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THE TRUTH IS IN HERE

The X-Files explodes onto the PlayStation

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BE AFRAID

Is this the most terrifying game ever?

DINO CRISIS

Capcom's prehistoric panic attack blown wide open

EXCLUSIVE!

TOMB RAIDER IV

Latest news and first-ever screenshots of Lara's superb fourth adventure!

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TEKKEN 3
TOCA
MICRO MACHINES V3

IMPORT
DINO CRISIS

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Editorial

Just like it says on the cover, the truth is indeed in here. The X-Files must be one of the hottest licences ever, and we bring you an exclusive insight into this ambitious FMV-driven point-and-click adventure. This interactive movie style of game has been tried before (anyone remember Electronic Arts' Psychic Detective, but never with much success. The X-Files looks like breaking the mould and offering the PlayStation's first true FMV cinematic experience.

elsewhere we look at R/C Stunt Copter, Virgin's surprise mega-hit, and Silent Hill, which is a good game but not the blockbuster we expected. Look out for our exclusive interview and import review of Dino Crisis, too...

Ian Osborne
EPM Editor

REGULARS

Signals 06
Exclusive news on Tomb Raider IV

Expected 18
Forthcoming games and more from E3

X-Rated 48
More great and not-so-great PSX games

X-Rated Platinum 72
The latest budget releases

X-Rated Import 76
Dino Crisis fresh from Japan

Tips & Cheats 78
Cheats, codes and a player's guide to Evil Zone

Exchange 86
The pick of your lush letters

Stuff 88
More top accessories

Directory 90
The ultimate buyers' guide

Next Month 98
What you can look forward to in the next EPM...

cont

R/C Stunt Copter

High-flyer or earth-bound disaster? Check out R/C Stunt Copter on Page 48...



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.

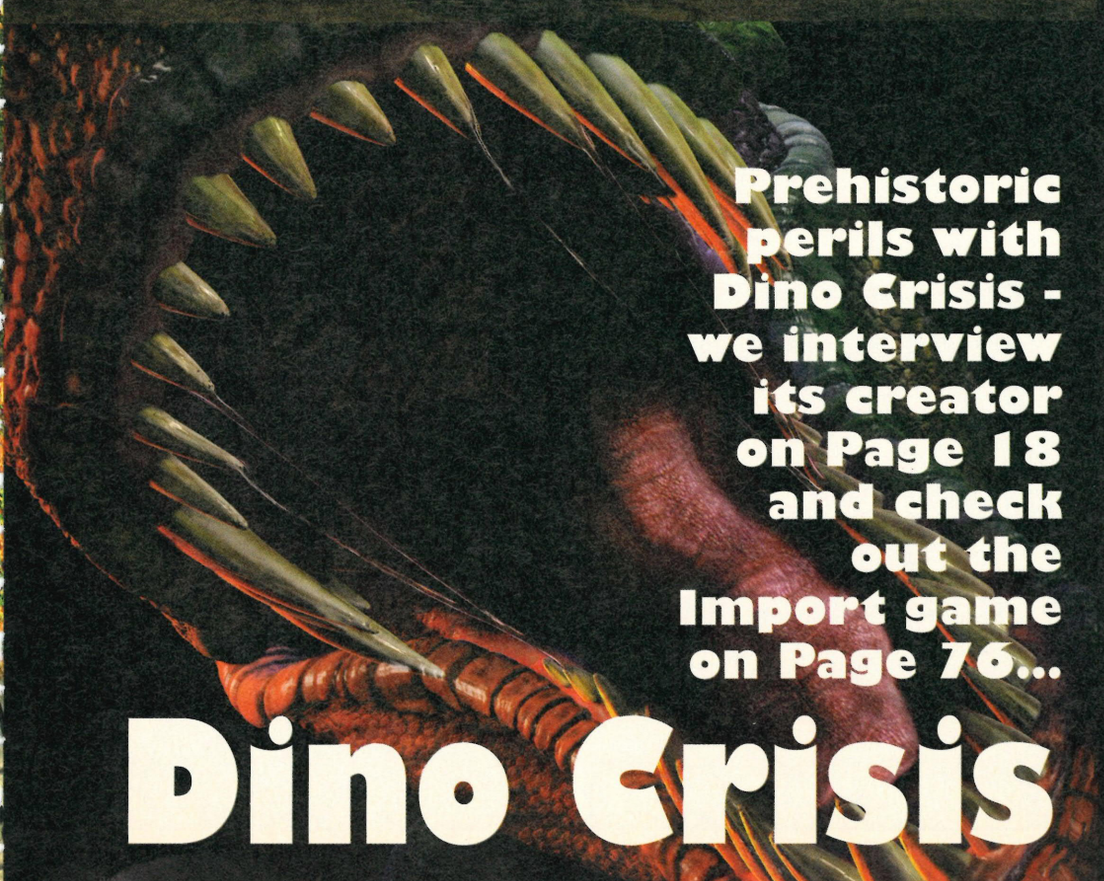
0-29%
Disastrous - you won't want to play it *twice.*

ents GAME GUIDE



Silent Hill

Does it chill the blood or leave you cold? Find out on Page 51!



Prehistoric perils with Dino Crisis - we interview its creator on Page 18 and check out the Import game on Page 76...

Dino Crisis

expected

40 Winks 41
Alien Resurrection 39
Destrega 42
Die Hard Trilogy 2 38
G-Police 2 44
Point Blank 2 42
Road Rash Unchained 46
Shadowman 40
Sled Storm 47
War of the Worlds 45

x-rated

Attack of the Saucerman 66
Bugs Bunny Lost in Time 60
Chessmaster 2 56
Dreams 62
FA Manager 63
Omega Boost 58
R/C Stunt Copter 48
Silent Hill 51
Um Jammer Lammy 64
Virus 57
WWF Attitude 54

platinum

Resident Evil 2 72
Tekken 3 74
TOCA/Micro Machines V3 75

import

Dino Crisis 76







X-Files

signals

All the news and more...

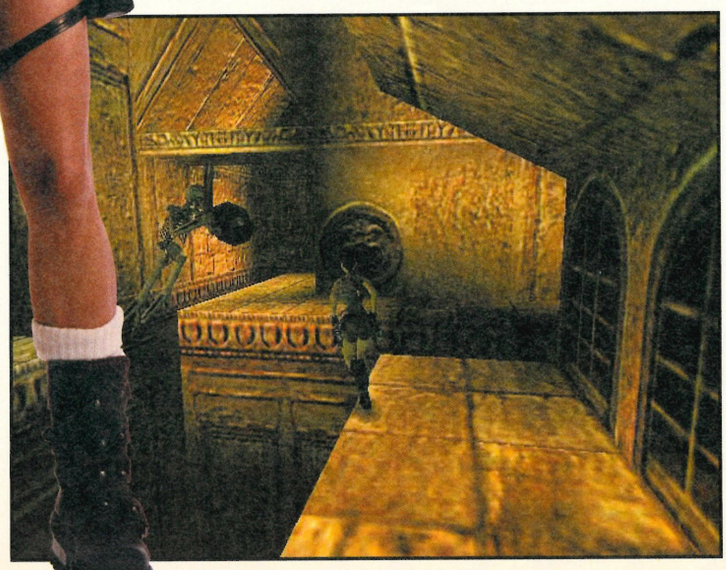
NEW TOMB RAIDER GAME ANNOUNCED!

Tomb Raider: The Last Revelation to appear in November .

It had to happen. Following the phenomenal success of the first three Tomb Raider games, there was bound to be a fourth. Tomb Raider: The Last Revelation is due to appear this November.

The plot for The Last Revelation is steeped in Ancient Egyptian mythology and set entirely in Egyptian locations. Lara takes on her greatest challenge yet - to raid the tomb of an ancient pharaoh, sealed and undisturbed for thousands of years. It holds dark secrets, twisting mazes, deadly traps - and something that threatens the very existence of humanity! The alignment of the stars at the end of the millennium could set off a chain of events which have a drastic affect on the Earth, unless Lara can reshape its destiny and rectify a situation that could destroy the world.



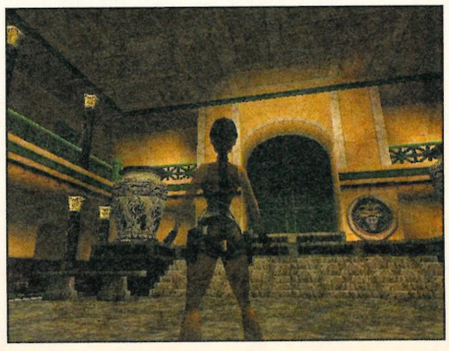


So What's New?

The game engine has undergone a considerable reworking since Lara's last escapade. New programming techniques mean levels and cut scenes are streamed directly from the CD, eliminating the need for loading screens. Instead the whole adventure is seamless. The inventory system has been redesigned from the ground up. Replacing the traditional inventory rings is a new system that allows Lara to combine, collect and store objects and access Lara's diary and a location map that can be used for hints. This new inventory style allows for much more in-depth puzzle solving, an element that's far more important in the new game. Gives plenty of scope for Lara to use her inevitable new abilities...

The game is based around smaller locations than those in the previous Tomb Raider epics, and the objectives are made clearer. This means you spend less time wandering around between areas. Taking a leaf from the original game's book, the levels here are tightly focused and puzzle orientated, but filled with more usable objects than ever before. The lighting system now features spotlighting, and new environment mapping techniques allows the surfaces of objects to reflect and react to light sources.

And Lara? She's been completely remodelled, fully skinned and more detailed. Simple and complex new moves have enabled the designers to devise all sorts of new puzzles and trap mechanisms, giving the game a greater variety than its predecessors. In fact, her fourth adventure could prove the best yet...



NEW METAL GEAR SOLID GAME OFFERS MORE FOR LESS

Special Missions for £30

Konami's Metal Gear Solid update, featuring new stealth training-style missions, new weapons and an own-eye perspective that can be used throughout the game, is to be released in October and will cost less than £30. The game, called Integral in Japan and VR Missions in the States, is called Special Missions for its British release.

According to Metal Gear Solid creator Hideo Kojima, a true MGS sequel is also planned for the forthcoming PlayStation 2, with a version for the current PlayStation also rumoured to be pending.



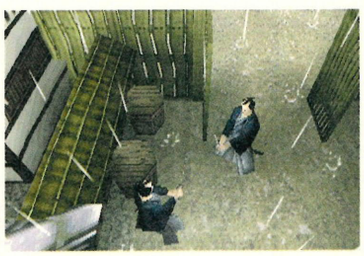
MORE STEALTHY ASSASSINATIONS

Tenchu II creeps our way

Last year's mega hit Tenchu: Stealth assassins is to spawn a sequel. Set before the first Tenchu, in the days when Japan was divided into warring states, Tenchu II sees you controlling three young ninja assassins instead of the original's two. They have new abilities too - for example, they swim instead of just dying when they enter water.

The new game offers more ninja tools, weapons and missions. It also incorporates a two-player mode, story mode and custom section where you can create your own levels.

"Tenchu was the first game to introduce stealth fighting to the action adventure", said Activision's Mich Lasky. "Tenchu II will further solidify the series as the innovative leader in the action-adventure category".





MORE GRAPHIC VIOLENCE

Silent Hill spawns comic

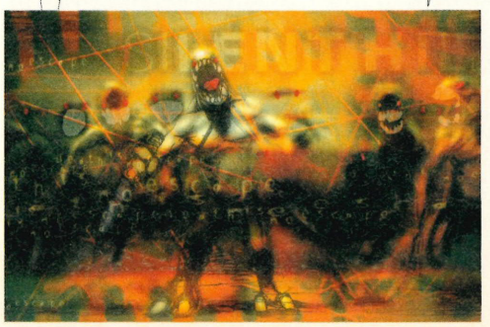
Konami's adventure bloodbath Silent Hill has inspired a graphic novel. Following the plot of the game, the 60-page novel (due for release in the Summer) doubles as a strategy guide to help unravel the mysteries of the foggy American ghost town. The novel, a limited edition collector's item, is written and illustrated by Neil Googe, famous for his work on Judge Dredd and Mercy Heights for 2000AD comic.

Silent Hill: The Graphic Novel is due in August and will cost £9.99.









PRIME DIRECTIVE ONE - MAKE DECENT GAME...

Titus Software have snapped up the rights to MGM's famous Robocop character, star of three films, a TV series and a cartoon. The deal lasts for four years, which is plenty of time for a couple of PSX games. No details regarding what form they will take have been released.

SOUL REAVER DELAYED

After Issue 19 had gone to print, Eidos put back the release date of their impressive 3D action game Soul Reaver to 27th August. Oh well - rest assured it's worth the wait...

LARA NUDE?

Core Design have obtained an injunction against the publishers of Playboy magazine, forcing them to put stickers over a Tomb Raider logo on the cover of their August issue. The magazine featured nude shots of Nell McAndrew, one of the human faces of Lara Croft, and used the copyrighted Tomb Raider logo to advertise the pics.

PSX 2 TO BE UNVEILED IN TOKYO

Sony are to unveil their forthcoming successor to the PlayStation, currently known as PlayStation 2, at the Tokyo Games Show on 17th September. The machine is expected to go on sale in Japan for the equivalent of around £170 in time for Christmas. A dual system DVD/CD reader is expected, and it will definitely be backwards compatible, so all existing PlayStation games can be used on it.

The first games on the new machine are likely to be Gran Turismo and Tekken offerings.

RES EVIL BANNED IN ITALY

In a surprise move, both Resident Evil games have been banned in Italy. The Public Prosecutor of the Court of Rome ruled all copies of the game must be seized as they "incite violence" - more than 5000 copies were removed from stores.

According to criminologist Francesco Bruno, hired by the Public Prosecutor, "Resident Evil is dangerous for kids. It can create a fear of falling asleep".

DUNE 2000 ON THE WAY...

Westwood Studios are rumoured to be working on a PlayStation update of their classic PC and Amiga title Dune, the game which later inspired Command & Conquer. Dune 2000, due for release next year, features 3D landscapes and units. The player once again controls one of three armies.

EA PRICE CUT

Electronic Arts have cut all EA Sports titles except FIFA 99 to £19.99. Big Air, Small Soldiers and Theme Hospital have also been discounted.



EMPIRE ON THE BALL
The Bitmap Brothers' eagerly-awaited update of their 16-bit classic Speedball has been signed by Empire. Speedball 2100 retains the violent future sport gameplay of the original, but with a 3D perspective included alongside the familiar top-down view.
Bitmaps' MD Mike Montgomery, shown here with Empire's Ian Higgins, said, "Choosing between publishers was a difficult decision, but Empire most shared our vision. Speedball is back!"
Speedball 2100 is due early next year.

EA PLAN RALLY RACER
Electronic Arts have signed a licensing agreement with the FIA for a game based on the World Rally Championship. This further strengthens their sports racer roster, which already includes a forthcoming Formula 1 game.

DRIVER 2 IN PREPARATION
Following the huge success of Driver, developer Reflections are already planning a sequel. Driver 2 will appear on the original PlayStation, with a PSX 2 version of the game to follow.

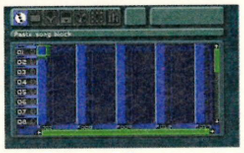
RIDE 'EM, COWBOY...
THQ are working on (would you believe it?) a rodeo title. Licensed from the Professional Rodeo Cowboy Association, the game will feature seven-time PRCA World Champion Joe Beaver, announcer Bobo Tallman and Bodacious, the world's most dangerous bull.

ROCK THE FUNKY BEAT...

Music 2000 hits PSX

It's time to large it once more; Codemasters are back with Music 2000, the sequel to last year's surprise hit Music, and they're tearin' it up like a used lottery ticket...

Music 2000 features big-name DJs and musicians, but the exact line-up is still to be arranged. The utility's engine has been enhanced, making it more powerful still, and it's versatile enough to appeal to both casual users and more serious computer musicians. It also features a microphone for straightforward sampling, a better variety of music styles including rock and indie and a gameplay mode where up to four players can jam against each other. True 24-track generation and MIDI compatibility will endear the product to the more experienced user.





According to Gavin Morgan, Managing Director of developers Jester Interactive, "Music 2000 is now even simpler to use and made more immediate with Music Jam, but we've increased the software's potential with MIDI compatibility. Music 2000 will appeal even more to those who have yet to buy into the Music experience".

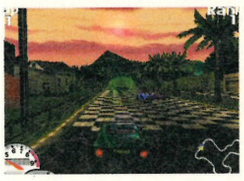


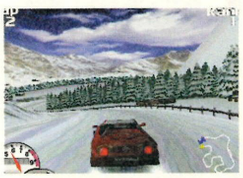


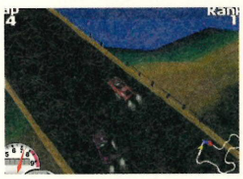
ONE FOR THE ROAD...

New road racer soon

Race game fans will be spoiled for choice this year, with Rally Masters, Le Mans 24 Hours, Gran Turismo 2, WipEout 3 and Lego Racers all due before Christmas. Not to be out-done, Titus are working on Roadsters, a road racer featuring 30 convertibles, eight drivers, ten tracks and four game modes.







The key to success in Roadsters is betting wisely on the outcome of each race. Build up your bank balance and you can upgrade your car and enter higher divisions with more expensive fees. You can invest in new vehicles too. Realistic weather changes are catered for, as are interactive pit stops. Up to four players can compete.

TAKE 2 BEAR A GRUDGE...

Gang war game on PSX

'The scum shall inherit the Earth', screams the press release. Nice. Take 2's Grudge Warriors sees you controlling a group of street scumbags as you struggle for supremacy with 12 other thuggish gangs. You fight not with fists and feet, but tanks - street slime have obviously gone hi-tech.

Grudge Warriors features non-linear missions set over a series of islands and archipelagos throughout the world. There are over 20 different vehicles to drive, each with its own handling characteristics, and all are fully customisable. You can even fit your own weapons - your tanks can hold up to six at any one time.



EVER WANTED TO WRITE FOR A GAMES MAG?

You've bought the mag, you've read the reviews, now join the team! Quay Magazine Publishing are looking for Staff Writers to join their current and forthcoming console titles extreme PlayStation and Dreamcast Monthly. Successful candidates will be games maniacs who can write clear, concise reviews and previews of the latest console games, work to strict deadlines and make a half-decent cup of tea.

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FORSAKEN SOUNDTRACK HITS THE SHELVES

Game music released on CD



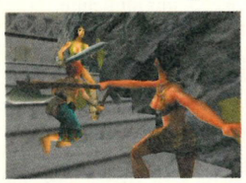
Acclaim have licensed the soundtrack to their best-selling PC, N64 and PlayStation game Forsaken for release as an audio CD. Forsaken: The Music was released by No Bones Records earlier this month.

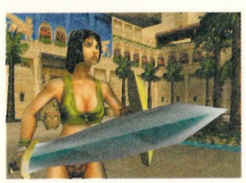
The album is recorded by two-man outfit The Swarm, but also includes The Orb's Andy Hughes, T-Power and Russ Gabriel. The Swarm's Stephen Root ('Rootie') is a DJ, producer and soundtrack veteran, having already put together the sounds for Alien Trilogy, Die Hard Trilogy and Extreme G. His partner, Dominic Glynn, is respected in the underground dance music scene and has recorded albums as Syzygy (honest) and produced music for numerous TV shows, including Dr Who.

Forsaken: The Music costs around £12.99 and is available from all good record shops and also No Bones Records' web site for only £9.99 (www.nobones.co.uk).

SCi BATTLE IT OUT...

Two new games for fight fans

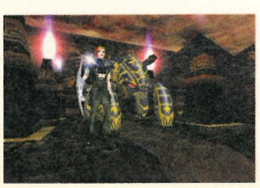


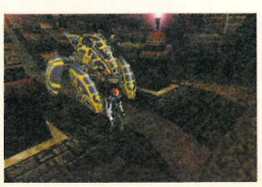




Beat-'em-up fans have a treat in store this Christmas from SCi. Arena AD avoids the usual martial arts or magical special moves clichés and gives us one-on-one battles as they used to be, in 3D gladiatorial arenas. Based on Ancient Roman fights, the game gives you (a gladiator) a structured career path, allowing you to train and improve between fights. 'Cheat' moves like throwing sand into peoples' faces or spilling oil are catered for.

Action adventure fanatics haven't been forgotten either. Titanium Angels is set in a 3D alien world, and features a female bounty hunter with an intelligent assault vehicle, 16 diverse levels and the usual combat and puzzle solving. Expect this one next Summer.





