mark up a bit. More dogfighting and fewer boring tasks next time, and Red Lemon might be onto a good thing.

Russell Barnes



SECOND OPINION

Perhaps it's not surprising this one looks a little dated. It was first previewed back in Issue Two, and was then expected to hit the shelves early LAST year. Alas, publishing delays have left it old before its time. It's fun, but a little jaded.

Ian Osborne

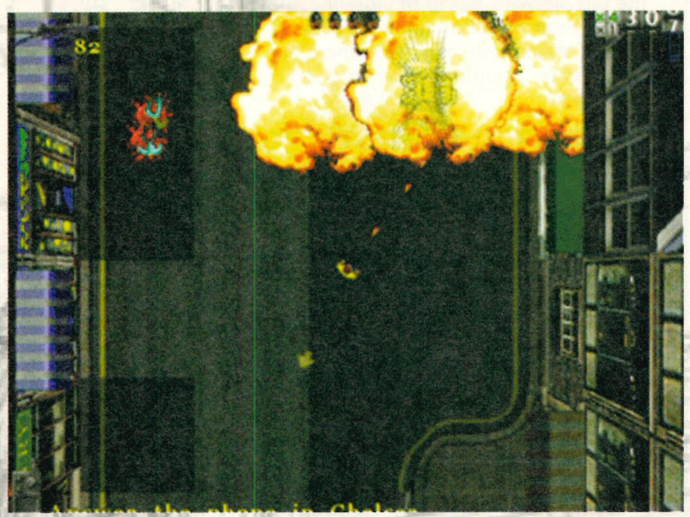
THE SCORE

GRAPHICS	7
SOUND	7
GAMEPLAY	6
LIFESPAN	6

70%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Take 2 Interactive	Rockstar Games	Crime Sim	Out Now	UK	£19.99	1	Memory Card	Dual Shock

The Sixties. The Beetles, Woodstock and love-ins. Saul Trewern is about to discover a whole new side to the decade of love, though - The London criminal underworld in the PlayStation's first ever disc add-on, Grand Theft Auto London...



GTA London

THE GTA TOUR...

We've come up with a few ideas for new GTA mission discs...

GTA CARDIFF
Missions include stealing the opposing rugby team's bus, burying Aled Jones in a disused coal mine using a stolen JCB and rustling sheep on a hot quad bike. This is all set against the soundtrack of an ever-evolving male voice choir. However, there may be problems in deciphering the Welsh text and understanding that accent.

GTA LIVERPOOL
You play the part of a shell-suited 16-year-old joyrider. Starting off with stealing the odd Austin Maestro, you soon progress to violent crimes against the person and doing over post offices in the south of England. The twist, though, is that before you steal a car, you have to find four wheels for it, as all the cars are up on bricks.

GTA MILTON KEYNES
Impossible to find your way around as everything looks the same. The aim of the game is to leave the city and find somewhere more interesting. Apart from that, absolutely nothing happens at all.

You're only supposed to blow the bloody doors off", quipped Michael Caine in the classic Sixties bank heist movie, The Italian Job. And never has a movie quote been more fitting to a game. In fact, Grand Theft Auto London is Michael Caine, Grand Theft Auto London is a Sixties thriller, Grand Theft Auto London is a cheeky cockney accent with a sinister undertone that slices you from ear to ear and then smiles back at you. But is it any good? Does Michael Caine wear glasses?

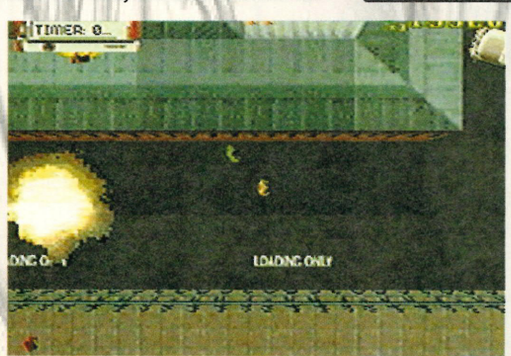
Rather than going down the usual route of producing an unoriginal full-price sequel to their hit crime caper Grand Theft Auto, Take 2 Interactive have given a bit back to the punters by producing the first ever PlayStation mission disc. This means as long as you already own GTA, you can get GTA London for just £19.99. If you don't already own the original game, it's out on Platinum so buying both discs would only cost you the price of one full game. That's value for money if you ask me.

You Slaaag!

Gameplay-wise, GTA London is exactly the same as the original GTA. It's the all-new setting that makes this mission pack such a



Grand Theft Auto London would not be a worthy sequel to Grand Theft Auto as it's too similar





As you can see the explosions aren't exactly state of the art, looking a little like dirty cauliflowers...

THE PLAYERS...

Becoming a player on the London underground (not the train service) is a long and arduous task. It takes a certain kind of character to make it in the big smoke's world of violence and crime. Four hopefuls think they have what it takes. Can you guide them in the right (or should that be 'wrong') direction?



RODNEY MORASH
Looks like Jimmy from Quadrophinea has jumped on his Lambretta and made the short trek up from Brighton to embark on a real life of crime.



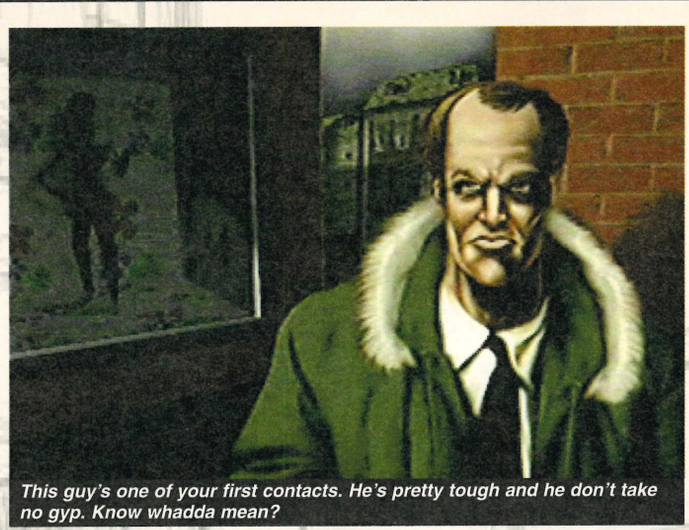
MAURICE CAINE
Not many people know that we know this, but this cool-cat spy type was modelled on Mr Espionage himself, Michael Caine.



SID VACANT
A blatant punk stereotype that's undoubtedly based on Mr Sid Vicious. Surely that was the Seventies?



CHARLES JONES
Jeff Daniels' The Dude, or even Cheech Marin's sidekick Tommy Chong, lays down his bong and picks up a gun.



This guy's one of your first contacts. He's pretty tough and he don't take no gyp. Know whadda mean?







There's plenty of explosive hardware to find. Check out the results after one blast of the trusty bazooka.



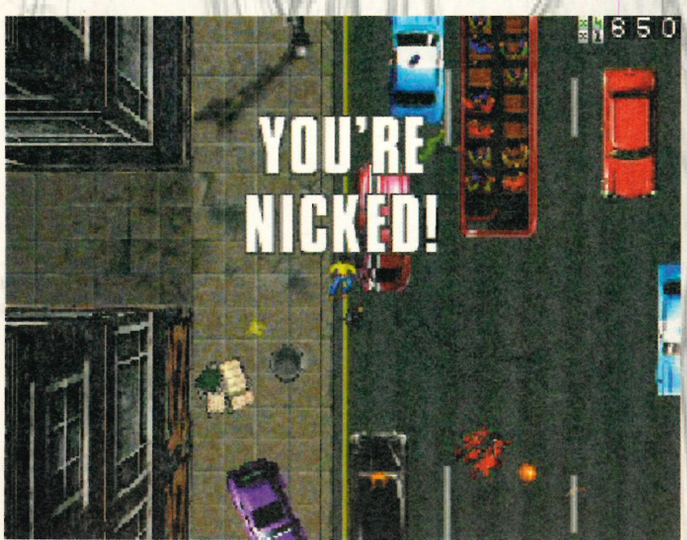
This MG with the Austin Powers livery sums up the style of GTA London in one fell swoop.



Some jobs require you to leave the relative safety of your car to indulge in a bit of hand-to-hand.

worthy add-on to what was already a very playable game. If you're new to Grand Theft Auto, though, let me explain what it's all about. You play the role of one of four petty criminals, who are all looking to make an impact on the seedy London crime scene. You start with just a few little naughty jobs but do well and you get to work with the big boys. Most of the jobs involve running errands, picking people up, blowing buildings up and doing people over. Every job involves stealing one, or several vehicles, so you can get to where you need to go. Stealing a vehicle couldn't be any simpler. Jump out into the road, slow the car down and hit the Square button. Your character now jumps to the driver's side, pulls the driver out and gets into the car. You're now mobile.

It's up to you how you drive, but most players put the pedal to the metal and hare around the often very busy London streets to get to their rendezvous points on time. Of course, any type of illegal behaviour results in unwanted attention from the rozzers (who carry guns, for some reason). This means some pretty hairy high-speed chases where getting caught means doing bird. Getting away from the coppers, though, is very satisfying.



Gameplay-wise, GTA London is exactly the same as the original

London USA

Although the playing area is based on London, there really is no resemblance to the big smoke in real life. All the roads are parallel to each other, giving a feel of the American-style block system of city design. This might be because GTA London was programmed in America. And as it happens, the original GTA was programmed in England but set in America. Hmm. Anyway, all the street names and boroughs are named correctly, so you do get a feeling of being in London. What gives the game that real Sixties London feel, though, is the cars you get to steal.

Everything from E-Type Jaguars and James Bond Aston Martins to Ford Capris and Minis. There's even a Union Jack-painted MG straight out of Austin Powers. Due to licensing restrictions, the cars can't actually be called their real names. Instead, the developers have slightly changed each car name so that the Capri becomes a Crapi and the James Bond Aston Martin is simply called James Bomb, for instance. Some of the vehicle

SHAGADELIC BABY...

GTA London has some superb London gangster dialogue that would be just as at home in a Michael Caine film as it is here. Here's a few choice quotes from the game (best read with a strong Cockney accent)...

"They want a mod scooter for their old dear".

"Harold had a nice bit of whiz to lure in the mods. Only problem - that ponce Chalkie stole his Purple Hearts".

"Remember, I'm the monkey, you're the cheese grater, so nah messin' around".

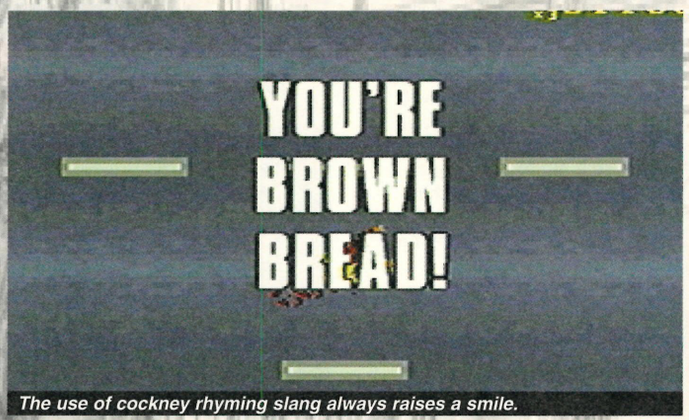
"When one of the twins farts, Harold says 'New Cologne?'. Know what I mean?"



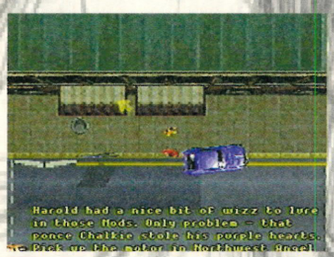
There's nothing more satisfying than stealing a police car and mowing down a pedestrian on the zebra crossing. In the game and not real life, of course.

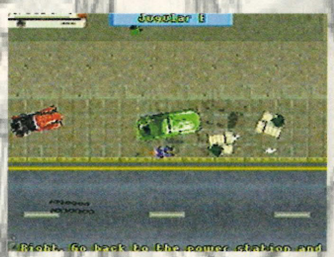


Anything that moves can be stolen, though don't expect to lose the cops in a double decker.



The use of cockney rhyming slang always raises a smile.





Addictive gameplay, superb attention to detail and excellent soundtrack...

names are actually quite amusing, and the fact they're not properly named doesn't take any enjoyment away from the game.

No Oil Painting

Graphically, Grand Theft Auto London is basically the same as the original Grand Theft Auto. Which, as most of you know, wasn't exactly a Picasso. As it stands, though, this graphical style actually works very well with the gameplay, and there's plenty of little visual details that spice up the overall feel of the game. The only real problem is the way the map scrolls and the camera zooms in and out. The jerky movement and constant camera zoom becomes nauseating after a while, meaning most gamers need to take regular breaks from the screen to keep playing for a long time.

The sound is also very similar to the original game. The developers have kept the radio style of sound, which changes every time you jump into a new car. The music is a cool mix of 60s and 70s rock, pop and reggae, and is all linked by different stereotypical DJs and radio jingles.

Grand Theft Auto London would not be a worthy sequel to Grand Theft Auto as it's too similar to the original. As a £20 mission disc, though, it should clean up. If you liked the original game, you'll love the fact that it's now been thrown into an atmospheric London of the Sixties. If you've never played the original game, you can now get both discs for the price of one full game. Grand Theft Auto London may not be everyone's cup of tea, but with the addictive gameplay, superb attention to detail and excellent soundtrack, it's most definitely worth a taste.

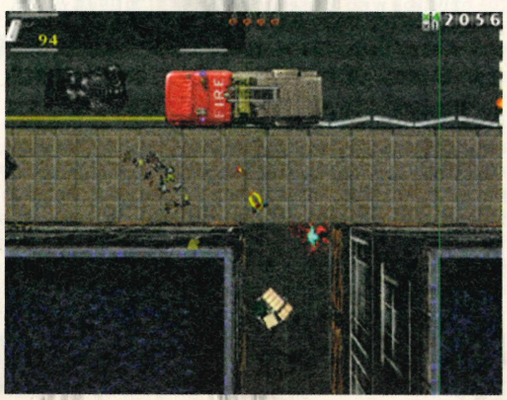
Saul Trewern

SECOND OPINION

Grand Theft Auto was so popular, this one can hardly fail. It's great to see Take 2 release it as an add-on rather than a stand-alone sequel, as it's 'more of the same' rather than 'Part Two', but the excellent Sixties atmosphere wins through.

Ian Osborne





THE SCORE

GRAPHICS	6
SOUND	9
GAMEPLAY	8
LIFESPAN	7

83%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Virgin Interactive Entertainment	Tecmo	Strategy	Summer '99	UK	£39.99	1	Memory Card, Analogue Pad, Dual Shock

Here's your chance to prove your skills in entrapment, maiming and murder. Just another day in a gangster's paradise for Russell Barnes...

Kagero Deception 2







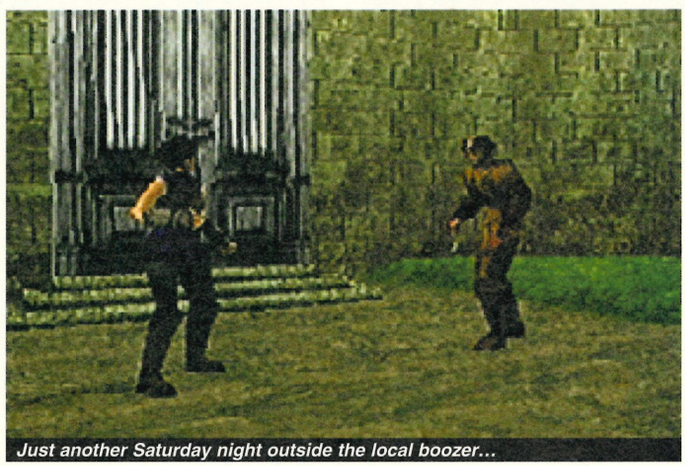


We are talking seriously shady here. The concept behind this fiendishly clever game is gruesome and blunt. Simply find the nearest person, coax them onto one of your well placed Indiana Jones-style traps and bang; they're maggot fodder! Alright, so it might not be quite that straightforward, but I think you've got the gist of it.

The story is simple; a long time ago the human race was uncivilised, preferring to live in chaos than the order we now know. Along came an alien race know as Timenoids and taught us how to live in relative piece. Before too long, though, the human race decided to revolt against the Timenoids' good will and began killing them one by one. You play the role of Millenia, the fostered daughter of Yocal, a Timenoid leader. Though Millenia is in fact a human herself, due to her upbringing she has been chosen to destroy all offending humans by Eclipse, the Timenoid King.







Just another Saturday night outside the local boozer...

Ladykiller...

So with the story out of the way we can get on with the game itself. At its most basic level it can be described as a strategy game, though there are a few RPG elements creeping through. You can communicate with some enemies with multiple choice responses to their remarks, though this doesn't alter the flow of the game tremendously. Most of the RPG elements come with the various gauges that represent characters' hit points, strengths and weaknesses. Take this away and what you're left with is an out-and-out strategy-based title.

First of all you have to locate the enemy (or enemies) you've been assigned to destroy using the map screen. From this screen you can check your enemies' statistics, develop new traps for later use, pick the traps you wish to use for this particular battle and then position them. From the map screen it's possible to tell where the enemy is in relation to you, if they're approaching to attack or simply waiting around. In the first few levels you can play a little search and destroy, but later on you find they're more likely to hunt you down (two or three of them at a time) and enter your vicinity from different entrances, making your attack strategies less effective due to your resources being stretched. There are only three different traps you can have in operation in any one time (each of which can be strung together into combination attacks), so having three different enemies coming at you from three different directions can make for some highly complex planning on your part. Traps are set by entering the map screen and clicking on the trap icon. A three dimensional grid layout of your current location is displayed, on which you can lay up to three traps of your choice, each having its own trigger button. The three main types are floor traps, wall traps and ceiling traps with which it's entirely possible to place an Arrow Slit on the opposite wall to your enemy's entrance point, then lay a Smash Floor device on the ground by the door they come through, followed by a Ceiling Boulder positioned where you envisage your enemy to end up. Each trap takes a certain amount of time to set itself once



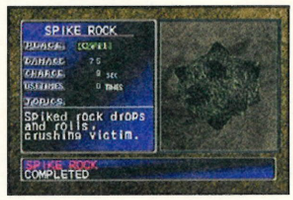
Unfortunately it's nothing more than a twist on two genres that really didn't need the change



This game is really rewarding thanks to the sheer amount of bloody violence...

IT'S A TRAP!

Creating new traps in KD2 is vital if you want to make it through some of the later levels. Simply click on the 'Trap Make' icon on the main options screen and pick the trap that suits your needs. This time it's the Spike Rock that's dropped from the ceiling onto the unsuspecting victim. As you can see from the statistics, it takes nine seconds to set (and reset), while it is capable of dishing out 75 points of damage. That's got to hurt...







you've returned to the game screen before it can be used, so timing is a crucial element.

Once your enemy steps on the first trap (highlighted by coloured beams of light corresponding to the buttons on your pad) you can trigger them one by one, making sure you don't miss. The end result of this manoeuvre, if successfully completed, is an arrow to the chest then being thrown the whole length of the room only to have a boulder dropped from the ceiling onto their already-battered body, crushing them into a bloody pulp.

Ultimately, as by now I'm sure you can imagine, this game is really rewarding thanks to the sheer amount of bloody violence it's possible to dish out onto unsuspecting enemies, but really that's just the half of it. Later on in the game enemies can turn your traps back onto you, and some are even impervious to your hardest moves, so planning your assault with meticulous care (bearing your enemies strengths and weaknesses in mind) is another key to success.


I don't believe it - Jeanette Cranky stars in her own PlayStation game...



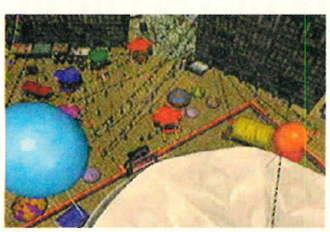


Caught in a Trap

As I've already mentioned, controlling your traps couldn't be easier, but it's an unfortunate contrast to the control of the lead character. It would be nice is she moved a little like Lara in Tomb Raider. Even ignoring the similarities in the graphics, you still need to be able to move freely and dodge enemy attacks which just isn't always possible the way things are. The only thing she can actually do is strafe to one side to the other, which really isn't much good considering the slow speed she moves at, so relying on your traps is all you can really do. As you can see, the graphics aren't really all that bad, which makes up for some crap sound FX, but the realistic edge has left it looking dull and uneventful and even a little sparse in places. One of the biggest missed opportunities of this game has to be a link-up mode. It would have made for some truly exciting playing if you could battle it out with a friend through varying areas, but that's just something we can hope to see in Kagero Deception 3, perhaps.

Without the problems I mentioned just now, Kagero Deception 2 would be a stunning game offering a new twist on the genres. Unfortunately it's nothing more than a twist on two genres that really didn't need the change.

Russell Barnes





SECOND OPINION

Interesting trap-laying gameplay, but it doesn't quite come off. The movement on your character needs to be crisper, and a link-up mode would add some real playability to the title, but even as it stands, it's a cool game. Just not a perfect one.

Ian Osborne





THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	7
LIFESPAN	7

77%



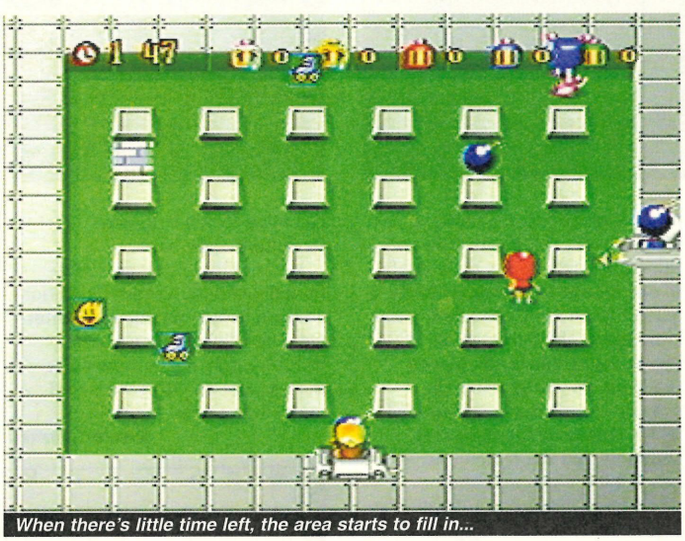


When you're out of the game, you can still throw bombs from the side-

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Virgin Interactive Entertainment	Hudsonsoft	Action	21st May '99	UK	£39.99	1-5	Memory Card

It's a good month for Bomberman. First he was fantasy racing and now he's up to his old tricks. Claire Webster hasn't 'bombed out' of playing, but is it as fun as it looks?

Bomberman



When there's little time left, the area starts to fill in...

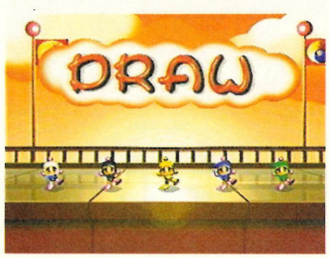
I've done my essential reading. First I read our Bomberman World review in Issue Six and then scrutinised Bomberman Wars in Issue Eight. Now if I'm honest from the outset, I would say this new helping is the ultimate of all Bombermans. Bomberman Wars was basically an RPG, but the general principles were set with Bomberman World, where the series returns to its SNES roots.

Everyone in the EPM office was shocked when I said I had never played a Bomberman game before, but I see it more as an advantage because I can give an honest, objective opinion to those in the same boat. Plus I love puzzle games and it's not very often I come across a hideously bad one.

Bomberman has taken all the old-style ideas and generally made them ten times better. I spent the whole day playing it as there were so many things to do, and it's exceedingly addictive. For starters, in one-player you have the option of either playing the new, modern version or the retro version, which will probably make all you old-style Bomberman fans happy.

There's no denying this is one of the best puzzle games to date





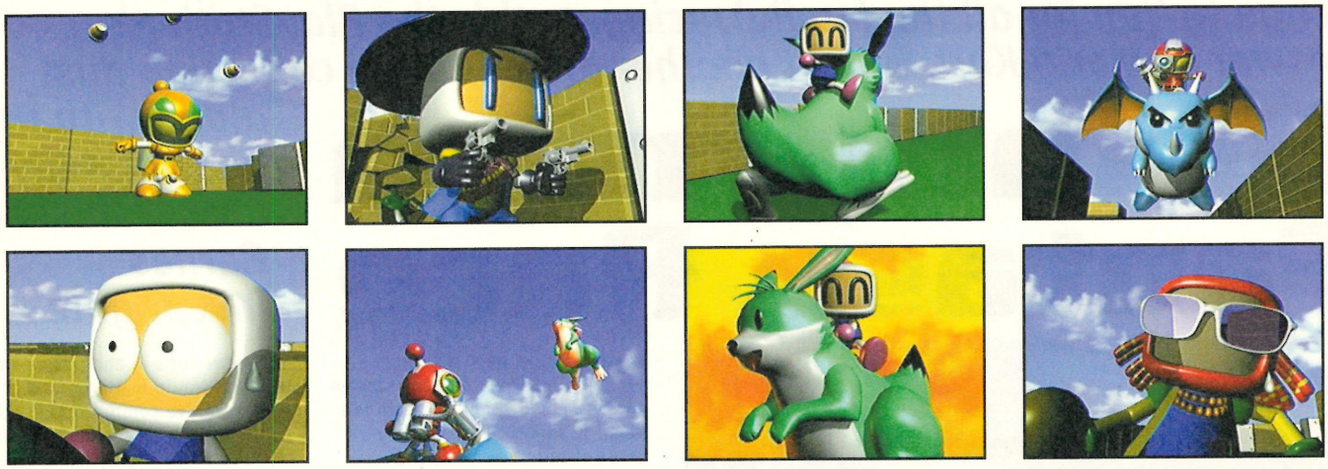


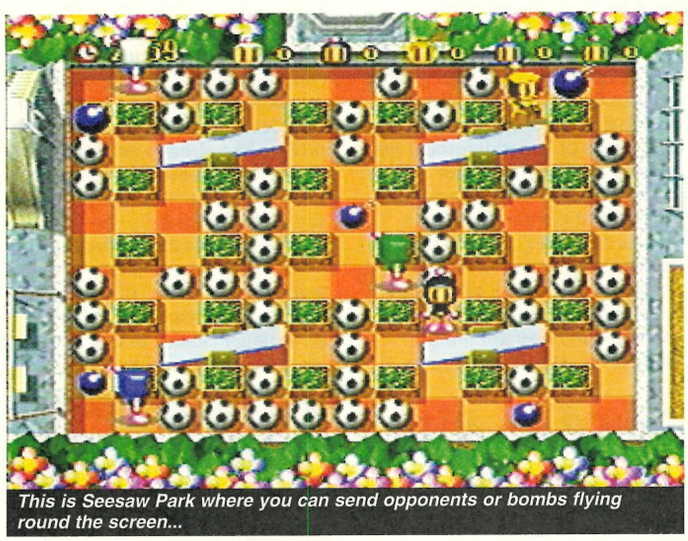
Modern Times...

In the new Modern Mode it seems like there are infinite levels to play. You begin on a very basic stage and make your way around blowing up brick walls to clear a direct route. As before, the bombs you lay have timers, so you must make sure that you're out of harm's way when it explodes. There are only one or two enemies to destroy on the first few levels, so it doesn't take up much of your three minute time limit to explode them all and then try and find the door. However, as you progress you find additional enemies who come in various shapes and forms, including birds and ghosts who can move around the stage freely.

LIGHTING THE FUSE...

You'll love the intro sequence for Bomberman. The graphics are stunning and it basically involves a fight between Bomberman and some other players trying to get the better of each other. It's fun to watch; just look at these screenshots...





This is Seesaw Park where you can send opponents or bombs flying round the screen...

Bomberman has taken all the old-style ideas and generally made them ten times better

I got to about Stage 13, by which time the screen was full of fast-moving ball fellows and intelligent guys who look like something off Pac Man. If, by some misfortune, you don't complete the level in three minutes, more enemies suddenly appear and you have to start all over again.

The only bad point with Modern Mode is the stages don't change in appearance form one level to the next. Instead, you have to look at the same screen ten times before it looks any different, so it can get quite boring after a while. The graphics have been greatly improved as well, but this doesn't mean I'm letting off the tediousness of the levels.

Battle Mode, however, is a lot more fun. You can either play by yourself against four other CPU players, and if you have five friends, you can always play against each other. You can choose between Royal Battle or Custom Battle at the selection screen but there isn't really much difference between the two. If you're feeling particularly unfair, you can set the CPU players so they're weak, or if you're a bit cocky then set them to be strong - it's up to you. You can also set the number of games per match from one to five, and there's the option to change the amount of time you have to finish each of the games.

It's only in Battle Mode where you can choose the stage. There are eight altogether including Seesaw Park, Life in the Slow Lane, One-Way Street and Warp Desert, and they've all got their own features. Warp Desert has quicksand which, if you step on it, takes you to another area of the stage, whereas Seesaw Park obviously has seesaws in it; you can place a bomb on one end and then jump on the other to catapult it over the other side of the stage, and if there's another player on one end, you can do the same again; some people would think it funny!

Bomb Battle

Again, the principle is the same in Battle Mode; drop your bombs near your opponents and hope they won't be able to get away in time. If you're killed, it's not just a case of you having to sit and wait for a winner. Trapping a foe in a dead end alley by blocking it with a bomb is a good idea. You can watch from the sidelines in your own personalised cart and still throw bombs at the remaining players; what a good idea, at least it still involves you in the game some way.

And let's not forget the compulsory power-ups that appear whatever mode you're playing. Some involve you being able to drop three bombs at the same time, others let you place liquid bombs and some let you detonate them yourself whenever you feel like. It would take far too long to list them all, and I don't want to give the game away completely now, do I?

There's no denying this is one of the best puzzle games to date. I'm afraid I can't say it's THE best because with Devil Dice and Bust-A-Move 4 out there on the shelves it wouldn't be true. It looks like Virgin and Hudsonsoft looked for faults in their previous Bomberman games and decided to completely iron them out, and what a good job they've done. Well don't just sit there reading this; go out on a mad shopping spree and buy it!

Claire Webster

SECOND OPINION

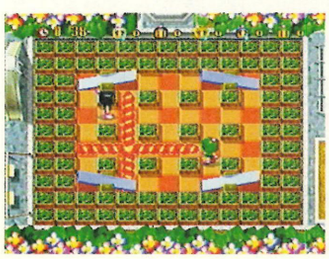
Bomberman must be the ultimate multiplayer game. There's more to it than just dropping bombs - you need to plan ahead, trapping your foes and ensuring you have an escape route yourself. On your own it's still fun, but with a few mates it can't be beat.

Russell Barnes

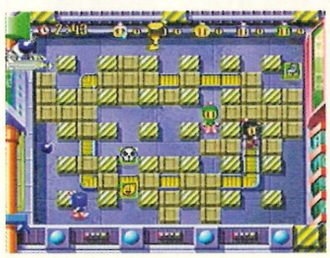
THE SCORE

GRAPHICS	7
SOUND	6
GAMEPLAY	8
LIFESPAN	8

85%







PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Virgin Interactive Entertainment	Hudson	Driving	21st May '99	UK	£39.99	1-2	Memory Card	Dual Shock

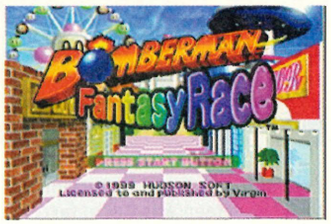
The Bomberman series has taken a momentary turn from puzzle action to 'fun for all the family' racing. Is this the PlayStation's answer to Mario Kart, or just another drive-'em-up collecting dust along with the likes of Rally Cross? Russell Barnes investigates...

Bomberman Fantasy Race



There have been a few attempts over recent years on the PlayStation to match the might of Mario Kart in its key areas of fun and addiction. Arguably Ubi Soft came the closest with Street Racer, which is now available on Platinum, but all the others seem to have paled into insignificance. Hudson Soft are now up on the starting grid with their very own twist, thanks to the king of super-deformed fun - Bomberman. It's all quite straightforward really. Remember those weird Kangaroo animals (knows as Louies) used in the earlier Bomberman escapades? These are your mode of transport in BFR. You just sit on their backs and steer you way around the 'fantasy' courses using bombs and power-ups in about the same way you would in Mario Kart. There are five competitors in all, including yourself, and three laps to be completed on each course. Each course is entered by buying a ticket which varies in price, depending on its difficulty. After you have chosen your character (varying types of Bombermen) you select the course you wish to complete on. The first course you race on has already been paid for, so you can get straight down to the action without parting with any of the 100 credits you're given at the start. Placing in the top three of the race wins you more money to play with, which can be used to do a number of things. It gives you a chance to buy tickets for further races, select weaponry

You'd be wise to give this sucker a wide birth









FANTASY HIGH STREET...

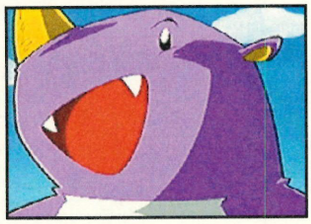


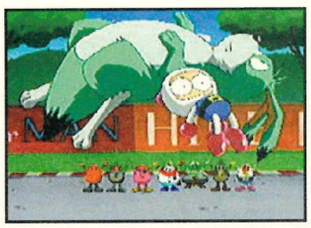
Believe it or not, this is actually the main options screen. There are six buildings, each representing a different mode or option available to you. There's Game Options, Time Trial, One-Player Mode, Versus Mode, Stables (where you can select new animals to race with) and the Bank. This last option is a bit of a strange one. All the money you have saved through the game is here and; well, you can look at it, and that's about it really, unless you include swapping denominations to save space...



INTRODUCING BOMBERMAN FANTASY RACE...

There's a fine mix of cartoon capers and computer-generated wizardry in the introduction sequence. It's pretty to look at and fast-paced; nothing like the game, really.



to use in the next race or even save up for a new, improved Louie (by going to the 'stables' in the main options screen).

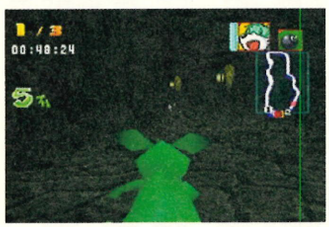
Control Conundrum

Controlling your beast is probably the game's most unique feature. Holding down the 'X' button makes your chappy accelerate as you would expect, but he's also capable of sprinting for a limited time by pressing and holding Up on the D-pad. There's no brake on offer here, so the best you can do is let go of the 'X' button and decelerate as a result. Steering is made very difficult thanks to this 'innovative' control method and you find it very hard to get to grips with it. If you've chosen to start the race after already purchasing some weapons, it's possible to use the shoulder buttons to cycle between them and launch them using Square. The only other ability at your disposal is jumping. There are a few occasions on a few of the courses where you must jump gaps in the coming track. Other than that, you can use it to evade bombs thrown by competitors. I know what you're thinking; it's not very exciting is it? You'd be right for thinking it's not very exciting, but more importantly, it's the quality that's missing here too.

Bomberman Fantasy Race has very little to offer fans of Bomberman games

Bomberman Fantasy Race has very little to offer fans of Bomberman games. Come to think of it, there's not an awful lot on offer here at all even for racing fanatics. Graphically it's sparse with thick, chunky polygon backgrounds that trundle past you at an annoyingly low frame rate (and don't get me started on the split-screen versus mode!). Player animations are equally shallow. Bomberman just looks like a chunk of colour on the back of the Louie, as if he was put there as an afterthought. This complete lack of imagination sadly crosses over into the gameplay department, which leaves it without any chance of being a success on any level. The races are laborious and incredibly repetitive, at no point attempting to refuel your will to continue the game. Unless you're hopelessly hooked on everything Bomberman, you'd be wise to give this sucker a wide birth. Best to wait until Choccobo Racing comes out instead.

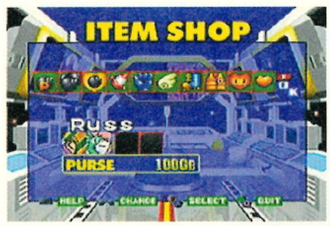
Russell Barnes

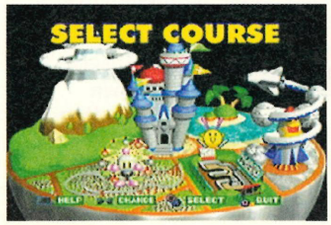














SECOND OPINION

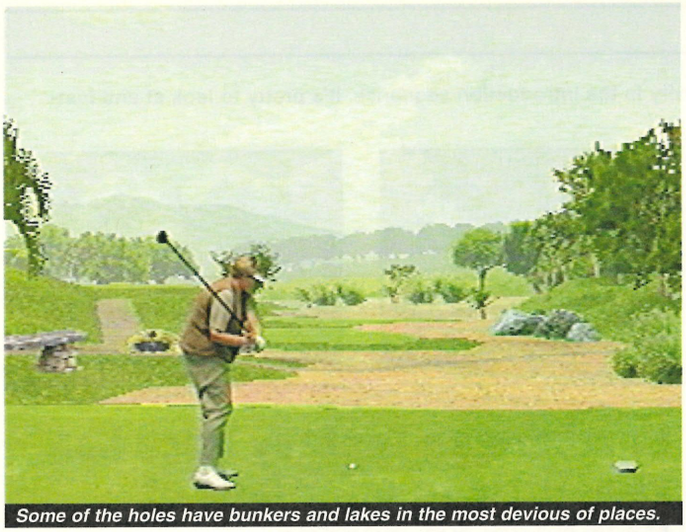
Disaster. The controls on this one are dire - you can't turn properly without slowing to a near-stop, which is hardly conducive to ace racing. It's as if the developers spent all their time on fripperies and forgot about the heart of the game.

Ian Osborne

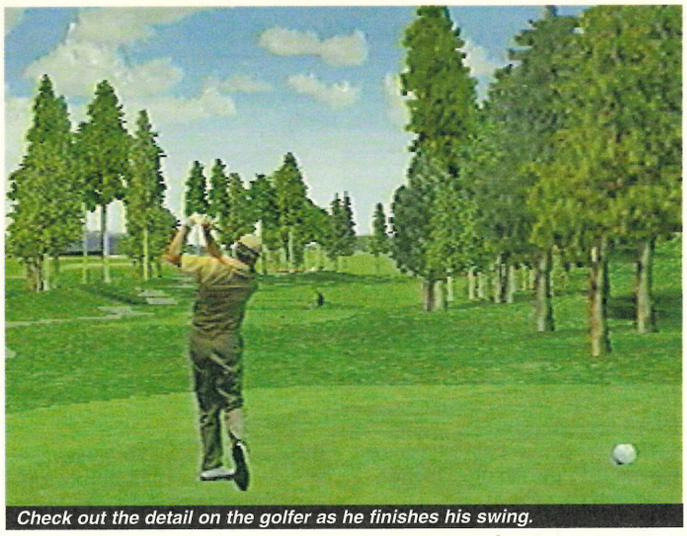
THE SCORE

GRAPHICS	4
SOUND	4
GAMEPLAY	4
LIFESPAN	3

32%



Some of the holes have bunkers and lakes in the most devious of places.

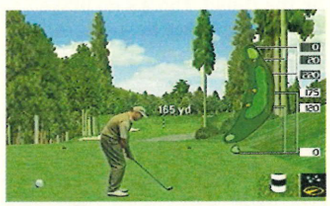


Check out the detail on the golfer as he finishes his swing.

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Psygnosis	IG	Sports Sim	Out Now	UK	£44.99	1-8	Memory Card	Analogue Pad

'How do you expect to be taken seriously if you're not a member?', Asks Doug Williams about Psygnosis' first PlayStation golfing game...

Pro 18 World Tour Golf



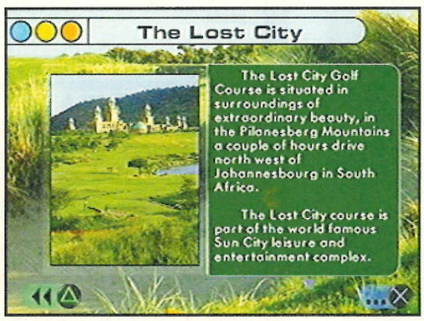
Entering a hard-fought market without any previous experience is always a tough job. Acclaimed Liverpudlian speed freaks (see WipEout and Rollcage), Psygnosis, have certainly got their work cut out getting Pro 18 World Tour Golf onto the PlayStation leaderboard, with the (surprisingly) high quality of golfing simulations on the PSX. Check out Actua Golf 3 for some truly revolutionary golfing and Electronic Arts' Tiger Woods ain't half bad either. So what does Pro 18 World Tour Golf offer to make you choose it over other PlayStation games of the gentleman's variety?

Well, one thing and one thing only. If you're a superficial type of person, you'll be sucked in by the lush-looking visuals. The three golf courses on offer are all based on real-life courses, although none of them are really famous. I couldn't begin to tell you whether a good job has been done on making the courses exactly the same as their real life counterparts, but I can tell you every single hole on all three courses looks absolutely stunning. The scenery is all drawn with realism in mind, and some of the lushest, most relaxing greens and browns have been used to create a relaxing countryside atmosphere. The variety between the holes and courses is commendable, especially when everything is realised so well.

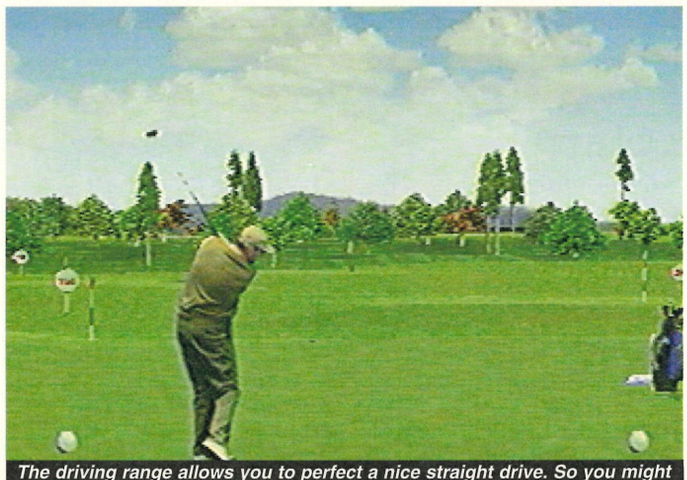
The best of the graphics, though, are the superb digitised golfers. They're almost photo-realistic, with the best movement animation I have ever seen in a golf game. They aren't particularly interesting to look at due to their drab clothing, but watching them move is truly a wonderful experience.

You'll be sucked in by the lush-looking visuals...

NICE SPOT...



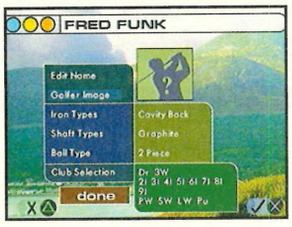
As I mentioned in the main review, the courses and scenery in Pro 18 are the best that any PlayStation golf game has ever seen. Each of the three courses has its own profile section where you can look at photographs of the course and read all about its history and stuff. Which is very interesting; for about two minutes.



The driving range allows you to perfect a nice straight drive. So you might find yourself stuck here for years.

A GOLFER IS BORN...

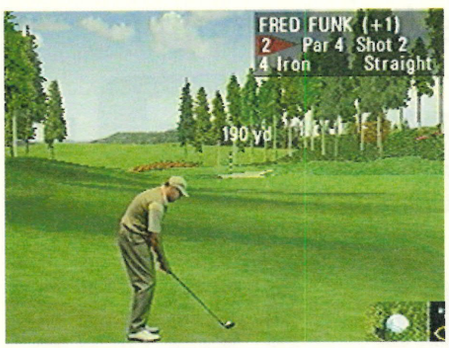
Pro 18 World Tour Golf gives you the opportunity to create your own golf professional by choosing his/her name, look and set of clubs. Once you've settled on a character you're happy with, you can then take him to the training course and practice driving, chipping and putting. These training sessions aren't exactly helpful, and after a while they become quite repetitive, so you won't find yourself training



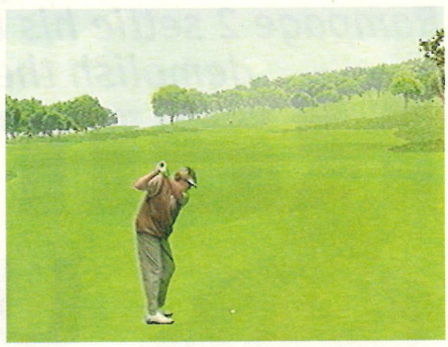




You get to see how lush the visuals are as the camera watches the ball land (usually in the rough).









Getting out of the sand trap is harder than taking a normal shot. And that's saying something...

What's the point in original elements if they don't work?

Frustration Times Three

However, the superb visuals and digitised golfers aren't enough to save Pro 18 World Tour Golf from being dull and overly frustrating. There are three main reasons for this. All golf games give you a map and a pointer to place your shots, and Pro 18 is no different. The problem is you can't use the map and shot pointer in conjunction, so you have to keep referring to the map then trying to aim your shot by memory. There are Look Around and Look Ahead functions, but these are long-winded and often confusing ways to find out where to aim your shot. Okay, so they've tried to make Pro 18 a little different from the rest, but in doing so they've only succeeded in making the game feel disjointed.

The second problem on the frustration front is that nowhere on the screen are you told how far a certain golf club will hit the ball. This is fine for golfers who know all about golf clubs, but it makes it a bit of a guessing game for those of us who don't. The distances are printed in the manual, but you shouldn't have to keep referring to this once you've started playing. This situation actually makes the putting side of things almost impossible until you've been playing for hours, which is something many of you won't have the patience for.

The final frustration is the new-fangled shot meter that has been employed in another attempt to make Pro 18 different from the rest. Actua Golf managed to change the age-old system by utilising the analogue pads, but rather than go this route, Pro 18 simply adds another meter. Pressing 'X' once makes the power bar rise. Hit 'X' again at the top for power, then hit it again at the bottom to gain accuracy. This is where the average golf swing meter stops, but not Pro 18. Just as you hit the button for the last time you must hold it as another meter activates to determine how much draw or fade is produced from the shot. This makes the whole thing feel just too complicated, and although you get used to it, you're never comfortable with it.

Are You a Member?

These gameplay riles make Pro 18 World Tour Golf very hard to get into. Pulling of a decent shot is rare to say the least, making you feel disheartened by the whole thing. The game feels overly complicated when it needn't be so. Okay, so Pro 18 is supposed to be as realistic as possible, but with this comes alienation of the player, meaning that only the very persistent of you will get the most out of it. Which is a shame as the visuals create a wonderful atmosphere that golfing fans will appreciate more than the new glove and towel they get every Christmas.

If Pro 18 World Tour Golf didn't try to be so different from other PlayStation golf games, I'm sure it would fare a lot better. Okay, so that means dropping the originality, but what's the point in original gameplay elements if they don't work?

Doug Williams

SECOND OPINION

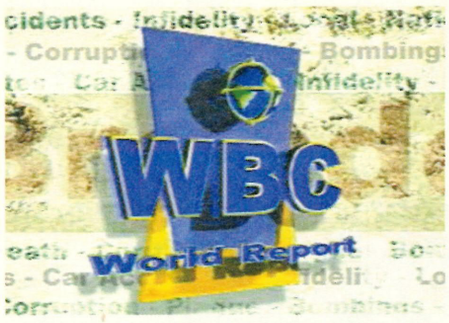
The graphics on this little number are superb - it's almost like watching televised golf. However, as Russell rightly says, the control system is too complicated for its own good and never really becomes instinctive. Nice try, though.

Claire Webster

THE SCORE

GRAPHICS	9
SOUND	6
GAMEPLAY	7
LIFESPAN	7

75%







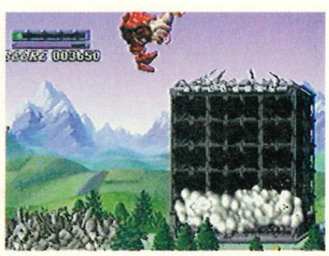
Each time you start a new continent, you get a CG intro in the style of an American newscast that, um, looks nice.

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
GT Interactive	Midway / Avalanche	Smash-'em-up	Out Now	UK	£39.99	1-3	Memory Card Analogue Pad	Dual Shock

Saul Trewern likes to get among 'em and smash it up, but does Rampage 2 settle his thirst for destruction, or is he still going to demolish the EPM office?

Rampage 2: Universal Tour







Each continent has a style, but most of the buildings are faceless skyscrapers.

Demolition experts must love their jobs. I mean, take thousands of lbs of high explosive, rig it up in a skyscraper, press the button and wahey; bye bye building. Very satisfying indeed. Unlike the demolition that Rampage 2: Universal Tour offers.

Being a fan of the original arcade Rampage (well, I was young and naive at the time), I have been looking forward to the arrival of Universal Tour for some time now. Especially as the last PlayStation Rampage outing was more of an explosion between the legs than a skyscraper demolition job. 'Surely', I thought, 'if Midway are to try another Rampage game on the PlayStation, they'd have to give the whole concept an overhaul?' I was wrong.

Rampage 2: Universal Tour is still based on mindless button-bashing and crappy Amiga-style graphics that just don't belong on the PlayStation. No matter what the new story is, or who the new characters are, Universal Tour fails to do anything for me. It doesn't even feel like a game and I've had enough. Still, it's my duty to divulge all the new bits, so that you, the readers (or mugs if you buy this game), can make an informed decision as whether to buy or burn it.

Fat Lizzie

The oversized heroes of the original Rampage games, Lizzie The Lizard, Ralph The Wolfman and George The Ape, are all being held hostage by nasty alien types, so Universal Tour gives you the chance to take control of four all-new characters. Sticking with the Children's Hour style of name, we have Boris The Rhino, Ruby The Lobster, Curtis The Rat and in keeping with the 'universal' theme, Myucus The Alien. All four monsters have different ability ratings and one whole special move. The first problem is that although the characters all look completely different, you don't actually notice any difference between their actions when you're playing. It really doesn't matter which character you choose, so it's just down to which one you like the look of best. A little variety in the characters' two basic actions (kick and punch) might have made the mindless gameplay a little more interesting.

The whole pseudo-cartoon style of graphics is terribly below par

Ah yes, that mindless gameplay. What can I say except that I'd have more fun living in a hick town with the deliverance family than running through the - plus world/universe-wide cities smashing buildings up. There really isn't anything more to it than climbing up buildings and letting fly with your limbs. Okay there is, but the tanks, planes helicopters and stuff don't add to the action, they just make it more annoying, boring and frustrating. All the buildings have people inside that can either be killed or eaten and there are plenty of booby traps such as waterpipes and electricity cables.

THE MONSTERS...



The original Rampage crew have been locked away, making way for a new breed of hip, streetwise monsters that know there jungle from their garage and there Versace from their Prada. Actually that's not entirely true. The new monsters have names from Play School and are about as happening as break-dancing. In fact, these weirdoes would be more at home in a Fifties B-movie than a game this late in the PlayStation's life. I was trying to find something nice to say about them, but with a lobster called Ruby and a rhino called Boris, I'm afraid I really can't be bothered.



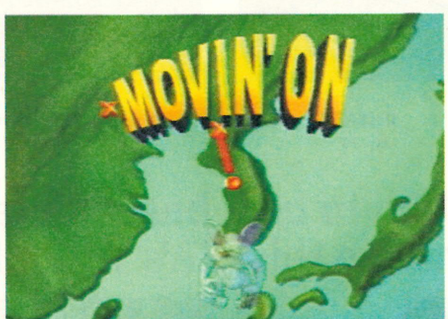




When you hear the air raid sirens, watch out for these planes (the same in every continent) as they drop bombs on you.



Here's the spin special move of Ruby The Lobster. Pretty devastating, but not very interest-



Between each city you get a map like this. How exciting.



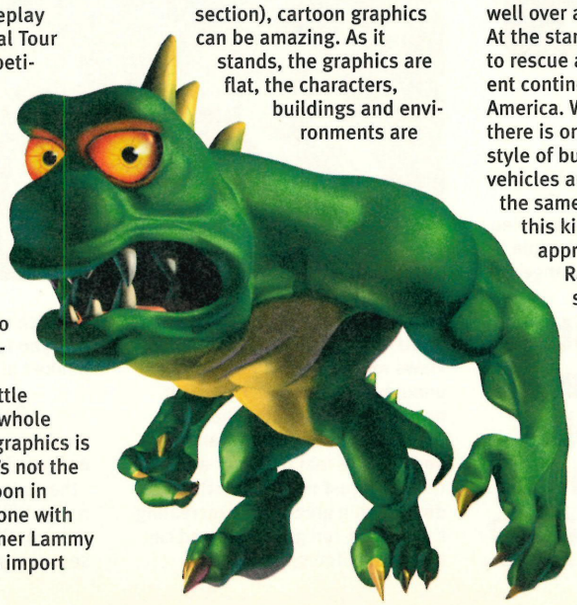
Hit a water main and you're blasted off the building.

It may sound harsh, but Rampage 2 doesn't belong on the PlayStation

None of these little gameplay details can save Universal Tour from being pointless, repetitive and, uh; crap.

Crashes, Smashes and Sirens

Most games are usually saved by something and nowadays that something is usually the graphics. Midway haven't even attempted to do anything with the mid-80s arcade graphics though. Okay, there's a little more resolution, but the whole pseudo-cartoon style of graphics is terribly below par. And it's not the fact that visuals are cartoon in style. I mean, if they're done with as much flair as Um Jammer Lammy (reviewed in this month's import section), cartoon graphics can be amazing. As it stands, the graphics are flat, the characters, buildings and environments are uninteresting and the whole overall feel is that no effort at all has gone into using the PlayStation's potential at all. The sound's not much better either. A collection of crashes, smashes, sirens and explosions do not a soundtrack make.



As I've already said, there are well over a hundred cities to trash. At the start you get the opportunity to rescue a friend from three different continents; Asia, Europe and America. Within each continent there is only a minor change in the style of building and many of the vehicles and people stay exactly the same throughout each. It's this kind of 'can't be bothered' approach that has made Rampage 2: Universal Tour such a travesty. It's been a long time since I've been so disappointed and bored with a game, and I hope it will be a long time until I have the same feelings again.

It may sound harsh, but Rampage 2: Universal Tour doesn't belong on the PlayStation. In fact I think it should have been left in the arcades and not regurgitated to remind people like myself with fond memories of the game that it was, in fact, crap.

Saul Trewern

SECOND OPINION

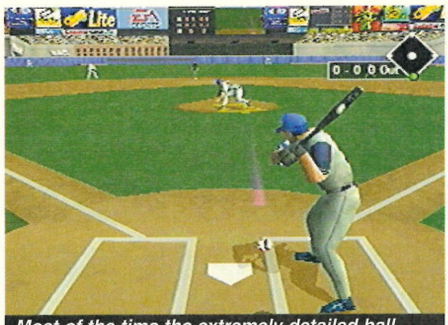
Rampage was fun in the arcades, but on a console, the shallowness of the gameplay simply kills it. It's fun for a few plays, but after that, boring - fine on a coin-op (stop feeding it money and leave), but when you've paid almost £40 for it, you can't help feeling ripped off.

Claire Webster

THE SCORE

GRAPHICS	4
SOUND	4
GAMEPLAY	3
LIFESPAN	2

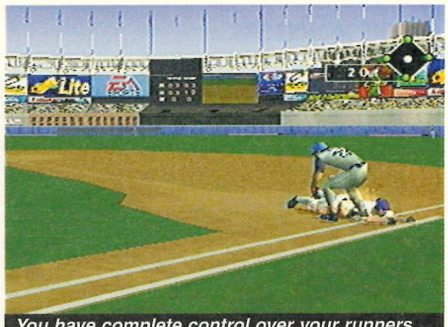
35%



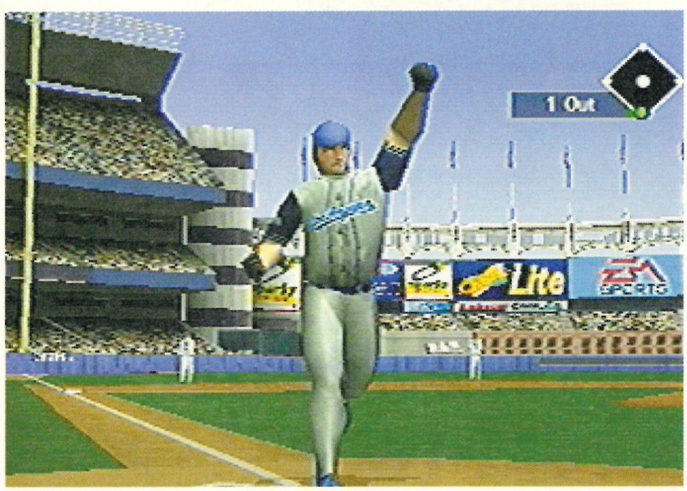
Most of the time the extremely detailed ball leaves a red trail so that you can see it easier when it's travelling through the air.

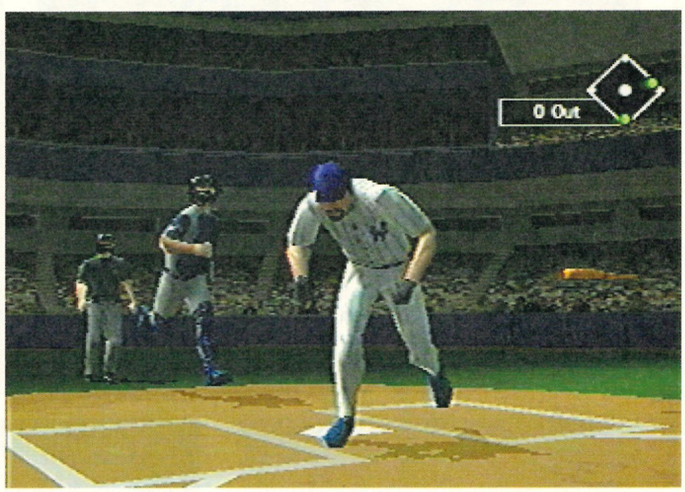


There's nothing they can do about this hit-and-run except stand and watch.



You have complete control over your runners, even down to whether they dive head- or feet-first at the bases.

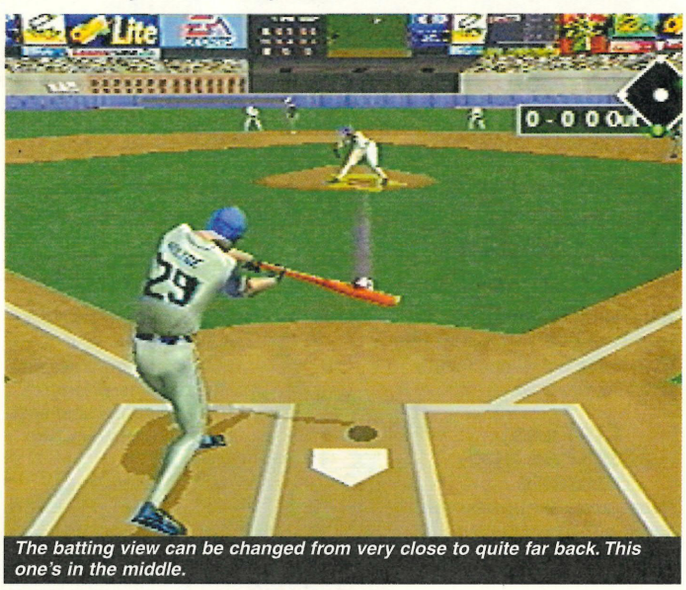




PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Electronic Arts	EA Sports	Sports Sim	May '99	UK	£39.99	1-2	Memory Card	Analogue Pad

Saul Trewern doesn't claim to be a baseball fan, but he reckons if any game is going to change this, EA's Triple Play 2000 is it.

Triple Play 2000



The batting view can be changed from very close to quite far back. This one's in the middle.

The game of baseball is the American equivalent of cricket. You simply pitch/bowl a ball, strike/hit it, then steal/run (delete as applicable). Baseball, though, has something that cricket does not - atmosphere. Anything from the cry of the hot-dog salesman to the piped organ music to the large-screen replays - a baseball match is an experience that just can't be compared to the subdued buffet atmosphere of a cricket match. Baseball, after all, is American, and Triple Play 2000 has captured the spirit of old Uncle Sam in all its glory, or misery depending on your stance.

Not being a huge fan of baseball (well I'm not from Japan or the States), I wasn't exactly enthralled to be reviewing EA's latest Triple Play offering. This soon changed, though. As quickly as I was ready to dismiss Triple Play 2000, my views reversed and I now can't get enough of it. Which is odd, as it hasn't turned me into a baseball fan. I mean, I still don't want to go and watch a real match or anything. It's just that EA Sports have done such a great job of recreating the hit-and-run gameplay and capturing the atmosphere of this American institution that almost everybody should find themselves hooked after just a few innings.

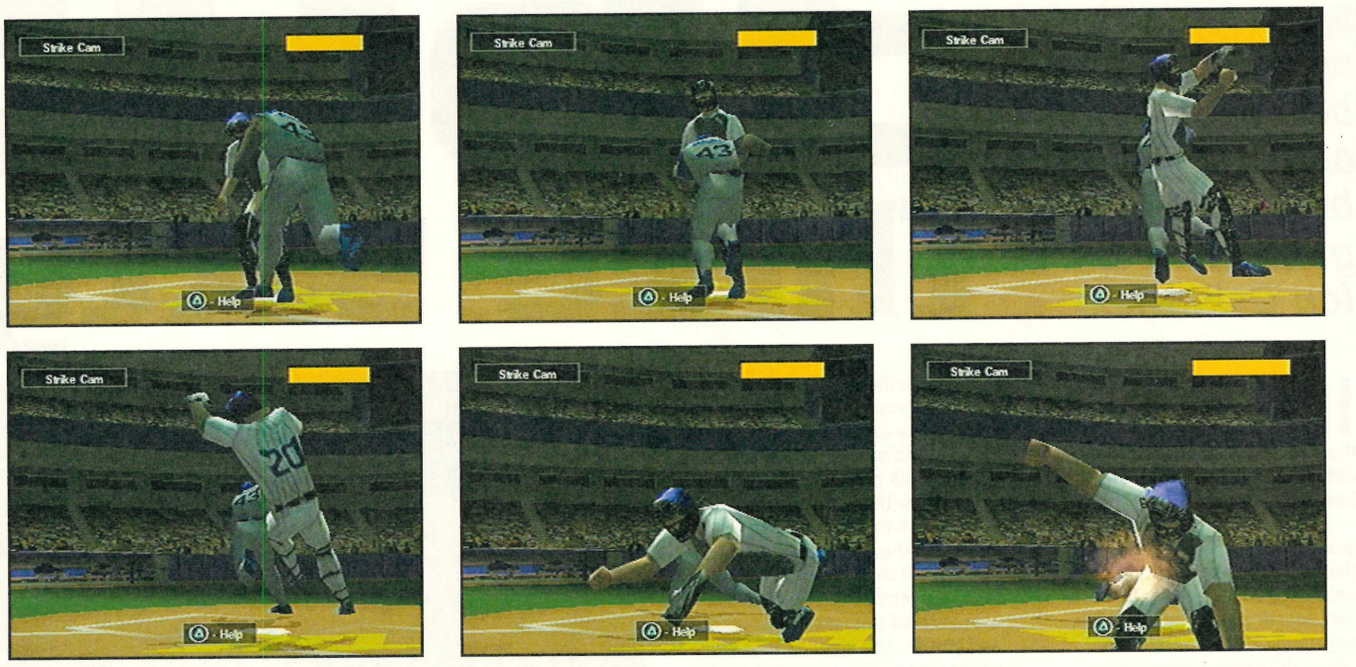
The stop-start style of play is extremely addictive and very enjoyable

Aural Delights

Two elements go to make for this invigorating big game atmosphere - the sound and visuals. Obvious really. With Triple Play 2000, though, the sound doesn't play a secondary part in atmosphere cre-

REPLAY IT AGAIN, SAM...

No self-respecting sports game would be without a replay function, but much of the time the replays give you just the last few seconds of the action. The Triple Play 2000 replays give you the whole of the last play in a completely controllable fashion. The camera can be changed to any angle to suit, and you can watch the action frame by frame if you like. Watching the replays is a wondrous sight, especially if you get the camera in close. The following sequence shows, in great detail, a runner trying to steal last base and taking the back-stop out in the process. He didn't get base, though.

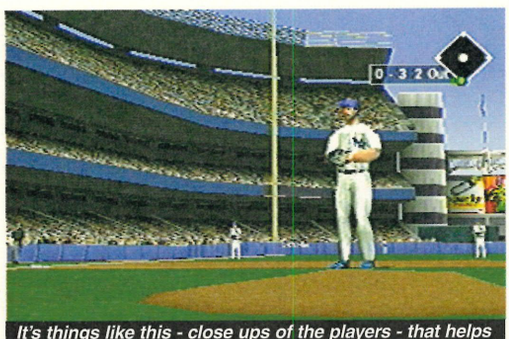


ation. The audio actually comes out on top of the admittedly-superb graphics. Everything from a constantly changing crowd noise and the entertaining and informative commentary to the players shouting and announcements on the loudspeakers make Triple Play 2000 the best aural picture in a sports stadium of any PlayStation sports game - ever. Hearing really is believing on this game.

Triple Play 2000 also paints one of the best visual pictures of a sports game on the PlayStation. The quality of animation on the players is superb (check out the replays frame by frame for proof), especially when they're drawn so well at such a good size. The variety in the stadiums is hard to fault too. In fact all of the American official teams have their own stadium in Triple Play 2000. A high level of visual quality is easier to achieve on a baseball game, though, as the nature of the sport means the PlayStation has to deal with less AI and less graphical calculation. This is purely for the reason that there aren't always twenty-odd players running around, having to be positioned on the pitch at the same time. Still, whether the task was easy or not, the results are nothing short of graphical splendour.

Gripping Control

Sound and graphics do not a game make, as we all know. So what of the actual gameplay, then? Well surprisingly, the stop-start style of play is extremely addictive and very enjoyable. This is partly due to the well laid out control system. There are several levels of control, although Triple Play 2000 is just as gripping to play using any of them. The basic control for batting is one Power Hit button, one Normal Hit and one Bunt button. Timing is crucial. It depends when and at what angle you hit the ball as to whereabouts on the field it ends up. At first you get a few lucky shots and start to think it's easy. But as you progress you uncover a plethora of little nuances and it's only when you have full control of where the ball goes that Triple Play 2000 really shines. The pitching and fielding controls are just as easy to get into but again, it's only when you really master them that the game comes to life. The intuitive control on both sides of the game make a nine-innings match compulsive and fun right until the very end. Which is unlike any other baseball game I've played on any format - I'm usually bored beyond belief by the third innings.



It's things like this - close ups of the players - that helps create the unbeatable atmosphere of Triple Play 2000

Fans And Non-Fans

It seems that Triple Play 2000 is aimed at the non-baseball fan but there are still plenty of statistics and realism for the true fan (if there are any in Blighty, that is). There are several different modes of play that suit both types of player. The Exhibition match speaks for itself - choose two teams and slog it out for the number of innings you choose on any difficulty level. The Season mode is just as simple - choose a team and try and take them to the top. The Playoffs cut out the bulk of the season and take you straight to the final rounds. The Home Run Challenge, though, is a little different, and is great in two-player mode. Choose just one player from any team then go up against a friend or the CPU in a bid to hit the most home runs over a set amount of innings. This mode is perfect if you and a friend don't feel like a full match as you can simply slog it out without having to think too much.

The fact that the Baseball World Series only contains American teams is proof that baseball is not a truly international phenomenon. However, EA Sports have managed to create an atmosphere and provide gameplay that should make Triple Play 2000 a truly international game. Next time you're in the game shop, don't simply browse past Triple Play 2000. Pick it up and give it a go. Like me, you might not love baseball, but I predict that, like me, you're going to love Triple Play 2000.

Saul Trewern

I predict that, like me, you're going to love Triple Play 2000

SECOND OPINION

This one's great, even for those who (like me) know nothing and care less for the sport. Okay, so the teams and players ring no bells with most UK gamers, but the gameplay shines through. Some will warm to a baseball game, but don't dismiss it out of hand.

Ian Osborne

THE SCORE

GRAPHICS	9
SOUND	9
GAMEPLAY	9
LIFESPAN	7

89%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Cryo UK	Smart Dog	Combat Racing	June '99	PAL	£39.99	1-2	Memory Card Steering Wheel	Dual Shock

360: Three Sixty

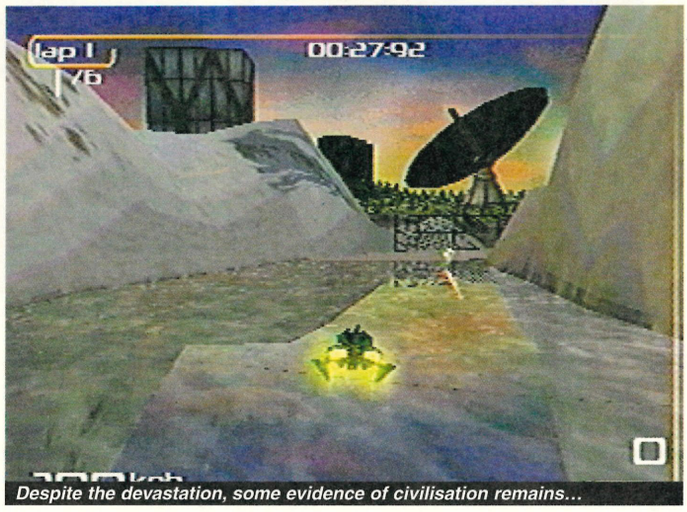
Futuristic hoverbikes, spectacular weapons, combat racing, arena combat - but is it any good? Just ask Ian Osborne...

It's a silly name, I know - 360: Three Sixty? Did they say it again just in case you missed it the first time? Oh well - it's not as daft as Metal Gear Solid, and look how good that is.