GADGETS

IT'S A WIND-UP...

Ever tuned in your trannie in time for the latest chart run-down only for the batteries to fade before the first chorus? Perhaps you should have bought one of these...

The Freeplay 360 has three potential power sources. You can wind up its internal generator, which (when fully charged) offers 15 hours of play. In direct sunlight it can run on solar power, and it can be connected to the mains too. It's only one seventh the size of the previous Freeplay radio and under half the weight. It looks pretty cool too. An AM/FM model is currently available, with a SW/FM version to follow. Telephone 0800 7313052 for information on local stockists.

The Freeplay 360 isn't cheap (it costs £59.99), but we've got one to give away. If you want the chance of winning it, just answer this simple question:

Who invented the wind-up radio?



Answers on a postcard to:
Turn On, Tune In, Wind Up Competition,
extreme PlayStation Magazine,
22 Strand Street,
Poole,
Dorset
BH15 1SB

Entries which arrive after 26th August will be thrown away like a dead battery.

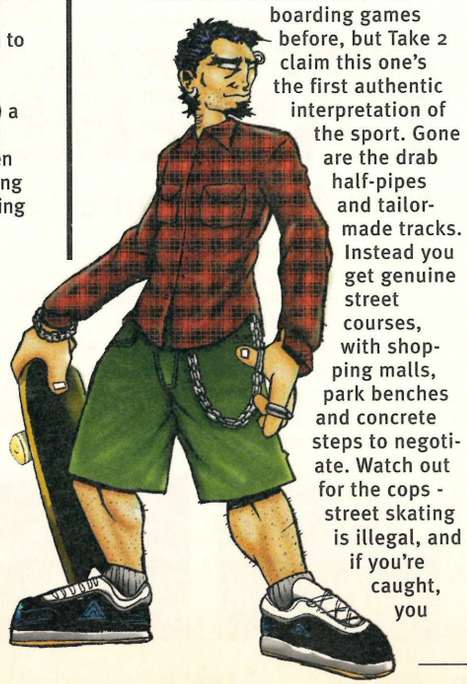
HIT THE DECKS!

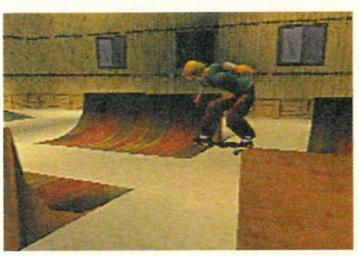
Skateboard gaming comes of age

Take 2 are planning to release a skateboard game in time for Christmas. Thrasher: Skate and Destroy features six playable characters, 15 street skating levels based on real-world locations from across the globe and sponsorship from genuine sportswear manufacturers.

There have been street skateboarding games before, but Take 2 claim this one's the first authentic interpretation of the sport. Gone are the drab half-pipes and tailor-made tracks. Instead you get genuine street courses, with shopping malls, park benches and concrete steps to negotiate. Watch out for the cops - street skating is illegal, and if you're caught, you could lose your board.

Expect a full preview of this one in the next couple of months.





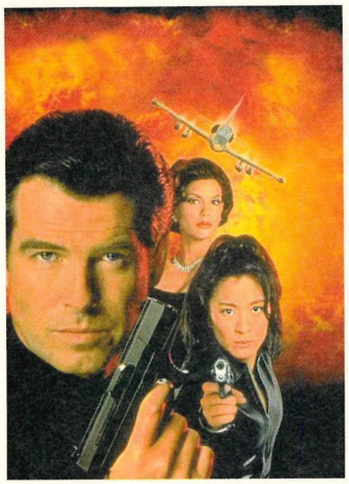




TOMORROW NEVER DIES - MORE SHOTS

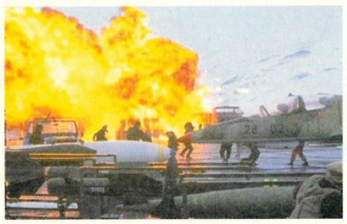
His name is Bond...

We've more screenshots for EA's Bond licence Tomorrow Never Dies. Nice, aren't they?

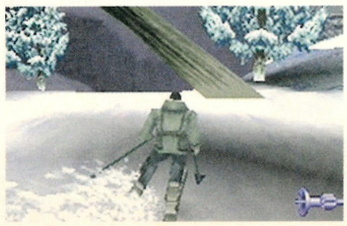












MIDWAY THROW DOWN THE GAUNTLET...

Old arcade classic returns

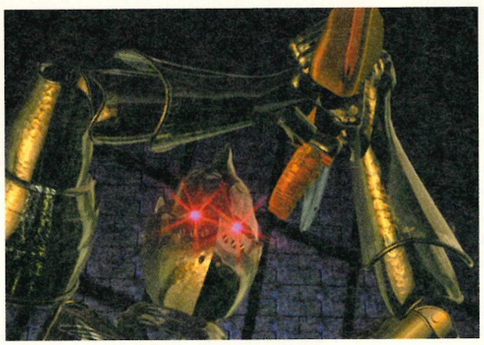
Midway are beavering away on a 3D update of the four-player arcade classic Gauntlet. Gauntlet Legends hits the shelves in the States this Summer, with a UK release through GT Interactive later in the year.

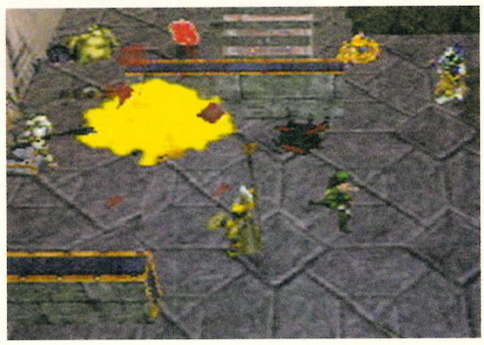
The gameplay has been enhanced for the home versions. The adventure element has been beefed up, with seven weapon-finding quests and more puzzle solving. There's also the opportunity to build your character's skill levels. Also, because the arcade version was designed to keep you feeding it coins, your health gradually faded as you played. In the PSX version, this is not the case.

Needless to say, up to four people can play, with the Warrior, Wizard, Valkyrie and Archer as the characters. It just wouldn't be Gauntlet otherwise, would it?









IDEAS ABOVE THEIR STATION?

A weird one from DMA

DMA Design, the people behind Lemmings, Grand Theft Auto and the forthcoming Tanktics, are back with Space Station Silicon Valley. Published by Take 2 Interactive, the game's a tongue-in-cheek platform/adventure/racing/RPG (!) offering featuring 90 skills to master, expansive 3D levels and environments which include grasslands, desert, arctic, under water and space station zones.

The craft you race and battle are certainly something to snigger at. Watch out for polar bears with caterpillar tracks, four-wheel drive lions, foxes with rockets, an armour-piercing tortoise and even llamas with chainsaws.

Watch out for a side-splitting preview soon.



MORE CARTOON CAPERS

New Asterix game soon

'You will come, you will see, you will conquer' - so say Cryo Interactive, who are working on a new Asterix game. Asterix and Obelix against Ceaser is due in November.

Based on the Claude Zidi film (anyone ever heard of it?), the game features simultaneous two-player action, 3D modelling and voice-overs from the film's actors, numerous challenges and entire cut scenes lifted from the movie.









INFOGRAMES CATCHES THE WORM...

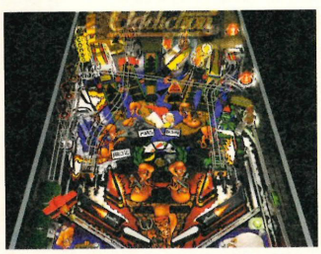
Worms pinball game hits PSX



There's another new Worms game on the way, and this time it's published by Infogrames. Worms Pinball features two tables, accurate ball physics and all the expected fun and humour associated with our invertebrate friends.

Pinball Addiction is a traditional arcade-style table with the usual bumpers, bonuses and chutes. The second table is based around the bizarre Worms universe, where you battle it out with other Worms platoons. Look out too for sub-games featuring Worm Kung Fu, Cowboy Worms and a sci-fi offering where you take out entire planets.

Worms Pinball is expected around November.



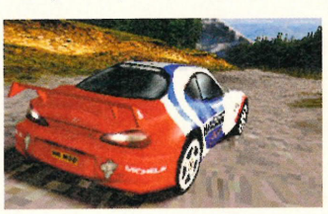




ANOTHER BLOODY RALLY GAME...

PC rally hit to be converted to the PlayStation

Rally racers - you just can't get enough of 'em. At least that's what Europress Software seem to think. Undeterred by V-Rally 2, Colin McRae on Platinum and the forthcoming Rally Masters (let's forget Tommi Mäkinen), they're bringing their PC smash Rally Championship onto the PlayStation.

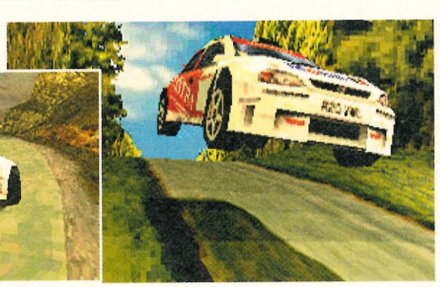


There are four modes of play on offer, and 36 'realistically long' stages. You can opt for an audible co-driver and visible pace notes too.

According to Meash Meakin, Europress CEO, "We have the game of the year in Rally Championship. The graphics are the best I have ever seen in a PlayStation game, and it's only being released on the condition that the gameplay is better than any rally game to date". Brave words...







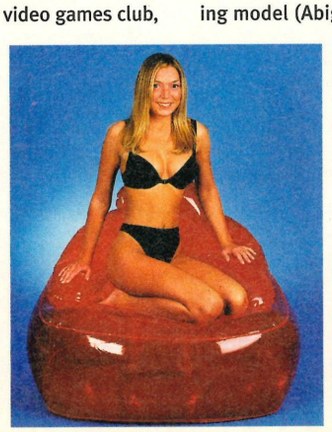
FREE INFLATABLES

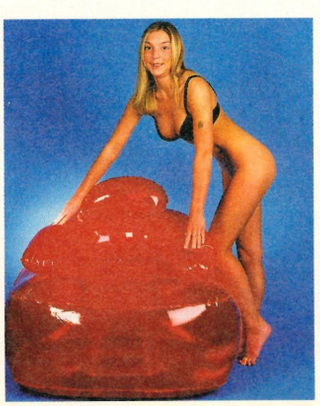
Join Special Reserve and get a free chair...

Special Reserve, the mail order video games club, are offering a free inflatable chair to new members. The chairs come in four colours, green, yellow, purple and pink, and are one of many gifts available to new subscribers.

Members of Special Reserve receive ten issues of the Special Reserve magazine a year, packed with free-to-enter competitions and special offers. You also get a free all-formats cheats book - not bad for only £6.99 a year. For further information, check out their ad on Page 99 of this mag.

Thankfully, the curious-looking model (Abigail Kent) is not included.





COMPETITION

WIN!

FIVE SUPER SOAKERS MUST BE WON!



Water fights - they're what Summer's all about. Drench your friends with buckets, hoses and water-filled balloons, and who cares if you get wet yourself? It is the Summer after all...

Traditionally, water pistols are pretty weak affairs. They look crap and deliver a lousy payload compared to a good, old fashioned bucket. All that changed with the Super Soaker series, Toy Options' water pistols with attitude that can fire an icy jet up to 30 feet. The latest in the range, the Super Soaker CPS 3000, comes complete with a back-pack water tank which holds two gallons and an adjustable nozzle with four stream widths. To fill the gun's internal tank, pump it up - the more you pump, the further it fires.

The Super Soaker CPS 3000 costs £49.99, but we have five to give away. To be in with a chance of winning, just answer this simple question:

How far can the Super Soaker CPS 3000 fire?

Answers on a postcard to:
Don't Talk Wet Competition,
extreme PlayStation Magazine,
22 Strand Street,
Poole,
Dorset
BH15 1SB

Entries which arrive after 26th August will be hung on a washing line and used for target practice.

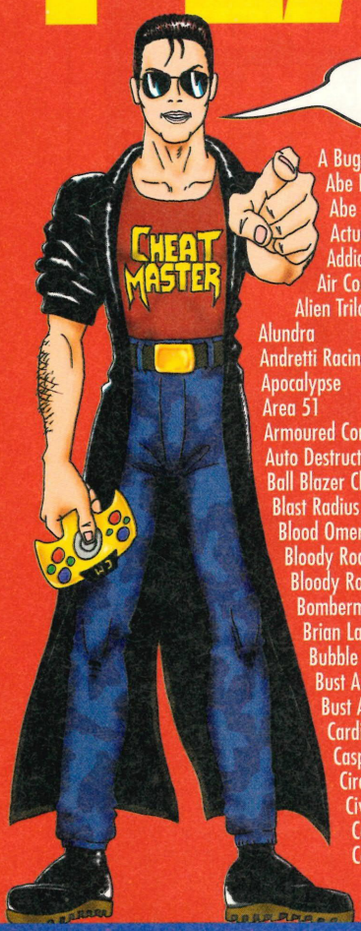
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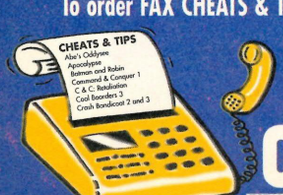
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expected

Insider info on future games...

You want the Truth? You can't handle the truth, according to Saul Trewern...

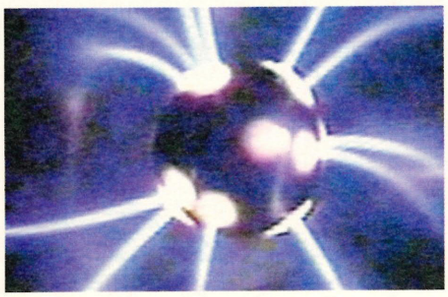
PUBLISHER
Sony CEE

DEVELOPER
Hyperbole Studios

RELEASED
22nd September '99

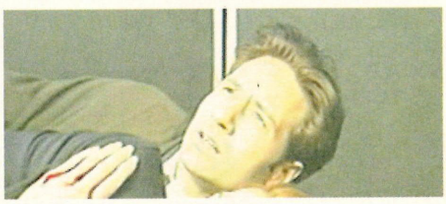
X-Files

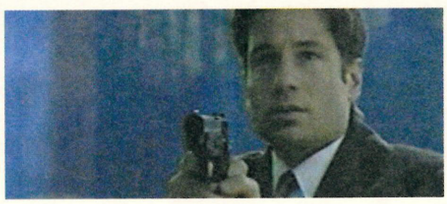


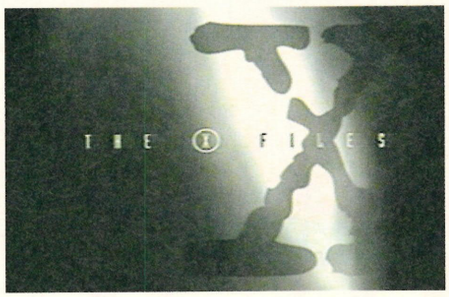


The truth is that someone at the higher echelons of Hyperbole or Sony have decided that the first PlayStation X-Files game is going to be in FMV. Is that a collective sigh of 'Oh no' we hear? Don't despair, because using a new technology labelled Virtual Cinema, X-Files is actually shaping up to be quite a playable game. Believe it or not.

The biggest surprise isn't the FMV, it's the fact that you don't actually get to play as agents Mulder or Scully. Instead you play the part of agent Craig Wilmore, who is assigned to find Mulder and Scully after they go missing during a mysterious investigation. With the help of Agent Skinner you have to follow a trail of mysterious clues in order to find Mulder and Scully and uncover the truth. Once this part of the investigation is over, you get to liase with the pair as you uncover more of this unique mystery.



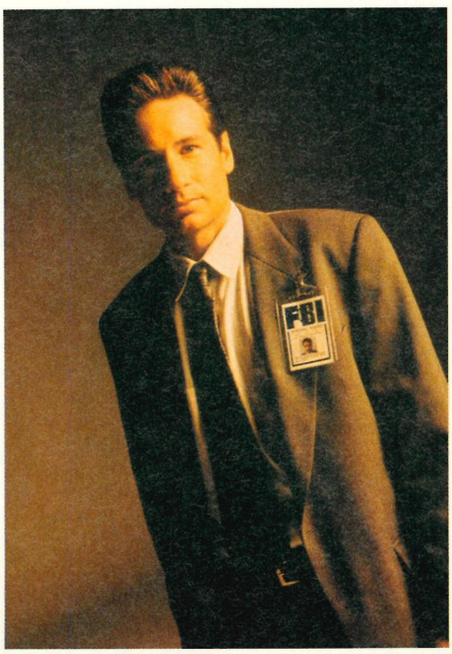




STAR QUALITY

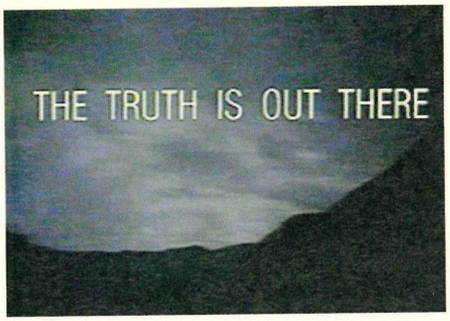
Have you noticed how a few of the most recent X-Files episodes have had very little of some of the main characters involved? This is because the stars of the show all took time out at certain points to film the X-Files movies and the game. hich for stars of this quality, shows one hell of a lot of commitment. Here's the run-down on the big stars that appear in the game.

David Duchovny
Plays Fox Mulder, but is now a star in his own right. He won the 1997 Golden Globe award for Best Actor in a Dramatic Series and has just recently been nominated for two Emmy Awards. He's also received critical acclaim for roles in Kalifornia, Beethoven and Chaplin as well as playing the lead in a new action thriller called Playing God. You may think he plays a bit of a weird character in the X-Files, but those of you old enough may remember him as Dennis/Denise Bryson , the transvestite detective in David Lynch's Twin Peaks.



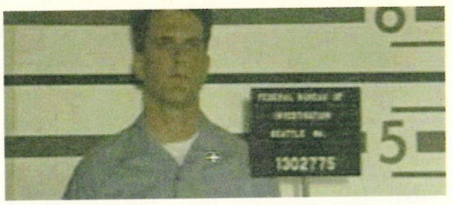
Gillian Anderson
Although her character, Dana Scully, is as much a prominent figure in the X-Files as David Duchovny, Gillian Anderson hasn't quite hit the big time screen-wise. However, she has won Emmy, Golden Globe and Screen Actors awards for her part in the X-Files. Although her other film and television credits aren't much to talk about, she has found fame throughout the world as a sex symbol, winning many Best Looking Bird polls and becoming staple fodder for geeky web sites who like to put her face on porno pictures.













The game takes the point and click adventure route, where interrogation and questioning are as important as finding objects and clues. The FMV action takes place on the fly, in a letterbox that has been labelled as your 'window to the world'. This, of course, is just a blag 'cos the PlayStation wouldn't be able to handle this much full-screen FMV, but the letterbox effect does work as all of the important game icons sit nicely on the outside of it. Oh, and when we say 'this much FMV', we do mean a lot. The X-Files comes on four discs, so don't expect to be completing it for some time.

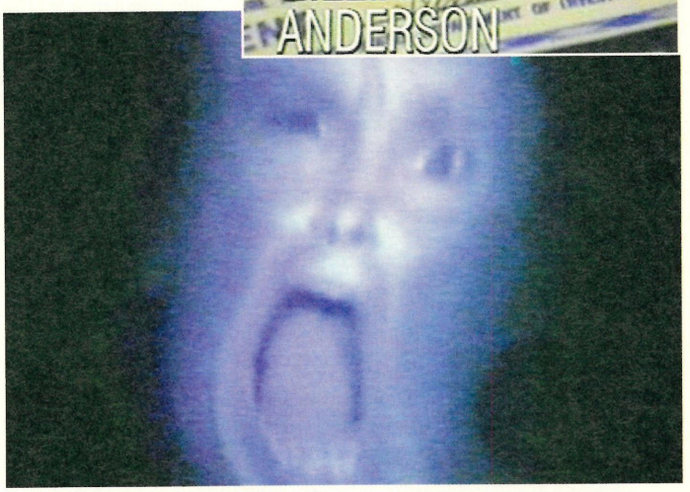
The Virtual Cinema Technology used on the X-Files game adds to the general feel of a basic point-and-click adventure by making all the characters in the game react to emotions and questions differently. This means you have to choose the right tone of voice to get the answers you need to help in your case. The whole control method has many nuances that cause different things to happen within the game, so as well as character reaction you also have to follow the clues to get the best results.