360: Three Sixty is a racing game with a difference. Instead of the usual cars, bikes or jogging animals, you ride futuristic hover vehicles, or pods. They're unlike any modern craft - they hover above the ground using jet thrusters rather than on a cushion of air as favoured by today's hovercraft. These can be rotated and swivelled to provide directional power. Think of the pods as Harrier Jump Jets without the wings.



Needless to say, they've a lot of inertia on the corners. As they don't touch the ground when you turn, you tend to drift - imagine an exaggerated rally racer powerslide and you get the idea. As well as your standard D-Pad steering, you can also rotate your machine on the spot using the shoulder buttons, even while on the move. This is especially useful in the battle arenas, but also when taking sharp corners. Release the throttle, rotate your craft and then power out of the bend. Neat. The pods demand a whole new driving style, and it takes a while to get used to this, especially if you play a lot of road racers, but it's worth it.



Despite the devastation, some evidence of civilisation remains...





Road Rage With Guns...

There's more to the game than straightforward racing, though. You also have weapons at your disposal; a cannon throughout the game and more powerful tools which have to be collected as you race. These range from Shields, Gas Bombs, Torpedoes and the inevitable Mines. If there's a racer in front of you and you can't get past him, strip away his armour and blow the bugger off the track. Destroyed pods are replaced, but this costs valuable time. Your wonder-weapons are one-shot only, and usually have a very limited range. This is frustrating at times, but it's a design fact rather than a design fault - why should a player in the lead suffer because someone

Think of the pods as Harrier Jump Jets without the wings



Cornering is a vital part of 360: Three Sixty.



IT'S ALL IN THE GAME...

There are four game modes on offer in 360: Three Sixty. They are:



• Arcade Mode
This is your standard one-player game where you race and battle against five computer-controlled foes.



• Tournament Mode
A two-player racing extravaganza.



• Battle Mode
Get straight into the deathmatches in this two-player match-up

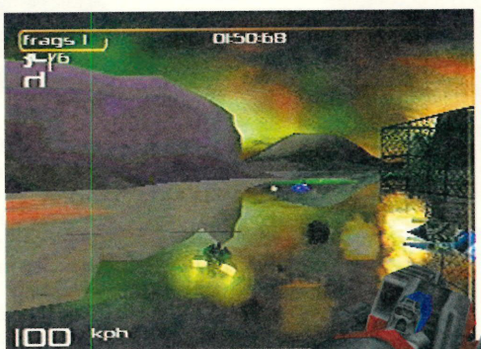


• Time Trial
Race against the clock - every driver has one!



Success in the arenas depends on building up ten frags before your foes.

half a lap behind him fired a guided missile? Your cannon isn't exceptionally powerful, but it's useful for slowing craft as you blast them. Successful hits produce a pleasing flash as your bullets hit home, so you know you're on target. Don't over-use it, though - it might have infinite bullets, but it also takes time to reload. This is a cool idea which stops players riding around with their fingers permanently on the trigger.



On the Right Track...

360: Three Sixty features four worlds, each with a distinct flavour. The Water World sees you racing over a flooded marshland, laid waste by the climactic changes offered by the game's plot. The Ice World is (unsurprisingly) frozen, though the half-ruined Houses of Parliament shows this was once the thriving city of London. As well as flooding former cities, the environmental catastrophe that befell the Earth also dried out seas - you race past fouled ships and whale carcasses on the Sea Bed tracks, and where the planet's crust was breached completely, there's a Lava World. Each of the worlds has three tracks. Finish in the first three (out of six riders) and you get to progress to the next. On completing all three courses, you enter a deathmatch arena where the object is to be the first to earn ten kills.

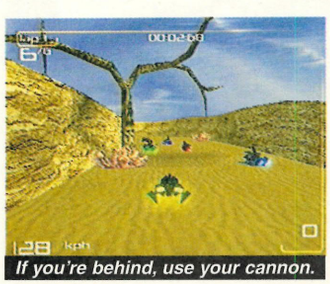
Here your cannon's power depends on your placing in the races - the better you do, the greater your gun. Shattered pods re-form at a random location.

The state of the ground you drive over greatly affects your speed, as some elements absorb your jets, reducing thrust. It's up to you to decide whether it's worth clipping the off-course rock bed to cut a corner, but reduce your overall speed.

Chilling Challenge

The differing handling qualities of the pods make the races challenging, to say the least. You really have

The differing handling qualities of the pods make the races challenging, to say the least



If you're behind, use your cannon.





POD POWER

There are ten pods to choose from in the game, and a secret one to win by completing it. Here they are...



POWER WEAPONS

These weapon power-ups are won by driving over them. Remember where they are - when collected, a new power-up forms in the same place.

- Cannon: Reloads your standard weapon.
- Shields: Depletes with hits, not time.
- Ion Gun: A heavy-duty weapon that does more damage at close range.
- Mine: Pretty obvious, really...
- Gas Bomb: Releases a gas cloud which disables enemy vehicles.
- Multiple Missiles: Fires 12 guided but low-range missiles.
- Cluster Bomb: Splits into smaller bombs which explode behind you.
- Torpedo: Unguided missile, but good range.
- Homing Missile: Guided heat seeker. Fair range.
- Flare: Counter measure that deflects missiles and homing missiles.
- Turbo: A speed boost.
- Plasma Cannon: Twin energy beams - deadly, but low range.
- Flamer: Short-range flame-thrower.







to think about how you approach the bends, as the pods' racing line isn't always the same as that of a car. For example, when approaching a 90° bend, you don't hug the outer lane and cut in - you would drift too wide. Instead, take the inside lane, release the throttle as you reach the corner and use your rotation ability before powering out. The tracks are cleverly designed and perfectly suited to the machines' handling, though they might demand you use the brake a bit more.

The weapons offer interesting angles on the race genre too, and thankfully they're weak enough not to destroy the driving aspects of the game. There's nothing worse than being forced to hold back to avoid your opponent's guns, powering and blasting your way to the front during the last half lap. Not that holding back would do you much good here - by holding a shoulder button, you get to view what's behind your pod. You can fire your cannon backwards at chasing foes or watch as rear-firing power-ups such as mines and gas take effect. Make sure you're on a straight though, or you'll crash into the next bend while looking over your shoulder.

The deathmatch arenas are neat, offering a mix of wide-open space and tight corridors, though some of them are simply too big for their own good - even with the radar function, enemies are sometimes just too hard to find. Even so, they're great fun, especially when you're on the tail of an already-flaming pod, desperately trying to frag the freak before someone snatches the kill from your grasp.

Overall, 360: Three Sixty is a fun racing combat game. It isn't quite up there with Rollcage or WipEout 2097, but it's a fine game in its own right, even if you already own these two classic titles.

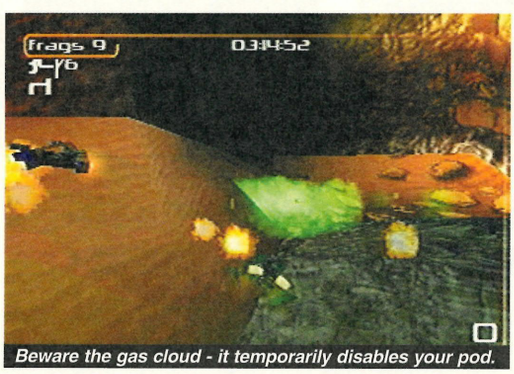
Ian Osborne

The tracks are cleverly designed and perfectly suited to the machines' handling

SECOND OPINION

The fluidity of this game's especially impressive. It's got good (if unusual) handling on the vehicles, an interesting and balanced range of weapons and that all-important seat-of-your-pants action feel a racer so desperately needs.

Russell Barnes



Beware the gas cloud - it temporarily disables your pod.



The reflections on the lava courses are amazing...

THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	8
LIFESPAN	7

82%

COMPETITION

Win a G-Shock watch and 360: Three Sixty goodies!

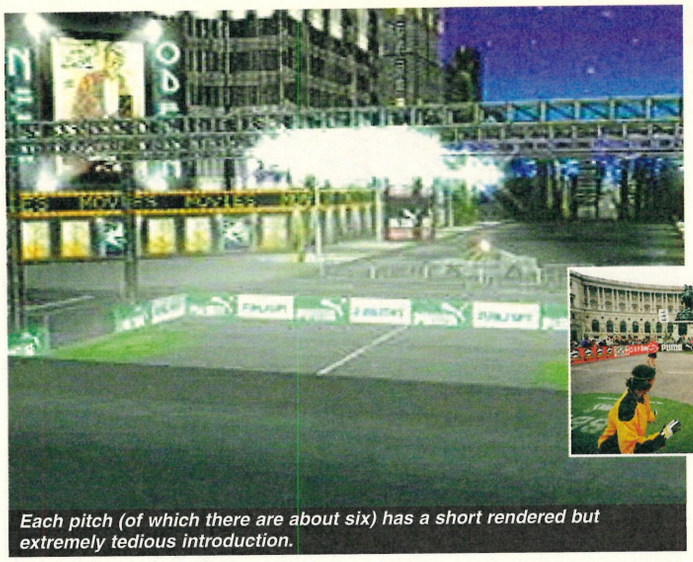
To celebrate the launch of 360: Three Sixty, Cryo have some great goodies to give away. Our star prize is a G-Shock digital watch, with a limited edition 360 fleece, a 360 T-shirt and a copy of the game for three runners-up. What do you have to do to win one of these superb prizes? Just answer this simple question:

- How many degrees are there in a full circle?

Answers on a postcard to:
Pod Power Competition,
extreme PlayStation,
22 Strand Street,
Poole,
Dorset
BH15 1SB

Entries that arrive after 24th June will be spun through 360° on their way to the bin.





Each pitch (of which there are about six) has a short rendered but extremely tedious introduction.



The goalmouth scrambles become ridiculously confusing.

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Infogrames	Pixelstorm	Sports Sim	Out Now	UK	£39.99	1-8	Memory Card Analogue Pad	Dual Shock

Saul Trewern takes on a soccer game with a twist...

Puma Street Soccer

The twist? It's crap. In fact I haven't played such a pathetic attempt at a soccer game since the days of the Commodore 64. But then the old C64 had an excuse - it was an 8-bit, 64K machine in the infancy of the computer gaming. The PlayStation, however, is a grown-up 32-bit dedicated gaming console, so there's really no excuse for this insult to football games.

Obviously realising they didn't have any chance of breaking in to the real soccer game market, Sunsoft have opted to recreate the four-a-side Puma World Street Soccer competition. Which is actually a real life event. However it doesn't make a good videogame. For a start the pitches (in airports, on streets, etc) are just way to small. Then there's the fact that you only have three men on pitch and one goalkeeper. Both factors combined make Puma Street Soccer almost unplayable. The ball keeps flying from one end of the pitch to other, making it feel more like a basketball game than a football game. There's no room to set up manoeuvres, so it's simply a case of pass, pass, shoot (and hope, because the goals are so small and the 'keepers too good). This makes for dull and frustrating gameplay, I'm afraid.

Of course, in the right hands Puma Street Soccer could have been an above average game. But it seems that no effort has gone into making it exciting or addictive.

Puma Street Soccer doesn't even have stunning graphics to compensate for the pathetic gameplay, which is a travesty in itself. I mean, they've hardly used a fraction of the PlayStation's potential with the game itself, so you'd think that some effort would have gone into the visual side of things. The sound's just as terrible too, with the most basic commentary I've ever heard on a sports game.







Finding something good to say about Puma Street Soccer is like getting blood from a stone - impossible. I gave it a good try but as you progress through the game it only becomes worse. It's graphically poor and the gameplay is positively skint, so all in all, this is one kick-a-bout that's best forgotten.

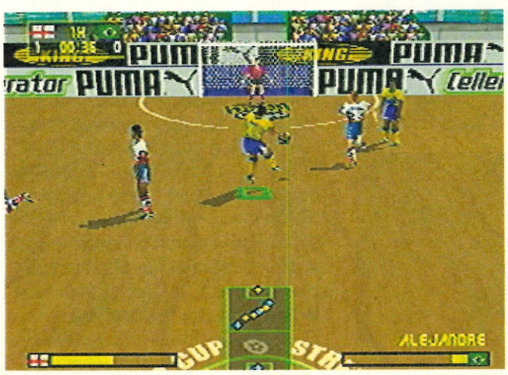
Saul Trewern

Finding something good to say about Puma Street Soccer is like getting blood from a stone

SECOND OPINION

It's good to see someone trying to put a new twist on the soccer genre, but not so good to find it's well below par. It's a real Vauxhall Conference performance, with weak graphics and a real lack of tactical elegance to the gameplay. It's about as interesting as Arsenal.

Claire Webster





THE SCORE

GRAPHICS	5
SOUND	3
GAMEPLAY	4
LIFESPAN	3

30%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Eidos Interactive	Silicon Dreams	Sports Sim	Out Now	UK	£39.99	1-4	Memory Card Analogue Pad	Dual Shock Multi Tap

At last Eidos' World League Soccer game engine has been perfected. Saul Trewern explains why...

UEFA Champions League



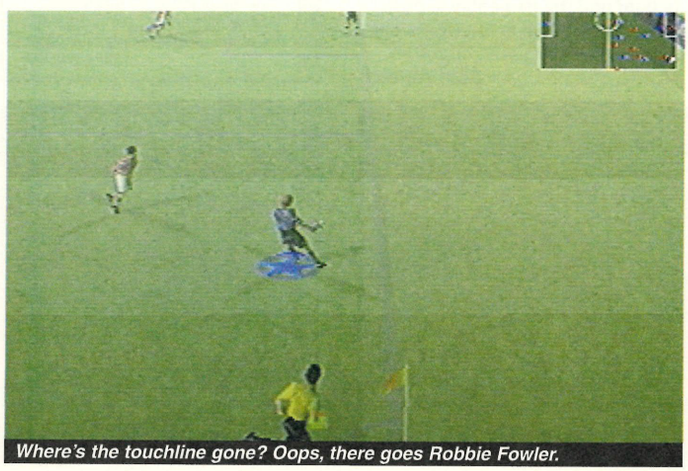
Okay, so Ronaldo isn't exactly the best looking football player. But his polygon rendition is a straight-out munter.

Don't be fooled, this is not an all-new game. Eidos' UEFA Champions League is almost exactly the same game as the recent Michael Owen's World League Soccer '99. If you have the package licensed by the England wonder-kid you don't need this toned-down version in the slightest. However, if you don't own a World League Soccer game in any shape or form, UEFA Champions League is as good a place to start as any.

One of the biggest criticisms levelled at the two previous WLS games was that the games were simply too tough. Both the irksome controls and high-pitched challenge added a certain amount of frustration to the admittedly-enjoyable and mildly-addictive game. Many of the problems of the original game were addressed in the Michael Owen sequel, and it seems as Eidos choose yet another licence for the WLS engine, almost all of the game's problems have been eradicated.

One of the best football games around





Where's the touchline gone? Oops, there goes Robbie Fowler.





Limiting Licence

The new licence allows you to take part in the 1998/99 UEFA Champions League season, which does somewhat limit the scope for team selection. To widen your choice, Silicon Dreams have done a Viva Football and provided the opportunity to play as teams from the past, but only those who have played in previous UEFA Champions Leagues. You don't have to play within the confines of the UEFA Champions League either. There's a Custom Tournament option where you get to, uh, customise your own tournament. There are also Exhibition and Quick Play modes that speak for themselves, and a

FANCY FREE KICKS...



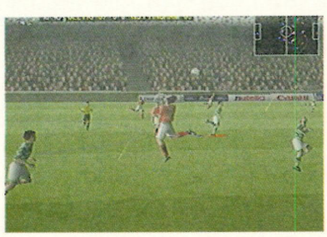
Still here from Michael Owen's World League Soccer '99 is the intuitive and often spectacular free kick-taking system. The system allows you to send the direction, bend and height of your kick before you actually shoot. This means that curling around a wall and into the top corner Beckham-style is a real possibility. It takes a while to perfect the technique but perseverance really does provide some astounding results.



Although the commentary is often off-cue, the sound in general is of a very high standard

Scenario Mode which puts you into the Predators of any of this year's teams at the qualifying stages. However, it's the exhibition and main UEFA Champions league where most of the action takes place.

In response to the criticism of the first two games, this rendition of WLS has been made less complicated on the controls front. Silicon Dreams have also made the game easier in general, in order, we think, to hook the more casual gamers. The result is a smoother-flowing and less frustrating game of football. UEFA Champions League is definitely the easiest and most fun to play of all the WLS games. However, this throws a bit of a contradiction into the equation. Surely, the UEFA Champions League is only of interest to the most hardcore football game fans? Yet the game has obviously, and for the better, been aimed at the less hardcore soccer gamer. The changes to the controls and skill levels on show here would have been more apt for the Michael Owen game. I know this makes no difference to whether the game is any good or not, but I feel the licence contradicts the style of game, meaning that many of the more casual gamers will miss out on an exceptionably playable soccer game.



Complete Ball Control

As it stands, though, the new control system (minus the fiddly skill mode) is one of the most intuitive and user-friendly of any of the PlayStation soccer games. It's still a little daunting at first, but after a couple of matches you're stringing together passes like a team of Gazzas and powering shots towards goal that Shearer and Ronaldo would be proud of. The shooting system now has an auto aim function which means goals aplenty. Don't worry, though, this can be turned off, giving you full control of shooting and the superb aftertouch effects. With auto shoot on or off, you're still guaranteed plenty of goalmouth action and excitement, although sometimes the play does become a little confused. This is often down to the team's shirt colour schemes and the lighting on the pitch.

Besides the slight colour clash and confusion in the box, graphically UEFA Champions League is the best looking soccer game around. Okay, the characters may be a little deformed but the pitches, stadiums and incidental scenery all add up to make the game feel like a Wednesday evening televised match. This is helped by a CG rendition of the ITV opening screens and music, plus the commendable vocal talents of ITV commentators Ron Atkinson, Brian Moore and Bob Wilson. Although the commentary is often off-cue, the sound in general is of a very high standard.



The referee is usually on the harsh side of the fence, so keep it friendly.

UEFA Champion?

UEFA Champions League may just be an update on the World League Soccer engine, but it seems that bar a few annoyances, Silicon Dreams have at last perfected it. The engine is now aimed at the more casual gamer, making the gameplay easy to pick up but also very challenging, enjoyable and addictive. The UEFA Champions League licence is limiting, though, which is why I can't give it the honour of being the best PlayStation football game. However, no self respecting football game fan should pass up the opportunity to own UEFA Champions League - one of the best football games around.

Saul Trewern

SECOND OPINION

World League Soccer without the bugs. Football games are reaching perfection now, and this game is definitely at the fore-front of PlayStation footie games. It plays like Aston Villa, and not Birmingham City, which can only be a good thing.

Ian Osborne

THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LIFESPAN	8

90%



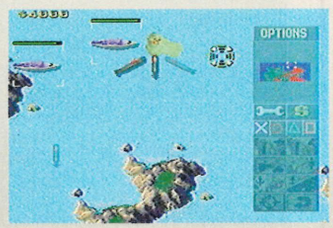


A young Hitler gets taken out of the equation by a time-travelling scientist. For better or for worse? Play the game and find out...

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Virgin Interactive Entertainment	Westwood Studios	Strategy	June '99	UK	£19.99	1-2	Link Cable	Mouse

The crowned king of wargames finally get a Platinum release, and Saul Trewern can hardly contain his excitement. Let's find out why...

Command & Conquer: Red Alert





When Red Alert was first released it was responsible for a few missed deadlines at the extreme offices. Unlike the original Command & Conquer, which was a top solo wargame, Red Alert offers the chance to link two PlayStations and take part in your very own two-player war. Once we had two PlayStations linked they didn't come apart for months; other games became insignificant, and Red Alert stole more working hours than any other game I can remember. And you don't even need to buy two copies of the game to play link-up, as Red Alert comes on two discs.

Besides offering the best two-player link-up gaming on the PlayStation, Red Alert also contains some top single-player action if you don't have access to two PlayStations, a link cable and a mate. You won't be won over buy the graphics, which are really only functional at best. The minuscule soldiers and tiny vehicles and buildings aren't cutting edge, but



Command & Conquer didn't earn a reputation for being one of the best games ever by looking pretty. It's all in the gameplay, so don't dismiss Red Alert because it doesn't contain millions of polygons or run at 60 frames per second.



Far From Simplicity

The basic premise is simple. Choose a side (there's one disc for the Allies and another for the Soviets) and destroy the enemy. The premise maybe simple, but the 30-odd different missions are far from simplicity. Most missions involve you building a base and then amassing an army to conquer over the enemy. You start with a few troops and a Mobile Command Centre, which is the base of all your operations. Once you've chosen a position to set up camp, you can start constructing other buildings such as factories for tanks and vehicles, barracks for training troops and various other installations that are imperative to your survival and the outcome of the war.

There's a huge array of vehicles and different types of soldiers to obtain. You start off with the ability to build small tanks and train infantry soldiers, but as the game progresses and you gain more cash from your mining operations, you






The CGI scenes add to the overall feel that Red Alert really is a polished package.



Each side has one particular tough soldier that can infiltrate bases alone and take out buildings.


The FMV cut scenes are well acted and no expense has been spared on the settings.



Even when things are kicking off big time, it's still easy to direct your troops.




Shows who controls what territory.



THE FOG...



Some of the Red Alert playing areas are absolutely massive, and to make things even harder on the exploration front, they're covered in a Fog Of War. This means that you can only see places on the map if you have explored them previously. It's a good idea, then, to send a few units out to clear the fog so that you don't get ambushed by the enemy using the fog to surprise you.

Red Alert is all the war you could ever want...

get access to the kind of hardware Nato would die for. Everything from helicopter gunships to flame-throwing troops to almost indestructible tanks are at your disposal, but you have to work hard to get them.

Controlling all these vehicles and troops couldn't be easier either. Even when you have hundreds of troops and countless tanks, you find getting them to follow orders becomes second nature and even though the best control method is via a mouse (which is supported), developers Westwood Studios have done a great job on the joypad controls. The control method is a little daunting at first, but it's not long until you have full control of everything that goes on.

This, of course, is imperative as Red Alert sets one hell of a challenge. At times the odds are stacked against you, but there's always a way to win through. Most missions have certain goals, but you find you can tackle them differently every time. There's no set way to go about beating a mission, which allows you to create your own style of play. And the options as to how you play are almost unlimited. Some players like to build defences around their base, others like to amass hundreds of cannon fodder troops, some go for an air war whilst others combine different tactics and strategies to overcome the odds.

Special Missions

Although most of the missions involve building a base, mining to boost your bank balance and destroying the enemy's base, there are also missions that require you to complete certain tasks. This could be anything from rescuing Albert Einstein to destroying a certain technology the enemy are working on. these missions provide a break from the basic gameplay, but rather than being a tacked-on bonus, they're actually an integral part of the game and the storyline.

Oh yes, the storyline. The game starts off with an excellent FMV (yes, that's Full Motion Video, with actors and everything), showing a scientist going back in time to sort Hitler out before he kicks off. With Hitler out of the way, though, somebody has to fill his shoes and the Soviets are the ones who take on the job. Now you'd think that the storyline would be neither here nor there as it's the pure action/strategy gameplay that's important here. Well you'd be wrong, because the Red Alert plot is engaging and as much a part of the game as the warmongering. The story develops between each mission with some superbly-acted (or should I say over-acted) FMVs and some stunning-looking CGI cut scenes. This makes the whole game feel very polished and although the in-game graphics aren't exactly cutting edge, the cut scenes more than make up for it.

Safer Than War

As a one-player game Red Alert offers you more strategy and wargame action than anything else on the PlayStation. Even the recent KKND and Warzone 2100 can't match Red Alert for pure playability and addictiveness. Okay, so Red Alert can't boast 3D visuals like Warzone 2100, but as I've already said, C&C Red Alert isn't about visuals, it's about gameplay and it's got that in abundance. Red Alert is all the war you could ever want, and at 20 quid you can't afford to miss out on this conflict. In fact, maybe Nato and Serbia should sort their differences out over a game of Red Alert. After all, it'd be a lot cheaper, and there's no Chinese Embassy to nuke.

Saul Trewern

SECOND OPINION

Red Alert is the best real-time strategy game for the PlayStation. The resource management and all-out wargame elements fuse seemlessly, and the action never stops. Okay, so the graphics are weak, but you could never achieve the depth of gameplay otherwise.

Ian Osborne

THE SCORE

GRAPHICS	6
SOUND	7
GAMEPLAY	9
LIFESPAN	10

93%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Sony CEE	Squaresoft	RPG	Out Now	UK	£19.99	1	Memory Card

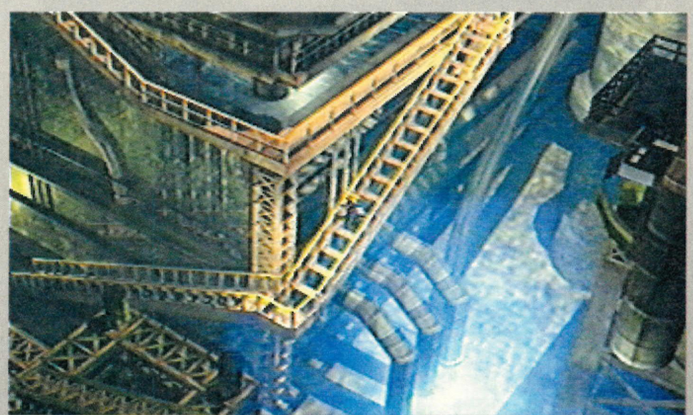


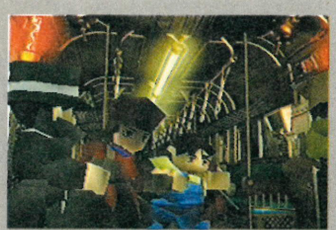
Three discs of the finest looking, most playable and addictive RPG action gets the Saul Trewern treatment...

Final Fantasy VII



Much of the in-depth and cinematic storyline is told in the form of flash-backs and dreams.







It's been over a year and a half since the original review and no other game has been able to match FFVII

On summing up my original Final Fantasy VII review (Issue One, EPM) I said, "There is nothing like it available, and I can't see anything coming for years", among a host of other superlatives to get across the greatness of the game. And I was right. It's been over a year and a half since the original review, and no other game has been able to match FFVII as a complete package - it's a long-lasting, great-looking and supremely playable gaming experience. The RPG action of FFVII is still classed as one of the PlayStation's best games ever, but now it's out on Platinum, and the entry price is only 20 sovs.

If you've never sat down and played FFVII you're probably wondering what all the fuss is about. Especially now, as the screenshots on this page just don't have the same impact they had when we first showed you FFVII all that time ago. It's not until you've been playing it for some time, though, that FFVII really comes to life. In fact, at the start you find the game quite slow-moving, but the superb CG rendered cut scenes and overall movie-like atmosphere are enough to keep you playing until the story really hots up and the RPG roller-coaster ride begins.

The game is centred around a young mercenary called Cloud Strife. Although he doesn't care about the fact that the evil Shinra corporation is draining his planet of all of its energy, Cloud becomes part of a terrorist group called Avalanche. From here on in, he's reluctantly drawn into an adventure of epic proportions that will take the player at least 75 hours to complete. Yes, that's 75 hours of the most engrossing storyline, the best-looking environments and the hottest RPG combat action you're likely to experience.



User-Friendly RPG?

In order to capture the non RPG fan, FFVII had to be more user friendly than other RPGs. Although there is a very complex inventory and weapons/magic section, it's all done in a fashion that doesn't become daunting to the uninitiated.

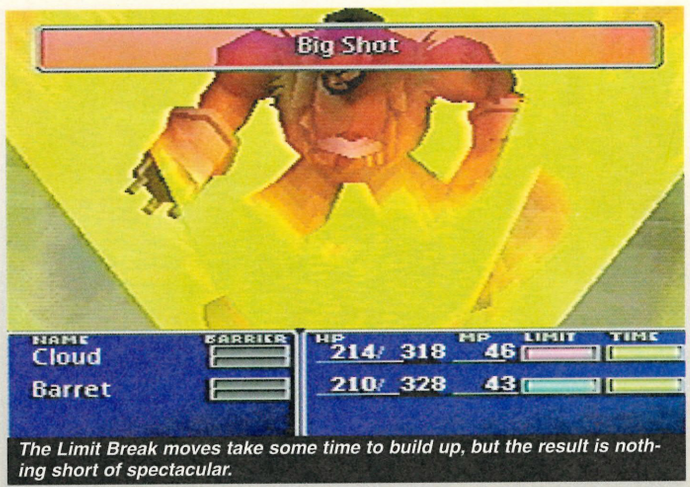
The combat takes place in real time, and you have control of all of your team members. You simply have to choose whether you want each member to attack, defend, use an item or cast a spell, then

SIZZLING SUB-GAMES...

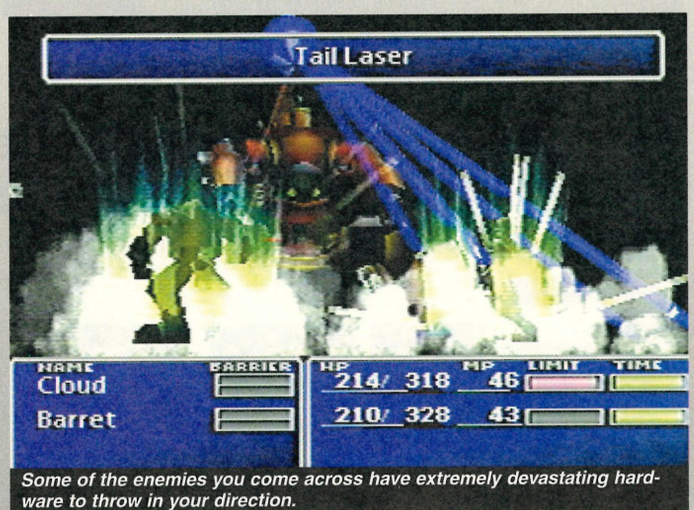
There are plenty of sub-games to be found within Final Fantasy VII that could almost be stand-alone games in themselves. Especially the Chocobo breeding section. Chocobos are large rideable birds that can be raced in competition, but to win you need to breed a champion Chocobo. This means going out to catch one (which is a challenge in itself), then racing it, then going back to the ranch and feeding it correctly. When it's time to breed you need to find another top Chocobo so that the offspring becomes a champion thoroughbred. Doing this isn't necessary to complete FFVII but for some reason you become drawn into the world of Chocobo Racing and forget about the main game.



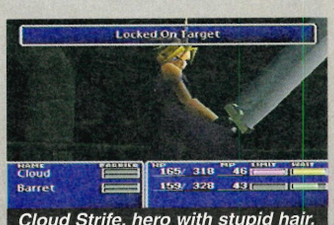
Other sub-games include different amusement park-style games at the amusement park and even a Road Rash-style section as you try to escape from the Shinra army on a motorbike.



The Limit Break moves take some time to build up, but the result is nothing short of spectacular.

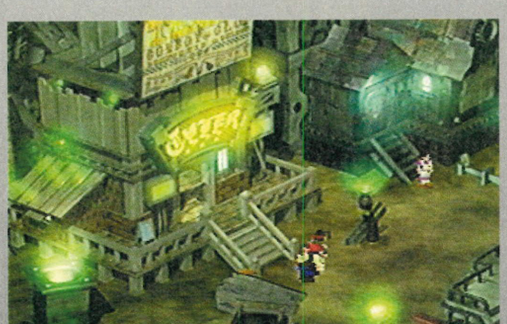


Some of the enemies you come across have extremely devastating hardware to throw in your direction.



Cloud Strife, hero with stupid hair.

It's one of the best looking games out there...



choose a target for them. After their turn has been used they take a certain amount of time to recover (depending on their previous action). When you have a full team you find battles become extremely hectic as you race to activate all of your team. As the battles progress, your team members become angry and frustrated, which is shown on a 'Limit' bar. When the bar hits the top you're able to activate a spectacular Limit Break move. Using these carefully is often the key to success, but the sure-fire way to win is with correct use of the magic spells.

Some of the magic spells in FFVII really do have to be seen to be believed. To create these spells you first have to find or buy a substance called Materia. This can then be placed into slots that can cause some devastating results. You can create anything from fireballs and bolts of lightning to ice sheets and frog spells. The real action comes in the form of the Summon and Elemental spells, though. Once you have the magic power to create such spells, you're awe-struck by the sequence that follows. You can create earthquakes, control the weather and even summon demons. It's not until you actually see these spells in action you realise just how much effort has gone into making them look like nothing else ever witnessed in a videogame before.



Three Stunning Discs

In fact that statement can go for most of FFVII. The visuals at times are beyond stunning. The characters are drawn in a rather unimpressive cartoon polygon style, but all of the scenery and environments come in fantastic rendered form. It's no wonder that FFVII is three discs long, as the number of locations and variety in the scenery is second to none. From vast Blade Runneresque superstructures to picturesque villages and run-down slums, the graphics on FFVII out-strip any other RPG and almost any other PlayStation game too.

The soundtrack is also as impressive as the visuals, although far more subtle. Starting off with film-like orchestration, the soundtrack continuously evolves to keep the cinematic feel of the game. The sound effects also add to the filmic qualities, making the FFVII soundtrack still one of the best around.

The only real problem with FFVII is the fact that you won't want to play it again after you've completed it once. This is even more evident now as I've had to go through it once more for this review. However, there is so much to FFVII that playing it once is more than enough to warrant spending £20 on it. It is the most atmospheric and engrossing game around. It's one of the best looking games out there as well as being innovative and original. In fact, it's the closest thing you get to a film on the PlayStation, and now it's cheaper than ever. You'd be a fool to miss out on it.

Saul Trewern

SECOND OPINION

This is arguably the best PlayStation game ever. It's deep, involved, exciting and brilliantly presented, but above all, absorbing. Just like a novel you can't put down, you have to proceed to see what comes next. It's packaged with a Final Fantasy VIII demo too.

Ian Osborne

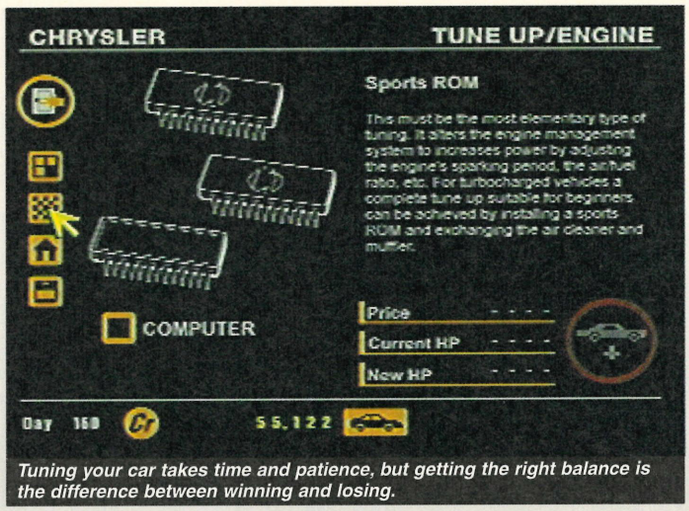
THE SCORE

GRAPHICS	10
SOUND	9
GAMEPLAY	9
LIFESPAN	9

96%



Here's the Honda NSX. Sex on wheels, but can you handle it?



Tuning your car takes time and patience, but getting the right balance is the difference between winning and losing.

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Sony CEE	Polyphony Digital	Driving	Out Now	UK	£19.99	1-2	Memory Card Analogue Pad	Dual Shock

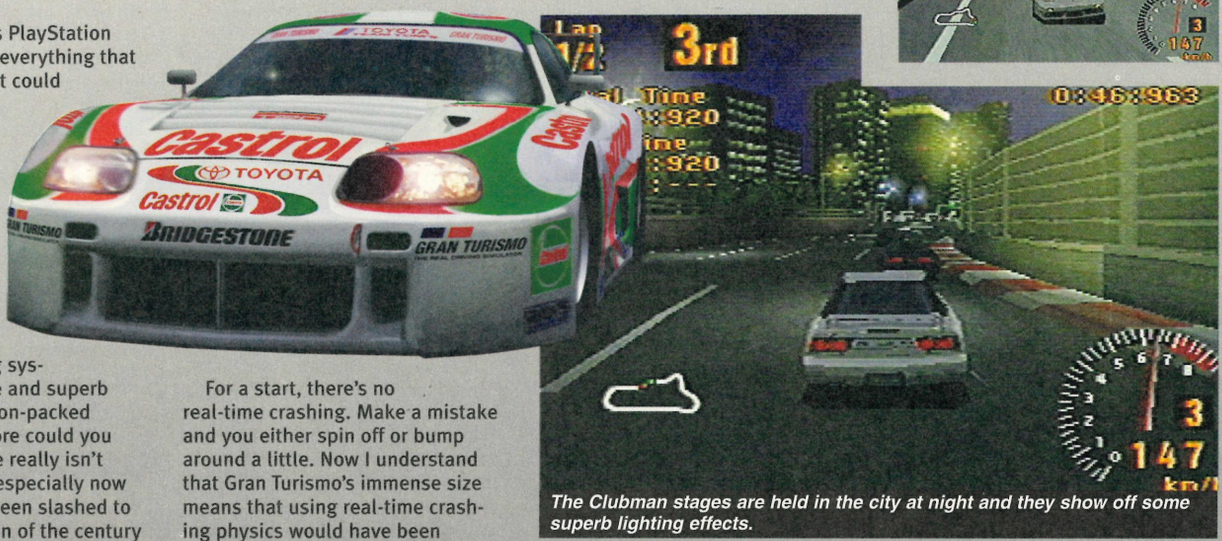
Arguably the best driving game ever is about to hit the shelves, re-packaged and re-priced at twenty quid. Saul Trewern reckons there's no excuse not to own a copy now...

Gran Turismo









The Clubman stages are held in the city at night and they show off some superb lighting effects.

Gran Turismo is PlayStation racing. It has everything that the enthusiast could ever wish for; over 250 cars (that's cars, not upgrades), countless incredibly well designed tracks, enough different modes and competitions to make it last a lifetime, a car upgrade and tuning system second to none and superb fast-paced and action-packed gameplay. What more could you wish for? Well there really isn't anything, is there, especially now that the price has been slashed to twenty quid. Bargain of the century if you ask me...

What made Gran Turismo so special when it was released last year was the fact that developers Polyphony Digital Inc. seemed to have covered all of their driving game bases. And nearly a year after it first hit the shelves, those bases are still well covered, although a few gaps have appeared on prolonged play of this classic racing game.

For a start, there's no real-time crashing. Make a mistake and you either spin off or bump around a little. Now I understand that Gran Turismo's immense size means that using real-time crashing physics would have been impossible, but up against the hair-raising comings-together seen in TOCA 2, the collision action just isn't good enough.

Also, many people, myself included have complained about the difficulty level, which is just too high. Gaining the International 'A' licence is a necessity to get anywhere in Gran Turismo, but actually doing it is more frustrating than not being able to get it up with supermodel Jordan standing in your bedroom naked and covered in cream.

The Cars are the Stars...

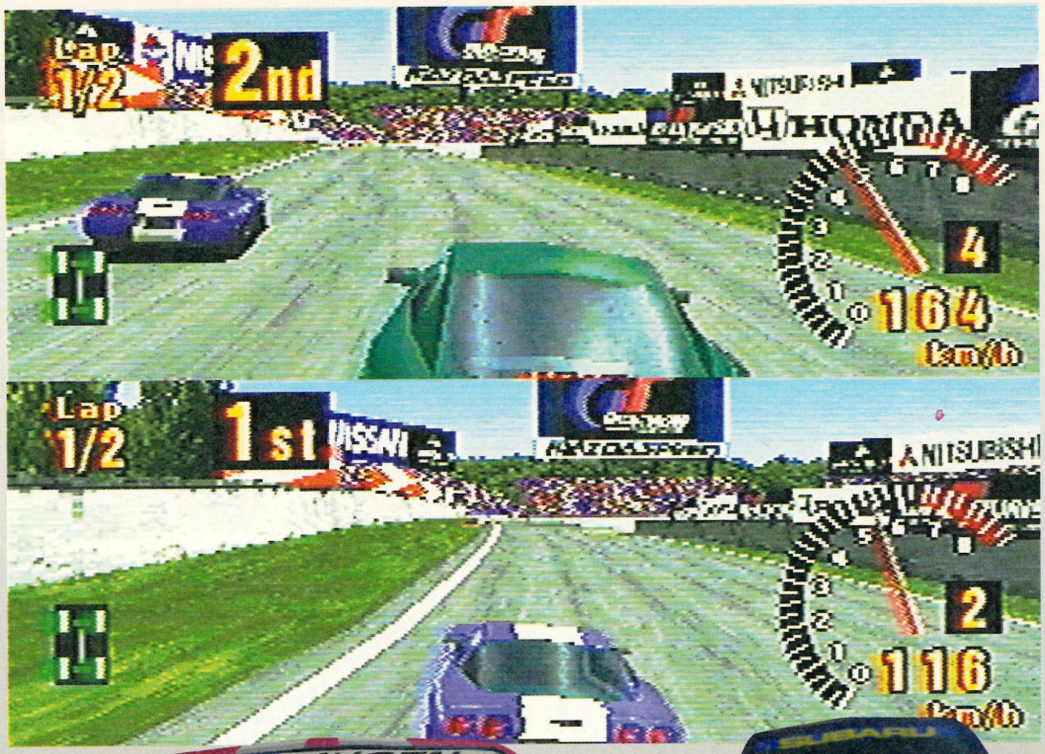
However, Gran Turismo's few flaws do not detract from the fact that it's a superbly playable and incredibly addictive game. The fact that there are over 250 cars, that all really do drive differently and can be upgraded, offers an almost unlimited amount of replay value too.

The cars come from famous Japanese manufacturers such as Mitsubishi and Toyota as well as a few American and British makers thrown in for good measure. To get a good car you need to win a few competitions to get the cash up. When you're happy with your bank

TAKE YOUR TEST...

Gran Turismo is based on a driving licence system that restricts access to certain events until you have passed the correct test. Starting off with the 'B' Licence, you're required to complete eight basic tests of braking and cornering skills. This gives you access to the Sunday Cup and a few other events. Moving on to the 'A' licence and things start to get a little tougher. The time limits are lower and the tests more gruelling. It may take some time to complete the 'A' licence, but once you have that certificate, a whole new world of high-speed racing is open to you.

The hardest test is yet to come. The International 'A' licence requires you to complete one lap of eight different tracks within a ridiculously tight time limit. Only the best Gran Turismo drivers complete the International 'A' licence, but the rewards are worth it. Once you have the licence, you can take part in every race or competition in the game, and your mates will hate you for it.





account, it's time to go shopping. You can either buy brand-new or second-hand cars, but the pinnacle is to buy a special edition sports car. These are the fastest, most highly tuned cars in the game, and once you have one you're a force to be reckoned with. It doesn't stop there though. With a memory card, you can fill your garage up with as many different cars as you like (as long as you have the cash) and try them out in different races and competitions. The extensive car set-up/upgrade/tuning section allows you to perfect the cars' handling for any track or race in the game. This takes a lot of patience and may only be of interest to the real motor racing fans.

Sunday Driving

Once you have a car and your first licence you can enter the Sunday Cup competition, which is the easiest out of all the events in the game. Here you learn all the basic skills to help get your next licence as well as earn yourself some extra cash to get a new motor. It's here in the Sunday Cup, though, that you realise just how intuitive and entertaining the control and handling of the cars are. Although not overly realistic, the Gran Turismo handling manages to be pacey as well as solid and fun. This, of course, can't be said for every car as, amazingly, they all handle differently. When you find the car or cars that suit your driving style, you find it hard to put the pad down. The racing itself is very realistic, though. The AI of the computer-controlled drivers is superb, making for some very tight and exciting racing. All the computer-controlled drivers stay in a pack too, so you don't find yourself just coming across one car every five minutes. When you hit the pack you're in the thick of things, and only the best of drivers can fight their way through to the front. The action doesn't stop when you get in the lead as all the AI cars hound you until they get past.

The AI of the computer-controlled drivers is superb

Televised Replays

The full-on racing action can be witnessed after the race by watching the most stunning replays a game has ever managed to produce. Everything from the almost photo-realistic cars to the positioning of the TV-style cameras make the Gran Turismo replays a true sight to behold, and almost as fun to watch as it is to play the game.

The main in-game graphics themselves aren't too bad either. The cars are all nicely drawn and, more importantly, distinguishable, and the tracks themselves have some of the most solid and interesting scenery in any driving game. In fact, Gran Turismo is the best looking driving game around, apart from Sony's own R4.

As I said at the start of this review, Gran Turismo really does have it all. The looks, the gameplay and the longevity beat almost anything else on the PlayStation. If you're looking for the ultimate driving experience (and don't yet own it), Gran Turismo is the game to deliver it. And now at the ridiculous price of twenty quid, who are you to say 'no'?

Saul Trewern

SECOND OPINION

This one's not without its flaws - collisions are weak and you can get away with using the car in front as a brake, but apart from that, it's damn-near perfect. The replays are near-TV quality and the action never stops. A true driving classic.

Russell Barnes

THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LIFESPAN	10

95%





PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Enix	Sony CE Japan	Dance-'em-up	Out Now (Import)	Jap	£50-60 (varies)	1-2	Memory Card	Dual Shock

It's time to funk it up once more with the kings and queens of rhythm and dance. Russell Barnes sits in the corner of the club sipping nervously at a bottle of Bud...

Bust-A-Move 2











I'd be the first to admit I'm no diva on the dance floor, but not through a lack of trying, I hasten to add. With Bust-A-Move 2 (Rhythm and Dance, not the bubble-bursting puzzler), there's no need to cram onto that smoke filled, crowded dance floor. Say 'goodbye' to cigarette burns on your clothes and squaddies accusing you of spilling their pint, and say 'hello' to the latest 'break dancing simulator' on the PlayStation.

The original (it was called Bust-A-Groove over here) was reviewed with rapturous applause for its originality back in Issue Ten. The quality of the motion-captured graphics and the wide spread of different music styles were truly gob-smacking, but has the sequel got what it takes to re-light our fire? I'm not so sure.

For a start, the entire game has been 'refitted' with an all-new presentation that just isn't a patch on the original's. Option and Character Select screens aren't the most vital part of the game, but it's nice to be introduced it in style, and even the new CGI sequence doesn't do that. Before you even reach the first level, it's plain to see Enix have gone out of their way to Westernise everything you see. Unfortunately it's all a little forced, leaving it looking and sounding very cheesy indeed. I suppose it's possible that the novelty that surrounded the original game (94%, Issue Ten) has warn off now, but you'd expect the sequel to offer some brand-new elements to keep fans coming back for more. The graphics may have had a minor facelift, and the production is just what you'd expect from Sony, but there just isn't anything new enough to really warrant a sequel in the first place. There are some new camera angles that emulate the likes of Top of the Pops and MTV videos, but that's hardly reason enough to release a new game, is it?

Strut Your Funky Stuff...

It's the tunes that make a game like this worth owning, and the original had top tunes in abundance. The sequel, however, doesn't quite offer the same quality. Most of the time the music has the same cheesy bounce and not the spread of different styles it really needs. There's

PROS NOT CONS...

I know I've been pretty hard on Bust-A-Move 2, but at the end of the day it offers top playability and cool moves. Possibly the best addition to the game (from the original) is the score added to the power gauge at the bottom of the screen. It's not ground-breaking, I know, but it gives you a much better idea of your performance through the stage and allows you to plan your attack strategies against your opponents.

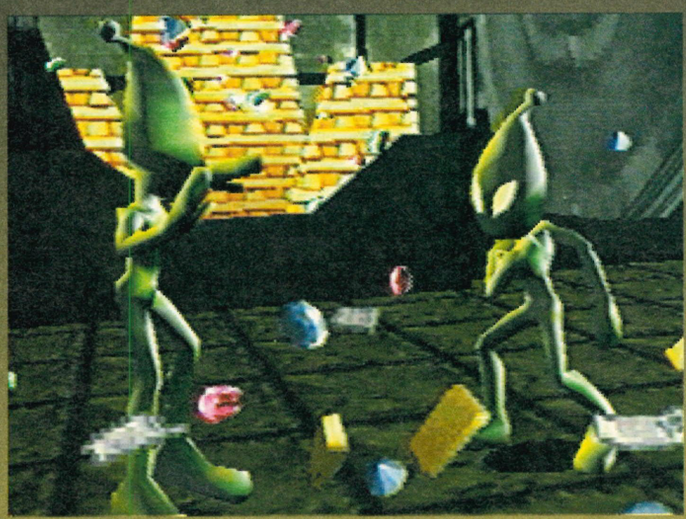


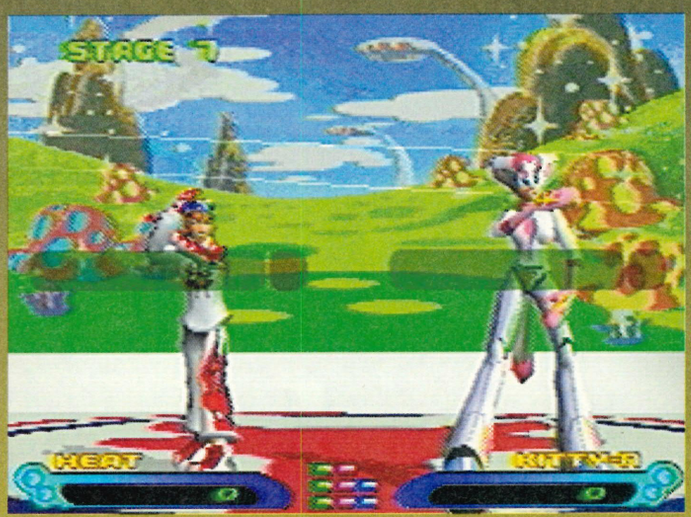


Has the sequel got what it takes to re-light our fire? I'm not so sure...



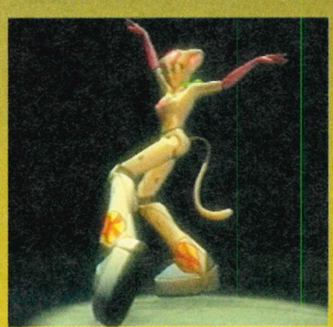


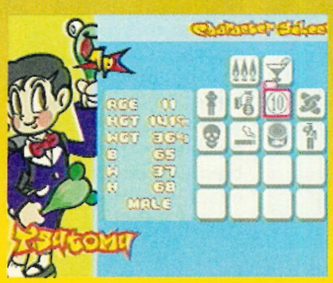












As a replacement or an upgrade for Bust-A Groove it's great...

not even one tune that really stands out against the rest, and a few of them are in Japanese anyway, which doesn't help.

One of the few things that has changed is the command inputs. Originally you were given a choice of different commands you could complete; one would be easy and the other pretty tough, and this would be reflected in the quality of the dance moves you do as a result. This time round, though, there are no multiple choice moves. This isn't necessarily a bad thing as the actual structure of completing combo dance steps has changed to compensate and it really makes more sense. If you complete a four- or five-move combo before the camera goes to watch your competitor for a while, it's possible to continue your string of moves when it returns. It doesn't continue the run of the combo, but it does give you the opportunity to max out your points big time, which you couldn't do as effectively in the original.

As a replacement or an upgrade for Bust-A-Groove it's great, but there's just not enough here to keep fans of the original quiet. If you missed out on the original it might well be worth your while giving it the once-over; just be prepared for some seriously cheesy Jap tunes.

Russell Barnes

SECOND OPINION

It's not that this one is any worse than the original; more that it just isn't a significant improvement on it. All the expected elements are there, but almost a year after the first game, you'd expect more for your money, not just more of the same.

Ian Osborne

THE SCORE

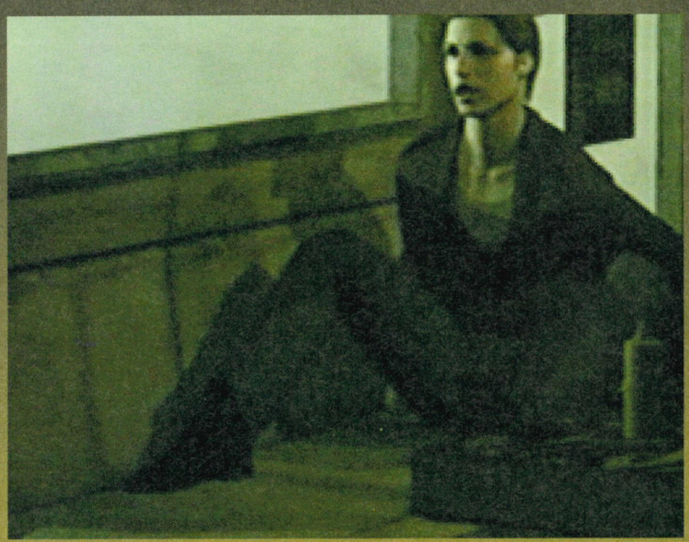
GRAPHICS	8
SOUND	8
GAMEPLAY	7
LIFESPAN	6

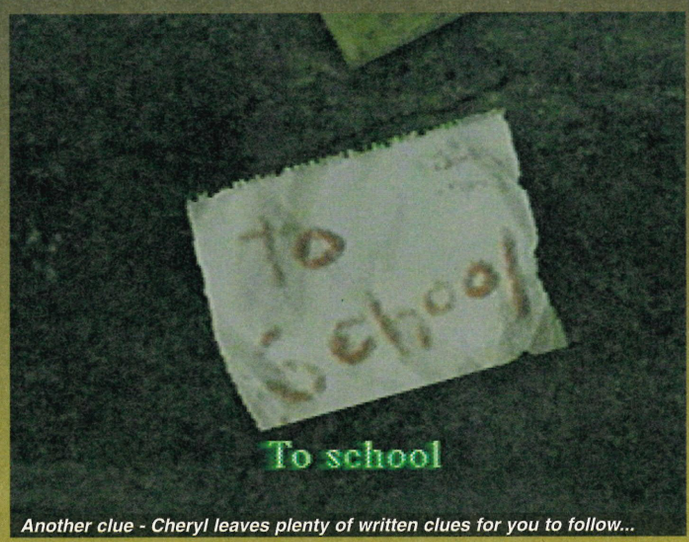
77%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Konami	KCET	Adventure	Out Now	US	£50 (approx.)	1	Memory Card Analogue Pad	Dual Shock

Dark, dangerous and definitely dead scary, Silent Hill is one of the PlayStation's most frightening games yet. But things that go bump in the night don't scare Claire Webster - or do they?

Silent

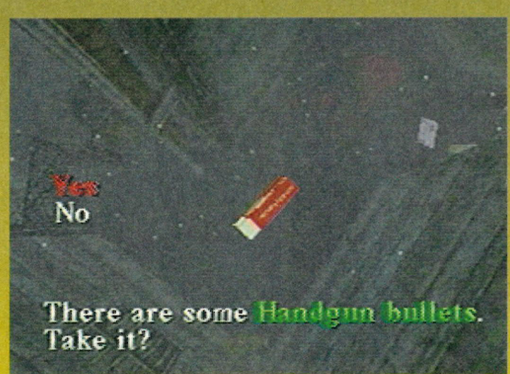


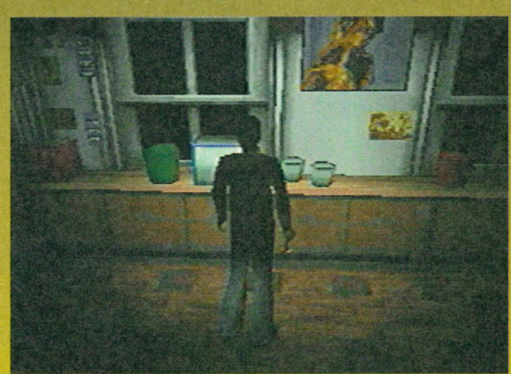


Another clue - Cheryl leaves plenty of written clues for you to follow...

Nothing really comes close to the nightmare atmosphere created by Resident Evil 2, but Silent Hill certainly sent shivers down my spine. On the surface it looks like just like any another 3D action adventure game, only for the majority of the time you're wandering blindly around in the dark fog. However, don't be mistaken; there really is some good stuff going on when you look closely enough.

The storyline isn't clear from the start. All we know is a dashing young man named Harry Mason (who you play) has had a rather nasty car crash and when he wakes up following the accident, his young daughter, Cheryl, is missing from the back seat. In a panic, Harry begins his search for her in a nearby town (Silent Hill). When he gets there, he finds thing are even stranger than they seem.





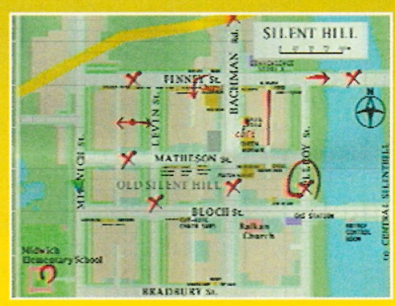
Only in Your Dreams

Scared yet? No, I wasn't either, and when I got attacked by two short monsters with knives and died, I thought I may as well have stopped playing it there and then. But the next minute, I found I wasn't dead after all; it was a nasty nightmare. Phew. After having a very long, drawn-out conversation with a policewoman, I borrowed a gun and searched around the cafe to find bullets and health drinks which restore energy. And basically, this describes the principles of the game.

Actually, that's not completely true. You do have to find your weapons and certain other useful objects such as a Silent Hill street map, which is invaluable if you want to get to where you have to go. The sound effects are exceedingly eerie, but very subtle. There's definitely some music there somewhere; it's quite clever actually, as nothing is louder than Harry's footsteps, which assists in creating a ghostly atmosphere. The graphics and controls are disappointing, though - Harry doesn't turn very well, whether you're using the analogue or directional pad. So you just have improvise and hope you get used to it.

MAP READING...

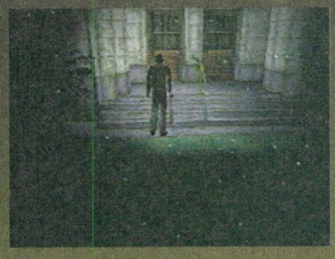
From the beginning, you have a map which is essential in finding your way around the town, seeing as it's so foggy outside. If you find a dead end, a red cross appears on the map to remind you and you must find an alternative route. When you have a found specific destination, a big red ring appears where that building or street is. You can also zoom in on particular areas to help you know exactly where you're going.





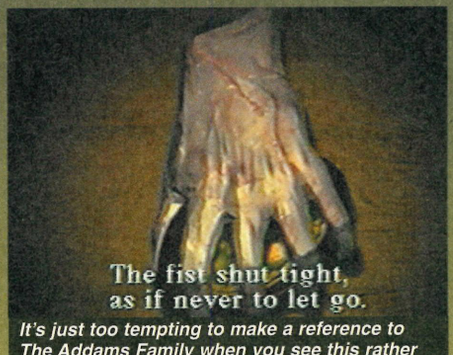



Hill

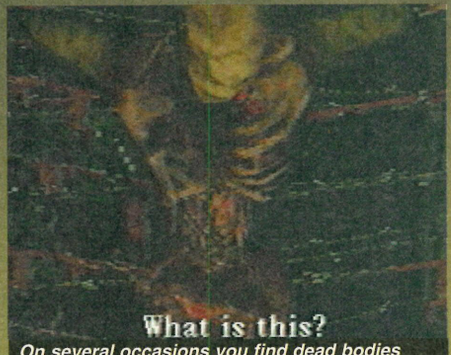





Look down - at any time child zombies may be stabbing your feet...



It's just too tempting to make a reference to The Addams Family when you see this rather important statue...



On several occasions you find dead bodies with their skin peeled completely off (ew)...

There were a few occasions where I jumped in my seat...





One of the most annoying things about this game is the long time periods between discovering each clue to where Cheryl is. For such a small town, Silent Hill seems deceptively large as you navigate your way through the fog trying to discover which road doesn't have a dead end. Making your way to the school, the only action you come across are a few flying monsters and evil dogs to kill with either with your trusty drainpipe or a pistol. Luckily, you picked up that radio in the cafe which makes a funny ringing noise whenever some bad guys are in proximity. I never could quite figure out how it managed to do that.

Cryptic Clues

But you'll be happy to know how clever and impressive Silent Hill is in the most part. True, it is a case of a lot of walking and not a lot of excitement at times, but just when you thought you might fall asleep, along comes a real challenge. And I'm not exaggerating. There's one incident where you have to figure out which notes to play on a piano by deciphering a poem scribbled in blood on a school blackboard. The problem-solving elements in this game are challenging to say the least. It's never really a case of only having to wander around hoping that you may one day find an object helpful to you in your adventure. Problems and their clues require some serious thought and even though you do become infuriated at times, you can't but think afterwards that it's a very well thought out plot.

The nasties come in many different shapes and forms. To begin with, they're small child zombies that like to crawl around your feet stabbing your toes with knives. Then you come across massive flying bats (or at least that's what they remind me of) who swoop down and tear at your head. Ghouls crawl along the floor and ghosts walk through bookcases in the library; it's all chilling stuff.

I can imagine it would take about a week's worth of continuous play to complete this game, as it takes an amazing amount of time to saunter back and forth, solving clues and killing monsters. The graphics could have done with a bit more attention. The light sourcing is worth a mention, though, as most of the time, if not all the time, you're playing in darkness, so you have to use a flashlight to find your way around. In the end, I was quite scared and there were a few occasions where I jumped in my seat. Fingers crossed, we'll see Silent Hill over here late September time, and Konami are improving the script for the UK release. Meanwhile, you've got to decide whether or not to buy it on import...

Claire Webster

STRIKING A CHORD...

Perhaps the most impressive cryptic clue in Silent Hill is the poem on the blackboard which when deciphered, tells you which notes to play and in what order. You don't necessarily need a degree in English to work it out, but it does take a while. Once you've played your tune, you receive a silver medallion which helps you move on to the next stage of your adventure. Good luck Beethoven, you'll need it.



SECOND OPINION

Is this the creepiest, craziest game ever? Perhaps it could be tighter (there are too many periods of inaction for my liking), but for sheer atmosphere and heart-stopping terror it can't be beaten. When it's released over here, with a new, improved script, it's unmissable.

Russell Barnes

THE SCORE

GRAPHICS	7
SOUND	9
GAMEPLAY	8
LIFESPAN	8

90%

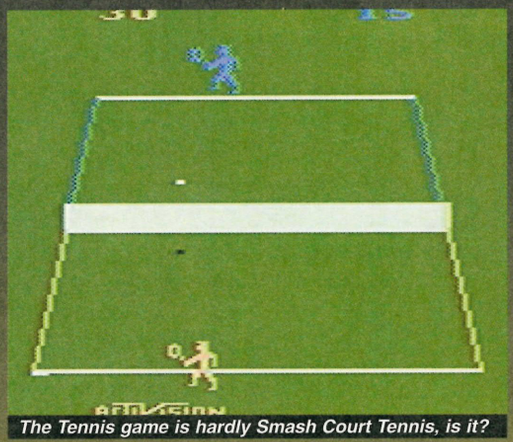
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Activision	Livesay Technologies	Compilation	Out Now (Import)	NTSC	£50 (approx.)	1-2	Memory Card

Saul Trewern dons his rose-tinted spectacles for a look at 30 Atari 2600 classics on one disc, but does it bring back fond memories?

Activision Classic Games for the Atari 2600



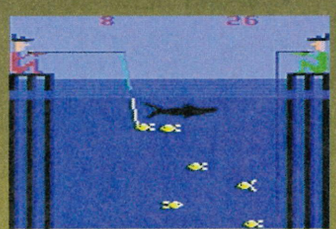
The menu screen shows a TV with an Atari 2600 sat on top. How interesting...

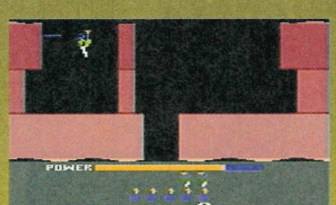


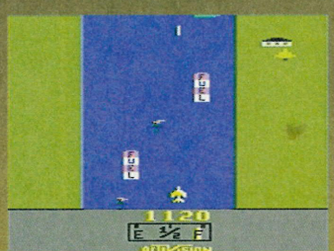
The Tennis game is hardly Smash Court Tennis, is it?

Rose-tinted spectacles'? Tar-filled beer glasses, more like. Never before in my life have I ever seen such a complete and utter rip-off as this collection of 30 (supposedly) classic games for the Atari 2600. I'm not a hater of retro games by the way, it's just that not one of the games on this disc has given me any tinge of pleasure. In fact I'd rather play Robert DeNiro's part in Marathon Man than have to play any of these game ever again.

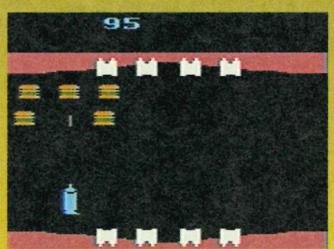
A harsh statement you may think, but it's the truth. I sat and played through every game on offer and managed to finish within 45 minutes. I was in no hurry, that's just how long it took me. I didn't - no let me re-phrase that - I couldn't spend more than two minutes on any of the games here. Even the original Pitfall didn't make the two-minute mark.

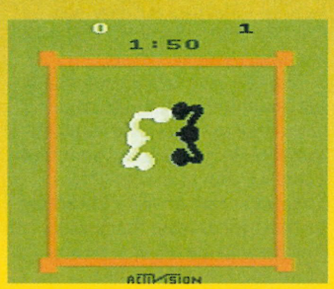


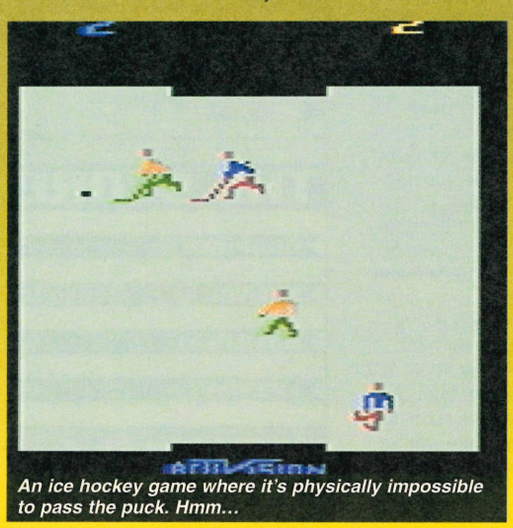












An ice hockey game where it's physically impossible to pass the puck. Hmm...

These games look crap, play even worse and should have no place on the PlayStation. So if you're wandering around your local import emporium and you spy this collection on the shelves do not even consider buying it. Don't even look at it. In fact don't even acknowledge that it exists. Your life will be a whole lot better this way. Believe me.

Saul Trewern

CALL THESE GAMES?

For those of you that are interested, here's the full list of the games on offer:

Atlantis
Barnstorming
Boxing
Chopper Command
Cosmic Commuter
Crackpots
Dolphin
Dragster
Enduro
Fishing Derby
Freeway
Frost Bite
Grand Prix
Hero
Ice Hockey
Kaboom!
Keystone Kapers
Megablast
Megamania
Pitfall
Plaque Attack
River Raid
River Raid 2
Sea Quest
Skiing
Sky Jinx
Spider Fighter
Stampede
Star Master
Tennis

SECOND OPINION

These games might have been classics in their day, but they've little going for them in this day and age. Some of them seem to run slower than the old Atari versions too. For die-hard nostalgia buffs only, and even then they have to be easily pleased.

Ian Osborne

THE SCORE

GRAPHICS	1
SOUND	1
GAMEPLAY	1
LIFESPAN	1

10%



Win enough rounds and it's time for a one-on-one DJ battle. Sadly, there are no special moves.



They may call it ambient, but don't pay too much attention to the dodgy pigeon-holing.



Yo! DJ Wicked Choon in da house!

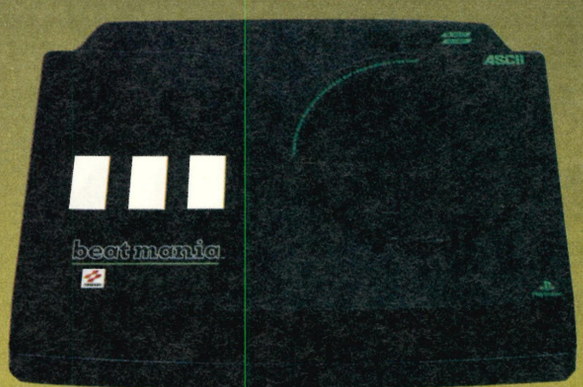
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Konami	Konami	Music	Out Now (Import)	NTSC	£99 (incl. Controller)	1-2	Analogue Pad	ASCII Scratch-pad

Yeah! Bangin' 'ouse, wicked techno and wizard hip-hop. Or not, as Saul Trewern will probably tell you...

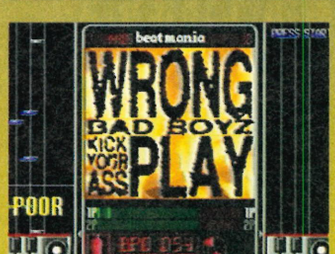
Beatmania

BEATMANIA CONTROLLER...

This is why Beatmania sets you back a ton.







First things first. Beatmania and ASCII's special scratch-pad controller sets you back somewhere in the region of one hundred nicker on import. How many people do you know who'd pay that kind of price for a game (albeit two discs) and a controller that only works with that title? None, 'cause this kind of money is pie in the sky. The biggest music fans would rather spend this sort of money on vinyl, and the hardcore gamers won't touch Beatmania, 'cause it ain't an RPG.

The idea behind Beatmania is pretty dècent, though; using the ASCII controller, there are five buttons that represent part of a musical keyboard. As the backing track progresses, you have to activate different music samples at specified times by hitting the keys. There's also a scratch pad that allows you to mimic real-life turntablists and add your own scratching to the music.

The music is laughable at best and downright pathetic at worst

Everybody Wants To Be A DJ...

This is all well and good, but unless you're an ambidextrous mutant with seven fingers and three arms, Beatmania is just too hard for the general non-DJ (although who isn't one nowadays?). Everything starts out okay, but as soon as you get a few bars into a song you're expected to pull off some ridiculous feats of finger action which just doesn't make an enjoyable playing experience.