THAT'S FULL MOTION VIDEO, CHAPS

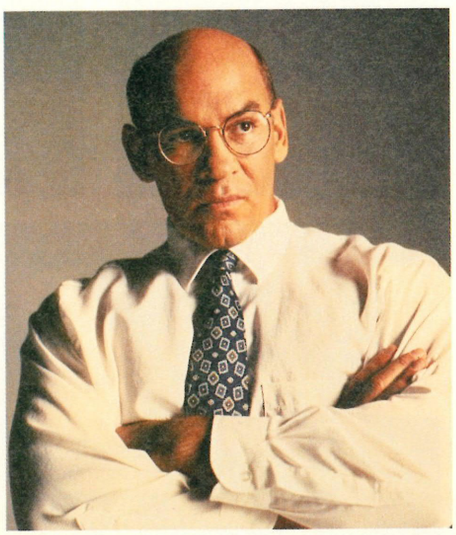
Being that the X-Files game is complete FMV, we thought we'd take the opportunity to explain once and for all what the hell FMV is. It won't take long really, 'cos all it is is Full Motion Video. Now that obviously gives you a clue of what it's all about. It's like, video that's full motion, innit? The problem here is that many people don't know the difference between FMV and a computer graphic intro or cut scene. So when someone (maybe other magazines, who knows?) tells you about that superb Resident Evil/Tekken 3 FMV intro, you can now tell them to shut it, cos it ain't FMV, it's computer graphics. Right, glad we got that cleared up.



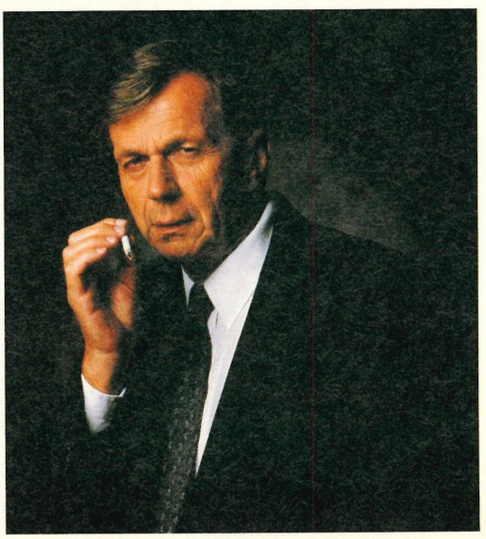




Mitch Pileggi
Plays Assistant FBI Director Walter Skinner. Pileggi plays quite a big part in the X-Files game and has also played parts in Basic Instinct (Sharon Stone beetle-bonnet movie), Vampire In Brooklyn (Eddie Murphy's crap vampire movie), and two other less well known films, Guilty As Charged and Shocker. He also had a part in a little known soap opera called Dallas as well as guest starring in the television movies Trapped and Knightrider 2000.



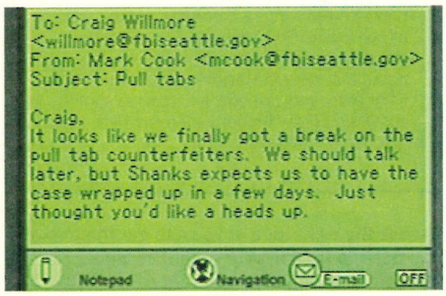
William B Davis
Plays the mysterious cigarette smoking/cancer man. His TV credits lead like a what's what of American action entertainment shows like The Outer Limits, Poltergeist, Sliders, MacGyver, 21 Jump Street and Airwolf. He's also done a few movies including Look Who's Talking and Omen IV. He'll always be remembered as cancer man, though.



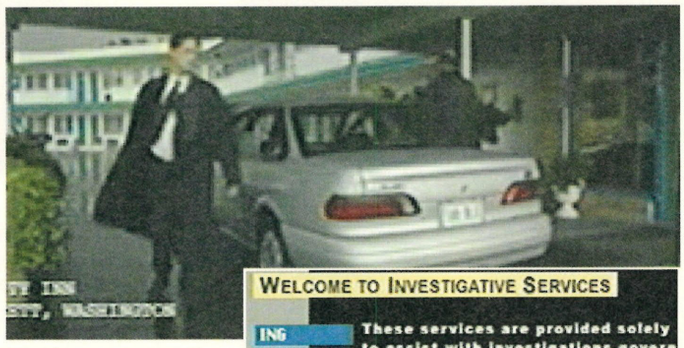


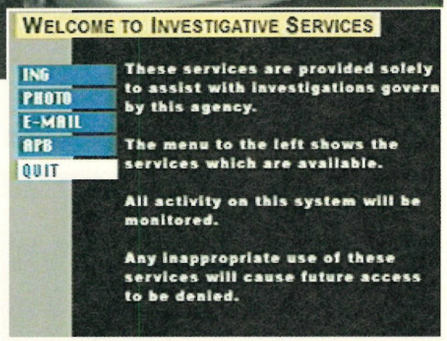












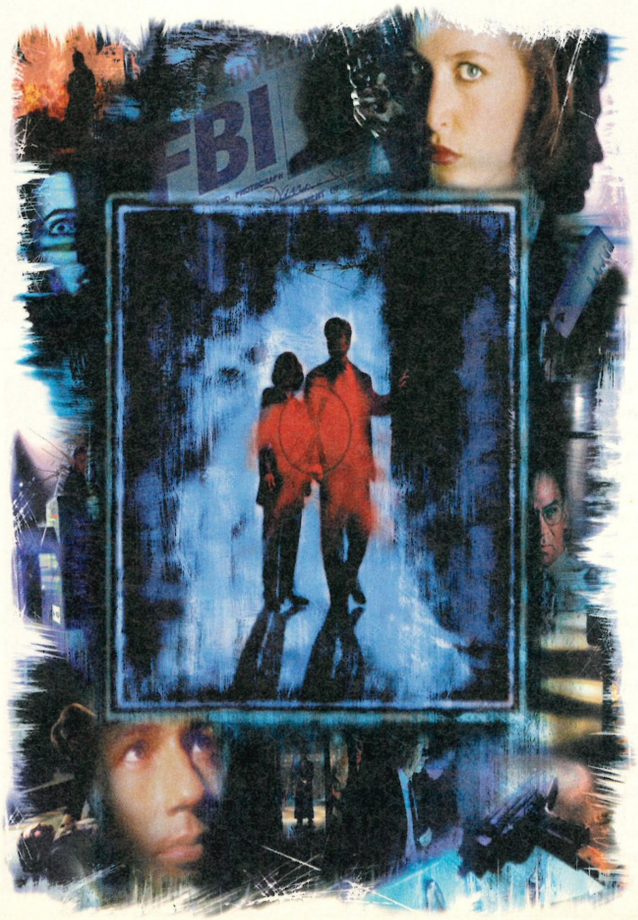
Television Perfect

The X-Files game has been developed in conjunction with the show's creator, Chris Carter. This ensures it feels exactly like an episode of the show, only interactive. The game has a brand-new X-Files storyline that includes many of the show's favourite characters. Jon Richmond, president of Fox Interactive said on this, "Gamers will become immersed in the phenomenon of the X-Files when they are put right in the middle of a case which captures the excitement, mood, mystery and intrigue of the show". We can testify to the truth in this, as from what we've played of the X-Files, it does feel as every bit like the show as the show itself. Everything from the TV intro and music to the atmosphere, acting and dialogue is identical in style to the TV programme, so at least the fans are going to love it.

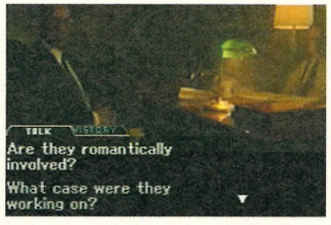


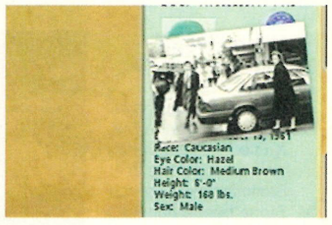
What about non-X-Files fans, though? Well the point-and-click gameplay is proving highly immersive and the new elements, such as the different emotions, interrogation and clue deciphering, add a unique slant on this age-old game format. The FMV is also as smooth as a baby's bottom.

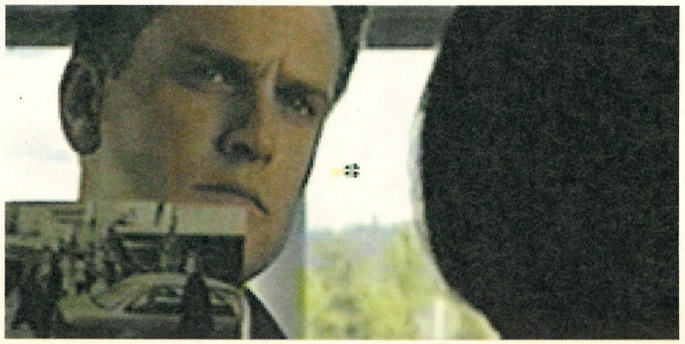
Interactive gaming and FMV are two phrases that don't bode too well when it comes to PlayStation gaming. From what we've seen, though, the X-Files may just shake off the stigma that comes with these phrases. It looks good (in an FMV kind of way), is brimming with atmosphere and does complete justice to the licence. Let's just hope all four discs are playable. Find out for sure in next month's review.











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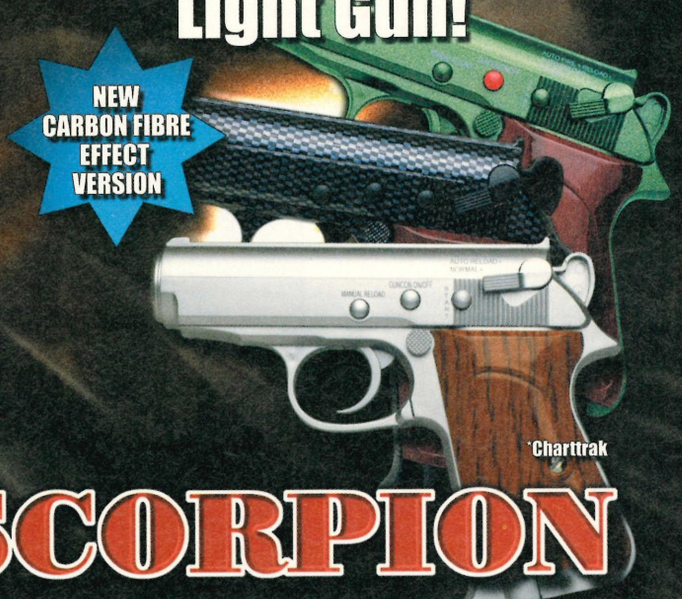
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Auto Fire function
Auto Reload function

BLAZE VIDEO GAME ACCESSORIES

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What happens if you take Resident Evil's suspense-filled gameplay, put it in a fully-3D environment and throw in a few dinosaurs for good measure? We sent David Gibbon to Japan to find out...

PUBLISHER
Capcom

DEVELOPER
Capcom

RELEASED
October '99

Dino Crisis



All ready for stomping success, Capcom's Dino Crisis marches into UK stores this October. As a leader in cutting-edge arcade technology, Capcom have been on the go since 1979. They've built a reputation in the industry as the company that made the beat-em-up genre big - very big! And now, thanks to the incredible success they've achieved with Resident Evil, the firm is going from strength to strength. They re-created the world of horror with terrifying precision and detail, and are now out to bring the world of suspense to the PlayStation in the form of Dino Crisis. Featuring the all-new girlie character Regina, you must avoid the clutches of the dinosaurs and escape from an island in this adrenaline-pumping epic.

With multi-million sales almost certainly on the way, we jetted off to Osaka in Japan to interview the creative mind behind Resident Evil and Dino Crisis. Enter Shinji Mikami...

How did you start off in the industry?
I joined Capcom in 1990 and originally I was employed as a games designer. I worked in this area for six years, and then moved on to become a producer - which I've been doing for the past three years. I started off working on the Super Nintendo and then produced the Resident Evil series and, of course, Dino Crisis.

Is it quite difficult for anyone new to get a job in the games industry in Japan?
It's hard to join big development companies, but back in 1990, when I first joined Capcom, it was pretty easy to get into games companies.

Did you come up with the idea for Dino Crisis?
There was an employee at Capcom who had an idea - to create an adventure game where the actual setting was on a small island with no people living there. There were lots of snakes and gorillas, and you had go in and solve lots of puzzles and escape. He had the basic idea, but I thought it would be better to remove the other animals and just have dinosaurs.

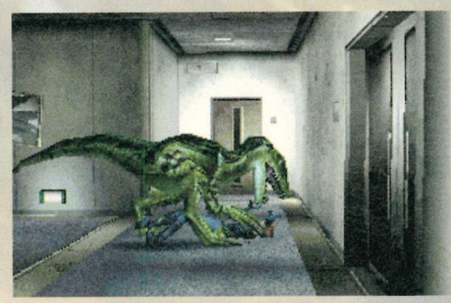
Was writing the Dino Crisis script a lengthy process?
From start to finish, it took us around two months to write just the script for the game.



Will there be as much gore in Dino Crisis as there was in Resident Evil?
It will not be as heavy as Resident Evil, but more cultish and more panic, so you always have a panic line rather than a horror line.





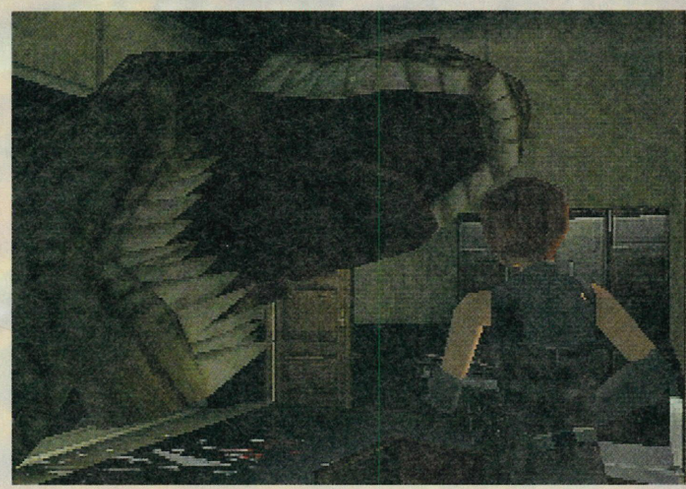


Did the game take long to create?
It took us two years and seven months to put Dino Crisis together, from start to finish. And we had 35 people who worked on everything from designing and scripting to programming and graphics.

What kind of 3D environments will it offer?
I don't really want to give too much away as yet, but I can say it starts off in a military experiment lab and continues on from there and goes to a helicopter port.

The dinosaurs in the game are huge. How many polygons went into creating them?
Well the T Rex, for example, is made up of 500 polygons, which helps to give it a very realistic look indeed.

How much effort has gone into making the dinosaurs act and behave as if they were real?
As we didn't know how fast the T Rex, or whatever, could move we actually used our own imagi-









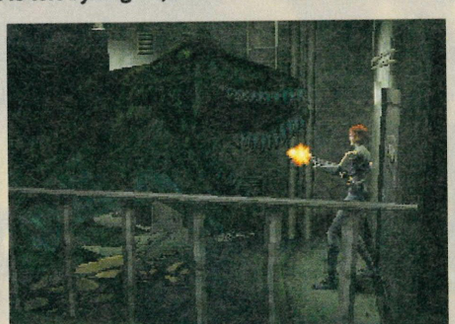




nation. Each dinosaur in the game has its own special abilities.

Was the dinosaurs' AI programmed from scratch?
Yes, and it was really difficult to create the AI for the dinosaurs. We had two different programmers who worked on this one area: one worked on the larger dinosaurs while the other worked on the AI of the smaller ones.

When a trail of blood is left by Regina, can the dinosaurs see it and follow her?
Although we did try to incorporate this feature into the game, we decided to leave that and just give the dinosaur the ability to see the player. This means they go charging after Regina whenever she is in their sights.



How much effort has gone into creating haunting music?
With Resident Evil there was slow, eerie music running to reflect its horror status, but with Dino Crisis it's more high tempo. And we hope that this increases the feeling of adrenaline for the player.

Will the camera angle in the game be fixed?
The camera angles are not fixed, but because it's full 3D background, you can actually see the dinosaurs chasing you from behind in movie style.

What differences can we expect in the UK version of the game?
European gamers like more of a challenge, so it will be more difficult that the Japanese version. There are more dinosaurs included and there's more ammo and more shooting. We asked our European office what Western people would like, and their comment was they would like to fight more with the dinosaurs - so that's what we did.



Would you consider Dino Crisis a good improvement over Resident Evil?
Technically, we have made large improvements with the 3D environments and, now that the whole world is in 3D, it's much more like being in your very own movie. The camera angles are better. We have also used a new skin structure technique that gives the dinosaurs a much more realistic look and feel to them than ever before. Whey they move, their skin moves as it would in real life!





The 3D engine seems awesome...
Yes, it's a totally brand-new 3D engine which we have developed for this game. We will not be using this engine for any other game - it has been developed purely for Dino Crisis.



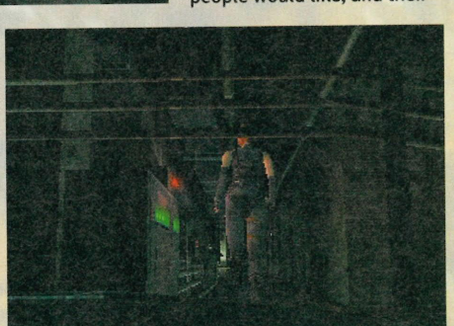
Was the Dino Crisis team the same people that worked on Resident Evil?
No, it was a completely separate team. Although many people are relating Dino Crisis to Resident Evil, it's actually a totally separate, completely different game - with its very own storyline.

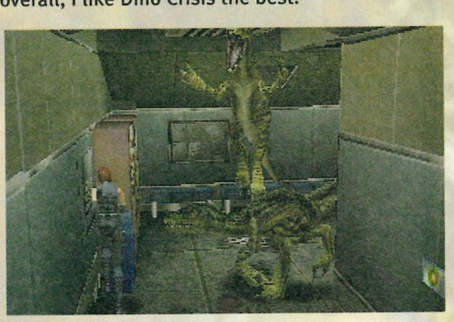


How much of a part did Jurassic Park play when creating Dino Crisis?
Yes, I very much enjoyed the Jurassic Park movies, and so I did gain very strong influences from this movie.

Do you like zombies or dinosaurs the best?
I prefer the dinosaurs, but as a game I like the original Resident Evil rather than its sequel. But, overall, I like Dino Crisis the best.



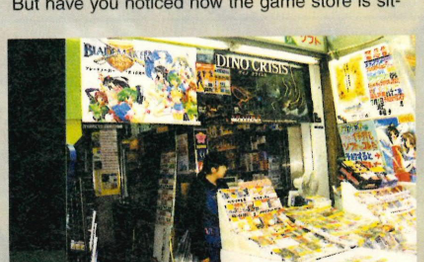






DINO CRISIS STOMPS THROUGH JAPAN

Those Japanese are clever people. Not only have they created Dino Crisis, but they also made sure they played it before anyone else - smart!
Although officially released on 1st July, we saw it on sale across Tokyo on 30th June.
Early reports suggest it's selling extremely well and, as you can see from the Tokyo game store in the photos, it's spawned a sackful of spin-offs. But have you noticed how the game store is sitting half-way on the pavement? This is a trend across Japan, and allows customers to spot bargains more easily as they walk up and down the high street.
Not only does this save your tired legs as you don't have to walk into each shop to browse, but it also helps keep cash in your pocket. Maybe us Brits will catch onto this idea some day?





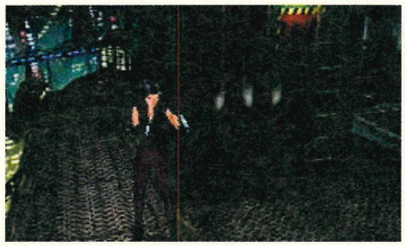
ELECTRONIC ENTERTAINMENT EXPO 1999!

Games companies from around the world showed off their wares at the recent Electronic Entertainment Expo in Los Angeles, and extreme PlayStation was there to see 'em! In this, the second part of our E3 round-up, we take a look at more forthcoming games, including offerings from Eidos, GT Interactive, Acclaim, Konami and Infogrames...