This isn't helped out by the fact that the music is laughable at best and downright pathetic at worst. There's plenty of songs to play around with, but the people who wrote these tunes deserve to be sent straight to the musical sin bin in the sky. The game claims to have everything from techno and house to drum & bass, hip-hop and ska, with a splattering of ambient, reggae and soul thrown in for good measure. What you get, though, is a poor blend of imitation dance-pop and grating breakbeat. Add to this the ridiculous noise that most of us make over the top of it and what you end up with is a severe case of audio diahorrea.

The functionality of Beatmania means that there's no visuals to talk about either, although the centre of the screen does dish out some of that ravey trippy graphics stuff, that's just so whacky and bonkers.

As a novelty Beatmania is a winner, but most gamers will be bored or extremely frustrated after about five minutes. That's about twenty pounds a minute, then. And I'm sure you can think of better ways to spend that kind of dosh.

Saul Trewern

SECOND OPINION

I didn't like it either. Why spend so much money on a game and a purpose-built controller when all you're getting is a shallow gimmick? If you're into this sort of 'match the rhythm' gameplay, go for PaRappa the Rappa or Um Jammer Lammy instead.

Ian Osborne

THE SCORE

GRAPHICS	5
SOUND	6
GAMEPLAY	7
LIFESPAN	7

47%

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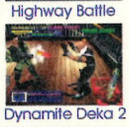
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Super Speed Racing
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PLAYSTATION


Omega Boost


Driver


Racing Lagoon

Ace Combat 3 (JAP)
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Beatmania: Gottamix (JAP)
Chocobo Racing (JAP)
Driver (U.S/U.K)
GTA: London (UK)
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Omega Boost (JAP)
Racing Lagoon (JAP)
Ridge Racer Type 4 (JAP/U.S/U.K)
Silent Hill (U.S)
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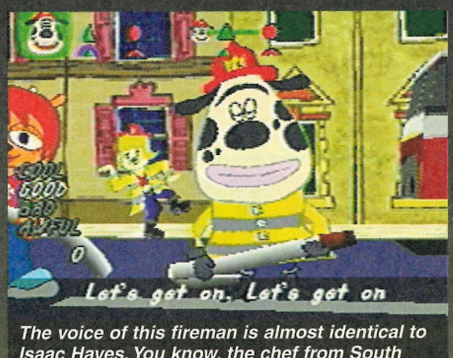
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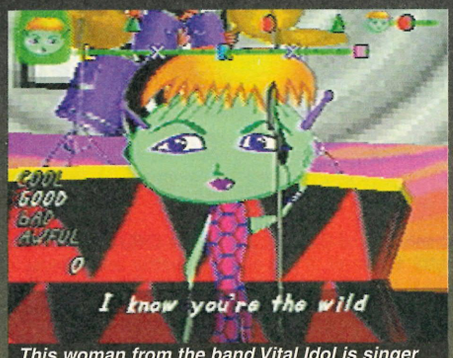
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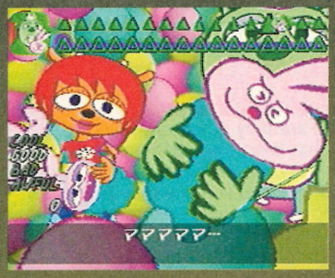
The voice of this fireman is almost identical to Isaac Hayes. You know, the chef from South Park. Suck on my chocolate salty balls, etc.



This woman from the band Vital Idol is singer of the only duff song in the whole game.









PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Sony CE Japan	Sony CE Japan	Guitar-'em-up	Out Now (Import)	NTSC	£50 (approx.)	1-2	Analogue Pad	Dual Shock

Jimi Hendrix is rolling in his grave, but Saul Trewern is dancing in the isles to the sound of Um Jammer Lammy...

Um Jammer Lammy

I've always been open to new types of music, but I must admit that generally the guitar sound doesn't grab my attention. Don't get me wrong, there are some great guitar-lead rock songs out there, but the wail of an electric Fender doesn't really get my rocks of. Honey. Which is why I'm shocked that I love almost every tune Um Jammer Lammy contains (although two of them really hurt). Albeit in a cheesy, 'that one warms the cockles' kind of way.

I was a huge fan of PaRappa The Rapper and when this sequel was announced and the word 'guitar' came up I was flabbergasted and a little gutted. From the first song onwards, though (a duet with PaRappa's onion-headed pal) I was absolutely hooked.

The aim of Um Jammer Lammy is exactly the same as PaRappa The Rapper. Simply follow the depicted button combinations in time with the music, a gameplay idea I was dubious about in the beginning. But those of you who have played PaRappa The Rapper know that it is one of the most playable and endearing games ever. So too is Um Jammer Lammy.

Although short, it's one of the most stylish games around...



Guess who makes an appearance in Um Jammer Lammy?

Jammer's Technique

It's not just the gameplay that makes Um Jammer Lammy such a great playing experience, though. The whole package is the most polished and complete you're likely to get. The flat 2D cardboard characters are still here, but the developers have added some of the best cartoon-style graphics I've ever seen to create the storyline and present the playable parts. Don't run a mile when I say cartoon, though, 'cos Um Jammer Lammy ain't no Bugs Bunny. It's more a cross between South Park and Ren & Stimpy. Some of the visuals are surreal whilst others are just plain stupid. The quality and madness of the visuals ensure you keep playing as you always want to see what happens next in the acid-laced, psycho-delica world of Um Jammer Lammy.

This, though, is the game's only problem. The seven levels can be completed within a couple of hours of first playing the game. Those couple of hours are some of the most entertaining the PlayStation has to offer, but the game just isn't long enough. There is a two-player mode, but to make the game last about twice as long (still not long enough), you can go through every level again as PaRappa The Rapper in a hip-hop style.

Although short, Um Jammer Lammy is one of the most stylish, polished and playable PlayStation games around. As a party game, Um Jammer Lammy rocks, and will keep on rocking. As a one-player game, though, Um Jammer Lammy disappoints in the lastability charts.

Saul Trewern

SECOND OPINION

I'm no great fan of the 'match-the-rhythm' gameplay of this and its predecessor PaRappa the Rappa, but you can't fault the presentation. It's even fun watching someone else playing it. As Saul said, it could be longer, but it scores heavily for style.

Ian Osborne

THE SCORE

GRAPHICS	8
SOUND	9
GAMEPLAY	8
LIFESPAN	6

85%

GAMEplay

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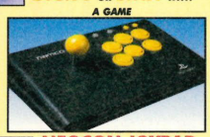

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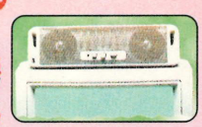
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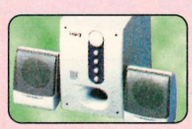
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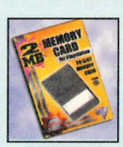

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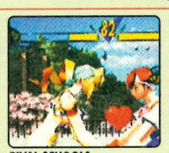


Kensai Sacred Fist *8 Characters plus 12 hidden fighters. "It certainly packs a wallop" - 9/10 Official Playstation Mag*



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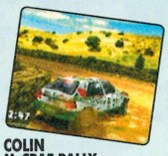




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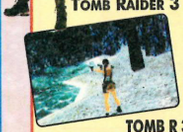


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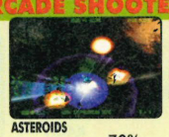




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Ready for Action

From Tomb Raider to Metal Gear Solid, the 3D action/adventure genre has produced some of the finest games of our time. Here's the proof...



Little more than three years ago, we wouldn't have been able to run a feature on 3D action adventure games for one very important reason - they didn't exist! It's only the power of the next generation consoles, and particularly the PlayStation, that makes games like Tomb Raider possible. Imagine a game in the same vein as Tomb Raider on the Mega Drive. Or Metal Gear Solid on the Super Nintendo. It just wouldn't happen, would it?

Now, the 3D action adventure genre has established itself as one of the most important styles of game on the PSX. Tomb Raider, a perfect example of the genre, is the most famous game in the world.

This genre isn't as easy to pigeonhole as, say, football or driving games. Many different styles of game fall into the category. There's fixed-perspective games like Resident Evil alongside third-person moveable camera games like Tomb Raider, as well as many different variations on the above theme. So what is it that makes a 3D action and adventure game?

Well, a number of different factors actually. Firstly, though, it must be 3D. Goes without saying, really. Secondly the gameplay must consist of a number of different elements; combat, exploration and puzzle solving. If the game relies on platform hopping or dispatching the enemy by jumping on them, it's a 3D platformer, á là Rascal or Gex 3D.

3D action adventure, as a genre, still has a long way to go. A developer has yet to marry stunning Resident Evil-style graphics with the ability to roam freely as in Tomb Raider. At the moment it's one or the other. Imagine, though, be it in the PlayStation's life or otherwise, a 3D action adventure game that can wed the gob-smacking visuals of the set camera Resident Evil games to the addictive qualities of the free-roaming Tomb Raider games, with the innovation and originality of Metal Gear Solid and Syphon Filter to boot. The recipe for a perfect game, we think, but has the PlayStation a powerful enough hob to cook it? We'll see.

For the time being though, there's plenty to keep you 3D action adventure fans happy. Check this lot out...

JOB'S A GOOD 'UN...

What makes a top 3D action/adventure game?

- Balance between three main gameplay areas is needed. These are exploration, combat and puzzle solving (or simply having to use your brain).
- Large, interconnected and hard to negotiate 3D levels are a must.
- The best examples of the genre rely heavily on a strong storylines and main characters. And not a movie licence!
- The main character must have sensitive and intuitive control in order to make the experience an enjoyable one.
- Originality. There are too many Tomb Raider clones.

85 Akuji The Heartless



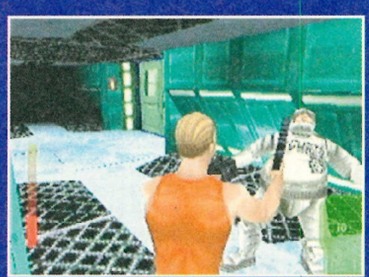
Hailing from the realms of the top Crystal Dynamics studios, Akuji The Heartless gives the 3D action adventure genre a dark edge that's matched by very few games on the PlayStation. Its intriguing voodoo magic connection is backed up by a truly epic storyline and a very competent 3D engine, offering lightning fast gameplay as well as a healthy dose of exploration. Akuji The Heartless is definitely one to try if you fancy a challenging, good looking and downright scary slice of action and adventure.

88 Deathtrap Dungeon



You thought Lara Croft has attitude. Take a look at Red Lotus and Chaindog, the two main characters from Deathtrap Dungeon. However, Eidos' 'other' 3D action adventure doesn't live up to the standards Tomb Raider has set. Deathtrap Dungeon casts the player as one of the two heroes as they battle their way through evil hordes and explore countless dungeons and castles. The game is basically Tomb Raider in a different setting - minus the polish and pixel-perfect design and execution. Still, it's challenging and interesting enough to waste a few hours of your life on.

85 The Fifth Element



Much like the film, the game The Fifth Element looks nice, but lacks content. That's not to say it isn't challenging; at times it becomes so tough that frustration starts to set in. One of the biggest criticisms is that it doesn't have enough puzzles. There's plenty of combat, but it doesn't fill the hole in the gameplay due to the repetitive nature of the fighting scenes. Developers Kalisto had a huge amount of help from the movies director Luc Besson but, they still failed to create an outstanding game. It's not terrible, just another cool film licence wasted.

70 Batman & Robin



Here you can opt to play as Batman, Robin or Batgirl on any of the 20 levels the game offers. The idea is to collect clues from around Gotham city and use them on the bat-computer to work out where the next crime will take place. You then have to go and thwart the crime by waiting for it to happen, arriving whilst it's taking place or simply searching for clues afterwards. Good idea? Well it is, only the game is too samey and some of the character control is dubious. There's a good game trying to come through here, but in the end it's another great licence wasted.

78 Excalibur 2555AD



Set in an often uneasy world of sci-fi and fantasy, and offering a similarly uneasy mix of exploration, combat and text adventure, Excalibur 2555AD neither excites nor annoys. It's more average than a Vauxhall Cavalier. All the right ingredients are here, just minus any style or spark. There's nothing to make you go 'Wow!' and nothing to make you go 'Urgh!'. Some would say a game that can ignite no passion, is truly the worst type of game. We wouldn't go that far but Excalibur 2555AD isn't exactly the best game either.

82 Hard Edge



Its biggest flaw is the control method, but the fact that it's an unadulterated Resident Evil rip-off is more concerning than the controls. The developers haven't added an ounce of originality to the game, and although it looks and sounds superb, there's no getting over the blatant plagiarism on show here. Hard Edge is also missing the survival horror aspect that makes the Resident Evil games so pant-wettingly scary. If you haven't had the pleasure of experiencing Resident Evil, though, Hard Edge is actually a very good game.

92 MediEvil

A graphically superb and often humorous battle between good and evil. This time, though, the hero of the game, Sir Dan Fortesque, is well and truly dead. The action takes place in the world of Gallowmere where an evil sorcerer named Zarok has awaken a dead army to cause havoc over the land. After being humiliated in his last battle, where he died by the first arrow, the dead Dan takes on Zarok in a bid to regain a little self respect. This opens the door for all kinds of swords and sorcery-related malarkey and puzzling. MediEvil is a superb-looking game as well as being extremely playable, addictive and amusing. It's definitely on the arcade side of the fence, but in MediEvil's case, it's all the better for it.



3D action feature

Men In Black — 38 PERCENT



If ever a game of a film has done an injustice to its celluloid counterpart, Gremlin's Men In Black is it. With some of the worst controls ever seen on a game, and basic gameplay that sits in the same category as watching a chess match between two just-painted but drying walls, Men In Black not only infuriates but bores beyond belief. You may like the film, but we promise, you will not like the game. It's a classic case of a wasted licence - great film, bloody awful game.

Ninja: Shadow of Darkness — 75 PERCENT



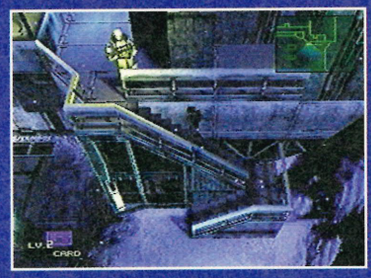
This admittedly good-looking Ninja action game harked back to the days of old where games consisted of just combat and platform-hopping. And although Core have done a good job in balancing these two areas, Ninja: Shadow Of Darkness is sadly lacking in places. The combat itself isn't exactly intriguing but on the whole, Ninja offers a solid romp through feudal Japan and beyond. It's not a disaster, but with a bit more thought, it could have been so much better.

Parasite Eve (Import) — 94 PERCENT



Parasite Eve is the only game in this round-up that has an RPG influence, which is evident in the points-based combat system. It's real-time and not turn-based, though. The game itself has a beautiful rendered style that's only matched by Resident Evil. It also includes some of the most stunning cinematic cut scenes ever witnessed on the PlayStation. Add to this a highly intriguing storyline and addictive gameplay and Square have got a winner on their hands. Whether it's going to get an official PAL release is still a mystery. Let's hope Square see the light.

Metal Gear Solid — 96 PERCENT



The adventures of Solid Snake and Foxhound are some of the best looking, most addictive ever seen in a game. Metal Gear Solid created a hype that has never been seen before so it had a lot to live up to. So we were surprised and heartily chuffed when it delivered everything it promised. Finding fault in Metal gear Solid is futile, although some have said it's a little short. Would you rather play something long and boring or short and addictive, fantastic-looking and incredibly playable, though?

ODT — 82 PERCENT



ODT didn't exactly ignite the passions in most game players. But, although it disappeared without a trace just weeks after its release, this Tomb Raider-style action game wasn't all that bad. It offered some cool-looking graphics, a solid engine and some interesting gameplay. Just like so many other games, though, it doesn't have any real spark to keep the player hooked. Nice try guys, but no cigar. Or maybe just a small one.

Resident Evil — 94 PERCENT



The first ever truly scary videogame. Resident Evil throws you into an old countryside mansion brimming with evil zombies and mutant creatures. This game has it all. The best pre-rendered visuals around, a storyline to rival some of the best movies and gameplay that's not only addictive but intriguing and inspiring. Best of all, though, Resident Evil managed to scare the pants off most people. If you've never experienced Resident Evil you're in luck - it's out on Platinum. You need a pair of plastic pants to avoid any unwanted stains before you start playing, though.

Resident Evil 2 — 97 PERCENT

Capturing the spirit of the original game, and using even more influence from the Evil Dead films, Resident Evil 2 manages to be even better looking, more playable and scarier than the original game. The story takes place a little while after the mansion saga in the original game and this time you have to explore a zombiefied police station. Inside you come across all manner of sick and hideous creatures, as well as a host of brain-teasing puzzles to keep your brain active. With the threat of zombies crashing through walls or rabid birds attacking from all angles, Resident Evil 2 is the most tension-filled game ever. It's also one of the best games ever. Are you hard enough for it, or will it turn you into a gibbering fear-filled wreck?

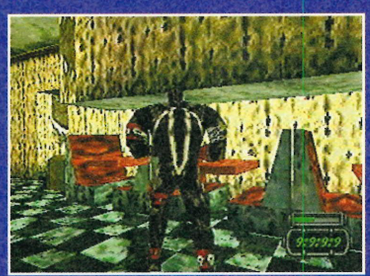


Small Soldiers — 72 PERCENT



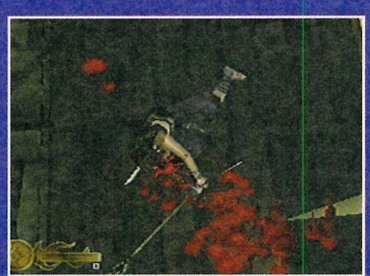
Okay, most movie licences use another licence, of the artistic kind. Small Soldiers has almost nothing to do with the film. In fact Doug commented in Issue 12 that he thought Electronic Arts already had a game waiting to be filled by some cool characters. Which is about the size of it. Aside from being nothing to do with the movie, Small Soldiers is just way too simplistic. The main idea of the game is simply to get through the levels, blasting enemies, collecting keys and power-ups as you go. In this day and age, a 3D action adventure game needs a little more than that.

Spawn: The Eternal — 59 PERCENT



After Men In Black this is the worst of the lot of them. Which is a shame as the movie, although not superb, could have made an excellent game. The problem lies in the fact that it's just too tedious. There's almost nothing to do between fight scenes. Even when you do get into some combat, it's not exactly Tekken 3, even though it tries to be as the camera moves to a beat-'em-up view. Visually Spawn: The Eternal is commendable, with some of the biggest characters seen on the PlayStation, but this isn't enough to make it worth a second look.

Tenchu: Stealth Assassins — 93 PERCENT



Tenchu is the first game to employ stealth tactics, and what better scenario for this than ninja action in Feudal Japan? Sneak around the beautifully-drawn villages, water gardens, forests and hillside gardens in an attempt to find your target, then take him out. Get spotted, though, and the heat is on. You can engage in swordplay with multiple enemies or do a runner and hide for a while. With plenty of weapons to pick up, a cool grappling hook and two nimble main characters, Tenchu offers some truly stunning action, and is well worth £40 of anyone's money.

Silent Hill (Import) — 90 PERCENT



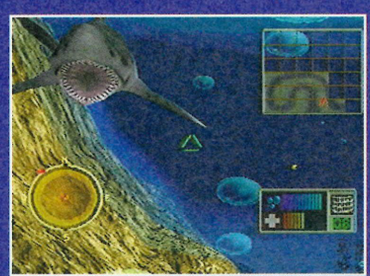
Silent Hill is almost as good looking as the Resident Evil games too. There's some superb lighting and pre-rendered areas to explore, all with a bigger feeling of freedom than Resident Evil. On the whole though, frightening and intriguing as Silent Hill is, it just doesn't feel as polished as the original survival horror games. It's still a disturbing and addictive journey into the darkest recesses of PlayStation gaming, and it's due out on PAL very shortly. Get those plastic pants out again.

Syphon Filter (Import) — 93 PERCENT



Syphon Filter is a cross between Tomb Raider and Metal Gear Solid. It's viewed through a Tomb Raider-style camera angle, but the action is more Solid Snake than Lara Croft as you take on the evil terrorist forces that threaten to release a deadly virus into the atmosphere. With as much stealth as full-on action, a storyline a Michael Caine spy movie would be proud of and a hardware selection that Rambo would die for, Syphon Filter has a lot going for it. It's due out on PAL this year, and we guarantee it's gonna be massive.

Treasures of the Deep — 90 PERCENT



Set under water, Treasures of the Deep opens up a whole new world of opportunities. The attention to detail in this underwater world is second to none. So much so that at times you forget that you're on a search and destroy, rescue or full on combat mission and just go off in search of weird and wonderful creatures. Get back to the mission, though, and you're treated to some well realised, intense and exciting underwater action. The whole lush feel, attention to detail and addictive gameplay make Treasures Of The Deep a surprising but supremely playable adventure in the ocean.

Tomb Raider / Tomb Raider II / Tomb Raider III

96%
98%
96%

OVERALL 97 PERCENT

The original outing for Lara Croft sold the PlayStation to millions of people. Tomb Raider really did have it all; a lead character that players of both sexes could empathise with, an advanced game engine that made controlling Ms Croft a pleasure, massive, seemingly endless levels, mind-melting puzzles and combat to rival the best shoot-'em-ups. And even by today's standards, the original Tomb Raider game still looks the nuts; it's been surpassed though...Tomb Raider II is hailed by most as the best Tomb Raider but, depite the lack of originality, extreme would go for Tomb Raider III as the best Lara outing ever. The graphics are smoother, levels bigger and the puzzles tougher - the ultimate Tomb Raider game then - so far.




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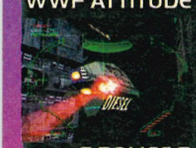

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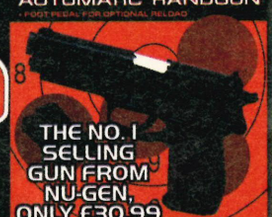
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tips & cheats

The latest codes and hints...

One thing we pride ourselves on here at EPM is bringing you the latest tips and cheats for the LATEST games. The chances are you'll notice all these cheats are for games we reviewed in Issue 17, so if you've just been out and bought a game that we recommended, this is where you find the codes. If, by any chance, I have missed some that you urgently need, feel free to write in and I'll be more than happy to include them in our next Issue.



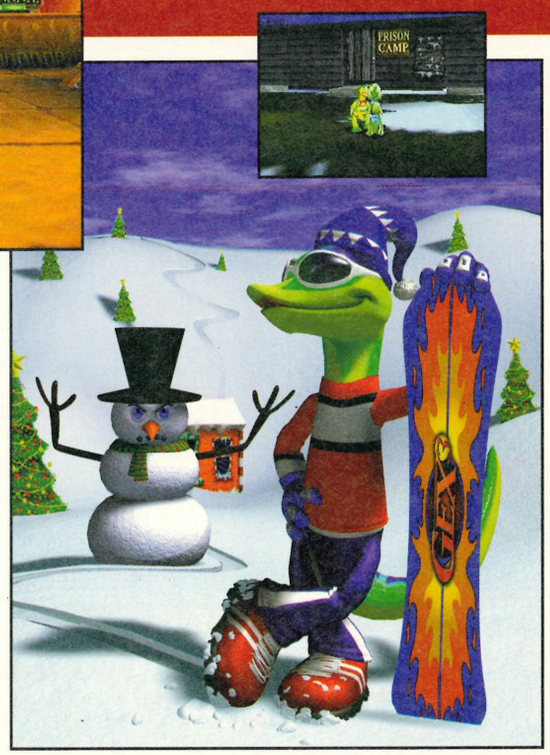
BIG AIR

All levels and Players
Go to the screen where you choose which music track you want to hear, put it on Blink 182, (dammit) and play it. Then put it on Blink 182 (untitled) and exit. When you leave, the game should begin playing Blink 182 (untitled). Go to the Character Selection screen and hold ■+▲+●+✖. The words 'Blink 182 Rocks' appear on screen if you've entered the code correctly.

GEX 3: DEEP COVER GECKO

Beat Evil Santa
Wait until Santa throws a present and stand either to the left or right of it and tail-whack it to then send it back at him. Do this three times.





Easy Remotes in Mission Control
To obtain the first remote, go to the Wreck Room and beat all the obstacles.
To receive the second remote, go up the mountain to the left side of the TV that takes you to The Pole.

Open the Vault in Mission Control
Get all four of the Vault Collectibles from the secret level to open the vault.

Vault Codes
When you have accessed the vault, enter:
10 Lives: ■, ✖, ●, ●, ▲, ■

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Dr Claire's Tips Clinic

Your problems solved...

DIAGNOSED AND CURED

The following problems have been solved by the Tips Clinic

Gavin Wadsworth is planning to buy COMMAND AND CONQUER soon and already he's after some cheats. In his letter he said that this is the first time he has wrote to me and apologises if he has done it wrong. Gavin, you letter was perfect! So here are some cheats...

Covert Operations
To access extra Covert Operations missions in GDI or NOD mode, enter the password COVERTOPS.



Guerrilla Missions
In the missions where it isn't possible to build up your army, place your army so that they hunt and fight together. When you have tanks, protect them by placing infantry in front or around them. This helps you in close range attacks.

The codes listed below can be used for both GDI and NOD sides. To use them you must pause the game and enter the appropriate code

Extra $5000
→, ↓, ↓, ←, L1, ←, →, ↓, ←



Instant Air Strike
→, ↓, ←, ←, ↓, →, →, ↓, ←, ✖, ■, ●

Instant Ion Cannon
→, ↓, ←, ←, ↓, →, →, ↓, ←, ✖, ■, ▲

Reveal All Of Map
●, ●, ●, ↑, ●, ■, R1, ●, ●, ●



R-TYPE DELTA

100% Force Power and Full Power-Ups
To obtain full power-ups for your weapons at any point during the game press Start to pause the game, then hold L2 and enter one of the following codes:

100% Force Power: ←, →, ↑, ↓, →, ←, ↑, ↓+▲

Red power-up: ←, →, ↑, ↓, →, ←, ↑, ↓+■

Blue power-up: ←, →, ↑, ↓, →, ←, ↑, ↓

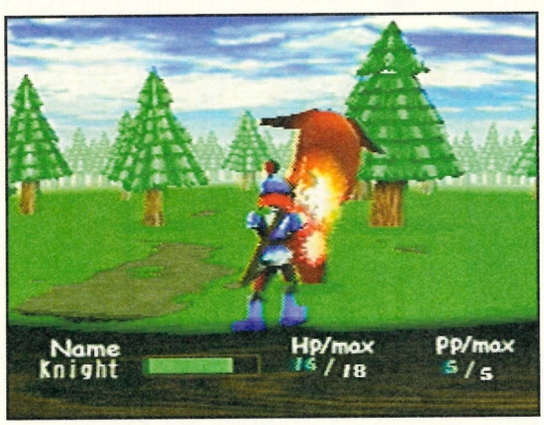
Yellow power-up: ←, →, ↑, ↓, →, ←, ↑, ↓+●

Make sure that you have a Force Pod before you use the power-up codes. To obtain the Force Pod any time of the game, do the code for 100% Force Power followed by any of the power-up codes.

Free Play Mode
Clock in at least six hours or more of game time to get unlimited continues.

GUARDIAN'S CRUSADE

Ultimate Living Toys and Super Spell
To be able to cast Legend of Lt you need Legend and Peacemaker. To obtain Legend, return to Dr Zeppeto with all 68 living toys and he gives you Legend and disappears. Then return to Orgo and spend the night at your house. When you wake up Nahani tells you about something she and Knight found on the beach, Mr O'Neal appears and tells you about the living toy Peacemaker. Nahini then finds out that the junk was actually a living toy. Mr O'Neal warns you but when Nahani asks you if you want to know, say 'yes'. Now take the new living toys to an extremely strong monster like Xisan and use Legend, then Peacemaker. If he survives, Legend casts Legend of Lt. Afterward, you are completely healed and the enemy is left with 1HP.





MARVEL SUPER HEROES VS STREET FIGHTER

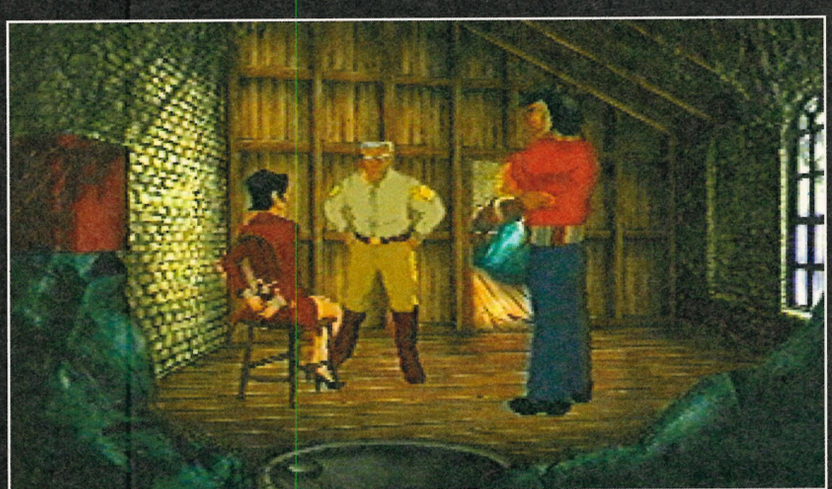
Alternate Colours
Pick your character by pressing HK or HP.

Play as Armoured Spiderman
Highlight Spiderman at the character selection screen, then hold down Select and press any button.

Play as Evil Sakura
Highlight Hulk at the character selection screen, then hold Select and press any button.

Play as Grey Hulk
Enable the 'Play as Evil Sakura' code then choose Hulk as her partner.

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Philip Roden from Northampton needs some help with getting past the Cafe and Gallery in BROKEN SWORD 2.

In the Cafe, apparently you need to talk to the old man about 'everything'. Then you have to talk to the waiter a couple of times and then he serves you some coffee. When he leaves, Lobineau arrives. Show him the pot and then try to leave. Use the Gendarme icon and take the flask from off his table. Chat to him again and then go to the Glease Gallery.

The Gallery
Find the fat man in the gallery. Use your flask on his drink one or two times and he falls over and smashes the case. Now talk to Monsieur Glease. In the storeroom area there is a clue in the form of a label in a case.

The honorary doctor is back again this month; Andrew Gaskell in Merseyside. In Issue 16, Mr Goldsorthy wrote in with a problem concerning Tomb Raider III. However, Andrew says it isn't the third title he's talking about, it's TOMB RAIDER.

Mr Goldsorthy is stuck in The Lost Valley which is the next level after the City of Vilcabamba. Instead of heading left to the underground river where the cogs on the wall are, head right, kill the wolves and head right into the wolves' den. Climb up the white cliffs to the body of the skeleton and straight on into the jungle.
Watch out for the T-Rex. There's a tunnel to the right where you can hide and shoot the dino, before heading for the jungle.



The first cog: Go towards the waterfall on the right in the cliffs. Swim down the passage and kill the Raptor. Climb as high as you can, the cog is on the left.

The second cog: Continue through the open valley until you come to a temple, go inside to the green waterfall. Swim down the passage to the right. The cog is on the floor at the end.

The third cog: As you approach the left of the temple, there is a passageway you need to climb up to. Follow the passage until you find the save crystal. Ahead there is a broken rope bridge, jump right and grab the end of the other side to pull yourself up. The cog is on the floor the other side of the bridge. Now go back to where you started and insert the cogs in the wall.

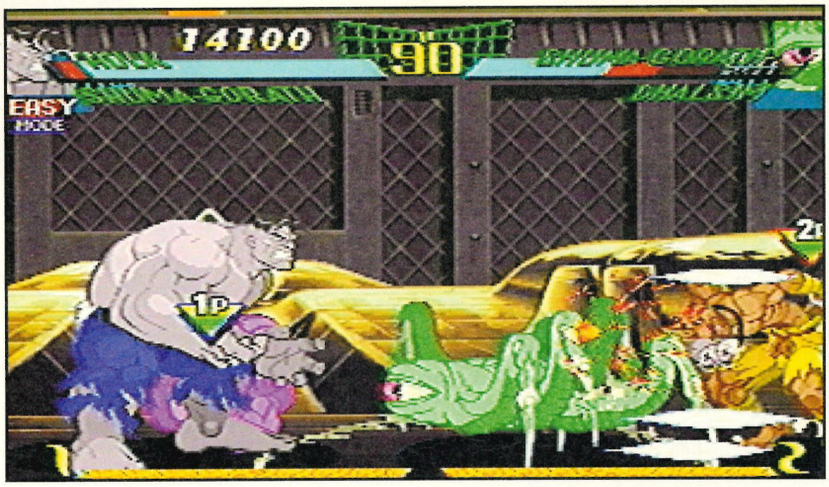
To exit the level, return to the pool from the start of the game, the waterfall has now dispersed and there is a passageway in the wall which leads to the exit.

It was a long and detailed description, Andrew, but we got there in the end. Jack Mon also wrote in with the answer to this question and told the exact same answer - great minds!

Robert Jones from Reading is after some cheats for MICRO MACHINES V3.

Nine lives in Single Player
Enter CATLIVES as a player name. A sound confirms correct code entry.

tips & cheats

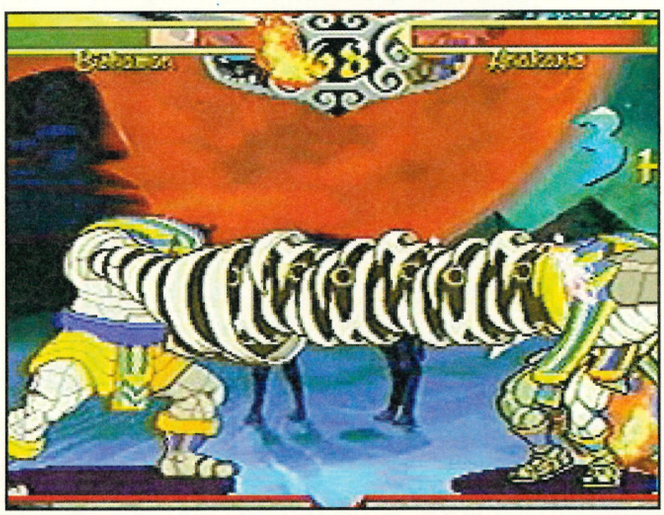


Play as Mephisto
Highlight Omega Red at the character selection screen, hold down Select and then press any button.

Play as Mech Zangief
Highlight Blackheart on the character selection screen, hold down Select and press any button.

Play as Shadow
Highlight Dhalsim, hold Select and press any button.

Play as US Agent
Highlight Bison (Vega) at the character selection screen, then hold Select and press any button.





DARKSTALKERS 3

Play as Male Shadow
Go to the character selection screen, highlight the '?' box and press Select five times.

Play as Image Talbain
At the character selection screen, highlight Gallon, hold Select and press all three punch or kick buttons.

Play as Female Shadow
At the character selection screen, highlight '?' box, then press Select seven times.