Eidos Interactive

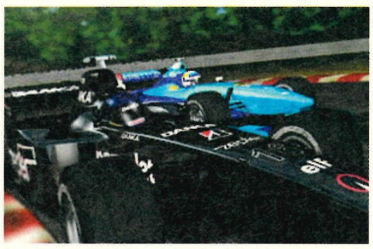
FEAR FACTOR

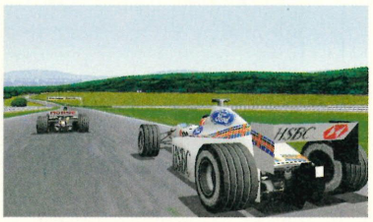


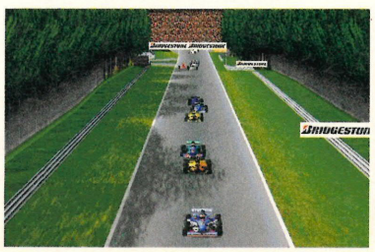




OFFICIAL FORMULA 1 RACING







There's more to Eidos than just Tomb Raider. They've a string of hits under their corporate belt, including Deathtrap Dungeon, Soul Reaver, World League Soccer and Gex: Deep Undercover Gecko. There's more to come too - at E3, they showed some seriously promising forthcoming titles.

Fear Factor is an action adventure with a real cinematic feel. You play three mercenaries hired to rescue the daughter of a powerful Hong Kong Triad leader, and must blast your way through 100 environments set across eight distinct anime-inspired worlds.

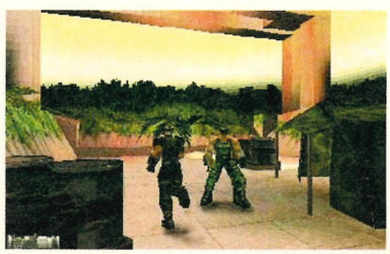
Eidos claim the game worlds are some of the most involved and realistic yet seen on the PSX, the action being set against full motion video scenery featuring animated movement, from flashing billboards to helicopter chases. The game's on-screen inventory allows the player to change weapons and fire while still walking, crouching or performing other such actions, allowing unbroken gameplay.

Fighting Force 2 makes significant advances on its predecessor. Using a brand-new game engine, you battle your way through a true 3D environment using a third-person perspective. The aesthetics have been vastly improved, with real-time lighting effects and variable impact points allowing varying character reactions when hit. For example, blast his leg and he lurches forward, limping, Take out his shoulder and he twists realistically. The enemies have improved AI too - they can now use obstructions and hiding places to their tactical advantage. Objects can be smashed, switches pulled and machines operated, offering a high degree of interaction.

Perhaps the most important difference in Fighting Force 2 is it's now based on

FIGHTING FORCE 2





NOMAD SOUL



more than just muscle. Sure, you still get into fights and blast the baddies with weapons, but the battles are more tactical - some stages demand you go in all guns blazing, but in others this is suicidal. Fighting Force was a reasonable if unremarkable game, but the sequel looks set to take its strengths, remove its weaknesses and lift the saga to previously unseen heights.

Grand Prix Gaming...

Formula 1 fans are spoiled for choice this year, with officially-licensed titles from Psygnosis and Electronic Arts in the pipeline as well as Eidos' **Official Formula 1 Racing**. However, this one's developed by Lankhor, the team behind super-fast racer Vroom on the Amiga and PC, so it should be something special. The game features accurate 1998 season data, including all 11 teams, 22 cars and 16 tracks. All car settings can be altered in the pits, but every effort has been made to keep this aspect as user-friendly as possible. The drivers behave realistically in arcade and simulation modes, and there are over 20 camera angles and the option to customise the perspective.

The Nomad Soul (previously Omikron: The Nomad Soul) is a 3D action adventure with a difference. After you die, you can move directly into the body of the first person who touches you - the eponymous Nomad Soul. Needless to say, you have to adapt to the characteristics of your new host, using them to your advantage. You can also talk to people you meet, something achieved using real-time facial motion capture. The fights are motion-captured too, using top martial artists.

The game environment, a dark and dangerous city, can be fully explored in glorious 3D, with passers-by and vehicles catered for. Day and night cycles in real time, and several combat and role-playing elements are incorporated into the game.



Acts of Sabotage...

Saboteur is another action game, and again it fuses gameplay styles. Taking the 3D fighting of Tai Fu and Fighting Force, the combat system offers advanced moves, high/low defending and grapples as well as the usual punches and kicks. As ninja Shin Ienaga, you mix this solid beat-'em-up battling with exploration, puzzle-solving and ninja magic as you seek to rescue your sister from the clutches of the GENE Corporation.

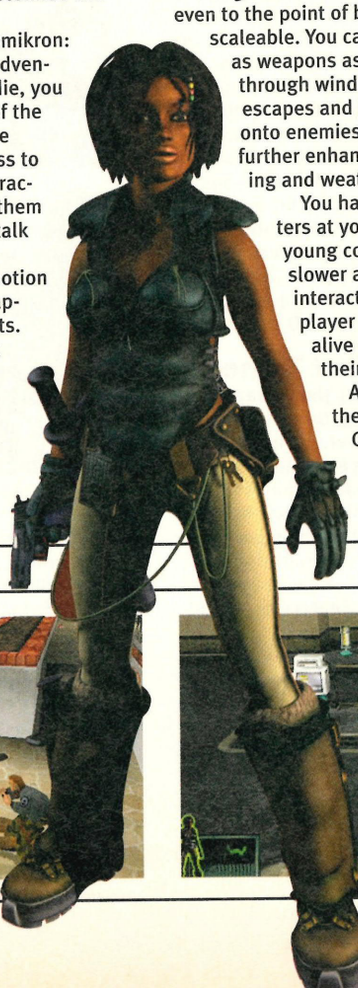
Saboteur's most innovative feature is Ienaga's dog, Shiro. Although largely computer-controlled, the ninja can order him to attack, solve puzzles or retrieve objects from areas inaccessible to Ienaga. Make sure you look after him - man's best friend is also his worst enemy if mistreated.

Finally, there's **Urban Chaos**, a mission-based action outing that takes place in a nightmarish inner city hell. Featuring fighting, blasting and MGS-style stealth, Urban Chaos offers several gamestyles, including close combat with and without weapons, gunfights and vehicle chases.

The 3D environment is incredibly interactive, even to the point of being fully rotatable and scaleable. You can use background scenery as weapons as well as smashing your way through windows, running up fire escapes and jumping from balconies onto enemies below. The atmosphere is further enhanced by the real-time lighting and weather effects.

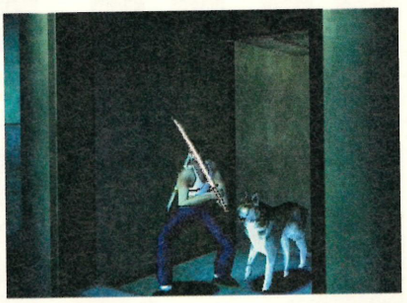
You have two contrasting characters at your disposal, Darci, an agile young cop, and Roper, who's older, slower and a little jaded. They can interact with over 40 unique non-player characters culled from a city alive with citizens going about their daily routines.

All these games should hit the shelves in time for Christmas. Looks like it's going to be a long, dark and action-packed festive season...

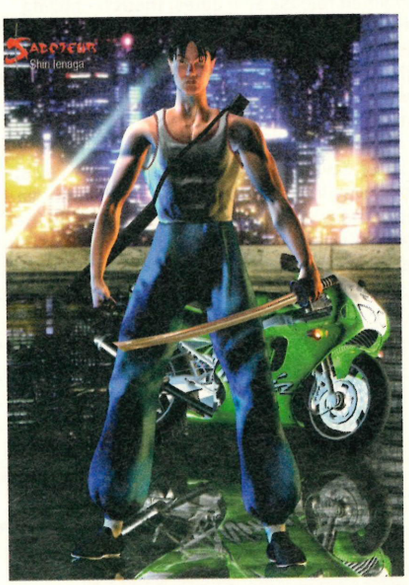


SAOTEUR

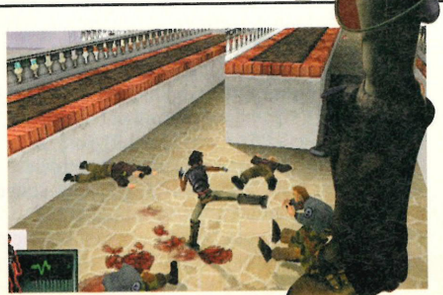




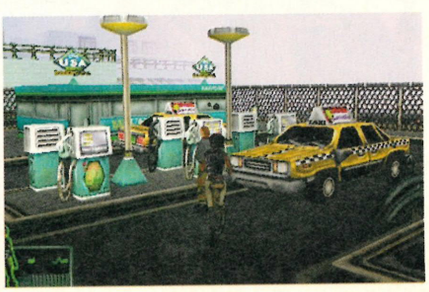




URBAN CHAOS



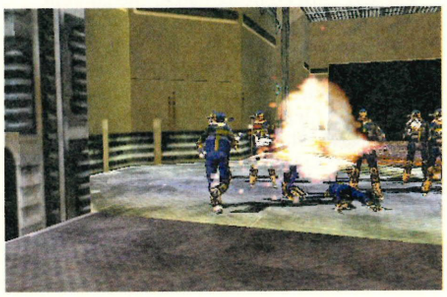




Virgin Interactive

MESSIAH







The past year hasn't been kind to Virgin Interactive, with few new releases on the cards and losing Resident Evil 3 to Eidos and the Command & Conquer series to Electronic Arts. It's not all shattered dreams and slimmed release schedules, though - buying rival publishing house Interplay Productions has kept the patient off the critical list, and could give it a new lease of life. Only time will tell, but two of the three forthcoming Virgin PSX titles are old Interplay games...

Shiny Entertainment's MD Dave Perry isn't in games development for the money. He's so spectacularly rich hard cash is no longer a motivation, so instead he concentrates on doing the games he wants to, when he wants to and refuses to release them until he's satisfied with 'em. He could make more money by cutting corners, but hey, he doesn't care, and let's face it, it's gamers who benefit from his attitudes.

One such game is **Messiah**, a Shiny-developed Virgin/Interplay release due later this year. It's been covered extensively in previous issues and its release put back several times, but the gist of the game remains the same - control a cherub-like creature who can possess other creatures and adopt their characteristics, The level of technology used is so high that third party publishers are already interested in licensing the game engine. For example, Shiny have developed a system they call RT-DAT (Real Time Distortion and Tessellation). This means every creature in the game is built like a 'real' animal or person - muscles and sinew are attached to bones, and all is covered by a tight layer of skin. This means they move extremely realistically. Real-time tessellation allows the PSX to scale objects and entities from as few as 80 polygons (when far away) to up to 8000 when up close, avoiding the loss of speed that plagues many 3D games.

EARTHWORM JIM 3D





The Worm That Turned...

The **Earthworm Jim 3D** saga is getting boring. Sure, it's good when a developer hangs onto a game and refuses to release it until its ready, but this one was first previewed back in Issue Seven, and was expected in September - 1998! It's now expected this Autumn, but as it's spent most of the last year being 'almost ready', it's probably not wise to bank on this.

After a severe blow, Jim is trapped in his own mind. You must help him battle through around 30 levels packed with monsters created by his subconscious. The entire game is in 3D too, a first for the Earthworm Jim saga.

WILD WATER WORLD





When we first played EWJ 3D it looked a cool platform romp, albeit a little buggy. Over a year later, it still isn't finished - this suggests problems rather than perfectionism, but let's reserve judgement on that one...

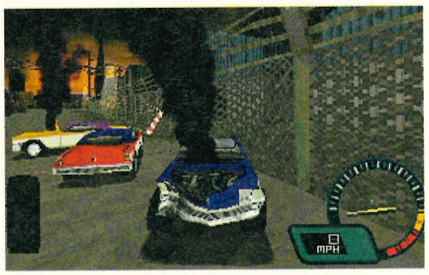
Ever wondered what gangs of bored millionaires do for kicks? Hold gambling competitions in Monte Carlo? Fly remote controlled helicopters and then write a PSX game about it? Form a Hellfire Club and spank each others' bottoms? According to **Wild Water World**, they race speedboats and generally go messin' about in the water. Imagine a cross between powerboat racing and The Wacky Races and you're halfway there.

Wild Water World hits the shelves in the Autumn - stay tuned or you're sunk.

ACCOLADE Accolade

DEMOLITION RACER



TEST DRIVE 6




Accolade are no more. Following a buy-out, they're now part of Infogrames. They're still beavering away on some of their hottest brands, but now they're to be released under the Infogrames label.

Demolition Racer is a hot race 'n' crash title where you win by taking out the other racers. Developed by Newcastle's Pitbull Syndicate, the Demolition Racer team contains several key members of the crew that produced Destruction Derby 1 and 2 for Psygnosis. You can choose from eight different car types and compete in several demolition events such as demolition racing, bowl matches, stock car racing, last man standing and suicide racing. Vehicles suffer visible crash damage and their performance deteriorates as they get trashed.

The Test Drive series once again takes the racing line with **Test Drive 6**, with an all-new physics model and cars which you can upgrade up to five times. The 3D game environments include short cuts, breakable objects and real-life cities. Crash through tables and chairs as you wreck outdoor cafes in Paris, dodge alligators in the Louisiana swamps and jump over forklifts in Hong Kong. There's also an enhanced Cop Mode; now more than one cop car can chase you at once and there can be more than one chase going on in a single city. Police helicopters report your position from above too.

On Yer Bike...

There are several motorcycle racing games in the pipeline, but **Test Drive Cycles** is the only one to feature Sportbikes, Superbikes and Cruisers. Indeed, there are more than 30 licensed motorcycles, all of which are upgradable, and 24 tracks from locations from all over the world. You face random track events, breakable objects, hidden short-cuts, oil slicks and killer jumps. Bikes can be stockpiled in your own garage and upgraded for improved performance.

Finally, **Test Drive Off-Road 3** continues the off-road racing series. Now you can modify your vehicles to create the right truck for the right track, with tunable tyres, transmission and suspension. The new game engine allows for trashable objects and branching tracks - there are 15 courses in all, and more than 30 licensed vehicles.

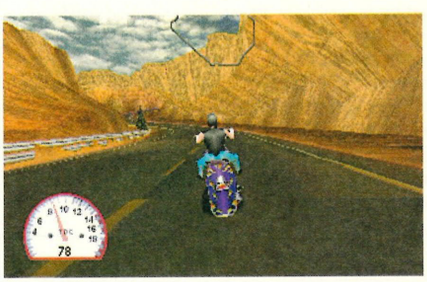
All four of these games should be ready in the Autumn.

TEST DRIVE OFF ROAD 3





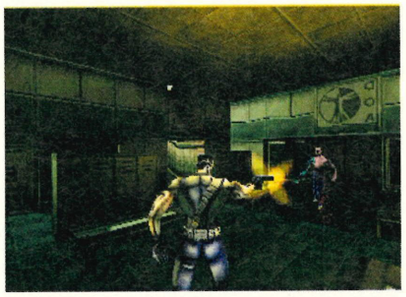
TEST DRIVE CYCLES

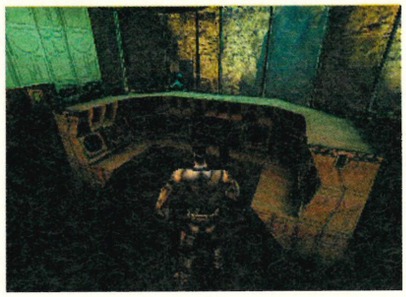





Acclaim Studios

BLOODSHOT





Acclaim had several PlayStation games on offer at E3. Their PlayStation output is as strong as ever, with four very promising-looking titles.

Shadowman is based on the Acclaim Comics character of the same name, but don't assume it's just for kids. Although a 3D action adventure, Acclaim argue it crosses genres and defies categorisation. Using VISA technology (Virtually Integrated Scenic Terrain) the game offers huge landscapes stretching to the horizon in any given direction. As the Shadowman, you flick between multiple views of this weird world as you wage war against foes from another world.

We seem to have been waiting for **South Park** forever, but if Acclaim succeed in capturing the off-beat hilarity of the show, it could be well worth it. All the main characters are there, including Cartman, Kyle, Stan and the much-maligned Kenny. Even the womanising Chef makes an appearance.

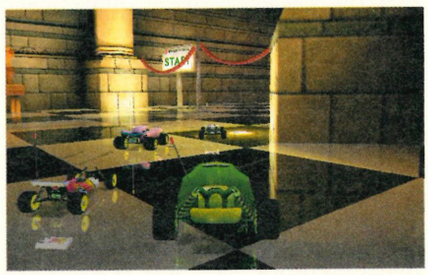
There are three South Park games in the pipeline. The first, simply called South Park, is a tongue-in-cheek Doom clone which reviewed badly on other formats. To follow are Chef's Love Shack, a series of mini-games, and a Mario Cart-style racer in South Park Rally. All three should be out in time for Christmas.

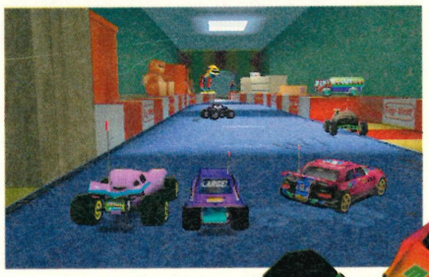
Blood Lust

Opening with an anonymous dead man being resurrected by an amoral government agency, **Bloodshot** sees him acting as a covert operations agent with superhuman powers. To carry out your assassinations and 'all-out kill-fests', you have a range of armed and armoured vehicles. There are over 20 missions available, from a derelict Russian battleship to weird apocalyptic environments created by the same Nanite technology that gave Bloodshot his powers. Should suit anyone who likes their games with blood, gore and ultra-violence.

REVOLT



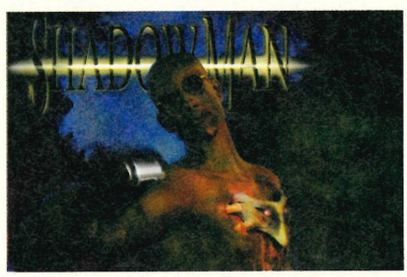






ReVolt is described as 'the ultimate for boy racers'. The ToyVolt Corporation had been producing children's toys for years without incident, but then a bizarre accident on the production line gave a batch of radio-controlled cars a mind of their own. Well, you can't get much more bizarre than that! They escaped from the toy shop and are now intent on racing anywhere and everywhere - on the streets, along rooftops, even at the museum! Sounds like fun...

SHADOWMAN





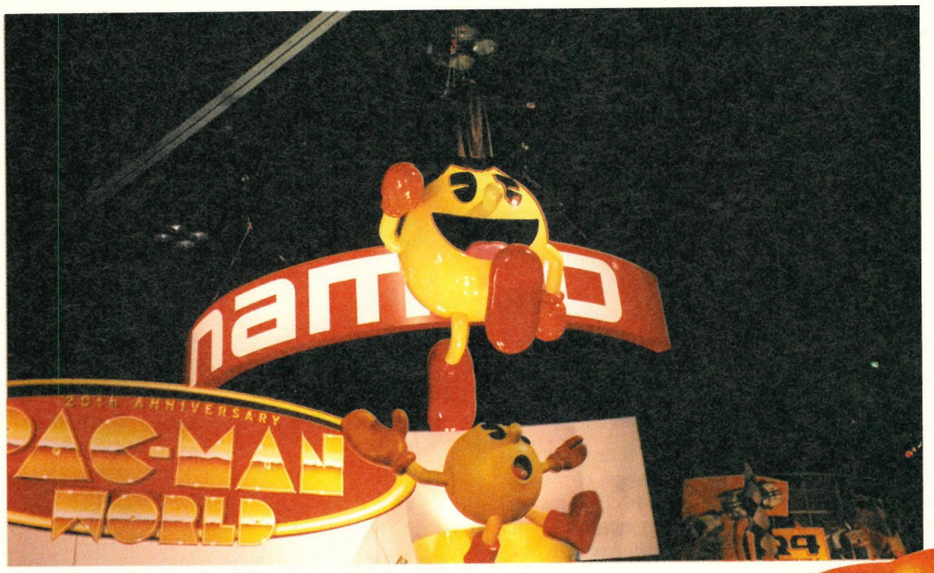
SOUTH PARK





namco®

Namco



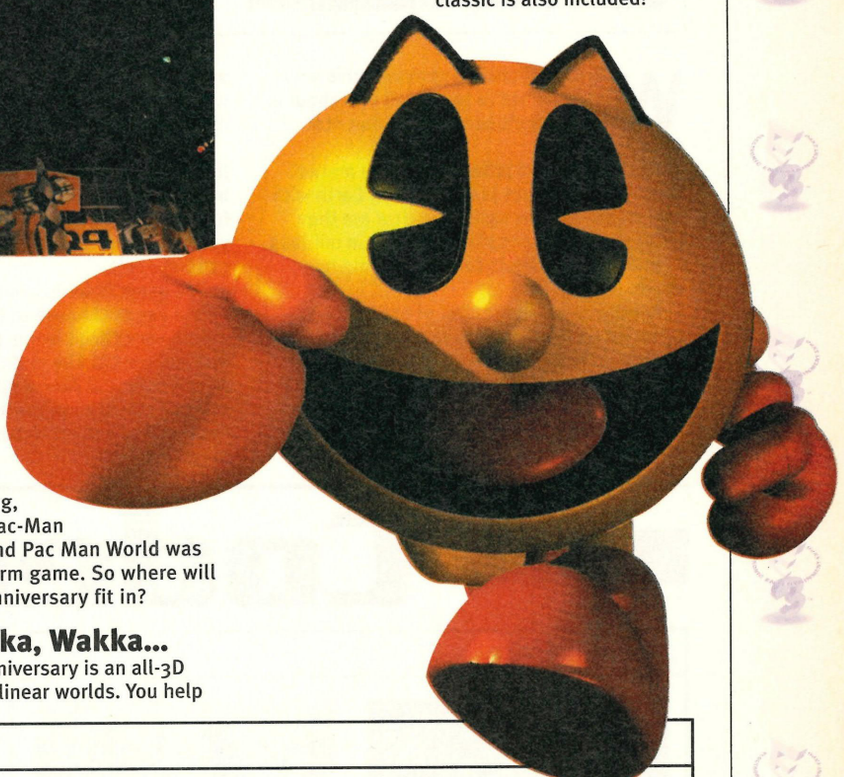
Namco has produced some of the finest arcade and console games in history. From Pac Man to Tekken 3, from Pole Position to Ridge Racer Type 4, their titles are well respected the world over. Their E3 offerings look set to continue the trend too. We covered the Sony-published Dragon Valour and Ace Combat 3 last issue, so here's an in-depth look at the star of Namco's E3 stand, **Pac-Man World: 20th Anniversary...**

Can it really be 20 years since Pac-Man first hit the arcades? Pac's adventures are familiar to any games fanatic over 30 (and a fair few younger gamers). Guiding what looked like a ruptured tennis ball, your task was to rove around a single-screen maze gobbling dots - swallow them all and you complete the level. Up against you were four murderous ghosts hell-bent on eating you alive. Luckily you had power pills at your disposal. Eat one and the ghosts themselves could (for a short time) be eaten for points. Pac-Man and its sequel, Ms Pac-Man, still have a cult following, but his first 3D game, Pac-Man 3D, was a weak affair and Pac Man World was little more than a platform game. So where will Pac-Man World: 20th Anniversary fit in?

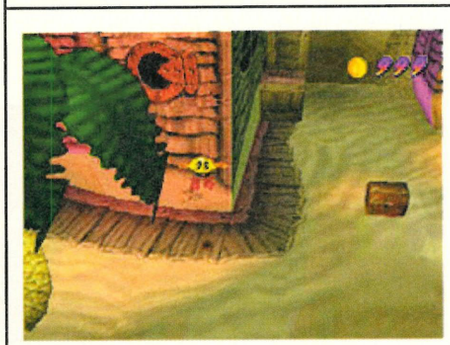
Wakka, Wakka, Wakka...

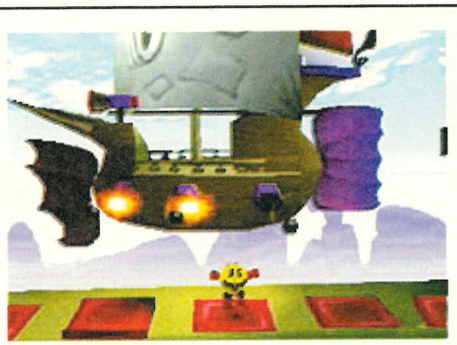
Pac-Man World: 20th Anniversary is an all-3D affair set in over 20 non-linear worlds. You help Pac-Man rescue his friends by bouncing, dot-eating, swimming and jumping through a Pac-inspired platform world. Look out for levels such as Factory, Fun House, Mansion, Pirate and Space. The original mazes are back, of course, but now in 3D also. The ghosts are still there - Namco, while bringing the game munching and screaming into 1999, are keen to retain that peculiarly Pac-Man feeling.

This one should hit the shelves in October; nostalgia freaks everywhere take note. And yes, an arcade-perfect version of the 1979 coin-op classic is also included!

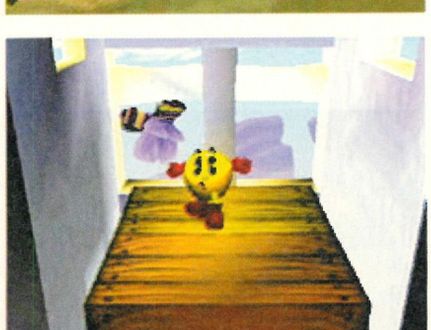


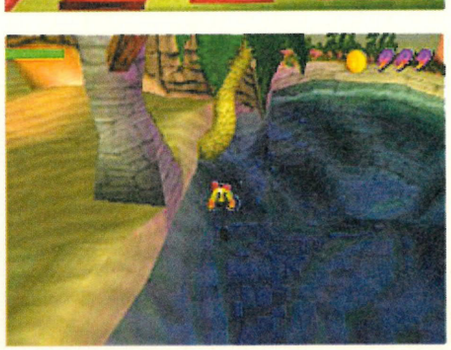
PAC-MAN WORLD: 20TH ANNIVERSARY









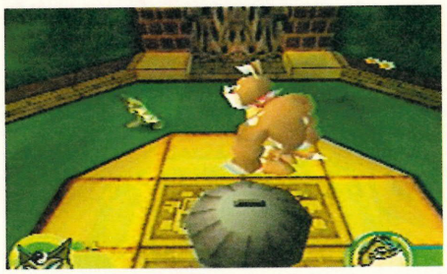




Mindscape

RAT ATTACK









With Chessmaster 2 reviewed this very issue, all we've left to tell you about is Mindscape's cartoon creation, **Rat Attack**...

Washington and Jefferson are two mutant space rats who have just landed on Earth with the intention of taking it over. How are they going to do this? Simple; by calling in millions of their rodent friends to eat the world to death. Hmm...

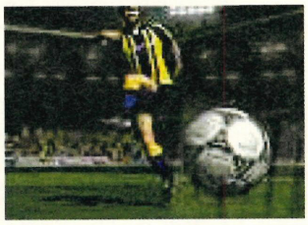
Anyway, you take control of one of six Scratch Cats who's goal is to save the world by getting rid of all the rats. To do this you must enter a room and catch them using your eradicator device, which sucks up the rats when they walk into it. This opens the way for some classic arcade-style fun which, as well as promising to be addictive, is good and clean without any of the death and destruction that most PlayStation games thrive on.

Catching the rats is easier said than done, though, and if you don't catch enough of them before they trash a room, you lose a life and have to start all over again. Don't worry; as you're a cat, you have nine lives with which to catch the rats.

The game is set in a variety of locations from a haunted house to Hawaii and the progressively difficult levels become extremely fast and frantic. The multiplayer mode is also a right hoot. Rat Attack flies in the face of the average PlayStation game, which is why we can't wait to get our hands on those dirty little rodents.

Codemasters

LMA MANAGER





Codemasters have a fair few titles in preparation, but at E3 they concentrated on just two.

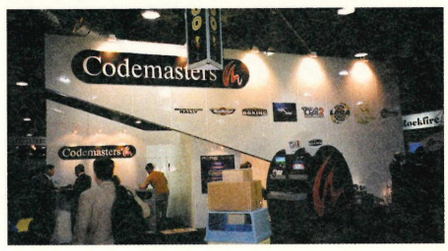
Prince Naseem Boxing has already been covered back in Issue 14, and was then expected in March. Alas, it's been delayed. But why?

'Realism is what we're striving for', said Codemasters' Director of Games Design. 'Although far more impressive than any previous boxing title, we found the actions somewhat limiting, and feel the PlayStation can handle a more refined approach'.

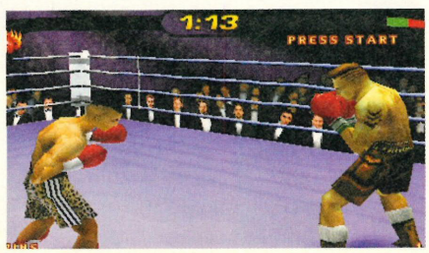
Indeed, the Codies are keen to improve the game, even to the point of delaying it further. The control system is being tweaked, making it more intuitive, and indeed more like Naz. 'You're fighting as Prince Naseem', says Richard Darling. 'And if you're his opponent, you're fighting Naz, not a generic boxer who looks like him'. Indeed.

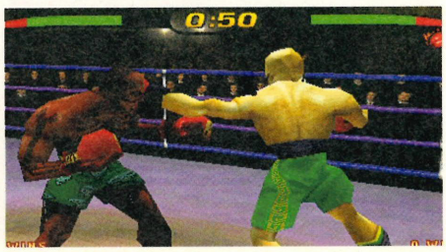
LMA Manager is the first football management game designed specifically for the PlayStation. Endorsed by the League Manager's Association, the game offers a choice of a full game or ten short challenges, an easy to use menu system and after-match TV-style highlights, with results and commentary.

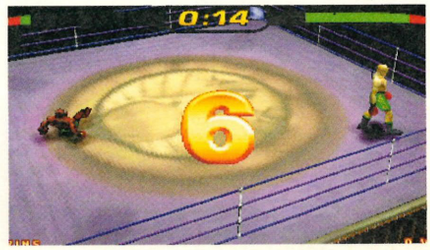
No firm release dates have been set for either game.



PRINCE NASEEM BOXING







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BLAZE

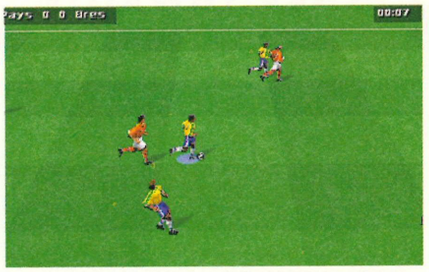
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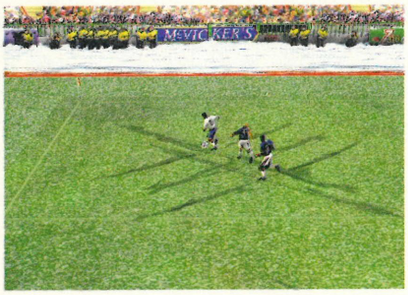
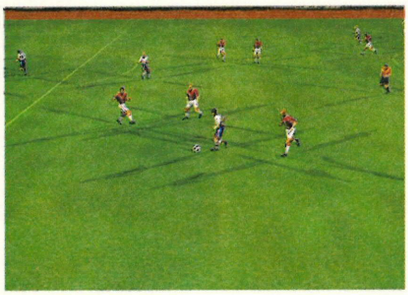
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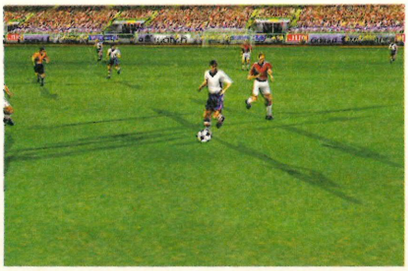
BRAZIL V-SOCCER





CANAL+ FOOTBALL 99

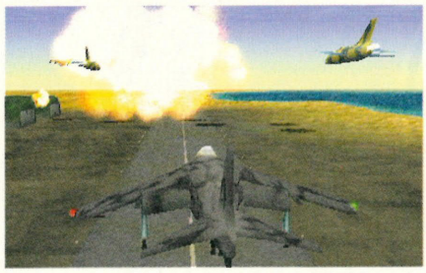



It came as no surprise that Infogrames' stand at E3 was one of the largest, packed with forthcoming and recent games from both themselves and their sister companies. Infogrames' own line-up looks mightily impressive, with some top soccer action, another addition to the ranks of PlayStation snowboarding titles, an inevitable cartoon offering and even a flight sim.

Brazil V-Soccer is licensed from the most successful national team in footie history. Infogrames boast the game will change the way you think about PlayStation soccer, and that's no mean feat considering the wealth of great kick-abouts the machine has to offer. There are new moves and exclusive game modes, real soccer players licensed from the Brazilian national team and commentary, music and crowds that reflect Brazil's attitude to and enthusiasm for the game.

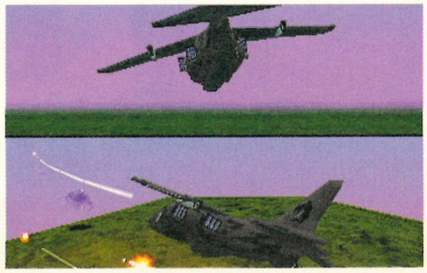
'This is not a football game', screams Infogrames' second footie title, **Canal+ Football 99**, 'this is football'. Perhaps that's an even less modest boast than the one or Brazil V-Soccer, so let's hope the game lives up to it.

EAGLE ONE: STRIKE HARRIER





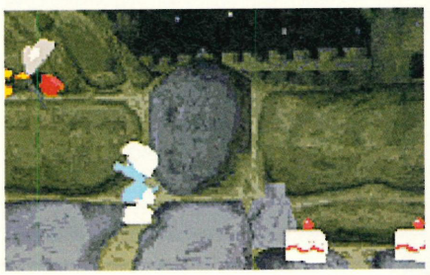
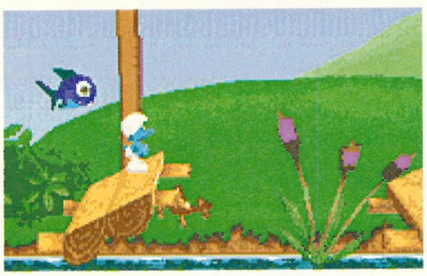


ames

SMURFS



Instead of just controlling one player at a time, you determine everything from the initial squad formation to the orders given to the team during the game, regarding style of play, pitch coverage and marking. Coupled with 'incredible gameplay and realistic graphics', developers On-Line PLC claim this offers the closest thing to real soccer yet seen on the PlayStation. Likewise, the commentators (licensed from the BBC) do more than make wisecracks. Instead they offer tactical advice during the game.

Canal+ Football 99 includes the top 32 European sides, each offering realistic tactics, strengths and weaknesses. There are also 32 All-Star teams, culled from 50 years of international soccer.

On Strike

Eagle One: Strike Harrier is a flight sim with the emphasis firmly on arcade action, set over five terrorist-infiltrated islands, with five objective-based missions for each. Flying modes from Novice to Expert are catered for, as are two-player co-operative and dogfighting games.

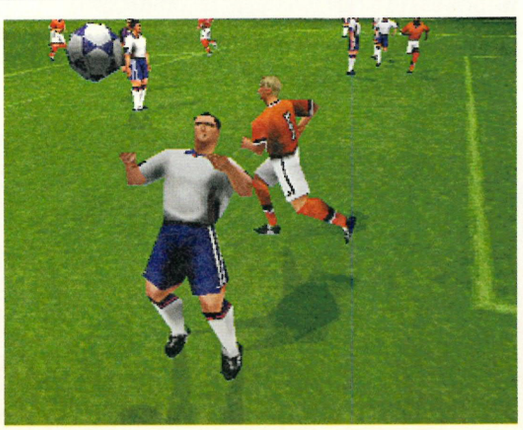
Eagle One: Strike Harrier is due for release in September, so expect a full preview very soon.

Infogrames' long line of licensed cartoon tie-ins continues with **The Smurfs**, a game for five- to seven-year-olds featuring Father Abraham's cartoon creations. You battle the evil Gargamel, who has captured all the Smurfs and is holding Baby Smurf hostage. In his haste, though, he overlooked Hefty Smurf, a brave and courageous dude who must rescue his blue-skinned buddies. Who knows? He might even get a date with Smurfette afterwards!

The Smurfs is fully 3D, and includes 17 levels and two huge bosses. There's a Tamagotchi-style Virtual Baby Smurf to play with, feed and look after, and the dynamic camera motion gives a great view of the proceedings.

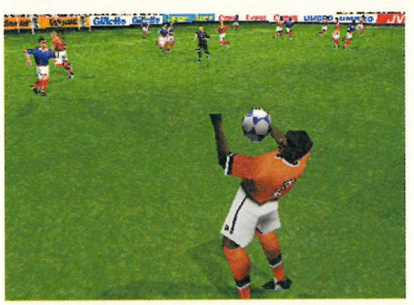
Finally there's **UEFA Striker**, another soccer game. This Rage Software-developed offering is 'especially designed to suit all players and satisfy any football fan'. Aren't they all? UEFA's main strengths are fast, fluid action with a strong emphasis on its user-friendly control method. Its exclusive tactical engine is developed alongside professional players and coaches, so expect a high degree of accuracy.

Over 150 teams are included, covering club and national squads, and the game's unique Total control System offers all the sensations of real soccer - apart from being hit on the head by a coin thrown from the crowd, of course. There's even a training mode where you win the right to play the best teams. No picking Germany and playing San Marino for an easy game here!



UEFA STRIKER





Konami

KONAMI.

RONIN BLADE



MGS SPECIAL MISSIONS









If there's one thing you can guarantee in videogames, it's that a successful title always produces a sequel. Metal Gear Solid (itself the third instalment in an older system's saga) looks set to spawn MGS 2, but before that comes **MGS Special Missions**. Known as MGS VR Missions in the States and Integral in Japan, this one's more of a data disc than a separate game. It's basically the same as the current release, but with 300 extra training missions, the option to play using alternate characters or using the own-eye perspective throughout and a hidden game and background footage. Whether it's worth buying if you already own MGS or worth waiting for if you don't is up to you, but expect a full review soon.

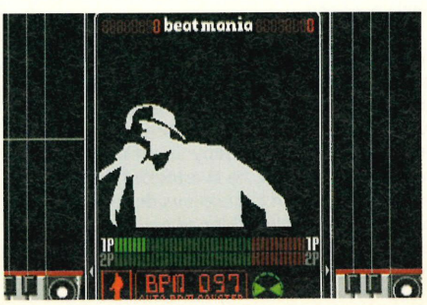
Beatmania didn't impress Saul as an import game (he gave it 47% in Issue 18), but it's soon to be released in the UK, with a few significant improvements.

The basic gameplay is the same. Match on-screen symbols and musical instructions using a smart controller which emulates a keyboard and scratch pad. The tunes are all-new, featuring a selection of musical styles such as hip-hop, garage, soul, house, techno, ska, reggae and

BEATMANIA







UK

drum 'n' bass. the game's a little easier too, which should take some of the frustration out of playing. Expect this one in the Winter.

Under the Blade...

A ronin is a Japanese warrior without a master, a fighter who fights for no one (usually because his boss has been killed). **Ronin Blade** sees you in exactly such a role.

At the end of the Edo period in Japan, a plot is being hatched against the Shogun. The Shogunate Lieutenant Kizumi Danmasa has made a pact with a demon and intends to take control from his master, and you (inevitably) must stop him. The game features a mix of role playing and battle action. There are over 40 swordplay techniques to master, all based on Japanese samurai techniques, and magical attacks too. The two playable characters each offer unique plot developments.

Ronin Blade hits the shelves in September.

Remember Suikoden, that cool but derivative role-player from a few years back? It's about to spawn a sequel - **Suikoden II** hits the shelves on 7th September.

Set after the war you fought in the first game, Suikoden II sees you and a friend accused of a murder neither of you committed. Only one of you can survive. Featuring all 108 characters from the first Suikoden epic (the new game assumes you found them all and got the secret ending), and you can even save and utilise data from the first game and use it in the second. We look forward to seeing how that one pads out.

More Vandalism

Another one for RPG fans is **Vandal Hearts II**, a turn-based strategy game. A new feature allows weapons, armour and other items to advance through levels as do the characters. It's the combination of the level of the fighter and his possessions that determines his class. Also, due to the new simultaneous turn-based system, the computer and player move together, heightening tension as you seek to out-fox the game's AI. Think ahead.

With over 120 weapons and armours to choose from, each with embedded secret moves, spell and specialised attack animations and a thrilling storyline, this one should keep you busy for weeks.