Play as Oboro
Go to the character selection screen, highlight Bishamon, press Select and push any button.

COOL BOARDERS 2

Alternate Clothing for Irin and Cindy
Highlight Competition Mode in the main menu then press ↓, R1, ↑, R1, ↓, R2, ↑, R2, ↑, ↑, R1, ↓, ↓, R2. If you entered the code correctly, Cindy has a leather outfit and Irin has school clothes.

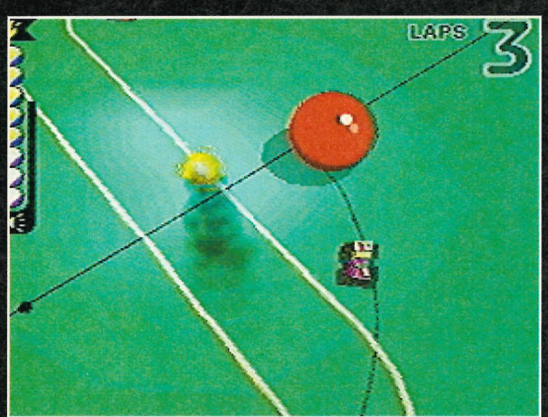
Additional levels in Freestyle Mode
Beat the Tour Competition in Mirror Mode and make sure you come in first place.

Monster Air
When you enter Board Park, go all the way until you reach the ramps with the cars and trucks all around. After passing one of the ramps, turn around and jump up the hill. Repeat this until you hit the backside of the ramp. If you do it right you can get some high air!

Play as the Alien
To play as Alien just score 38.0 or better in the half pipe.

Play as Snowman
To obtain the Snowman you have to break all of the records in Freestyle Mode.

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All tracks in Multi-Player
Enter GIMMEALL as a player name. You hear a sound if you have entered the code correctly.

Tanks on all tracks
Enter TANKS4ME as a player name. Again, you hear a sound if the code has been entered correctly. You can re-enter another name before starting the game.

Transform Car to Any Object
Pause the game and press ↓, ↓, ↑, ↑, →, →, ←, ←

Double Speed
Pause the game and press ■, ✕, ●, ■, ▲, ✕, ✕, ✕, ✕. Enter the code again to disable this mode.

Big Jumps
Press ■, →, →, ↓, ↑, ↓, ←, ↓ and ↓ during the game. A beep will sound if you have entered the code correctly.

THE CRITICAL LIST

Byron Day needs the cheat to level skip on CRASH BANDICOOT 3: WARPED if anyone can help.



Alan Place would also like some cheats for INTERNATIONAL MOTO-X, in particular, the one which will give you better machines.

Somebody else, yet again, is struggling with TOMB RAIDER III, namely J. Stretton from Wythenshawe. He is in Nevada (Area 51) and he wants to know how to enter the water tank with the two whales in and the blue crystal in the centre. Apparently, your help would be greatly appreciated.

Phil Brooks in Hull is stuck on NEWMAN HAAS RACING. He would like to know how he should set his car up so he can get excellent lap times for qualifying. He would also like some general cheats for it as well.

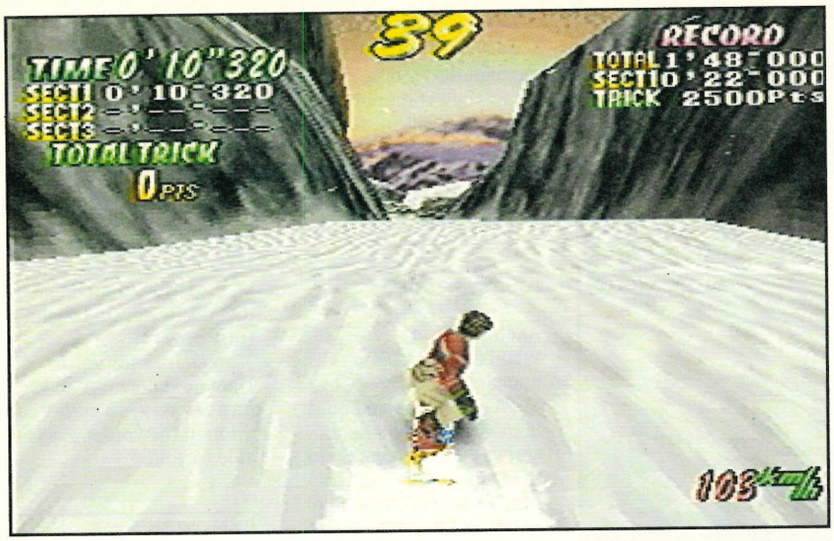
If you need any help on any PlayStation game then write to:

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

Please remember to tell us which game you're stuck on and exactly what you want to know. The best letter we receive for the Tips Clinic wins a selection of Blaze peripherals, so get scribbling...

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BLAZE



Special Freestyle Board
To obtain the special freestyle board you have to beat the trick point record (2,500 points), with Boss. Then it shows you the board.

Play as Boss
To play as Boss, complete Mirror Mode in first place.

Stop the Music
While playing, press Start rapidly until the music continues playing at the Pause screen. When you hear the music, press Start again to resume play in peace and quiet.

STREET FIGHTER ALPHA 3

Fight as Evil Ryu and Guile
In a World Tour, usually the last stage is Thailand; with Vega as the last boss. However, if your fighter is at level 30 or further, you find additional stages are on offer. The first bonus stage has Guile as the boss. You must defeat him to unlock him on the character selection screen.

Fight as Shin Gouki
Defeat Shin Gouki, then hold L2 and choose Gouki at the character selection screen.

Fight Against Shin Gouki
Defeat Guile and Evil Ryu in the first two bonus stages in a World Tour. The third bonus stage is Thailand, with Shin Gouki as the boss. Defeat him to unlock him at the character selection screen by pressing L2 while Gouki is highlighted.

Enable Team Battle and Survival Modes
Complete a World Tour with quite good results (level ten or so).

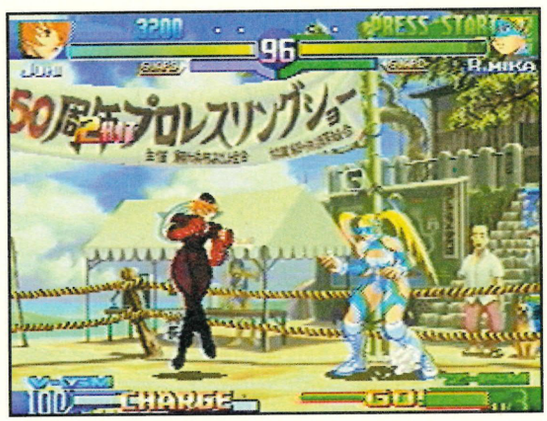
Enable Dramatic Battle and Final Battle Modes
Successfully complete Arcade Mode on difficulty level eight.

Enable Dual Battle
Complete Dramatic Battle Mode twice, first using Ryu and Ken, then again using Juli and Juni. It doesn't matter which order you do it in. Dual Battle allows two different characters to be selected in Dramatic Mode. This is limited for a single battle, with the CPU opponent being one of your two characters.

Classical Mode
Accumulate a total of three hours of gameplay under Options. Highlight a fighter at the character selection screen and press Select to fight as the classic version. Or, you can, successfully complete Arcade Mode on Difficulty Level Six.

Maji (LO) Mode
Obtain a total of five hours of gameplay under Options. Alternatively, successfully complete Arcade Mode on difficulty level Seven.

Saikyo (Low Guard Meter) Mode
Accumulate four hours of gameplay under Options. Remember Saikyo Karin can't do a 99% throw. Alternatively, complete Arcade Mode on difficulty level 7.3



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COMMAND & CONQUER RETALIATION

• Allies
Infinite Money
$8658F62C504F

Infinite Health
$866505B0195A
$866505AE5D57
$866505B2755A
$8673575859CE
$86735756EB59
$8673575A755A
$86735760509E
$8673575E7579
$86735764595C
$86735762697A
$86735766755A
$8673576C5970
$8673576AF75C
$86735770655A
$8673576E595C
$867357745962
$867357725C3A
$86735776755A

Infinite Power
$765557DE5956
$8658F648504F

No Power Usage
$765557DE5956
$8658F64C504F

No Silos Needed
$765557DE5956
$8658F628595A

• Soviets
Infinite Money
$8658FAF0504F

Infinite Health
$866505B0195A
$866505AE5D57
$866505B2755A
$8673575859CE
$86735756EB59
$8673575A755A
$86735760505E2
$8673575E7579
$86735764595C
$86735762697A
$86735766755A
$8673576C5970
$8673576AF75C
$86735770655A
$8673576E595C
$867357745962
$867357725C3A
$86735776755A

Infinite Power
$D65557DEC956
$8658FA0C504F

No Power Usage
$765557DE5956
$8658FA10595A

No Silos Needed
$765557DE5956
$8658FAEC595A

Infinite Money
$86582498504F

Infinite Power
$765557DE5956
$865824B4504F

No Power Usage
$76665FF8599F
$865824B8595A

No Silos Needed
$76665FF8599A
$86582494595A

• Both Discs: Instant Build
$765557DE5956
$8658EFA4595A

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

CRYPT KILLER

Infinite Lives
$86631784595B

Infinite Bombs
$86631786595B

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

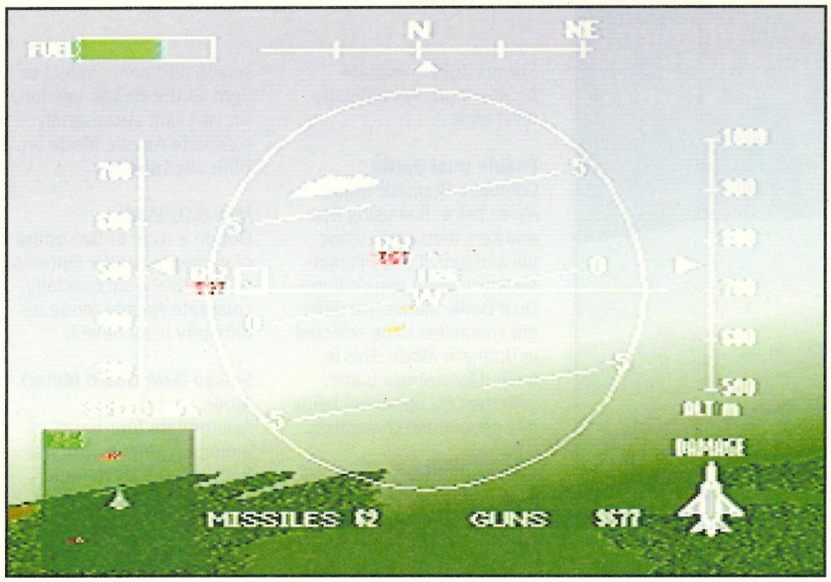
POINT BLANK

Shoot 100 Targets Every Time
$865F3CE0B55A

POWER BOAT RACING

P1 always first
$866082AA595A

tips & cheats





AIR COMBAT

Extra game
While the game is loading, hold down R1 and ●. When you see the CD symbol flying around the screen, press ↑, ←, ↓, →, →. When the game loads next, there will be an extra game. You can control the game icon with L2 and R2-the aim is to destroy as many of the swarming bombers as possible.

Play with all the planes
Complete the game and sit through the credits. In the upper right corner of the screen you will see 'EXTRA 010'. Go back to the select screen and you should have an extra ten planes to choose from.

BUST-A-MOVE 2

Another World
When the title screen appears, press R1, ↑, L2, ↓. A wizard should appear in the bottom right hand corner of the screen. Go to the game options and a new option called 'Another World' will have appeared. This gives you An extra 27 levels.

Give us some credit
On the options screen, press the following: ←, →, R1, R2, L2, L1, ↑ and ↓. Quickly highlight 'credits' and press ✖ as quickly as possible which, if you've done it right, will allow you to boost your credits up to 29.

PARAPPA THE RAPPA

Bonus Level
Ensure that you complete every level with the top rating of 'Cool' to unlock the bonus level which features Sunny Funny and Kathy Cat dancing on the table.

Change PaRappa's Voice
Complete the first two levels with a 'Cool' rating. Then press the following: ✖, ✖, ✖, ▲, ●, ▲, ■, R1, L1, ■, ✖ and then finish the next level. On Level Four, press ✖, ■, ▲, ●, ✖ to change his voice. Then hold down R1 and press ● or ▲ to cycle through the voices available to you.

B-MOVIE

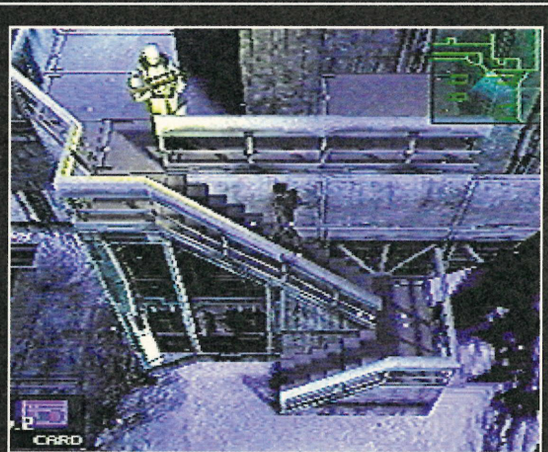
Level Select
On the screen that says 'Press Start', press L1, R1, L2, R2, ▲, ✖, ●, ■, ■, ●, ✖, ▲ for a Level Select option on the main menu.

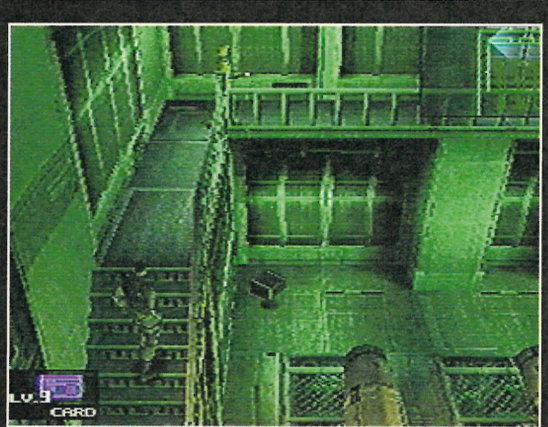
All Ships and Weapons
On the 'Press Start' screen, enter L1, R1, L2, R2, ↑, ↓, →, ←, ←, →, ↓, ↑.

POOL SHARK

Unlock All Locations and Tables
Enter either players' name as CW12 4AP.

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Ravi Patel from Middlesex is stuck on METAL GEAR SOLID, and seeing as he asked me so kindly to help, I will gladly oblige:

Where the floor is electrified, there is also a poisonous gas in the room, so you have to keep re-entering the room to restore your 02 bar when it begins to get low. While stood directly in front of the electrical floor, shoot and guide Nikitia Missiles along the corridor and then to the left and into a room at the end. Target the four drone guns inside the room then target and destroy the generator that's located in the small room at the far end. Once you've done this, restore your 02 bar and then quickly head down the corridor and enter the first room to collect the Ration.

Keith from Barnsley has already bought SILENT HILL on import (if you want to know how good it really is, see pages 60 and 61). He's stuck on the music room, as was I until I finally figured out the following:

The poem on the blackboard gives you clues on which keys to press and in what order. They're all dead notes that produce clicks. Press them in this order: first white one, fourth white one, last black one and first black one, and see how that works.

Andy Taylor from Nairn requested some help on DIE HARD TRILOGY; these are the ones I found:

DIE HARD 1 CODES
Pause the game, highlight the quit option, then hold R2 while entering following codes:

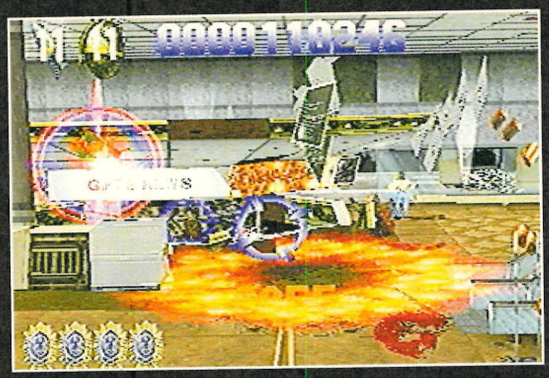
Invincibility
Press →, ↑, ↓, ■

Fifty Grenades and Five Bullets
Press →, ■, ↓, ●

Ammunition
Press ↓, ■, ■, →. 15 bullets appear.

Fat Mode
Press →, ■, ■, ↓





Targets Fly to Heaven
Press ↓, ■, ▲, ↓

Reverse Directions
Press →, ■, ▲, →. The forwards and backwards directions are reversed.

Display Co-ordinates
Press ←, ●, ↓, ■

Skeleton Mode
Press ▲, ▲, ▲, ▲, ▲, ▲, ▲, ▲, ▲, ▲, →, →, →, →. Everyone appears as skeletons.

Silly Mode
Press ↓, ●, ●, ↓, ▲, ↓. Men with pistols shoot from between their legs.

Strange Deaths
Press l, ●, ■, ■, →. Targets, including plants, now make strange noises when shot.

Unlimited Ammunition and Various Guns
Press →, ↑, ↓, ↓, ■, →. Repeat the code to get different guns and unlimited ammunition (shotgun, MP-5 sub-machine gun, assault rifle, explosive shotgun, M-60 machine gun, hand gun).

Silly Voices
Repeat the unlimited shotgun code until the huge machine gun appears. Activate the silly mode code once for high voices. Activate the silly mode code a second time for low voices. Activate the silly mode code a third time to return the voices to normal.

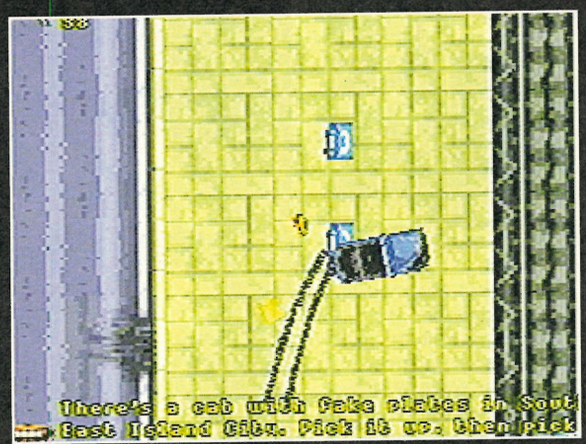
DIE HARD 2 CODES
Pause the game and highlight the Quit option, then hold R2 while entering following codes.

Map Editor and Invincibility
Press →, ↑, ↓, ■. Now press Start and select the 'Use Map Editor' option to change the game.

Fat Mode
Press ←, ▲, →, ↓

Skeleton Mode
Press ↓, ■, ▲ ↓. Everyone appears as skeletons.

Extra Ammunition
Press →, ■, ←, ●, ▲, ↓. 99 rockets and grenades are available.



Fergus Mode
Press ●, ↓, ↓, ■, ✖, ■. Everyone has the same head.

Invincibility
Press ↓, ▲, →, ■. You become invincible after you last hit has disappeared.

Get Beretta
Shoot the helicopter that appears from the left side of the screen at the start of the level. A Beretta, which has twice the firepower of the handgun, drops down after it has been destroyed

DIE HARD 3 CODES
Pause the game, highlight the Quit option, then hold R2 while entering following codes:

Fat Mode
Press ←, ▲, →, ↓. The cars increase in size.

Fergus Mode with Invincibility
Press ●, ↓, ↓, ▲, ✖, ■

Levitating Car
Press →, ■, ←, ▲, ✖, ■, ↓. In addition to the car floating, buildings appear damaged and run down.

Flat Shaded Mode
Press ↓, ↑, ←, ←, ↓, ↑, ←, ←, ↓, ↑, ←, ←

Slow Motion
Press ←, ↑, ←, ←, ■, ↓

Sky Cam View
Press ●, →, ↓, ■, ▲, ←. The turbo button now is a launch button.

Chase View
Press ↓, ●, ↓, ●

Very Slow Motion
Press ●, ↓, ↓, ■, →

999 Turbos
Press ●, ●, ■, ■, ↓, ↓, ✖, ✖

Infinite Lives
Press ←, ●, ↑, ↓, ■, →

Fuzzy Car Dice
Press →, ●, ←, ←, ■, ↓. The interior view display two model cars or two fuzzy dice hanging from the top.

Cloudy Sky
Press ↓, ■, ▲, →

Flying Saucer Mode:
Press →, ■, ▲, ↓, ✖, ✖, ✖

Debug Mode
Press →, ↑, ↓, ■ on Controller One. Debug information appears. Press Start on Controller Two then press ▲ on Controller Two to toggle the clock on or off. Press ← or → to move between levels. Press ■ on the Controller Two to restart the level. Press ● on Controller Two to move to the next bomb. Repeating the first part of the code removes the debug information.



Kash would also like some cheats for GRAND THEFT AUTO:

Cheat Modes
Enter the following player's names to activate the relevant cheat:
GROOVY: All weapons
WEYHEY: 9,999,990 points
BLOWME: Co-ordinates
EATTHIS: Wanted level max
TURF: All cities
THESHIT: All items
CHUFF: No police
HANGTHEDJ: All cities, lots of money, all weapons
SKYBABIES: Partial Level Select (up to Mandarin Mayhem)

Will we ever hear the last of MAX POWER RACING here in the EPM office? Probably not. Colin Firth from Dudley would like some cheats for it:

Unlock All Tracks
Highlight Africa and enter: R1, R2, R1, L1, ■, L1

Unlock All Sports Cars
(Arcade only)
Highlight UK and enter: R1, ■, L1, ●, R2, ●

Unlock all GTi Cars
(Arcade only)
Highlight Rome and enter: L1, ●, R1, ■, L2, ■

Race as Remote Controlled Cars
Highlight USA and enter: ■, L1, R2, L2, ●, R1. While the track loads, hold [L] and L2

Max Power Race
Highlight Peru and enter ●, ■, R2, R2, R1, R1. A new territory opens south of Peru - the Max Power Track.

Suzy Morris from Worthing has bought MOTO RACER on Platinum and would like some cheats; as good as done. Enter the following codes an the Title Screen (Start/Options) by using the Player One controller:

Pocket Bike Mode
↑, ↓, R2, L2, ↓, ↑, L1, ✖

Ultra Boosted Bike
↑, ↑, ↑, ▲, R1, ▲, R2, ↑, ↑, ✖

Activate all Ten Tracks
↑, ↑, ←, →, ↓, ↓, ■, R2, ▲, ✖

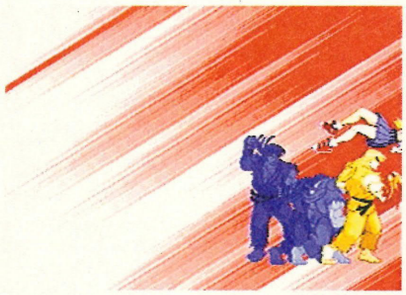
Victory Movie
■, ▲, ●, ▲, ■, ▲, L1, ↑, R2, ✖

Night Mode
↑, ●, L1, ↓, ▲, L2, ■, ←, R1, ✖

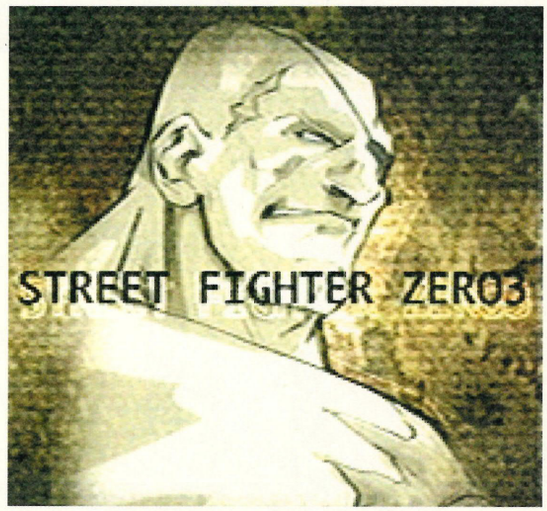


Any magazine can write a solution to a Street Fighter game. Lists of moves, Ryu's blood type and Chun Li's vital statistics... We at extreme say 'NO!' If we're going to do a guide, we do it properly. Beware; the Street Fighter World Tour is about to begin...

Street Fighter Alpha 3







All Around the World Tonight...

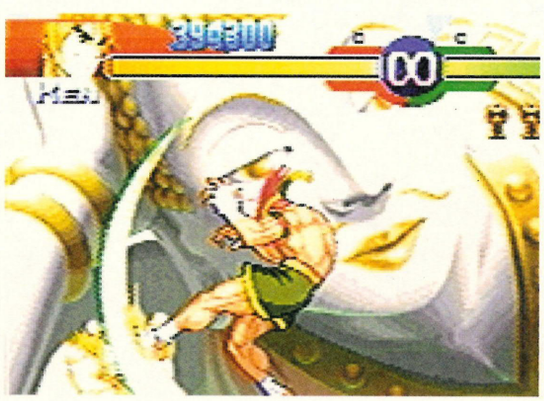
Essentially Street Fighter hasn't changed much through the years. Even most of the move inputs have stayed the same since SF2. Street Fighter Alpha 3, on the other hand, is slightly different. Instead of the run-of-the-mill structure which sees you challenge all fighters until you're the only man standing, there are mini challenges and missions to accomplish as well as upgrades and power-ups gained as you go.

In Japan, Street Fighter Alpha 3 is knows as Street Fighter Zero 3, there is no real difference between the two games apart from a few of the named characters within, so it really doesn't matter if you're playing the import or UK version. Make sure you watch out for these name changes if you're playing on import:

English	Japanese
Akuma	Gouki
Charlie	Nash
M Bison	Vega
Vega	Balrog
Balrog	M Bison

What the hell is an ISM?

There are three available types of ISM at your disposal from the character set-up screen. Each has its own pros and cons and each can gradually be powered up as you progress through the game by picking up experience points and ISM Pluses through good performances.



X-ISM

This mode is the hardest of all the ISMs as it allows more moves and tougher super combos. Its only drawbacks are that as a standard mode (without adopting ISM Pluses) you can't perform air blocks or Alpha (or Zero) counters. You also find on some occasions some characters are stronger or weaker here than, say, in V-ISM or Z-ISM modes.

V-ISM

This is quite a standard mode as far as the game is concerned. In V-ISM air blocks and Alpha (or Zero) counters are already available without having to highlight them on your ISM Pluses. You also have three different Supers at your disposal.

Z-ISM

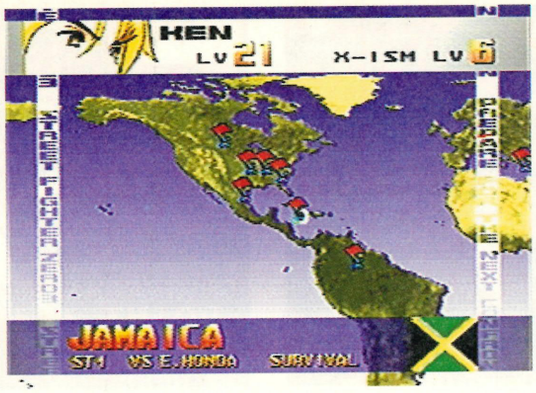
Z-ISM is basically what you would find in all the previous Street Fighter Alpha (or Zero) games. Air block is there, along with Alpha counters, with the exception of having custom combos instead of supers.

ISM Pluses

Picking up the ISM Pluses available is quite a random procedure, but you must have gained a specific amount of points before they're awarded to you after completing areas. Once you have gained some, simply go to the character set-up screen before battle and highlight them to put them to use. You can use three in all, but some of the tougher ones take up two boxes, so choose wisely and make sure you've taken the ISM mode you're in into account. There's no point











highlighting the Air Guard in V-ISM mode, for example, because you can already perform air blocks as standard.

Air Guard
This allows you to perform mid-jump blocks for the extra-cautious fighter. V-ISM and Z-ISM already allow you to do block in the air, so only use it if you're playing in X-ISM mode.

Auto Guard
This ISM automatically blocks straight attacks at the head and body. Watch out for sweep attacks, however, as you're not protected from low moves.

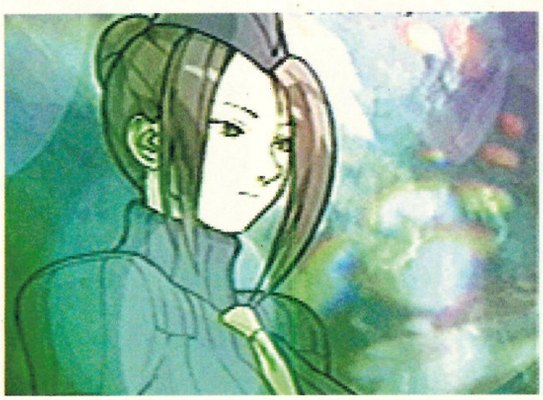
Gauge Plus
This helps your Super Move Meter recharge more effectively. It's wise to bear in mind that your gauge charges up much faster if you're attempting to attack your opponent.

Gauge Power Plus
This helps against opponents who constantly block your attacks. It increases the damage you inflict when you perform special attacks on the blocking party by 50%.

Hard Body
This ISM stops the user from being dizzied by long combos. You also find it reduces the amount of damage inflicted while you're blocking any type of attack made by the enemy.

Infinite Guard
This ISM stops your guard gauge from running out, so none of your blocks can ever be broken while it's highlighted.

Zero Counter Plus
Performing Zero counters is quite tough, but well worth the extra practice, especially when you're using this ISM. Zero Counter Plus allows you to do twice the normal damage when the counter is performed.



Super Guard
(Takes up two boxes)
An excellent ISM to protect against fighters who use particularly tough Super Moves and Specials as it stops you receiving any damage while blocking.

Zero Cancel
(Takes up two boxes)
Like the Super Zero Cancel, only it allows normal moves to be cancelled into Specials. You find with this ISM in tow you can perform lots of new combos to take your enemy by surprise.

Super Zero Cancel
(Takes up two boxes)
This is taken directly from Street Fighter 3 in the arcade. It lets you cancel a Special Move part way through and perform a surprise Super on your opponent.

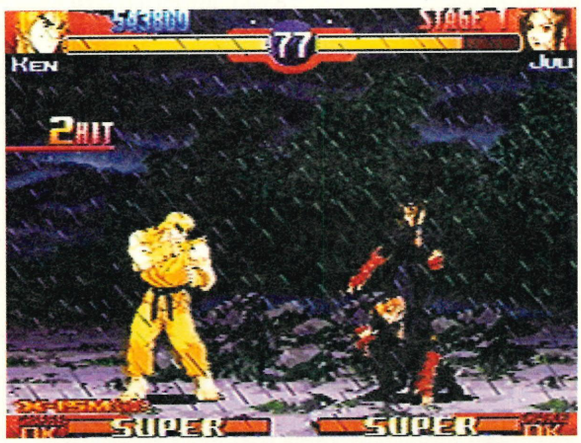
Zero Combo
(Takes up two boxes)
Zero combos return here with this ISM from the original Street Fighter Alpha. You can do just as much damage with them, but you get less time to perform the combos.

Damage Plus
(Takes up two boxes)
Not the most effective ISM in the game, but it works nevertheless. It increases the damage you inflict on all your moves including those blocked by your opponent.

Original Combo
(Takes up two boxes)
This ISM is of no use in V-ISM mode but can be put to good use in the other two.

Power Balance

As well as being awarded ISM Pluses as you progress through World Tour Mode you're also given 'chips' for your Power Balance Bar at the bottom of your character select screen. Simply all you need to do (when you've actually gained some chips) is set the balance between power and defence. Set it towards the power end you can hit harder but defend less effectively. This also works vice-versa, so make sure you're happy with the choice before you go into battle.













The World Tour Awaits...
Now that we're all clear on setting up our characters, we can get right down to business. This guide walks you through all the battles you must complete to totally finish the World Tour mode. Not all the battles are simple bouts, most require you to fight more than one opponent at a time and some enemies are indestructible, so be ready to set up your character to suit the opposition. As certain areas are accessible at the same time, you find this isn't necessarily the order you want to complete it, but it's all here...

Japan Stage 1
Bout 1: The very first stage in World Tour mode. One round versus Dan (full health) in which no special rules apply.

USA Stage 1
Bout 1: One round versus Balrog (half health). No special rules apply.
Bout 2: Two rounds versus Ken (three quarters health). No special rules apply.

USA Stage 2
Bout 1: Two rounds versus Sodom (three quarters health). No special rules apply.
Bout 2: One round versus Charlie (one quarters health). You can only harm him with combo attacks reaching more than two hits. Use your Supers to best effect here.

China Stage 1
Bout 1: Two rounds versus Dan (three quarters health). No special rules apply.
Bout 2: One round versus Gen (three quarters health) and one round versus Chun Li (three quarters health). You have only one round to beat both characters, so lose against either and it's back to the start.





USSR
Bout 1: Two rounds versus Mika (half health). No special rules apply.
Bout 2: One round versus Zangief (half health). Don't enter in V-ISM mode as you can only harm him with Supers. If you can't do that, try and out-wit him until the time runs out making sure your health stays higher than his.

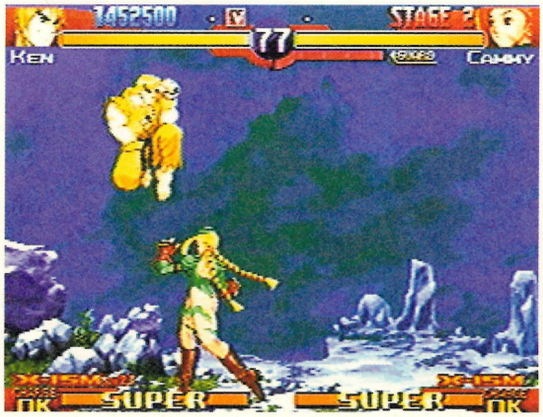
Hong Kong
Bout 1: One round versus two Chun Lis (half health each). Both enemies are on screen simultaneously, each with their own life bar. Try to keep them both on the same side of you as you fight. Both characters share the same Super Gauge.
Bout 2: One round versus Gen (full health). The time limit is 30 seconds so make your move fast and hard to win.
Bout 3: Two rounds versus Fei Long (full health). No special rules apply but beware that Fei Long is in Hyper Mode which means he is quicker than normal.

Thailand Stage 1
Bout 1: One round versus two Adons (three quarters health each). Both characters attack simultaneously.
Bout 2: Two rounds versus Sagat (near full health). Sagat is powered up, so be ready for all his attacks to inflict 50% more damage than usual.
Make sure you have Defence ISMs in use before you begin.

Point 48106 Special Stage
Bout 1: One round versus Juli and Juni (full health each). Both characters attack simultaneously.
Bout 2: One round versus four Cammys (near half health each). You fight two Cammys simultaneously. When one is defeated another quickly drops in to take her place.
Bout 3: Two rounds versus M Bison (full health). No special rules apply but his Torpedo Super is particularly deadly so defence is the key to victory.

India
Bout 1: Two rounds versus Adon (near full health). There is a 30-second time limit so make sure you get in there before he does!
Bout 2: Two rounds versus Dhalsim (full health). This battle is against a powered-up version of Dhalsim. Watch out against his long-range attacks.

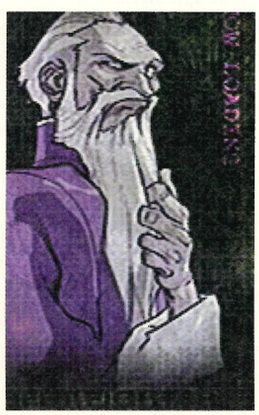
Italy
Bout 1: Two rounds versus Vega (near full health). Watch out! Vega is playing in Hyper Mode which means he's even faster than usual.
Bout 2: One round versus two Roses (half health each). This simultaneous battle is the toughest one yet. Try and keep them at a distance whenever possible.



Greece
Bout 1: Two rounds versus Cammy (three quarters health). No special rules apply.
Bout 2: One round versus Birdie (half health). Only Original Combos while using V-ISM can harm Birdie here, otherwise you have to out-wit him until the timer runs out.

Brazil
Bout 1: One round versus Blanka (full health). There's a 30-second time limit here so attack early then play the defensive game.
Bout 2: One round versus four more Blankas (near half health each). You must take each of them two at a time to win this battle of survival. Make sure your defence ISMs are strong for this one.

Mexico
Bout 1: Two rounds versus M Bison (near full health). Watch out because M Bison is in Power Mode, so all of his attacks are deadly!
Bout 2: One round versus T-Hawk (near half health). Only combo attacks can harm T-Hawk here, so make sure you can use your Supers.





Jamaica
Bout 1: One round versus two E Hondas (full health each). This simultaneous versus match is easily the toughest yet so Guard ISMs are essential.
Bout 2: One round versus Dee Jay (half health). Only Original Combos while using V-ISM can harm your enemy so set up your character accordingly.

USA Stage 3
Bout 1: One round versus three Guys (half health each). You start with two simultaneously and then the third drops down after defeat. Make sure you can accommodate for their speed and manoeuvrability.
Bout 2: One round versus Cody (near half health). This battle can only be won using Super Combos. If you can't do that keep your distance and watch his projectiles!
Bout 3: Possibly the toughest challenge yet! Two rounds versus Sodom then Rolento (three quarters health each). Take them one round at a time but don't lose one to either.

USA Sage 4
Bout 1: One round versus Sakura (full health). This round is just a warm-up for what you have to come...
Bout 2: One round against three opponents (near full health each). Cody, Guy and finally Ken. This team battle match has one catch; you can't lose a single round!

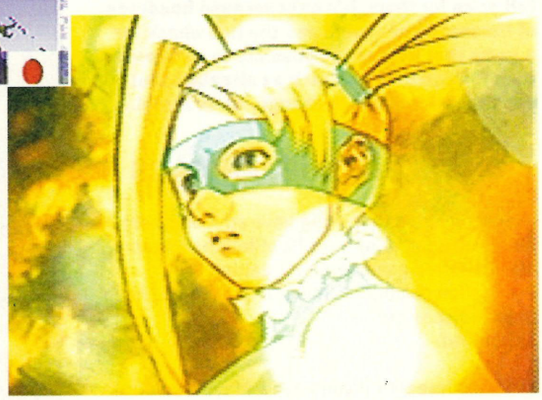
Japan Stage 2
Bout 1: One round versus five Dans (one quarter health each). This battle might well seem tough, but it's only Dan you're fighting. There should be no problems here.
Bout 2: One round versus Sakura then Karin (full health each). This isn't a simultaneous match, but get out the defence ISMs as Karin really means business here.

Japan Stage 3
Bout 1: Two rounds versus E Honda (full health). Stay clear of his torpedo attacks and watch out for his strength, he's in Power Mode!
Bout 2: Two rounds versus Ryu (full health). If fighting Ryu wasn't tough enough, you also have to contend with the fact that he's got an infinite Super Gauge. Make defence a priority.









Thailand Stage 2
Bout 1: One round versus two Sagats (near full health). It's important to keep characters on one side of you throughout the battle or you're juggled from one to the other without a chance of survival.
Bout 2: One round versus Vega then Cammy (full health each). Though you fight them one at a time, you have to stock up on defensive measures simply to survive their speed and agility.
Bout 3: Two rounds versus M.Bison (full health). This is it, the final battle and easily the toughest in the whole contest. Make sure you can Alpha Counter and your defence is as high as possible. Keep low to the ground and attack sparingly so you can defend against his devastating Torpedo Super. He also has an infinite Super Gauge.









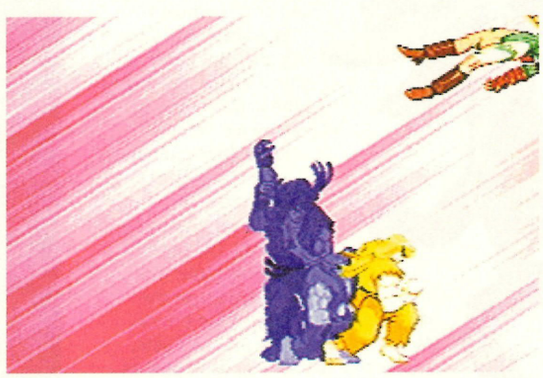
Is That It?

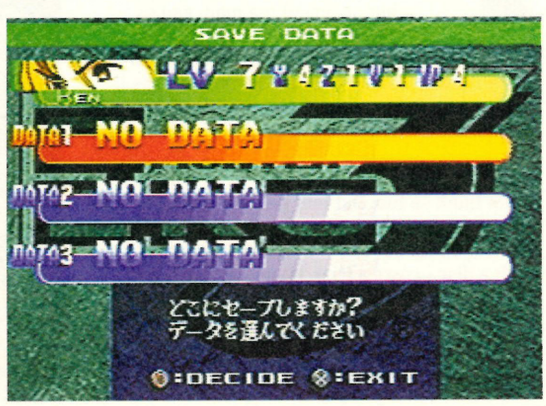
No, of course it isn't; this is Street Fighter, remember! There are three secret locations holding three secret characters that are only selectable if your score meets the following criteria:

Guile
Your character level must be up to Level 27 once you have completed the Thailand Stage 2.

Evil Ryu
Your character level must be up to Level 30 once you have completed USA Stage 5.

Shin Gouki (Super Akuma)
Your character level must have reached Master, which is the highest possible level of over 32 once you have beaten Japan Stage 4. This is no easy task, but it's certainly possible with lots of practice.





exchange

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EPM SAYS...

With Gran Turismo and Final Fantasy VII coming out on Platinum, there has never been a better time to pick up games at bargain prices. The Platinum range is going strong, but this raises the question of whether full-price games are worth having. I mean, wait ten months and the best games are released at half price. Do you want the games as soon as they are released? Of course you do, but you're going to have to pay full price for them. It's only because hundreds of thousands of people pay the full whack for a game that it becomes possible to re-release it on Platinum. It's a Catch 22 situation, but one that isn't going to change, we're afraid...

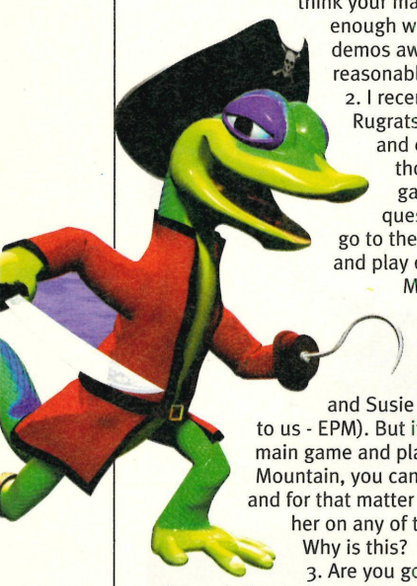
DISC SWAP SHENANIGANS

I Recently heard that if you have an A or B before the serial number on your PlayStation you can play imported games without getting your PlayStation chipped. Is this true and do you need to do a disc swap?
EK, Ireland.

EPM: It's true that if you have a PlayStation from the first batch to hit the UK that you can play imported games on it. You will have to do the disc swap, though.

RUGRATS RANT

I Am Writing to you for three reasons;
1. To argue with Lyle Mitchell's letter in Issue 17 about the free giveaway of demos. I personally think your magazine is good enough without giving free demos away, and the price is reasonable too.



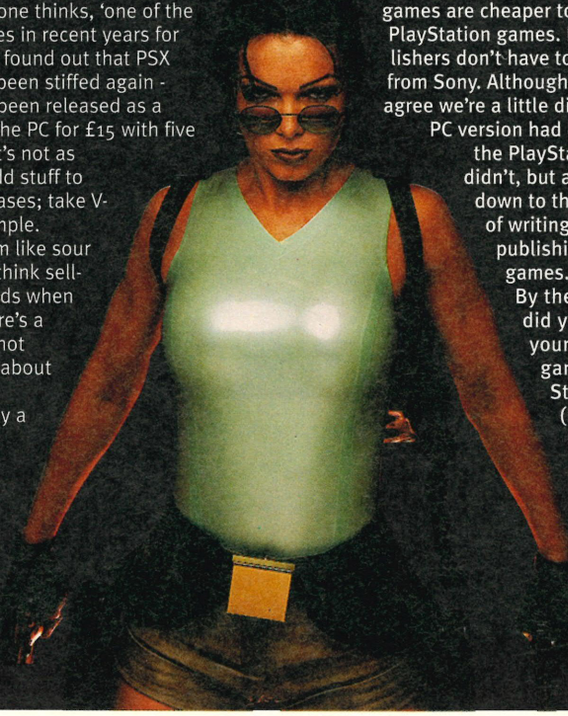
2. I recently bought Rugrats: Search for Reptar, and on the whole I thought it was a good game. But I have a question for you. If you go to the activities menu and play on Ice Cream Mountain you have the choice of three characters, Tommy, Chuckie, Phil, Lil, Angelica and Susie (that looks like six to us - EPM). But if you go on the main game and play on Ice Cream Mountain, you can't play as Susie, and for that matter you can't play as her on any of the main games. Why is this?
3. Are you going to do a complete solution to Gex 3: Deep Cover Gecko, as it is seriously difficult to complete?
Daniel Clark, Fairfield.

EPM:
1. We think so too. But lets get one thing straight; magazines don't give away FREE demos. Check out any PlayStation magazine with a disc - costs a fiver. If you do happen across a cheaper one, it's probably a six-month-old sub-standard disc. So don't be fooled.
2. You just can't; get over it.
3. Check out the next free edition of extreme Solutions, coming soon.

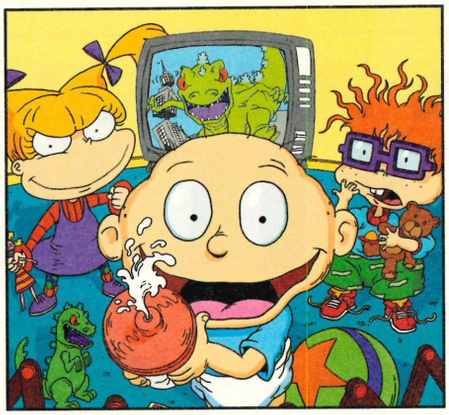
STAR LETTER

LARA LAZINESS...

First of all, I'd like to congratulate you on producing the most intelligently-written PlayStation mag available - no sycophantic reviews, no moronic laddish behaviour and you credit your readers with their own intelligence. Well done and keep it up.
Anyway, I digress. The reason I am writing is simple. I'm thoroughly annoyed with a certain developer/publisher partnership.
Here's why. Once upon a time, there was this publishing house called Edios. They teamed up with the developers know as Core Design to produce a ground-breaking 3D action/adventure called Tomb Raider. Tomb Raider proved to be so successful (and rightly so), that they produced the imaginatively-titled Tomb Raider II, another well deserved hit; great gameplay and lovely graphics, it was a joy to play. Then they decided to milk the cash cow again and here's where it all went sour. They produced Tomb Raider III and made a few technical improvements. Suddenly they realised that Christmas was on the way, so they rushed the release to get massive sales. It was greeted with much praise; its enhancements were wonderful. There was, however, a cloud on the horizon. It soon transpired that the game had not been tested enough. There were some rather major bugs (unable to finish a level, game crashing, taking ages to load), and it turned out to be no FUN.
You went from one chore to another, not caring what happened. This was just the start of the decline. They seemed to be completely oblivious to PSX owners' woes. They released patches on the web for PC owners (who paid £10-£15 less for the game). Would it have been so hard to incorporate the patches into the existing game code and release it with an apology? I think not.
Then TR2 gets a Platinum release. 'Great', everyone thinks, 'one of the greatest games in recent years for £20'. I've just found out that PSX owners have been stiffed again - TR2 has also been released as a Gold title on the PC for £15 with five extra levels! It's not as if you can't add stuff to Platinum releases; take V-Rally, for example.
This may seem like sour grapes, but I think selling faulty goods when you know there's a problem and not doing a thing about it is criminal.
Would you buy a car whose brakes didn't work and the manufacturer knew? Of course not.
Regardless of how it turns out, I for one will not buy another Tomb Raider title, as this is the only way to protest.
Marten Richens, Croydon.



EPM: Thanks for the praise of the magazine Marten. We think the points you raised, although valid, are a little unfair. Like it or not, Tomb Raider III is a wonderful game. You're right that the reason that TR3 contains bugs is that it was probably a little rush to make Christmas. But game publishers aren't people's champions. They're businesses that need to make money to survive. With the amount of cash that went into producing Tomb Raider III, it wouldn't have been possible to miss the Christmas rush period without severe repercussions within Core and Eidos. Perhaps even job losses due to lack of money. You must also look at it from the view of the gamesplayer also. How much of an uproar would there have been if last Christmas' most anticipated game didn't reach the shelves until February? Besides, most games contain small bugs, but people only choose to attack the best ones for it. What about when you buy a game for forty quid and find out it's crap as well as full of bugs? Surely you're more cheated than paying the same amount for a superb game with a few minor problems?
Don't get us wrong, we're not making an excuse for bugs in finished games. In a perfect world it would be unacceptable, but clichéd as it may be, this ain't a perfect world.
As for your comments about the PC version of Tomb Raider II, patches are the only way to resolve problems in PC game. In fact, most big PC games need some type of patch. The cost of reprinting all the games with the patch and an apology for the errors would have been phenomenal, and we'd be back to the job loss situation. On the price front, it's simply because PC games are cheaper to produce than PlayStation games. For a start, publishers don't have to buy the discs from Sony. Although we have to agree we're a little disappointed the PC version had extra levels but the PlayStation version didn't, but again this is down to the complications of writing, producing and publishing PlayStation games.
By the way Marten, did you know that your choice of game for winning Star Letter (Ninja: Shadow Of Darkness), is a Core/Eidos game? Some protest. Anyway, it's on its way.



ONE OFF THE WRIST

As a girl I find attractive women posing sexually in the magazine a bonus, as I'd like to be a glamour model myself. Showing women in a provocative way while promoting a product is a way of life, and it works, so keep it up as I like it (I'm not gay!).
On a heavier note, I bought my PlayStation in '96 as a total package with two controllers, a memory card and five games of my choice for £200. I though it was a brilliant bargain until I realised cheats don't work on it. Hence I've been stuck on TR2 and TR3 and many more. I'm not a crap player, but level skipping and extra ammo/life wouldn't go astray. And only reading the cheats you give is no fun (bloody annoying).
What I want to know is should I chuck the lot and start from scratch, buying everything in the right manner, or should I wait for PlayStation 2 to come out (if it actually is)? But how much is that gonna set me back and how different and improved will it actually be?
Plus, I'd love to model for extreme PlayStation in the future (after some cosmetic modifications). Could you give me some tips on how to get started?
Shaz (A Lara Croft Wannabe), Croydon
PS. Writing a letter this long has hurt my wrist and nobody benefited from it. Who knows, one day I may model for you.

EPM: As men (apart from Claire), we find girls posing sexually in magazines attractive too. Funny that. Anyway, as for your PlayStation not working with cheats, that ain't the case. You must be doing something wrong, as there's no way that your machine won't run cheats when millions of others do. So don't sell it and buy another one. The PlayStation 2 is set to be something special, but it won't reach these shores for a year an a half (if not more), and the price has yet to be set, so hang on to the PlayStation in the meantime.
If you want to get started in the world of modelling, get in touch with a modelling agency near you and ask for an interview. You'll find them in the Yellow Pages. If you'd sent in a photo with your letter we'd have gladly printed it. Oh well, maybe you can write in and try again; you never know, you might benefit from that aching wrist this time. Or we might...

TOSS-POT

I have a super canine dog who is a complete god at Tomb Raider III. He completed it in just 18 hours. He completes whole games in under one week. He has just completed Duke Nukem: Time To Kill and is showing off because I can't. He's on my PlayStation day and night and won't even let me have a five-minute go. Have you got any suggestions to get him off? Even if I do get a go, I have to fight him on Tekken 3 and he always wins. I have a question; why don't they make a Robot Wars game because if they did it would be a massive hit. Oh yeah, I think Dave Moss's letter in Issue 16 is good because FFVII is an amazing game and if I was doing the scores, I would give it 98%. Why don't you do demo CDs? You could make a lot more money (not complaining or anything).
Matty, Carlisle.
PS. My neighbour's dog is jealous of mine.

EPM: We take back everything we've ever said about games not affecting the youth of today. Matty, you are just absolutely bonkers, mate. The Robot Wars game idea is a good one, though, so if there's any developers reading this, why not look into it?

AMIGA ANTICS



I've owned an Amiga since the early Nineties and a PlayStation for over two years now. I hardly play games on the Amiga anymore as the PlayStation outclasses it on this front. However, I do think that PlayStation programmers should look more to the Amiga for inspiration for new games. I mean, there's classics like Stunt Car Racer, North & South, The Lost Patrol and Defender Of The Crown just dying to be converted to the PlayStation. All of these games would be absolutely amazing with the PlayStation's graphical power behind them, and I can't see why they haven't already been converted. Do you know of any Amiga classics that are going to come out on the PlayStation? Or am I never going to see my favourite games in full PlayStation glory?
James Philips, Newcastle.

EPM: We wholeheartedly agree that there are some classic Amiga games that could be converted for the PlayStation. Especially Stunt Car Racer. The thing is, would we not prefer to see developers coming up with original, innovative ideas rather than re-hashing old 16-bit games? Besides, if you've still got your Amiga you can still play your favourite games. As for Amiga classics coming out on the PlayStation, there's one little-known Bitmap Brothers game on its way. Oh, what's it called? Oh yeah, Speedball 2; that's it. Look out for the PlayStation version, Speedball 2100.

IN BED WITH LARA...

I have been on incapacity benefit for longer than I can remember and life for me was pretty pathetic. Having serious mobility problems was a real bummer. When my father left me a little money I got a PlayStation with it. Since then my life has improved 100%. Now I travel with Lara, snipe with Snake and generally run amuck. I feel alive again and thank you for your mag and keeping me informed on all the latest tricks and treats. Only one whinge; I wish the games were cheaper. I have to wait for the price to come down to Platinum since I used up dad's money, but the Games Exchange in Bristol is good. And the staff are dead friendly and full of hints. I love going in there when it's convenient. Anyway, thanks once again for keeping your mag price down and your info up. Cheers and God bless.
David Marlowe, Bristol.

EPM: We're glad you like your PlayStation and the mag David. As for game prices well they are a little on the steep side. But if Virgin Megastore's Ridge Racer 4 price cut is anything to go buy, it looks as though the summer may see another drop in the prices of new releases.

PEARLS OF WISDOM...

The Rollcage soundtrack is well kickin' in a techno-breakbeat-tastic kind-a-way.
Tom Barnes, Hartlepool.

EPM: We couldn't agree more.

Are there any cheats to complete the licences in Gran Turismo?
Colin Bourne, Kent.

EPM: No.

Don't wipe your arse with a broken bottle.
Gavin White, Edinburgh.

EPM: Thanks, we'll bear that in mind.

Can I have your Max Power model's phone number please?
Dave Quinn, Dundee.

EPM: 0898 (Cut - Ed)

WIN A TOP GAME FROM GAMEPLAY

Every month, the winner of our coveted Star Letter award gets a free game courtesy of Gameplay. Wanna win? Best write in! Send your merry missives to:

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stuff

Yet more stuff for the PlayStation that doesn't come under the banner of software or turnips. Not only have we a selection of great peripherals, but also an exclusive money off offer from those cool chaps at Wild Things...

PRO-SHOCK ARCADE JOYSTICK

PRICE: £29.99 BY: FIRE INTERNATIONAL



On receiving this beast of an arcade stick, we were surprised to find out how bloody heavy it was. On opening the package, the silver and black colours (there are others) gave us the impression that it was all metal, making for one meaty mutha of a joystick. Alas, on closer inspection, only the base of the unit is metal, but this still gives it that sturdy arcade feel. It comes with a sturdy rumble, auto-fire and slo-mo functions and retails at a healthy sub-thirty quid price. But is it any good?

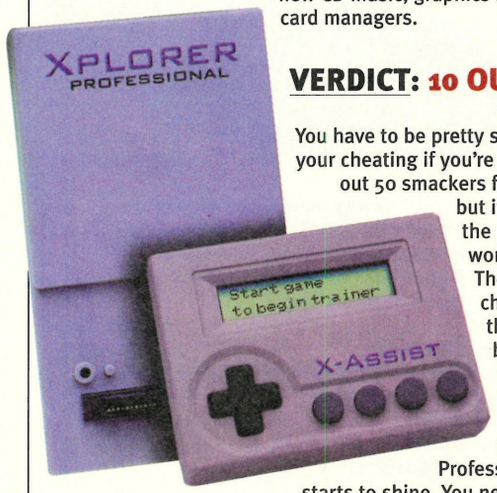
VERDICT: 8 OUT OF 10

The stick itself give a solid but rather loose action which is definitely aimed at the beat-'em-up sector of the market. The Street Fighter style of game is especially suited to this style of stick, and we found ourselves pulling off some amazing moves and combos as we got used to the joystick's action. The only problem the Pro-Shock has is that the plastic buttons seemed to stick down from time to time, which can be frustrating. Overall though it's a decent stick if beat-'em-ups are your thing.

Xplorer Professional

PRICE: £49.99 BY: BLAZE

Not content with their excellent update on the basic Xplorer cartridge (Xplorer V2), the boys at Blaze have come up with a new addition to the Xplorer family. The Xplorer Professional is a device for those who take their cheating seriously as it comes with an little unit called the X-Assist that allows you to find your own codes for games without using a PC. It also comes packed with over 1500 ready-to-use cheats as well as brand-new CD music, graphics and memory card managers.



VERDICT: 10 OUT OF 10

You have to be pretty serious about your cheating if you're going to shell out 50 smackers for this baby, but if you do take the plunge you won't look back. The built in cheats are all for the top games, but it's not until you get to grips with the X-Assist that the Xplorer Professional really starts to shine. You need patience, which is a bit of a contradiction really, as cheating is for the people who haven't enough patience to finish the game properly. However, if you want a device that can help you cheat and complete any game you can think of, the Xplorer Professional is the best one out there.

EXCLUSIVE

WILD THINGS COMPETITION

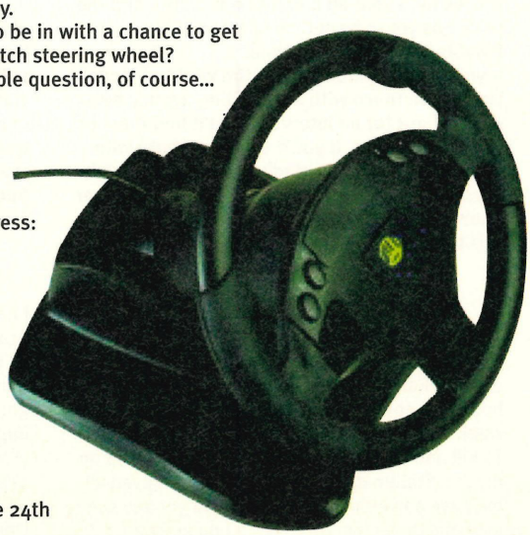
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extreme PlayStation have teamed up with Wild Things to bring you another great competition; Now's your chance to win one PlayStation Turbo Feedback Steering Wheel.

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WILD SAVINGS!

In extreme PlayStation's continuing effort to bring you the best the world of PlayStation has to offer, we've managed to wangle an extra-special discount from those friendly people at Wild Things.
In this deal, which can only be found in extreme PlayStation Magazine, we've coerced (or is that threatened?) Wild Things into giving EPM readers £10 off of the excellent PlayStation Turbo Feedback Steering Wheel. So you can now pick it up for a snip at £54.99. They've also knocked a fiver off of their Primal Pad (check this month's directory). So for £19.99 you can get one of the best PlayStation pads around.

Finally, EPM and Wild Things can offer you the PlayStation Soft Touch Pad for £7.99 and the PlayStation Premier Pad for £5.99. Not bad eh? But then you can expect nothing less when the boys at EPM and those Wild Things get together, can you?

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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.

• KEY RU: Round-up review taken from a genre feature; PL: Platinum title; IM: Import Review

Title	Publisher	Genre	Issue	Score	Comment
2Xtreme	Sony CEE	Sports Sim	#16 RU	30%	Dodgy extreme sports offering that's been totally eclipsed by the Cool Boarders series.
3D Lemmings	Psygnosis	Puzzle Game	#8 RU	60%	The 3D perspective makes for awkward controls that take the heart out of the game.
4-4-2	Virgin Interactive	Sports Sim	#10 RU	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.**
A Bug's Life	Sony CEE	Platform Game	#15	88%	Fantastic graphics make this 3D platformer a joy to watch as well as play.
Ace Combat 2	Namco	Flight Sim	#9 RU	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 Ice Hockey 2	Gremlin Interactive	Sports Sim	#17	79%	It's an ice hockey game. Again. It plays ice hockey. Of course...
Actua Soccer	Gremlin Interactive	Sports Sim	#10 RU	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 RU	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 RU	35%	Old flight sim which raised few cheers when first released and fewer still now.
Air Combat	Namco	Flight Sim	#9 RU	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 epic storyline developed through shocking cut scenes.**
Alien Trilogy	**Acclaim**	**3D Shoot-'em-up**	**#7 RU**	**90%**	**Another Doom clone, but for once the film licence actually adds to the game.**
Allied General	Mindscape	Strategy Game	#17 RU	72%	Follow-up to Panzer General. But this time you play the allied powers.
All Star Soccer	Eidos	Sports Sim	#10 RU	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	Infogrames	Action Adventure	#3 RU	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.
Andretti Racing	Electronic Arts	Driving Game	#14 RU	69%	Lightweight IndyCar/NASCAR sim which can't hold its own with modern drivers.
Apocalypse	**Activision**	**Shoot-'em-up**	**#11**	**90%**	**Spectacular 3D blaster starring Bruce Willis. Atmospheric and exciting.**
Arcade's G. Hits: Atari Col. 2	GT Interactive	Compilition	#8	60%	Paperboy, Marble madness, Gauntlet, Crystal Castles, Road Blasters & Millipede.
Area 51	Atari	Light Gun Game	#6 RU	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 shots, though.**
Asterix	Infogrames	Strategy/Platform	#17	78%	Seen better, seen worse - an interesting if unremarkable hybrid.
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.
A-Train	Ocean	Strategy Game	#17 RU	68%	Build and manage your own railway. Crap graphics but high on depth.
Auto Destruct	Electronic Arts	Driving Game	#2	67%	Boring and repetitive driving combat game made redundant by Vigilante 8.
Ayrton Senna Kart Duel	Phillips	Driving Game	#14 RU	72%	Interesting variant on the sports driving sim. Not perfect, but worth a look.
Ayrton Senna Kart Duel 2	Infogrames	Driving Game	#14 RU	74%	Not a bad game, but really only a tweaked version of the first offering.
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 RU	30%	Beat-'em-up from the dawn of time - dreadful by today's standards.
Battle Arena Toshinden 2	Takara	Beat-'em-up	#4 RU	58%	Interesting tactical weapons-based fighter, but too shallow for anyone but beginners.
Battle Arena Toshinden 3	Takara	Beat-'em-up	#4 RU	70%	More of the same, but let's face it - there are better beat-'em-ups around.
Bedlam	GT Interactive	Strategy Game	#17 RU	64%	You need a mouse to play this strategic PC port. Poor relation to Syndicate Wars.
Big Air	Electronic Arts	Sports Sim	#17	73%	Great animation, but too slow. Why bother when there's Cool Boarders 3?
Big Race USA	Empire Interactive	Pinball Sim	#14	48%	What's there's good, but only one table? Not good value as a full-pricer.
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 RU	73%	Flight sim lite, featuring a helicopter and lots of arcadey bangs and flashes.
Blam! Machinehead	Sony CEE	3D Shoot-'em-up	#7 RU	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 RU	80%	Fun graphic adventure starring Monty Python's Terry Jones. For the younger gamer.
Blood Lines	Sony CEE	Sports Sim	#17	45%	Futuristic game of tag? No thanks...
Blood Omen: Legacy of Kain	Eidos	RPG	#11 PL	88%	Mean and moody RPG with great cut sequences and chilling voice-overs.

PERIPHERAL HEAVEN...

Finding the Dual Shock pad to suit you is a tough job, so let us help...

SONY DUAL SHOCK PAD
Sony £19.99



The first and best Dual Shock pad available for the PlayStation. It feels like it's meant to be in your hands as it's the perfect size, weight and shape. The rumble motion itself is very subtle but perfectly pitched, meaning you don't come away with numb hands. The build quality is also superlative, and they're now available in various colours.

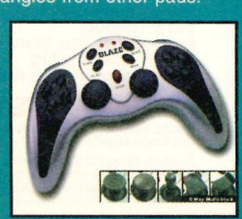
SHOCK HAMMER PAD
Thrustmaster £19.99

Although it looks big and clunky, the Shock Hammer pad is actually quite comfortable when you get used to it. The rubber pads and round shoulders help with the ergonomics and it's refreshing to see a pad that isn't modelled on Sony's for once. The Dual Shock is strong and the analogue sticks are rather stiff, but the shoulder buttons are too small. Overall, though, it's not a bad pad.



CYBER SHOCK
Blaze £19.99

The biggest problem with the Cyber Shock pad is getting used to the D-pad and the buttons, as they're all at different angles from other pads. Once over this, though, you find the Cyber Shock is a worthy contender. Although if you have big hands you may feel a little clumsy as the pad is quite small. It looks cool though.

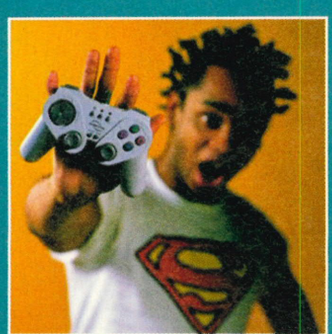


directory enquiries

Title	Publisher	Genre	Issue	Score	Comment
Bloody Roar	Virgin Interactive	Beat-'em-up	#4 RU	72%	Beat-'em-up where you can change from human to animal form mid-fight.
Bloody Roar 2	Virgin Interactive	Beat-'em-up	#16	87%	Not quite up there with the Tekkens, but a playable and original fighter nonetheless.
Bomberman Wars	Hudson Soft	Puzzle Game	#8 IM	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 RU	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	Atlus	RPG	#11 IM	74%	Solid but unspectacular RPG. Plays well, but offers nothing new.
Broken Sword	Sony CEE	Adventure	#3 RU	80%	Great graphic adventure, but sampled speech takes its toll on loading times.
Broken Sword 2	Sony CEE	Adventure	#1	81%	In-depth but occasionally obscure graphic adventure. Good plot, though.
Brunswick Circuit Pro Bowling	THQ	Sports Sim	#14	89%	Excellent ten-pin bowling sim wisely released at a budget price.
Bubble Bobble Pack	Acclaim	Compilation	#13 RU	79%	Two classic games (Bubble Bobble and Rainbow Islands) and an update of the latter.
Bubsy 3D	Bubsy 3D	Platform Game	#13 RU	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.
Burning Road	Funsoft	Driving Game	#14 RU	70%	An ageing driver with lots to offer, but not when compared to the newer racers.
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 Japan	Beat-'em-up	#15 IM	86%	Satisfying sequel that builds on the original. Speech in Japanese doesn't help.
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 RU	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.**
Capcom Generation 5	Capcom	Compilation	#15 IM	77%	Three arcade-perfect versions of Street Fighter 2, with tips, art and info thrown in.
Cardinal Syn	**Sony CEE**	**Action Adventure**	**#5**	**90%**	**Fast and bloodthirsty beat-'em-up with weapons. Powerful stuff.**
Cheesy	Ocean	Platform Game	#13 RU	14%	Great CGI intro, but the game's a woefully inept platformer. No fun at all.
Chessmaster 3D	Mindscape	Strategy Game	#17 RU	73%	It's chess. For the PlayStation. And it works very well...
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 RU	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 RU	81%	Slow interface, but its dark, depressing plot keeps you coming back for more.
Civilization II	Activision	Strategy Game	#16	61%	Deep as you like, but a little too much like an interactive history lesson.
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**	**Action/Strategy**	**#14 PL**	**90%**	**A brilliant space combat offering with a great storyline and interesting strategy element.**
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	**Virgin Interactive**	**Strategy Game**	**#17 PL**	**91%**	**More units than the original, and also offers a link-up mode.**
C&C: Retaliation	**Virgin Interactive**	**Strategy Sim**	**#17 RU**	**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 RU	60%	Dodgy 3D shoot-'em-up. Unspectacular in the extreme.
Cool Boarders 2	**Sony CEE**	**Sports Sim**	**#17 PL**	**90%**	**Not as good as the third outing, but ideal for the casual snowboarding fan.**
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**	**#16 PL**	**90%**	**More of the same, but who cares if it's this good? Oozes atmosphere.**
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 RU	80%	Poor controls and lousy graphics fail to kill this strategy shooter. Great ideas.
Crypt Killer	Konami	Light Gun	#6 RU	11%	Disastrous light gun offering. One of the worst PSX offerings ever.
Cyberia	Interplay	Adventure	#3 RU	54%	Hopelessly linear adventure where exploration leads to almost-inevitable death.
Cyber Speed	Mindscape	Driving Game	#14 RU	65%	Hovercar racing/combat game made redundant by the WipEout series.
D	Acclaim	Adventure	#3 RU	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 RU	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	Virgin Interactive	Beat-'em-up	#4 RU	80%	Street Fighter clone licensed from a Japanese cartoon.
Darkstalkers 3	Virgin Interactive	Beat-'em-up	#17	65%	Basically a Street Fighter clone with boring characters. Not outstanding.
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.
Defcon 5	Sony CEE	Strategy Game	#17 RU	86%	Strategic shooting - fun if you can pass the ridiculously hard opening levels.
Descent	Interplay	3D Shoot-'em-up	#7 RU	78%	Quality gravity-free Doom game, but only if you can think in 3D.
Descent 2	Interplay	Beat-'em-up	#7 RU	50%	The sequel throws in extra weapons and gizmos, but throws out the original's playability.
Destruction Derby	Psygnosis	Driving Game	#14 RU	85%	Banger racing sim with a few flaws, mainly in its crash physics.
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.