Finally, there's **Gungage**, a 3D action game in the Duke Nukem mould. As well as the world we live in, there's another, mysterious realm called the Dark Moon. This is where your adventure takes place, but hopefully by the time the game's released over here, you won't be called Wakle Skade. All the expected power-ups, weapons and baddies are there, so you're in for a real fire-fight...

SUIKODEN II

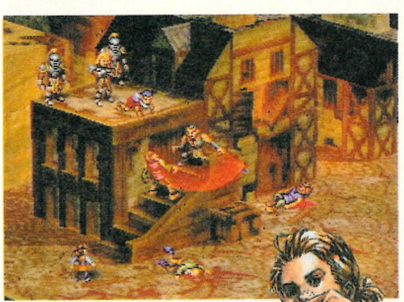




VANDAL HEARTS II







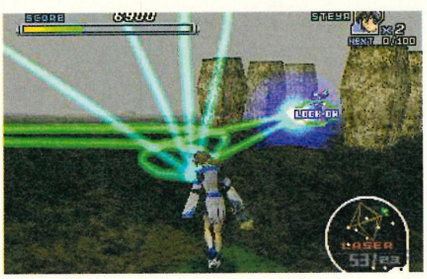






GUNGAGE











THQ

THQ may be small but they're perfectly formed. Theirs wasn't the biggest stand at E3, but it was certainly worthy of attention - they've a couple of ace two-wheeled racers and a promising-looking beat-'em-up in the pipeline.

Castrol Honda Superbike Racing should be ready for review next month. Officially licensed and developed with technical assistance from the Castrol Honda racing team, the game features the winning Honda RC45 from the 1997 Superbike Championship. You race on a series of purpose-built and street circuits from around the world, with up to 23 opponents in each race. You can adjust and improve your bike's performance, under advice from the Castrol Honda team. Beat the game in Championship Mode and you can race on the Motegi Honda test circuit.

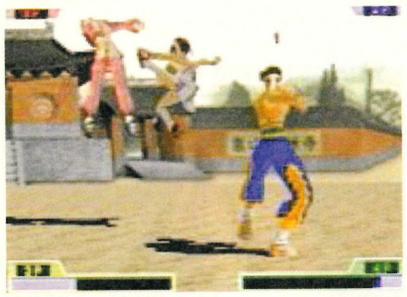
Hit the Dirt...

The last time we covered Funcom's D.I.R.T, it had yet to be signed to a publisher. THQ have wisely snapped up this promising motocross mud-fest, and re-named it **Championship Motocross Featuring Ricky Carmichael**. If you're wondering who Ricky Carmichael is, he's the two-time AMA National Motocross Champion, 1998 125cc Eastern Region Supercross Champion (undefeated) and the 1998 125cc Mazda Truck Motocross Outdoor Nationals Champion. The game's already looking good, offering the most accurate simulation of dirtbike racing yet seen on the PlayStation, and with Ricky's help it should be even better when released this Autumn.

Finally, there's **Shao Lin**. As regular readers know, in this traditional martial arts beat-'em-up, up to four players can compete simultaneously, with up to nine fighters on the screen at once. At last, an all-out brawl instead of the usual one-to-one battles.

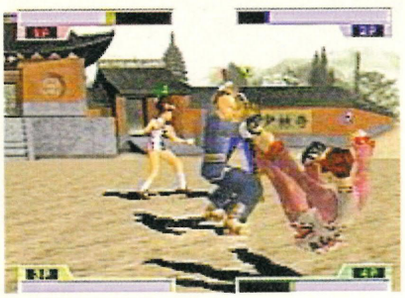
The Ancient Chinese atmosphere has been beefed up to the max, with traditional Chinese music and authentic scenic backdrops. The players can choose one of six traditional Chinese fighting styles, each of which have been motion captured. Best of all, the Quest Mode introduces adventure/RPG elements into the game, something unseen in a Beat-'em-up since the woefully obscure Tobal No.2. Sounds like fun...

SHAO LIN





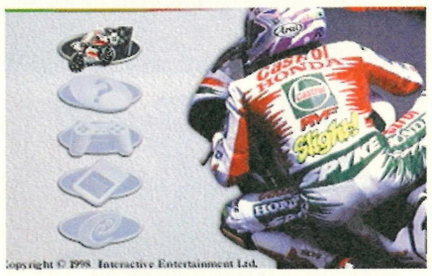


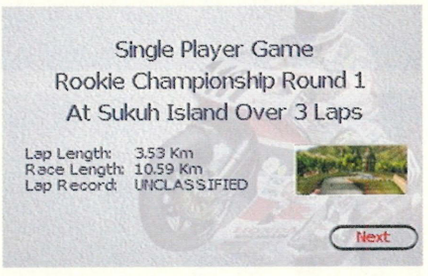


CASTROL HONDA SUPERBIKE RACING

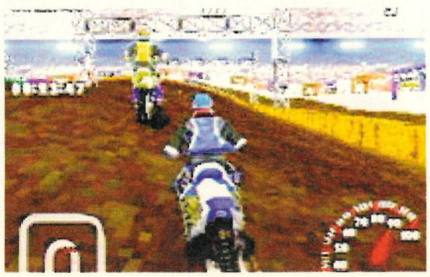








CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL

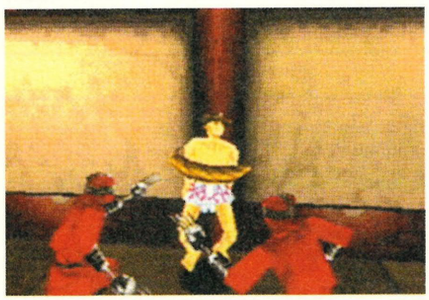






agetec Agetec

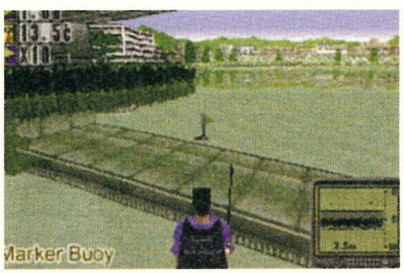
RISING ZAN: THE SAMURAI GUNMAN





BASS LANDING







Agetec showed a brace of games at E3, though some might be licensed to other companies for their European releases. One that will definitely be published through Agetec is **Rising Zan: The Samurai Gunman**. Based on Japanese feudalism but set in the Wild West, the game's basically a 3D action adventure but with loads of mini-games and puzzles. There are secret characters to find too.

It's not often you get a fishing game on the PlayStation, but **Bass Landing** seeks to recreate the sport of angling with as much accuracy as possible. There are 14 kinds of fish, various rods, lures and reels and several tournaments to enter. It even comes bundled with a custom controller to faithfully reproduce casting, striking and reeling actions.

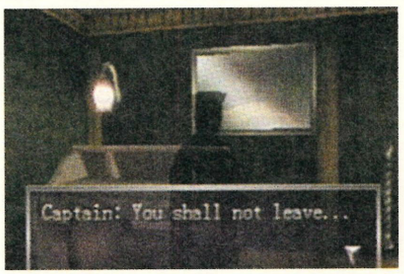
Test For Echo...

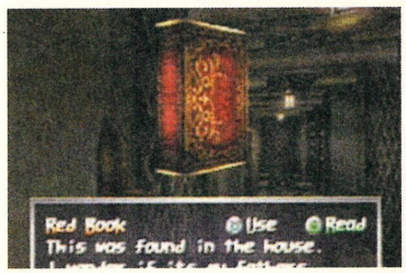
Adventure fans have two Agetec outings to look forward to. **Echo Night** is a traditional point-and-click offering featuring over 50 puzzles and mini-games, 40 interactive characters and over 11 stages, set across three time periods - yes, you get to travel through time here.

Fans of the flawed but chilling Clock Tower will welcome the sequel, **Clock Tower II**: The Struggle Within. The main character has a split personality - each of his alter egos has a different set of skills you must learn if you're to survive the three spooky locations and reach one of the 13 different endings.

Finally, there's **Fighter Maker**, a virtual beat-'em-up construction kit. Here you can create any move, any warrior and any combo you can think of, or edit any of the 800 moves supplied. Sounds like the gamer's doing the game designer's job, but it could prove interesting nonetheless...

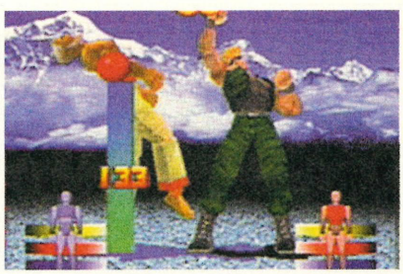
ECHO NIGHT



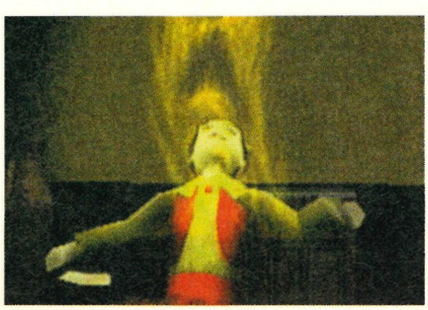


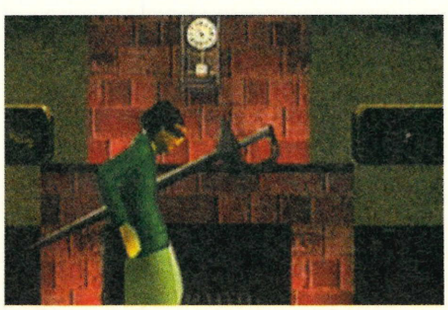
FIGHTER MAKER





CLOCK TOWER II



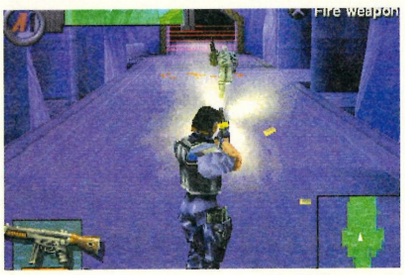




Hasbro Interactive

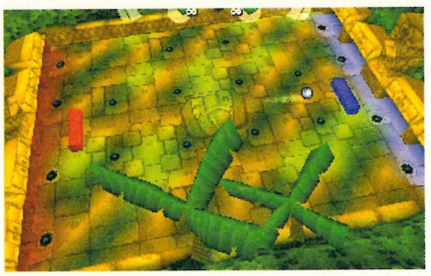
ACTION MAN





Hasbro built a name for themselves producing children's toys, but have since branched out into game and educational software. Their forthcoming Glover has been extensively covered in previous issues (and spectacularly delayed since), but at E3 we saw some interesting new titles in development...

PONG





Action Man is, unsurprisingly, aimed at children. Imagine a Tomb Raider-meets-Doom starring everyone's plastic pal and you're a good way to understanding it. Using the larger vehicles from the Action Man range, you drive a car and chase the villains through the streets, fly a chopper, sail a speedboat and can even go under water in his frogman gear.

What can we say about **Pong**? This ancient black-and-white tennis variant was cool in its day, but that day was in 1972. Can even an updated version cut it today? Hasbro intend to breathe new life into the game with new paddles, power-ups and playing fields, but is this enough? Make it too much like the original and the gameplay looks dated (hardly surprising as it's 27 years old), but offer too many advances and it's no longer Pong. Whether Hasbro can walk this fine line remains to be seen, but here at EPM we hope this one goes out at a budget price.

Insect Repellent

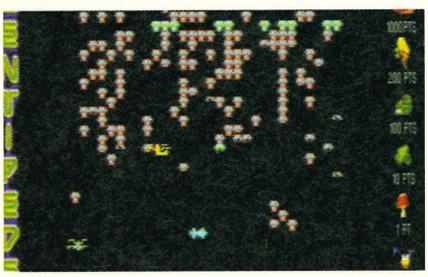
Another game revived from yesteryear is **Centipede**, Atari's classic battle with a garden-full of insects. Once again the gameplay has been updated and enhanced for the 90s. Your craft is now custom-built and there are more creepy-crawlies to blast with it. Best of all, there's a boss baddie, the Queen Centipede. With full-colour, 3D backdrops and enhanced animations, this one could be more than a simplistic nostalgia trip.

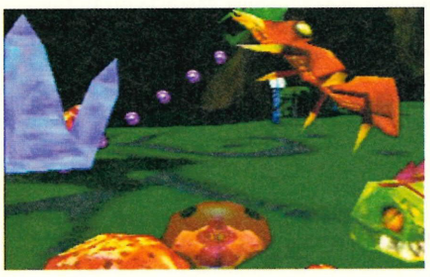
Everyone remembers Subbuteo - 'just flick to kick', screamed the advert, as a spotty-faced youngster performs a cool banana bender that's near-impossible without using your thumb as a spring, which is illegal. Now the popular pastime is coming to the PSX.

Retaining all the rules of the original (apart from using your thumb as a spring, presumably), this 3D interpretation is fully customisable and offers varying pitches, weather effects and even power-ups. It's too early to say whether the game does more than provide a computer-controlled opponent, but if it retains the timeless charm of the original, Hasbro could be on to a winner.

Finally, the one we're all waiting for - **Worms Armageddon**. Here you once again control a platoon of invertebrates and aim to blast seven shades of soil out of rival armies with a host of weird and wacky weapons. Humour is once again the order of the day as Worms Armageddon takes the strategic fun of the first game to another level.

CENTIPEDE



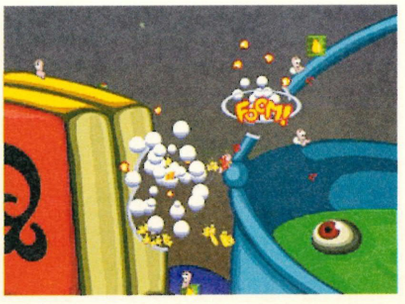


SUBBUTEO





WORMS ARMAGEDDON



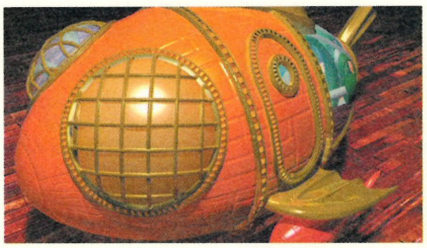
Empire Interactive

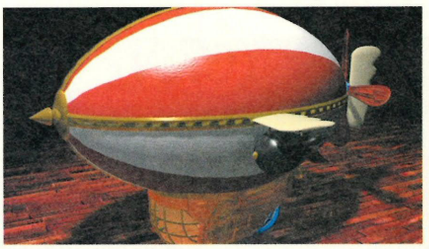
SHEEP

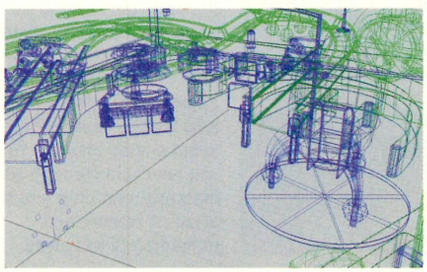


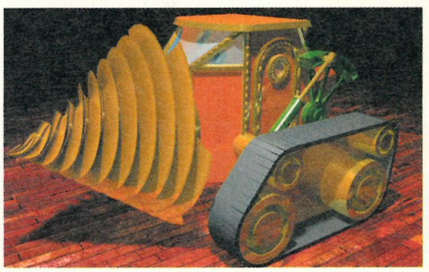


PRO PINBALL: FANTASTIC JOURNEY









Empire have four new titles in the pipeline, the craziest of which is **Sheep**. You must guide several cute but stupid herds to Mt. Mouflon without getting them 'bashed, boiled, blown up or blow-dried'. Presumably they can't get buggered by a randy farm hand too.

You must herd five different breeds of sheep, tackle 16 'flock-busting' levels and then face your enemy, Mr Pear and his evil hench-cows. You play as one of four herders, one of which is Bo Peep!

According to Empire, the game boasts an AI system which accurately reproduces the stupidity of sheep - that's a first, weak AI as a selling point! The game also adapts to your level of playing ability, which often rings alarm bells - what's the point in trying hard if it gains you no advantage due to the enemies playing catch-up? Let's hope this one avoids this particular problem and proves every bit the humour-filled save-'em-up it could be.

Motor Racing is described as 'the most realistic driving game you'll play this year'. The game's name has yet to be decided (Motor Racing is a working title), but it already features 12 different vehicles, real-life tracks and intelligent computer-controlled opponents. Night racing is also included, utilising fully functional headlights, and accurately modelled marbles, dirt and tyre marks complete the graphical picture.

In The Hole...

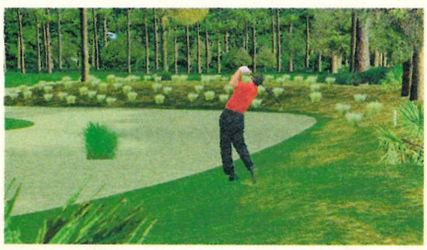
There have been some great golf games on the PlayStation (and a fair few not-so-great efforts), but **The Golf Pro** aims to top them all with a revolutionary control system known as RealSwing. Instead of clicking as a power bar slides up and down, RealSwing reproduces the golf stroke from a roll of the D-Pad, accurately simulating a real swing. The stroke is played in real-time, so you see it happen on the screen as you play, not afterwards.

The Golf Pro also features two fully-modelled courses, three customisable players and a handicap system which allows players of varying ability to compete against each other.

Pro Pinball: Fantastic Journey takes you back in time to the world of the eccentric Professor Steam. Up to six balls can be in play at once, there's a link-up mode to allow two players to compete head-to-head. The physics model has been improved and a high-speed motion blur simulates the ball's realistic 'at speed' movement.

Pro Pinball: Big Race USA was a great game of pinball, but crippled by the fact it only had one table. Hopefully the new game will avoid this pitfall and offer the ultimate pinball simulation.

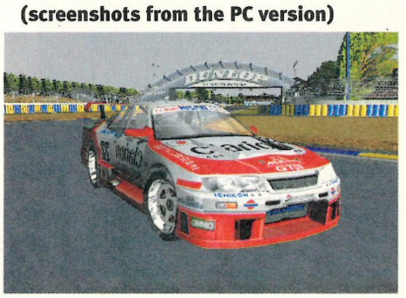
THE GOLF PRO





MOTOR RACING

(screenshots from the PC version)





CAPCOM Capcom

Capcom have produced some of the most exciting games on the PlayStation, such as Resident Evil, Super Puzzle Fighter, Breath of Fire III and the Street Fighter series. However, they blotted their copybook with dodgy, SNES-could-do-it Mega Man games and increasingly tired retro compilations. But what have they got for us this year? Read on...

Resident Evil 3: Nemesis sees you rejoining Jill Valentine, survivor of the of the Mansion House disaster from the first game. After resigning from STARS, she attempts to leave Racoon City but finds herself once more caught in a hellish world of zombies and mutants, as well as a new foe, the Nemesis. As if that wasn't enough, she's knocked unconscious and severely injured at the beginning of the game, and with the help of South American tough guy Carlos Oliveira, she must search for a cure to stop her turning into a zombie herself.



Picking up just hours before the events of Resident Evil 2, the new game reveals more of the Umbrella Corporation's fiendish plot. There are ten types of zombie to battle, and some new creatures too. More interaction is offered, with the player able to use background objects defensively, and a new 'dodge' feature helps avoid enemy attacks. You can now spin through 180° instantly, enabling you to attack a zombie and immediately run away.

Candid Cameras

Resident Evil 3 aims to be as cinematic as possible. Impressive cut scenes do more than just amaze you with their technical innovation - they also carry the storyline, explaining the plot at key times. The player also has more control over the way the storyline develops. Choices you make throughout the game directly affect the way the action unfolds. Camera angles aren't just limited to fixed positions either - instead, they view the action in a similar way to what you would expect on the silver screen.



Considering the game's out in December, Capcom have released alarmingly little information about Resident Evil 3: Nemesis - rumours abound, but sticking to the hard facts, there's very little to go on. Chris is believed to make an appearance somewhere in the game, and all four Resi characters (Jill, Chris, Leon and Claire) are said to team up at the end and escape Racoon City, but whether this proves true remains to be seen. We'll just have to wait...