DUAL FORCE ANALOGUE JOYPAD

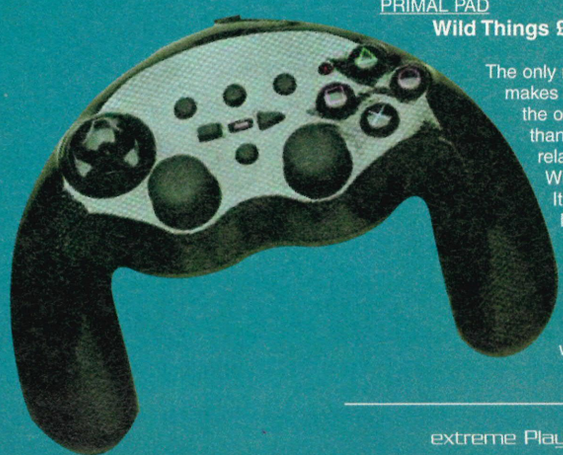
Gamester £14.99



The best selling point of the Dual Force pad is its price. The cheaper price is reflected in the fact that it's not a very comfortable pad to hold, though. None of the edges are rounded and the whole thing feels a little heavy too. For five pound less than the rest and with all the same functions (auto-fire, slo-mo, etc) as other third party pads, the Dual Force is worth considering.

PRIMAL PAD

Wild Things £24.99



The only mistake the Primal Pad makes is it's five quid more than the official Sony pad. Other than that, the pad from the relatively-young company Wild Things is very good. It's big and chunky, but lightweight with a smooth and not-too-strong rumble. These factors together make it one of the most comfortable pads around. If only it was a little cheaper...

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Title	Publisher	Genre	Issue	Score	Comment
Die Hard Trilogy	**Fox Interactive**	**Compilation**	**#3 PL**	**94%**	**Three games in one, all of which could stand alone - superb!**
Discworld	Psygnosis	Adventure	#3 RU	80%	Too difficult for non-Pratchett fans, but otherwise a sound adventure.
Discworld 2	Psygnosis	Adventure	#1	86%	One of the best graphic adventures on the PSX. Great off-beat humour.
Disney's 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 RU	89%	Too short at 12 levels, but now it costs around £20, this Doom game's a winner.
Diver's Dream	Konami	Action Adventure	#16	70%	Dodgy flaws bring down what could've been a classy game. Awkward controls.
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 RU**	**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 RU	75%	Fighting game with lots of weapons but no kicking moves. Interesting, but unremarkable.
Earthworm Jim 2	Virgin Interactive	Platform Game	#13 RU	60%	A direct port from the Mega Drive version. Good, but surely the PSX deserves more?
Einhander	**Squaresoft**	**Shoot-'em-up**	**#7 IM**	**95%**	**Fantastic side-scrolling blaster with superb attention to detail.**
Elemental Gearbolt	**Sony Japan**	**Light Gun**	**#6 RU**	**94%**	**Superb import light gun game. It's about time it was released over here...**
Eliminator	Psygnosis	Shoot-'em-up	#14	43%	Acceptable two-player mode, but disappointing one-player blast.
Epidemic	Sony CEE	3D Shoot-'em-up	#7 RU	51%	Unofficial sequel to Kileak. Too little game spread over too much playing area.
ESPN Extreme Sports	Sony CEE	Sports Sim	#16 RU	20%	Dire graphics and events that basically play the same. A disaster from the past.
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 RU**	**92%**	**Doom crossed with an adventure and set in Ancient Egypt. Superb stuff.**
Explosive Racing	TOKA	Driving Game	#14 RU	62%	Cartoon-style racer high on speed but lacking in depth and with weak controls.
EZ Ehrgeiz	Squaresoft	Beat-'em-up/RPG	#14 IM	54%	Interesting mix of game styles, but it doesn't work as a complete game.
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 RU	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 RU	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 RU**	**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.**
Final Fantasy VIII	**Squaresoft**	**RPG**	**#16 IM**	**96%**	**Spectacular role-player that comes on four disks. Great characterisation and plot.**
Firestorm: Thunderhawk 2	Core Design	Flight Sim	#9 RU	79%	Very old helicopter arcade flight sim. Showing its age technically, but can still thrill.
Floating Runner	THQ	Platform Game	#13 RU	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 '97	Psygnosis	Driving Game	#14 RU	84%	No replays or link-up, but fewer bugs than the original.
Formula 1 '98	Psygnosis	Driving Game	#11	80%	Significant improvements on opponents' AI, but overall the game has regressed.
Formula Karts SE	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.
G-Police	Psygnosis	Flight Sim	#14 PL	87%	Great space combat, but showing its age technically.
Guardian's Crusade	Activision	RPG	#17	63%	Spectacular fresh ideas, but weak in a few areas.
Gex	BMG	Platformer	#13 RU	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.**
Gex: Deep Cover Gecko	**Eidos**	**Platform Game**	**#16**	**91%**	**The lizard returns in his best outing yet. A little thin on baddies, though.**
Ghost in the Shell	Sony CEE	Shoot-'em-up	#5	81%	Great Anime blaster, but too insubstantial to be good value.
Global Domination	Psygnosis	Strategy Game	#15	55%	Dull strategy war sim with poor controls. For die-hard fans only.
Grand Theft Auto	**Take 2 Interactive**	**Driving/Action**	**#10 PL**	**90%**	**Steal cars, bomb police stations, smuggle drugs; no wonder it's '18'-rated.**
Granstream Saga, The	Sony CEE	RPG	#15	72%	Slow storyline and easy puzzles, but not bad for beginners.
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 RU	49%	Tag in a maze - useless in single-player mode, and not great even with friends.
Gunship	Microprose	Flight Sim	#9 RU	38%	Helicopter flight sim with terrible graphics and unusable in-chopper perspective.
Hardcore 4x4	Gremlin	Driving Game	#14 RU	75%	Monster trucks and rugged tracks, but little lastability.
Hard Edge	Sunsoft	Action Adventure	#17	82%	Not as good as Res Evil, but a fine 'tribute' just the same.
Heart of Darkness	Infogrames	Arcade Adventure	#17 PL	74%	Interesting, graphically excellent but essentially flawed. Also too short.
Hebereke Popitto	Sunsoft	Puzzle Game	#8 RU	34%	Derivative puzzler which 'borrows' from several games but fails to match any of them.
Hexen	GT Interactive	3D Shoot-'em-up	#7 RU	33%	Uses the Doom engine, but retains none of its playability and verve. Best forgotten.
Hi-Octane	Bullfrog	Driving Game	#14 RU	54%	Slow frame rate, sluggish controls and lack of visual detail make this one to miss.
Hugo	ITE Media	Platform Game	#11	64%	Don't laugh - it's for the kids. The very young will enjoy its cartoony graphics.
Hyper Tennis	Gremlin Interactive	Sports Sim	#16 RU	34%	Crude animations, dire graphics and shoddy gameplay destroy this tennis sim.
Impact Racing	JVC	Driving Game	#14 RU	58%	Destruction Derby-type racer, but nowhere near as accomplished.
Independence Day	Fox Interactive	Shoot-'em-up	#9 RU	29%	A complete joke. Bad graphics, dodgy gameplay and ridiculously samey levels.
International Moto X	Warner Interactive	Driving Game	#14 RU	71%	Motorbike scrambling game. Not bad, but lacklustre opponents' AI.
In the Hunt	THQ	Shoot-'em-up	#5 RU	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.

THE BARGAIN BIN...

CIRCUIT BREAKERS

When extreme PlayStation first got hold of Circuit Breakers, it was lucky the magazine didn't end up late on the shelves. The semi-top-down racer had the whole office fighting for one of the four pads plugged into the Multi Tap, and to say that tempers were frayed would be an understatement.

Circuit Breakers is in the same mould as Codemasters' excellent Micro Machines, although it doesn't quite have the same speed or graphical polish. It certainly contains as much multi-player mayhem, though, and is still played in the extreme offices to this day. Second hand copies of Circuit Breakers can be picked up for less than £15 these days, so if you're looking for something to liven up your after-hours party, Circuit Breakers could just fit the bill.





Title	Publisher	Genre	Issue	Score	Comment
International Track and Field	Konami	Sports Sim	#16 RU	70%	This one's quite addictive, especially in multiplayer mode. Fun multi-eventer.
Invasion	Microids	Flight Sim	#16	27%	Dire sci-fi blaster that fails on every level. Technically inept and cursed by poor design.
ISS Deluxe	Sports Sim	Konami	#10 RU	66%	Update of an old SNES game. Can't keep up with today's offerings.
ISS Pro	**Konami**	**Sports Sim**	**#10 RU**	**90%**	**Perfect mix of simulation and arcade action. Graphics showing their age, though.**
ISS Pro '98	**Konami**	**Sports Sim**	**#9**	**95%**	**This tactical, in-depth soccer sim puts in a world class performance. A winner.**
Iznogoud	Sony CEE	Platform Game	#13 RU	10%	Disastrous 2D platformer. Don't even think of buying it.
Jeremy McGrath SC 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 RU	89%	Full freedom of movement in this fully-3D platformer. Great visuals.
Jet Rider	Sony	Driving Game	#14 RU	44%	Dull courses, dumb computer opponents and dodgy physics - it sucks.
Jet Rider 2	Sony	Driving Game	#14 RU	61%	Better-designed courses than the original, but still ropey and frustrating.
Johnny Bazookatone	US Gold	Platform Game	#13 RU	64%	A platformer for younger gamers. It's not bad, but is definitely showing its age.
Jonah Lomu Rugby	Codemasters	Sports Sim	#16 RU	89%	Intuitive controls and a true representation of the sport make this a joy to play.
Judge Dredd	Gremlin Interactive	Light Gun	#6 RU	33%	Boring light gun game with bugger all to do with Dredd. Not good.
Jumping Flash!	Sony CEE	Platform Game	#13 RU	79%	An own-eye perspective platform shooter? Sounds terrible, but it works really well.
Jumping Flash! 2	Sony CEE	Platform Game	#13 RU	86%	A similar game to the first one, but with tighter, better designed levels.
K1 Arena Fighters	THQ	Beat-'em-up	#4 RU	44%	Kickboxing sim with foes so thick they throw punches while you're miles away.
Kartia	Atlus	RPG	#9 IM	82%	This RPG's almost two games in one. It has a real heart-wrenching storyline too.
Kensei	**Konami**	**Beat-'em-up**	**#14**	**90%**	**Top fighting game with superb blocking animations.**
Kick Off '97	Maxis	Sports Sim	#10 RU	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 RU	28%	Great technically, but where's the game? As interesting as juggling on the radio.
King's Field	ASCII	RPG	#11 RU	69%	First-person perspective RPG. For die-hard fans of the genre only.
KKND: Krossfire	Infogrames	Strategy Game	#16	73%	Command & Conquer clone, but not quite as good.
Klonoa	Sony CEE	Platform Game	#6	74%	A decent cutsey platformer, but lacks long-term appeal. Ideal for kids, though.
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 RU	43%	Mech game with graphics showing their age and simplistic combat.
Kula World	Sony CEE	Puzzle/Platform	#6	88%	Puzzle platformer where you guide a beach ball over some weird structures.
Kurushi: Intelligent Cube	Sony CEE	Puzzle Game	#8 RU	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 RU	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 RU	52%	Superb interactivity which makes Doom look dated, but the game itself is uninspired.
Little Big Adventure	Electronic Arts	Adventure	#3 RU	76%	Isometric perspective and interesting puzzles make this a cool adventure.
Live Wire!	SCi	Puzzle Game	#15	73%	Fast and colourful, but ultimately too clever for its own good.
Lomax	Psygnosis	Platform Game	#13 RU	45%	A 2D platformer set in the land of the lemmings. Poorly designed levels ruin it, though.
Lone Soldier	Telstar	Shoot-'em-up	#5 RU	22%	Insipid disaster of a 3D shoot-'em-up with the worst control system ever seen.
Lost Vikings 2	Interplay	Puzzle Game	#8 RU	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.
Magic Carpet	Bullfrog	Strategy Game	#17 RU	70%	Incredible feeling of freedom, but overall, the game is showing its age.
Marvel S. Heroes Vs SF	Virgin Interactive	Beat-'em-up	#17	86%	Your fave Street Fighters meet the men from Marvel. Not a bad scrap.
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 RU	71%	Excellent mission-based objectives, but why is the scenery so uninspiring?
MediEvil	**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**	**#15**	**96%**	**James Bond with knobs on - a fantastic 3D cinematic experience.**
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.**
Midnight Run	Konami	Driving Game	#14 RU	60%	Conversion of a Konami coin-op. Lacks substance and longevity.
Monaco Grand Prix	Ubi Soft	Driving Game	#17	78%	Reasonable Formula One racing action, but with no licenses the cars look bland.
Monkey Hero	Take 2	RPG	#14	88%	Interesting action-style RPG for the younger PlayStation gamer.
Monopoly	Hasbro	Strategy Game	#17 RU	20%	What's the point of releasing a PSX game based on Monopoly? Utter madness!
Monster Seed	Sunsoft	RPG	#16	48%	Tedious RPG that tries to be different but leaves the gameplay behind in the process.
Monster Trucks	Psygnosis	Driving Game	#14 RU	69%	Mediocre truck game with too much pop-up and poor handling.
Mortal Kombat 3	GT Interactive	Beat-'em-up	#4 RU	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 RU	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	Electronic Arts	Driving Game	#16 PL	73%	Two styles of racing (scrambling and Grand Prix) don't mix well, but it's still fun.
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.**

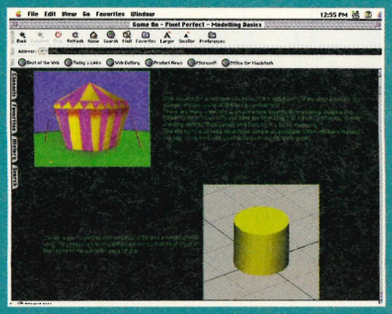
WEB SITE OF THE MONTH...

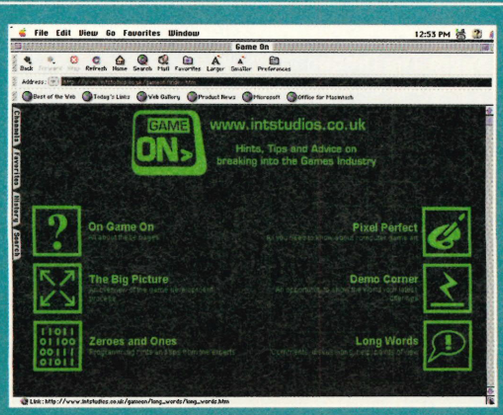
Game ON: http://www.intstudios.co.uk

Rather than being a site dedicated to games, GameON is a site dedicated to the creation of games. It's a site that provides a resource for all you budding game designers and programmers out there. The main aim of the site is to guide amateur game creators through the pitfall-filled world of games creation, and with the help of seasoned professionals, it looks like it just might succeed.

Philip Oliver, managing director of Interactive Studios (the people behind WarGames, Glover and the GameON site) said, "In the past there has been a serious lack of information and advice for people trying to break into the games industry. With GameON, we are providing such a resource".

So if you're looking to become a games designer or programmer, or are just interested in games creation, GameON is the site that can put you on the right track.





directory enquiries

Title	Publisher	Genre	Issue	Score	Comment
Motor Toon GP	Sony	Driving Game	#14 RU	70%	Great for the kids, and amazing considering it was coded in 1994.
Motor Toon GP 2	Sony	Driving Game	#14 RU	83%	Cartoon racer which makes significant improvements over the original.
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 RU	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 Racing	Electronic Arts	Driving Game	#14 RU	43%	Half finished in almost every respect - avoid this four-wheeled flop.
NASCAR 98	Electronic Arts	Driving Game	#14 RU	61%	Better, but limited by the sport itself - for NASCAR nuts only.
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	Electronic Arts	Driving Game	#14 RU	79%	A cool game in most respects, but despite the title, lacks speed.
Need for Speed 2	Electronic Arts	Driving Game	#15 RU	68%	A poor update of the original - bad graphics and no real feeling of speed.
Need for Speed 3	Electronic Arts	Driving Game	#4	83%	An excellent driving game, with the added attraction of racing coppers.
Need for Speed: RC	**Electronic Arts**	**Driving Game**	**#17**	**92%**	**The best Need for Speed game yet - great pursuit mode.**
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 Face Off '99	Sony CEE	Sports Sim	#16	73%	An ice hockey sim with lots of attention to detail. Still not perfect, though.
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 RU	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.
Off World Interceptor	BMG	Driving Game	#15 RU	31%	One of the first games on the PlayStation. Bad controls and sluggish movement.
Ogre Battle	Atlus	RPG	#11 RU	79%	Not a bad RPG/wargame hybrid, but basically just a SNES game with a makeover.
Olympic Games	US Gold	Sports Sim	#16 RU	61%	The individual games in this multi-eventer are too close for comfort. Average.
Olympic Soccer	US Gold	Sports Sim	#10 RU	82%	Arcade-style soccer played at break-neck speed. Includes good overhead perspective.
Onside Soccer	Telstar	Sports Sim	#10 RU	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.
Panzer General	Mindscape	Strategy Game	#17 RU	70%	Strategy wargame for the purest of purists. Basic hex-based graphics.
Parasite Eve	**Sony Japan**	**Action Adventure**	**#6 IM**	**94%**	**Great Resident Evil-style offering, but a nightmare if you can't speak Japanese.**
Parodius Deluxe	Konami	Shoot-'em-up	#5 RU	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.
Peak Performance	JVC	Driving Game	#15 RU	25%	Embarrassing physics, wonky collision detection and abysmal AI. Rubbish.
Pet In TV	Sony CEE	Virtual Pet	#9	71%	Train your pet using rewards and punishments. Innovative and different.
Pitball	Warner	Sports Sim	#16 RU	44%	Violent future sports offering let down by poor controls and too large a playing area.
Pitfall 3D	Activision	Platform Game	#13 RU	72%	A few flaws prevent this free-roaming platformer being a classic, but it's not bad.
Phat Air	Funsoft	Sports Sim	#13	31%	Dodgy snowboarding sim which 'rewards' winners with a new jacket.
Philosoma	Sony CEE	Shoot-'em-up	#5 RU	55%	This shoot-'em-up is cheesy, dated and visually unremarkable, but still manages to be fun.
Player Manager 98-99	Infogrames	Sports Sim	#16	64%	Not a disaster, but it's too slow to be outstanding. Get Premier Manager instead.
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 RU	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 Hustler	Activision	Sports Sim	#15	79%	Near-genius representation of the sport, but lacking in presentation.
Pool Shark	Gremlin Interactive	Sports Sim	#12	45%	Dreadful presentation and terrible graphics make this pool sim one to avoid.
Populous: The Beginning	Electronic Arts	Strategy Game	#15	86%	A wonderfully-accessible god sim, and a must for fans of the 16-bit Populous games.
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.
Poy Poy 2	Konami	Action Game	#15	78%	A wonderful multiplayer combat experience, but lacking in one-player mode.
Premier Manager '98	**Gremlin Interactive**	**Strategy Sim**	**#5**	**91%**	**Spectacular and in-depth football management sim. User-friendly too.**
Premier Manager Ninety Nine	**Gremlin Interactive**	**Strategy Sim**	**#14**	**93%**	**Top football management game, even for soccer haters.**
Primal Rage	Midway	Beat-'em-up	#4 RU	85%	Too few characters to be a real classic, but fun nonetheless.
Project: Horned Owl	Sony Japan	Light Gun	#6 RU	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 RU	50%	Confusingly unplayable adventure, but with genuine innovation.
Raging Skies	Warner	Flight Sim	#9 RU	70%	This flight sim's not for beginners, but offers very realistic gameplay.
Raiden Project	Ocean	Compilation	#5 RU	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 Racer	Sony CEE	Driving Game	#15 RU	58%	Great visuals, but boring, samey course design lets down this powerboat sim.

BONUS GAME OF THE MONTH...

Games:
Spyro The Dragon
Crash Bandicoot: Warped
Bonus Games: Demos

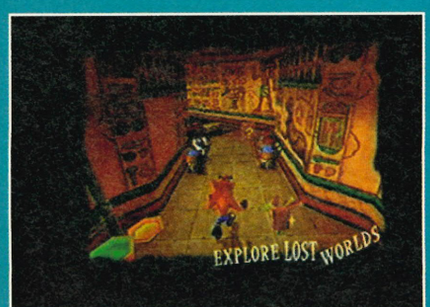
These two aren't really bonus games, but if you use the following cheats you get a playable demo of Spyro on Crash, and vice versa.





• Spyro The Dragon
Press L1 and ▲ together when 'Press Start' is shown at the title screen for a demo of Crash Bandicoot: Warped.

• Crash Bandicoot: Warped
At the title screen press ↑, ↑, ↓, ↓, ←, →, ←, →, ■ for a demo of Spyro the Dragon.

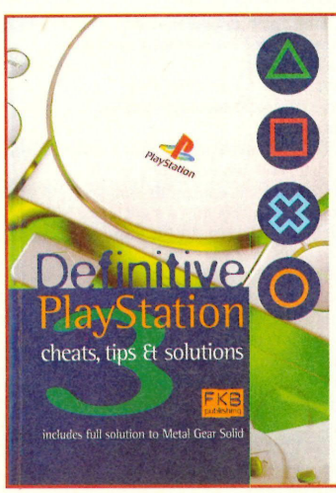


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Title	Publisher	Genre	Issue	Score	Comment
Rapid Reload	Sony CEE	Platform Blaster	#5 RU	41%	Dated platform blaster in the Mega Man mould. Looks and plays like a 16-bit game.
Rage Racer	**Sony CEE**	**Driving Game**	**#15 RU**	**90%**	**Conversion of coin-op Rave Racer, enhanced for the home console.**
Rally Cross	Sony CEE	Driving Game	#15 RU	36%	Too short and erratic difficulty level, but reasonable graphics and four-player mode.
Rally Cross 2	Sony CEE	Driving Game	#15	40%	Shite graphics and abysmal physics, and you hardly ever need to brake. 'Nuff said.
Rascal	Psygnosis	Platform Game	#13 RU	50%	Dodgy platformer with a dreadful main character and flawed design.
Rayman	**Ubi Soft**	**Platform Game**	**#13 RU**	**91%**	**Brilliantly colourful 2D platformer. Endearing and exciting, if not totally original.**
Ray Tracers	Sony CEE	Driving Game	#15 RU	70%	Chase HQ for the 90s, but not very challenging. Fun for a while, though.
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: RoR 2	Acclaim	Beat-'em-up	#4 RU	20%	Sluggish characters and slow loading times render this one almost unplayable.
Retro Force	Psygnosis	Shoot-'em-up	#16	67%	A blaster from the old school, but with late-nineties graphics.
Return Fire	Warner Interactive	Strategy Game	#17 RU	88%	This capture-the-flag offering provides great strategy action.
Revolution X	Acclaim	Light Gun	#6 RU	31%	Rescue Aerosmith in this light gun blaster. Only for die-hard fans of the band.
Ridge Racer	Sony CEE	Driving Game	#15 RU	88%	Direct port from the arcade coin-op. Small, but perfectly formed.
Ridge Racer Revolution	Sony CEE	Driving Game	#15 RU	87%	Basically Ridge Racer part two, but with improved graphics, link-up and more courses.
R4: Ridge Racer Type 4	Sony CEE	Driving Game	#17	88%	Desperately unrealistic but a cool arcade drive nonetheless.
Riot	Psygnosis	Sports Sim	#16 RU	71%	A violent future sports sim in the Dead Ball Zone mould. If only it wasn't so hard...
Risk	Hasbro	Strategy Game	#17 RU	69%	Based on the boardgame, the console version offers new modes.
Rival Schools	Virgin	Beat-'em-up	#14	86%	Colourful fighter filled with fresh ideas and Japanese totty.
Road Rash	Electronic Arts	Driving Game	#15 RU	80%	Graphics are a little 16-bit, but it's still a hot and violent motorcycle racer.
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 RU	70%	Update of ancient classic which retains the heart of the original, but lacks its addictiveness.
Rock and Roll Racing 2	Interplay	Driving Game	#15 RU	21%	Lousy PSX update of a SNES classic. Terrible gameplay insults the original.
Rogue Trip	GT Interactive	Driving Game	#11	81%	Futuristic taxi driving game. Great car combat and some seriously crazy characters.
Rollcage	**Psygnosis**	**Driving Game**	**#16**	**92%**	**Who said there's no such thing as an original driver? Fast, furious and above all, fun.**
R-Type Delta	**Sony CEE**	**Shoot-'em-up**	**#17**	**92%**	**A fine update on one of the best blasters of all time.**
R-Types	**Virgin Interactive**	**Compilation**	**#9**	**90%**	**Retro at its best - two classic blasters in one. Sure they're old, but who cares?**
Rugrats	THQ	Action Adventure	#15	81%	Faithful to the cartoon, and great for kids. Controls awkward, though.
Running Wild	**Sony CEE**	**Sports Sim**	**#16**	**90%**	**A fresh variation on the racing theme - it's a running race between animals!**
Rushdown	Infogrames	Sports Sim	#12	34%	Rushed Out, more like. A dodgy sports sim with some disastrous flaws.
Sampras Extreme Tennis	**Codemasters**	**Sports Sim**	**#16 RU**	**91%**	**One of the most playable tennis sims on the PlayStation. Gorgeous motion capture.**
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 ECE	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 RU	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 Gunner	Ubi Soft	Mech Game	#14	36%	Boring, frustrating mech offering with non-existent learning curve.
Shadow Master	Psygnosis	3D Shoot-'em-up	#7 RU	74%	Brilliantly executed 3D Doom-style blaster, but a bit too samey.
Shanghai: True Valor	Sunsoft	Puzzle Game	#15	37%	Mah Jong conversion with awkward controls and an appalling skills curve.
Sim City 2000	Maxis	Strategy Game	#17 RU	88%	A little awkward on the PSX, but great fun nonetheless.
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.
Smash Court Tennis	**Sony CEE**	**Sports Sim**	**#16 RU**	**93%**	**The best tennis game on the PlayStation is long-deleted and very hard to find. Shame.**
Snow Racer '98	**Ocean**	**Sports Sim**	**#3**	**90%**	**Skiing and snowboarding simulation. Works well and offers good longevity.**
Soul Blade	**Sony CEE**	**Beat-'em-up**	**#15 PL**	**92%**	**King of the weapons-based beat-'em-ups. Great animation and top moves.**
Soviet Strike	**Electronic Arts**	**Shoot-'em-up**	**#3 PL**	**91%**	**Spectacular strategic helicopter game - the thinking man's shoot-'em-up.**
Space Hulk	Electronic Arts	Strategy Game	#17 RU	73%	Good conversion of the boardgame. Turn-based fun, if a little slow.
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 RU	75%	Platformer where you control a spider who can cling to the underside of platforms.
Sports Car GT	Electronic Arts	Driving Game	#17	35%	Terrible sports racer with boring tracks, lifeless cars and dodgy graphics.
Spot Goes To Hollywood	Virgin Interactive	Platform Game	#13 RU	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 RU	23%	You can complete this beat-'em-up on the hardest setting using only one move.
Star Winder	Mindscape	Driving Game	#15 RU	42%	Blatant WipEout clone, but nowhere near as good. Redundant.
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 Alpha 3	**Virgin Interactive**	**Beat-'em-up**	**#17**	**92%**	**New moves, new characters but all the old faves too. A must for fans.**
Street Fighter Collection	Virgin Interactive	Compilation	#4	70%	A retro collection of three Street Fighter offerings, but two are virtually identical...
Street Fighter Collection 2	Virgin Interactive	Beat-'em-up	#16	60%	Retro fever in full effect, but what's the point with better 2D fighters around?
Street Fighter Ex+Alpha	Capcom	Beat-'em-up	#4 RU	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 RU	21%	Terrible beat-'em-up which features graphics digitised from the film.
Street Fighter Zero 3	**Capcom**	**Beat-'em-up**	**#14 IM**	**92%**	**Unoriginal but brilliant 2D fighter with some neat touches.**
Street Racer	UBI Soft	Driving Game	#15 RU	42%	Cartoon kart racer with four-player mode and weird, wacky weapons.
Street Skater	Electronic Arts	Sports Sim	#15	54%	Dodgy physics make this game an insult to the sport of skateboarding.
Strike Point: Hex Missions	Elite Software	Flight Sim	#9 RU	50%	Flawed helicopter sim. Both perspectives both cause the chopper to obscure your view.
Suikoden	Konami	RPG	#11 RU	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 RU**	**92%**	**Puzzle game with the Street Fighter characters added for cosmetic appeal.**
Supersonic Racers	Mindscape	Driving Game	#15 RU	46%	Micro Machines V3 clone, but nowhere near as good.
Swing	Software 2000	Puzzle Game	#16	45%	This weak puzzler's too complicated for its own good - for anoraks only.
Syndicate Wars	**Bullfrog**	**Strategy Game**	**#17 RU**	**90%**	**Dark, mysterious action/strategy game in a chilling Blade Runner-style setting.**
Syphon Filter	**Sony CEE**	**Action Adventure**	**#17 IM**	**93%**	**Tomb Raider/Metal Gear Solid hybrid. Worth a bash...**
Tactics Ogre	Atlus Software	RPG	#8 IM	78%	An RPG/wargame hybrid in the Final Fantasy Tactics mould. Samey after a while.
T'ai Fu	Activision	Beat-'em-up	#16	88%	This exploration-based fighter is full of fresh ideas and great cartoony graphics.
Tank Racer	Grolier Interactive	Driving Game	#16	70%	They don't handle much like tanks, but so what? It's great apres-pub fun.
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 RU	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.**
Tennis Arena	Ubi Soft	Sports Sim	#16 RU	77%	A very accurate tennis sim, but not as technically perfect as Sampras or Smash Court.
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 RU	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.
Theme Park	Bullfrog	Strategy Game	#17 RU	86%	Build a theme park, develop new rides and attractions, balance the books...
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...

directory enquiries

Tobal No. 1	Squaresoft	Beat-'em-up	#4 RU	85%	Dreadful one-on-one fighter saved by an excellent Quest Mode.
TOCA	**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.
Tokyo Highway Battle	THQ	Driving Game	#15 RU	68%	Not a bad racer, but the controls are twitchy and early cars drive poorly.
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**	**#16 PL**	**95%**	**Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.**
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 RU	59%	This flight sim suffers due to its complete disregard of inertia.
Total Drivin'	Infogrames	Driving Game	#14 PL	87%	Top driver with five styles of car and some great hidden elements to find.
Total NBA '98	Sony CEE	Sports Sim	#6	85%	It's yet another basketball sim. No more, no less.
Transport Tycoon	Ocean	Strategy Game	#17 RU	57%	Just doesn't work on the PSX. Poor controls and loading times.
Trap Runner	Atlus	Action Adventure	#16	70%	Spy vs Spy-style action. Set traps for your hapless foe, and avoid his own efforts.
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 RU	68%	A driving mech game? Whatever it is, it doesn't really excite.
Twisted Metal	Sony CEE	Driving Game	#15 RU	75%	Drive and fight in this car combat game. Dated, but fun.
Twisted Metal 2	Sony CEE	Driving Game	#15 RU	88%	AKA Twisted Metal: World Tour. More of the same, but better executed.
Unholy War	Eidos	Wargame	#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 RU	82%	Battle-based RPG with incredible depth, but only 16-bit quality graphics.
V-Ball	Infogrames	Sports Sim	#16 RU	58%	Beach volleyball - honest. It works OK, but there isn't enough to it.
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 RU	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.
Virtual Golf	Core Design	Sports Sim	#16 RU	75%	Playable arcade golf outing, but not a simulation by any means.
Viva Football	Virgin Interactive	Sports Sim	#14	89%	A cool game of footie with great ideas, but not without its flaws.
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.
VR Powerboat Racing	Sony CEE	Driving Game	#15 RU	67%	Bog-standard driver on water, but looks a treat. Not bad, not great.
Vs	THQ	Beat-'em-up	#6	61%	Awful beat-'em-up you can complete by using the same move over and again.
Warcraft 2	**Electronic Arts**	**Strategy Game**	**#17 RU**	**90%**	**Despite awkward controls, the C&C-style fantasy bash is a real winner.**
WarGames	**Electronic Arts**	**Action/Strategy**	**#8**	**93%**	**Control multiple units in this great arcade/strategy hybrid. A 'must' for Strike fans.**
War Gods	Midway	Beat-'em-up	#4 RU	55%	Great 3D perspective, but very limited gameplay.
Warhammer	Mindscape	Strategy Game	#17 RU	86%	Command & Conquer with a Tolkienesque theme. Top stuff.
Warhawk	Sony CEE	Flight Sim	#9 RU	39%	The PSX's first flight sim. Well presented, but severely lacking in gameplay.
Warzone 2100	Eidos Interactive	Strategy Game	#17	88%	Direct control over vehicles puts a new slant on Command & Conquer-style games.
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.
WCW/NWO Thunder	THQ	Beat-'em-up	#15	34%	Shoddy wrestling sim that's too slow and too boring. Waste of a licence.
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 RU	65%	Interesting cinematic experience, but too many cut scenes and too little game.
Wing Commander IV	Electronic Arts	Shoot-'em-up	#9 RU	76%	More of the same, but the in-game graphics are more sophisticated.
Wing Over 2	JVC	Flight Sim	#17	79%	One of the best flight sims yet, but a little over-ambitious.
WipEout	**Psygnosis**	**Driving Game**	**#15 RU**	**92%**	**Hi-speed future racing thrills. Superb, if unusual, driving physics.**
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 RU	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 RU**	**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 RU	81%	2D blaster from the old school, but with spectacular graphics and sound.
X-Com: Enemy Unknown	Microprose	Strategy Game	#17 RU	85%	Thoughtful if a little dated turn-based strategy sim. Worth buying cheap.
X-Com: Terror from the Deep	Microprose	Strategy Game	#17 RU	88%	Improvements made over Enemy Unknown, but it's basically more of the same.
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.
Yoyo's Puzzle Park	JVC	Puzzle Game	#17	82%	Superb platform puzzler in the Rainbow Islands/Bubble Bobble mould.
Z	Sony CEE	Strategy Game	#17 RU	69%	ZZZZzzzzzzzz...
Zero Divide	Ocean	Beat-'em-up	#4 RU	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.



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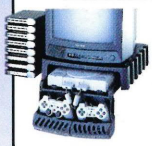
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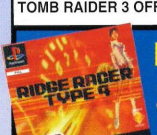
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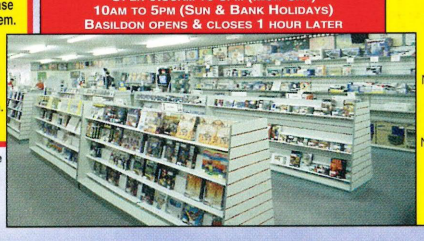
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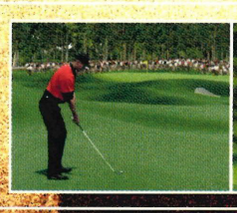
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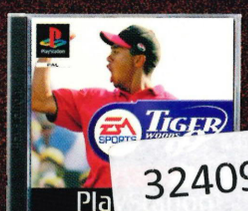


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