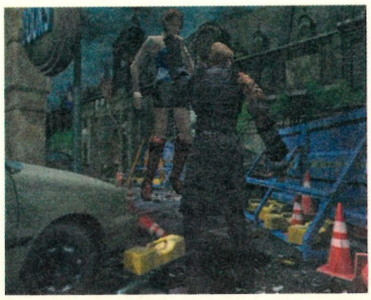
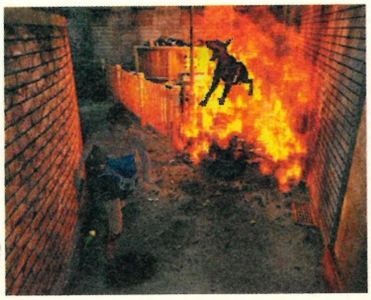
RESIDENT EVIL 3: NEMESIS





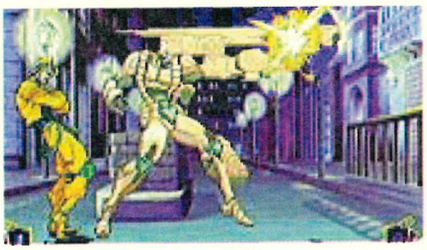





JOJO'S VENTURE









Tron Boone and her faithful Servbots are familiar to Mega Man fans everywhere, but now she's got her own game. **The Misadventures of Tron Boone** sees Mega Man's female rival (and probably his off-screen love interest) circle the world in their ship, Gesellscaft, in search of adventure, treasure and other things console game characters inevitably pursue.

The game is divided into missions which can be loosely grouped into action, RPG and puzzle styles. Capcom promise 'an amazing adventure loaded with puzzles, treasures and other surprises'. Hopefully it will be more technically adept than the less-than-wonderful Mega Man games.



With the Cool Borders series, Big Air, Chill, Phat Air, X-Games Pro Boarder and the like, you'd think the PlayStation had enough snowboarding titles. Capcom think otherwise - **Trick 'n' Snowboarder's** on its way. Boasting 'an incredible downhill experience', the game combines toe-gripping speed and air-catching tricks as you race along ten international courses in four modes of play; Free Mode, Story Mode, Versus Mode and Edit Mode.

Look out for secrets from other Capcom games - Leon from Resident Evil 2 is there as one of the racers, for example. The usual Alpine, half-pipe and Snowboard Park courses are included, and there are some bonus areas to find too.

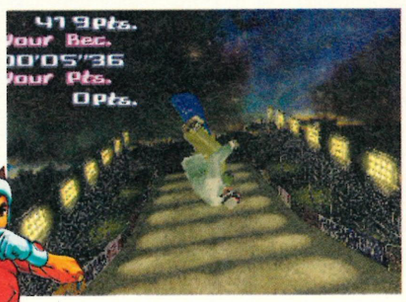
Beat-'em-up fans are rarely disappointed by Capcom (apart, perhaps, by lack of variety), and **JoJo's Venture** seems set to continue the trend. Based on a popular comic series (popular in Japan, at least), the game's a 2D arcade fantasy fighter featuring over ten characters and a brand-new Stand Attack, where the character's materialised mental energy is unleashed with devastating results. Tag-team combos are also available.

JoJo's Venture looks interesting enough, but is it really significantly different from Darkstalkers 3 to justify owning both games? Let's hope so...

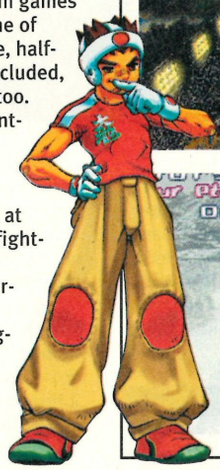
TRICK 'N' SNOWBOARDER











THE MISADVENTURES OF TRON BOONE



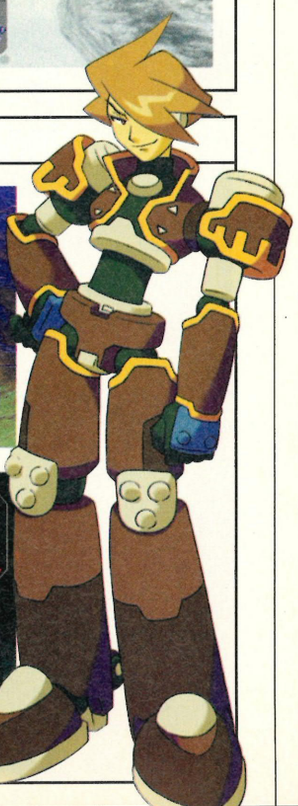












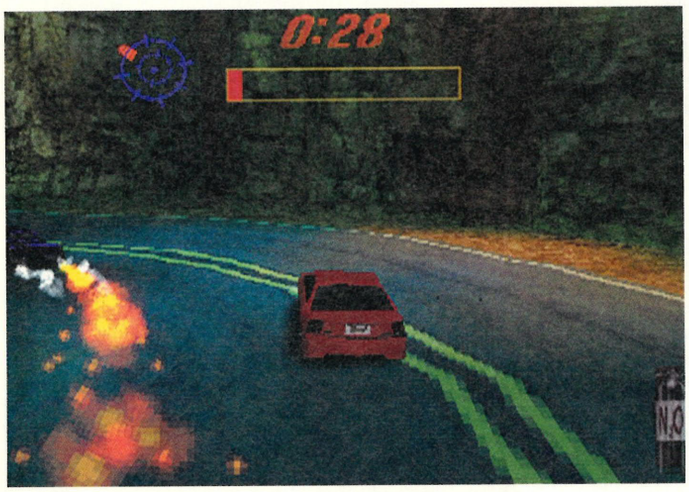
Wise-cracking, gun-toting, vest-wearing John McClane is back. And this time he means business...

Die Hard Trilogy 2

PUBLISHER
Fox Interactive

DEVELOPER
n-Space

RELEASED
Autumn 1999





One man against the odds. The classic American recipe for success the Die Hard movies followed to a tee. Die Hard Trilogy, the game, used the same cookbook and became one of the all-time classic PlayStation games (it's sold over two million copies, by the way). Fox Interactive aren't about to change the recipe for the follow-up to Die Hard Trilogy either, and it's looking pretty tasty.

Imaginatively entitled Die Hard Trilogy 2, this sequel again comes as three separate games, although unlike the original, you can now play through all three sections in a story mode. Don't worry, though; all of the games are there for you to choose at the start in arcade mode, if you just fancy an action-packed half hour.

Although Die Hard Trilogy 2 is based on the John McClane character, it doesn't actually follow any of the plots from the Die Hard movies. Instead it throws you into a whole new story set in Las Vegas. In true Die Hard style, John McClane is minding his own business whilst visiting a friend when he finds himself caught up in a hi-tech terrorist plot that could threaten the whole city.

Ahead of the Game...

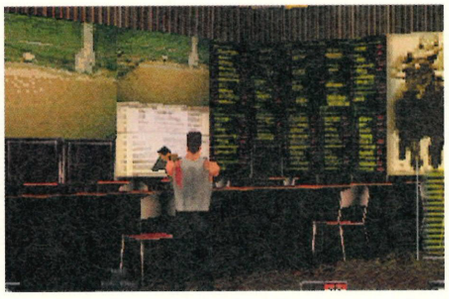
This opens the door for the three main game elements. There's a 3D third-person combat/action game, a GunCon-compatible light gun game and a high-paced driving offering. The games are all set in various areas around Las Vegas, including the city and desert, and the graphics are shaping up to be very advanced and varied.

Developers n-Space have also included the option to use various peripherals for each game type, so those of you who already have light guns and steering wheels had better prepare for a gaming experience that should blow you away. If the original is anything to go by, anyway.

If the quality of each of the three games is up to the standards of the original, they will all be good enough to be stand-alone games. If the quality is improved, which it should be for a sequel, Die Hard Trilogy 2 is looking set to be something very special. Let's hope so.

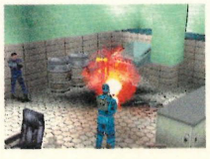


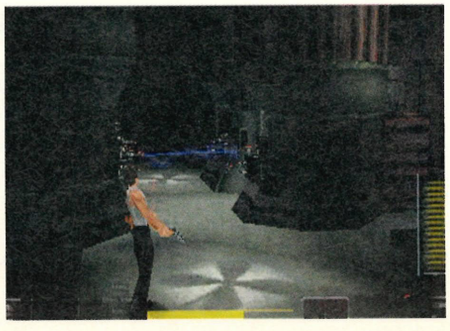












Yo bitch! Get back to ma' crib. Wrong bitch? Sorry...

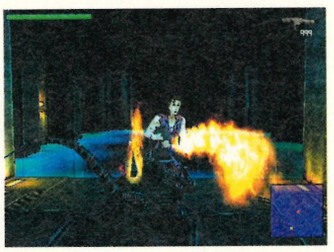
Alien Resurrection

PUBLISHER
Fox Interactive

DEVELOPER
Argonaut Software

RELEASED
Autumn 1999









Okay, so the bitch is back, but nearly two years after the last film. Still, at least this means that industry stalwarts Argonaut Software haven't taken the route of rushing the game out to tie in with the release of the movie. In fact, they've done the exact opposite by taking a ridiculous amount of time over the production of Alien Resurrection. The wait may have been a long one, but from what we've seen it's going to be worth it.

In space, nobody can hear you scream. The Alien movies are all about atmosphere, and Argonaut Software have spent the last two years striving to recreate that dark, tension-filled feel that every one of the terrifying Alien films have thrust upon the audience. And so far the game is looking every bit as atmospheric as the movies.

The use of sound effects from the film and dialogue supplied by the actors helps to recreate that film-like atmosphere, but it's in the gameplay that the real terror and tension reveals itself.

Empty Vessel...

Alien Resurrection is set on the research vessel Auriga. Your job is to rid the vessel of the alien menace as well as thwarting the evil Dr Wren's plans to take alien specimens back to the earth, which would surely spell its destruction. Instead of taking the role of just Ripley, you get to play as Call, Johner, DiStephano and Christie too. You don't simply take a level at a time with each character either. You find yourself interacting with each of them throughout the game, which helps to unravel the storyline and add a little variety to the gameplay.

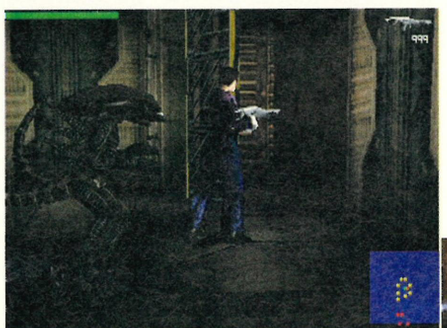
Not that it looks like it needs it, though. The action is split between full-on, firepower-laden combat and more tense moments where you don't know what to expect next. And, of course, this is what the Alien films are all about.

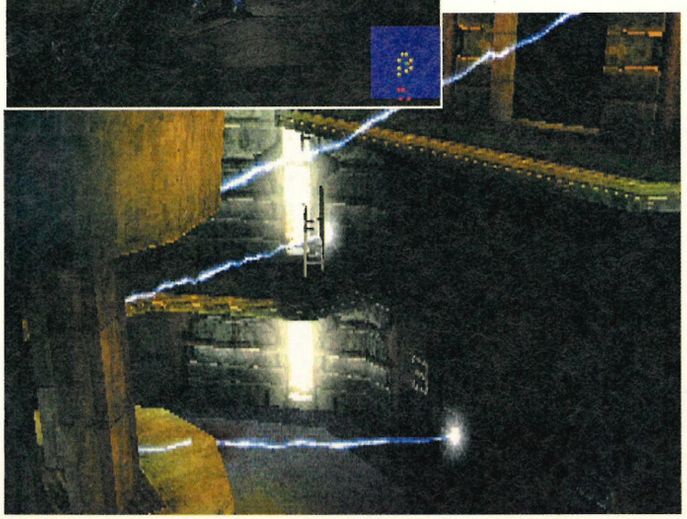
On the subject of firepower, no Alien game would be complete without the usual arsenal of futuristic and highly destructive hardware. There are nine different weapons to play with, including the basic small calibre stuff which is good for close-range combat, high-calibre weapons for taking out an enemy at distance and the trusty old flame-thrower. And don't forget the sentry cannons that can be used to protect whole sections of a ship.

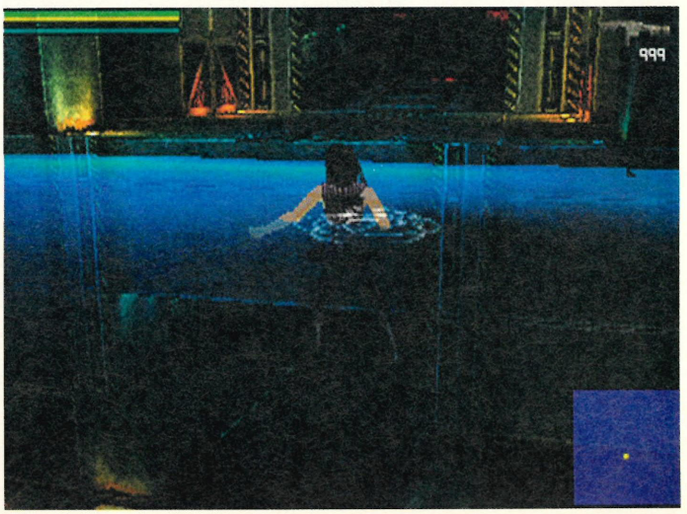
Any game based on the Alien films is bound to be a success, but to Argonaut's credit, it looks as though Alien Resurrection may actually deserve it. Find out for sure in our full review coming soon.











In The Dark We Live... Can you see the light?

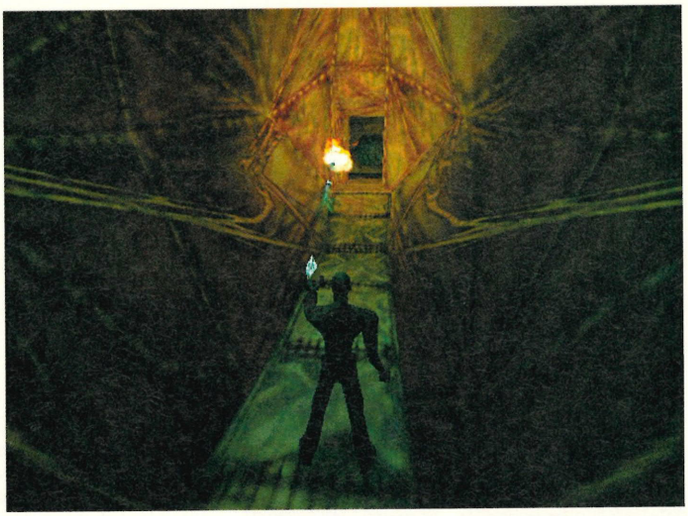
Shadowman

PUBLISHER Acclaim Entertainment

DEVELOPER Acclaim Entertainment

RELEASED September '99







Shadowman, a hero with more than a little blood on his hands, lives on two planes of existence. The Deadside, inhabited by the deceased of the world, and the Liveside, the world where the living reside. In the Deadside there's an asylum, a grotesque place of horror and terror where the evil of the world are condemned to live out eternity. The sick residents have an agenda, though; to claim back the world of the Liveside, a right their deranged collective believes is theirs. Shadowman has something to say about this...

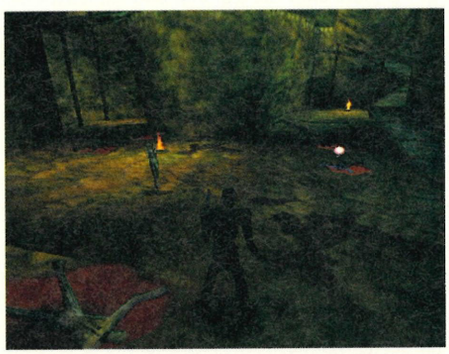
The Shadowman came into existence after a voodoo sorceress embedded the Shadowmask, an object of phenomenal power, into the chest of Liveside assassin Mike LeRoi. He now leads a dual existence and is called upon to thwart the evil plans of the asylum. You play the Shadowman, and are jettisoned into a full 3D world of voodoo mythology and darkness. A world of fear and terror that promises to offer a whole new, all-be-it frightening, PlayStation gaming experience.

Hiding in Shadows...

The nightmare world of Shadowman is created in glorious 3D that creates an atmosphere of darkness and horror that has yet to be rivalled on the PlayStation. The game follows a non-linear approach requiring the player to make decisions, solve clues and find alternate routes in order to progress through this darkness. As you get deeper into the shocking world of Shadowman, more horrible truths are discovered as Shadowman learns more about himself and the worlds he exists in. Of course, there's plenty of combat too, and Shadowman, being a new-age superhero, has plenty of weapons at his disposal. Anything from basic firearms to more mystical voodoo magic is available to help you annihilate the evil of the asylum you face in your quest.

Shadowman is based on the Valiant comics of the same name, and looks set to give gamers a taste of the terrible, psychological horror world of darkness the comics are so popular for. A darkness that will envelop the PlayStation this September. Make the most of the light while you still can...













Are we keeping you up - to date?

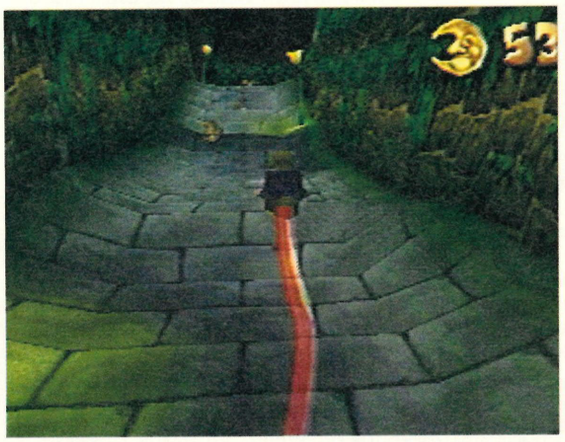
PUBLISHER GT Interactive

DEVELOPER Eurocom

RELEASED November '99

40 Winks







Last month we visited GT Interactive and took a peak at how Eurocom's 40 Winks was getting on. Since then we've got our mitts on a playable version which has given us a chance to test out the platform tomfoolery at great length. And so far, it's looking good.

40 winks doesn't claim to be different from other platformers. In fact, on first look, it's very reminiscent of Pysgnosis' dog-awful kiddies platformer Rascal. However, on playing it soon turns out that, unlike Rascal, 40 Winks is not simply a brightly polished turd on a disc. It's aimed at kiddies, though, which could be a problem.

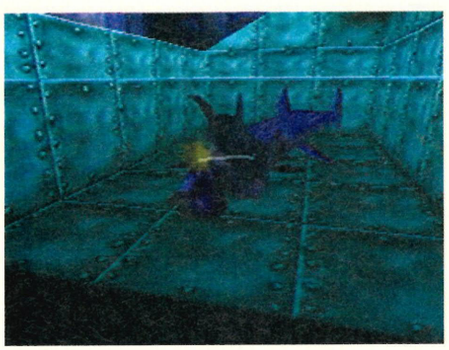
40 Winks is set in a dream world where a nasty being named NiteKap is plotting to turn all dreams into nightmares by kidnapping these tiny little creatures called Winks. How cute. Winks are the creatures that make dreams nice and without them the nasty little Hood-Winks (hmmm) can infiltrate dreams to make them nightmares.

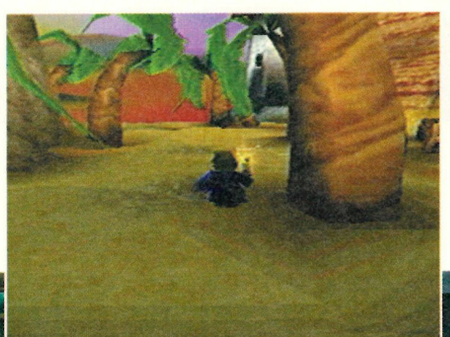
You take control of one of two characters, Ruff and Tumble, and travel around a variety of massive levels searching for Winks and battling baddies. The levels all have different themes from Prehistoric and Castle to Nightmare and Underwater, and all are populated by a mass of different enemies to hinder your progress.

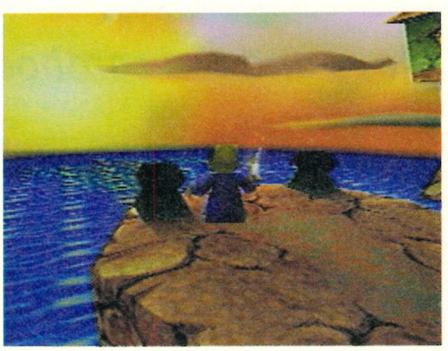
Zooming Around

The success of a platform game usually depends on its control system, which is why say, Rascal failed miserably, and the more recent Ape Escape is so great. 40 Winks' control system is in no way as radical as Ape Escape's, but from what we've seen it's just as much fun. Your characters zoom around the brilliantly-drawn levels with the greatest of ease, and facing an enemy couldn't be any easier with three different attacks to choose from. It doesn't stop here, though, as 40 Winks isn't your normal everyday world. This is a dream world, so you get to become all sorts of different characters including ninjas, robots and monsters. This is done by opening jack-in-the-boxes that can be found throughout the game.

The obvious kiddie slant of 40 Winks could quite possibly be its downfall, but the challenge level is set so all types of players can enjoy the action-packed and fast-moving gameplay. Whether the bright, colourful graphics and childish theme is going to put people of has yet to be seen, though. Find out for sure in our full review, coming soon...







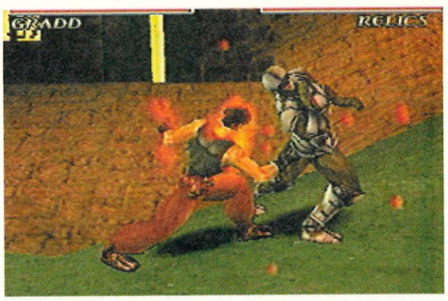




Time to take to the mean streets once more...

Destrega

PUBLISHER	DEVELOPER	RELEASED
Sony CEE	Koei	TBA





Although its title makes Destrega sound like a dodgy RPG, it actually takes the form of a fighting story adventure. Now there's a mouthful. What this means is that rather than going from bout to bout, the game actually follows a story all the way through and leads you to the next fight via masses of cut scenes. What is the story, though? Well, it's the usual case of good against evil, but in Destrega the plot is developed in a very enthralling manner.

The fighting is where Destrega's main strength lies. It takes place in full 3D go-anywhere arenas, so giving your opponents the run-around is as important and as giving them a damned good kicking. The graphical style is reminiscent of last year's 3D beat-'em-up Cardinal Syn, also from Sony, although the fighting style is very different. As well as having all the usual punches and kicks that can be activated close up, you also have an array of magical weapons to use at a distance whilst on the run.



Destrega certainly isn't a run-of-the-mill beat-'em-up, which is why we're looking forward to getting our hands on the finished version. After all, there can only be so many Tekkens before it gets boring.





Move and the cardboard cut-out gets it!

Point Blank 2

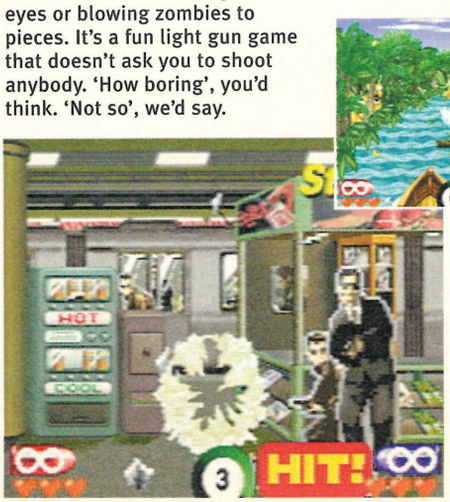
PUBLISHER	DEVELOPER	RELEASED
Sony CEE	Namco	August '99

Now here's a game that should persuade all of those do-gooders that light guns are toys, no more dangerous than the water pistol that they bought their four-year-old for Christmas. It's a light gun game that doesn't involve shooting humans between the eyes or blowing zombies to pieces. It's a fun light gun game that doesn't ask you to shoot anybody. 'How boring', you'd think. 'Not so', we'd say.

If you've played the original Point Blank you know exactly what to expect here, as the game has hardly changed. What you get is a whole new load of fun and challenging games to give you that original buzz that you had when you first pointed your GunCon at the screen.

The games can be anything from simple target shooting to firing at a keyboard to spell out words. Just as long as it's weird, wacky and fun, you find it here, because Point Blank 2 is about fun, and not death or blood.

The visuals are looking very similar to the original game, and the gameplay is almost identical, but if you're tired of the games from the original Point Blank, don't worry 'cos Point Blank 2 is coming to wake you up soon.









Millennium Soldier: Expendable

PUBLISHER Infogrames
DEVELOPER Infogrames
RELEASED September '99

It's time to save the world (again)







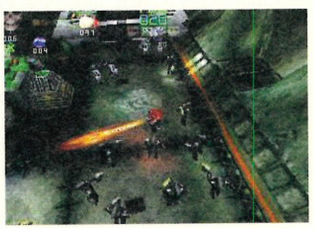
Infogrames aren't giving too much away on this one, so we can't tell you why you're mowing down aliens, but rest assured this classic arcade-style shoot-'em-up is going to be chock-full of death, destruction and big fornicating guns.

In Expendable, you have to guide your unit of troops through 19 immersive missions set over six different environments, all in glorious PlayStation high-res. This means fantastic-looking 3D alien landscapes, superb dynamic lighting effects and some of the most fearsome explosions you're likely to see this side of Oklahoma.

Of course, taking on hoards of terrifying aliens is going to require some serious firepower, which is why your hardware includes everything from basic guns to napalm, flame-throwers, lasers and grenades.

Expendable promises to recreate the classic 360° rotational arcade blasters of the past, so if you're a fan of Ikari Warriors, Mercs or Commando, the full-on action on offer here is going to make you cream your pants. The pure shoot-'em-up gameplay is set to be fast, frantic and addictive and with two-player Deathmatch and Co-operative modes to get your teeth into, Expendable is looking pretty special.







This preview will self destruct in five seconds...

PUBLISHER Infogrames
DEVELOPER Infogrames
RELEASED Autumn 99

Mission Impossible

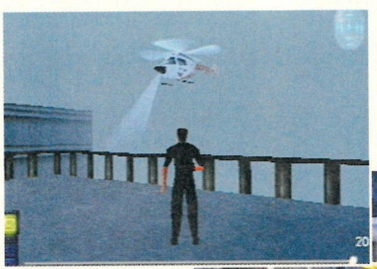


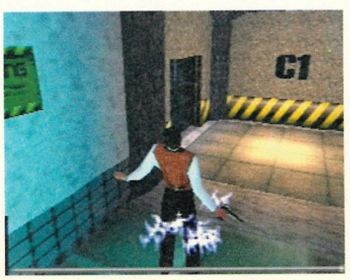
Mission: Impossible was a complete flop on the N64, which is why we were surprised to hear that it was coming to the PlayStation. Luckily, Infogrames have addressed the problems with the Nintendo version and set out to improve the game no end.

The differences between the N64 and PlayStation versions of Mission Impossible aren't massive, but from what we've seen they make a huge amount of difference to the enjoyment factor. First up is the soundtrack, which is far more elaborate, including a full Mission: Impossible theme and loads of extra character speech. There's also now a new menu design and control interface which helps with the gameplay as it's not as fiddly as the N64 version. The visuals have also (obviously) changed, helping it feel different to the N64 game.

Being Mission: Impossible, this isn't a full-on 3D blastarama. Instead your tasks, over five massive missions and 20 levels, involve you photographing secret documents, planting explosives and dodging enemy guards. Of course, there is plenty of shooting action to be had, but with a little bit of strategy and stealth too.

Mission: Impossible on the PlayStation is looking much more promising than the N64 version, but flop or not, expect our forthcoming review to include the words, "this tape will self destruct...". We couldn't resist it, could we?







Quick, scat! It's the G-Pigs again...

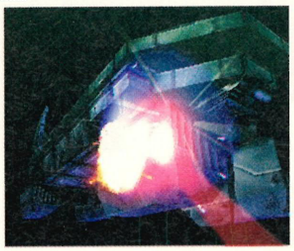
PUBLISHER Sony CEE

DEVELOPER Psygnosis

RELEASED September '99

G-Police 2: Weapons Of Justice







G-Police 2 is one of the most highly-anticipated games this year, which is why we tracked down the game's Lead Programmer, Neil Duffield and Lead Designer, Nick Harper, for a quick Q&A session...

What made you decide to do a sequel?
The response to G-Police, both from gamers and from the press, was extremely positive, so it was a straightforward decision to make a follow-on game. There were also many gameplay features which we wanted to put into G-Police but didn't have the time, so doing a sequel gave us the opportunity to add all those elements.

How does the story progress from G-Police to G-Police 2: Weapons of Justice?
The story of G-Police 2: Weapons of Justice starts ten days after the end of the first game. The war between G-Police and Nanosoft was ended by the destruction of the Nanosoft cruiser, but naturally the GP resources are depleted, making them susceptible to large-scale attacks. Small pockets of remaining Nanosoft resistance have formed organised crime syndicates who are taking advantage of the struggling G-Police operation. Fortunately, help is on its way, in the form of Marines who were sent to assist with the now-resolved Nanosoft situation. The Marines make a great difference, and slowly the situation seems to be getting under control. But then things start to go wrong.

What will be different in the sequel?
We have had far more time to fine-tune the missions, ensuring the pacing and difficulty curve is just right this time around. Our goal was to constantly teach the player new tricks, while maintaining a challenge which would keep them interested, but not frustrated. Feedback from focus groups, constant playtesting and tweaking, and experience indicate we've got it spot-on this time.

The depth of field has also been extended due to an echo-locator device attached to all player vehicles. With this the player can see further through the gloom of the Callisto environment, making navigation much easier and smoother. We have a cleaner flight model for the player, with an intuitive control system which is much easier to learn but still as versatile as that in G-Police.

One of the best new features, however, is the three new vehicles the player gets to try out. There's an armoured car, the Rhino, an advanced prototype mech, the Raptor, and finally a space ship, the Corsair, for battles which occur beyond the Callisto environment.

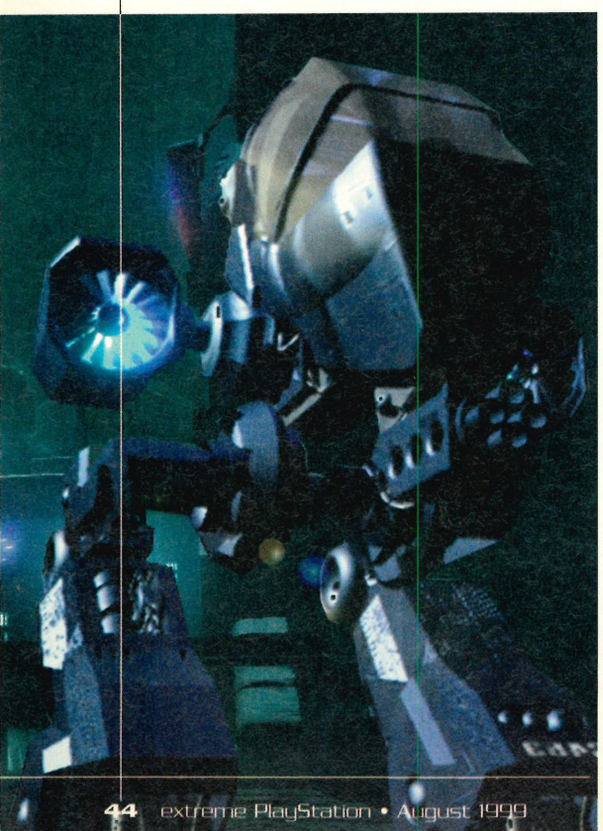
The entire landscape has been redesigned from the ground up, creating a much more consistent, believable world, bursting with the usual elements which made G-Police so alive.

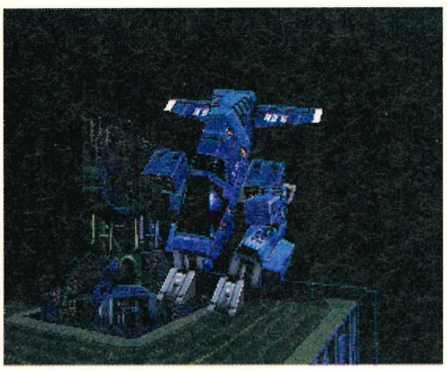
Are there any technical breakthroughs with the sequel?
Absolutely! The mech vehicle, the Raptor, is a walking, running, jumping, human-controlled robot. Its legs use a highly optimal inverse-kinematics solution to enable it to walk up slopes and strafe at any angle. Its targeting system is pretty special, too, but we don't want to spoil the surprise for anyone who will be playing the game.

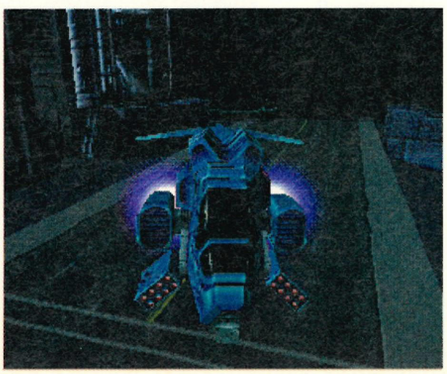
All the sections in space are in the PlayStation's hi-resolution mode, providing a crisp, detailed environment for the player. This entire section of code is brand-new for the sequel. We have, however, applied our city-building techniques and experience to create some fantastic space-based scenes, featuring massive battle cruisers, enormous mining platforms and dense asteroid fields. It's quite an intense experience.

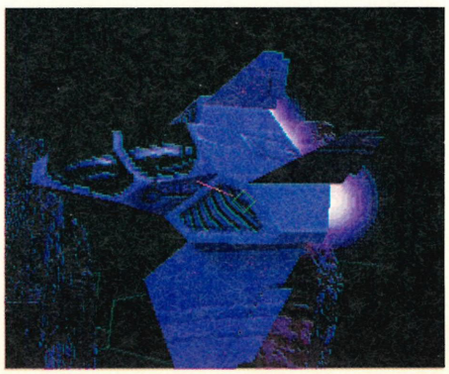
Another major breakthrough is the redesign and coding of the game's lighting model, providing a more realistic feel which enables things such as night-vision, lighting failures and warning sirens to be activated easily and realistically.

Well, it seems G-Police 2: Weapons Of Justice is a sequel that actually adds to the original. Which isn't very common these days. Hopefully it will be just as addictive and playable as the first game too. You'll have to wait and see to find out, though.









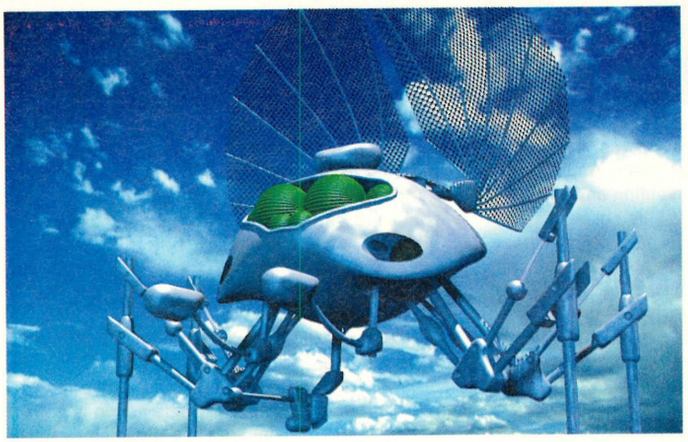
Jeff Wayne's The War Of The Worlds

PUBLISHER GT Interactive

DEVELOPER Pixlelogic

RELEASED Late '99

The Martians are coming...











One hundred years ago, HG Wells penned an earth-shattering tale of Martian invasion called The War Of The Worlds. About 40 years later this tale was re-written as a radio play that, on its first airing, sent listeners into a panic, believing that what they were hearing was true. Forty years after that, a certain musician called Jeff Wayne released an album based on War Of The Worlds, with some of the most recognisable music and sound effects ever. This album is the inspiration Pixlelogic have used to create War Of The Worlds, the game.

The game takes the form of an action strategy outing with your goal to prevent Great Britain (and subsequently the world) being overrun by the Martians in their terrifying war machines. You have control over a variety of different military vehicles, including anti-aircraft trucks and mortar bikes. the control of these vehicles seems easy to get into, but from what we've seen, mastering everything in War Of The Worlds is going to take some time.

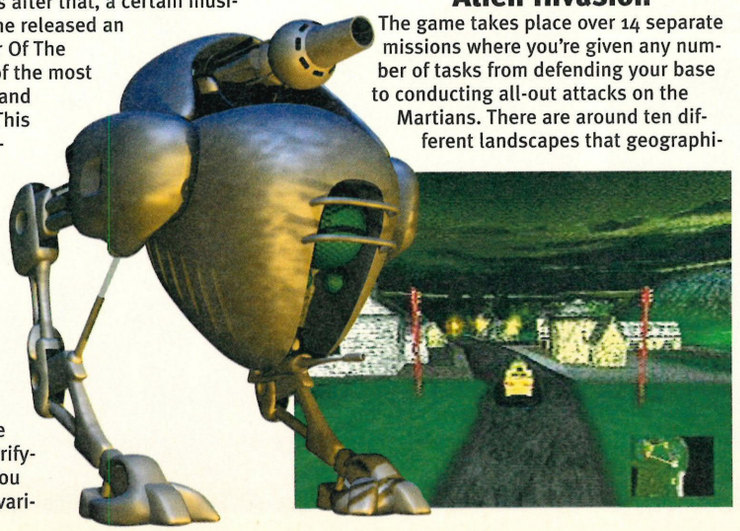
Alien Invasion

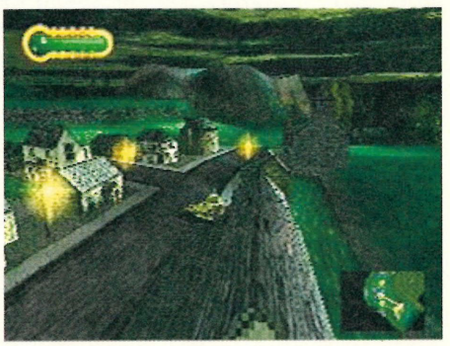
The game takes place over 14 separate missions where you're given any number of tasks from defending your base to conducting all-out attacks on the Martians. There are around ten different landscapes that geographically depict the areas of Britain the action is taking place in. Which is a nice touch. However, at this early stage in development, the graphics aren't looking too hot, but they are certainly very promising.

The alien craft are looking pretty cool and the vehicles you drive look superb in an early Nineteenth Century kinda fashion, but the backgrounds and landscapes are yet to be finished. The CGI intros and cut scenes ARE finished, and are some of the best, most inventive and good looking we've seen in ages.

The biggest surprise so far about War Of The Worlds is that the game really does look and feel like the album. The same narrative and soundtrack is used, and effects have been brought well up to date, but are still extremely recognisable. There are also over 50 minutes of new recordings to get your ears around, but nothing can beat the original album soundtrack.

The chances of this game flopping big-time are a million to one, we say. Luckily, it looks as though GTI and Pixlelogic have decided to make some effort rather than throw out any old tat, which is usually the way with huge licences such as this. Find out for sure in our review, coming soon.







PUBLISHER
Electronic Arts

DEVELOPER
Electronic Arts

RELEASED
Autumn 1999

Road Rash Unchained

Yet more motorbike madness from EA...









Since its inception in the early Nineties, Road Rash has appeared on many different formats, though it has never reached its full potential as a classic arcade/combat racer. Why this is nobody knows. All the ingredients are in place, and the game has always been graphically sound, but it just hasn't had that little spark to make it a classic rather than notorious game. Well, Electronic Arts hopes to change this with the latest in the Road Rash series, Road Rash Unchained.

Predictably, the basics of Road Rash Unchained are the same as any other Road Rash game. Simply steer your motorbike (at great speed) from A to B whilst avoiding oncoming traffic and taking out your opponents. EA have gone to great lengths to add extra elements to make sure that Road Rash isn't simply a re-run of other Road Rash games, though.

The first of these is the simultaneous two player mode that allows one player to ride a motorbike while another sits in the sidecar doing violent things to the competitors with nasty objects. This gameplay is nothing new as it was first used in classic arcade game Chase HQ, but if EA can make it half as good as that, they've definitely got a winner on their hands.

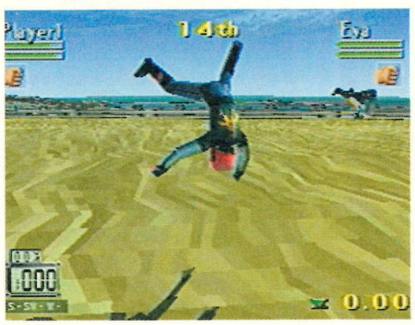
Another two-player mode allows players to battle it out together in a fight to the finish line.

Road Rash Unchained also offers you the chance to turn the tables and get on a police bike. The idea here is much the same as the main game, only this time the object isn't to win, it's to send as many of the other bikers to the nick as possible.

Graphically, Road Rash Unchained looks set to be the best-looking Road Rash yet. With three different environments to race through and a superb frame rate promised, the action is going to be smooth, flowing and eye-pleasing to say the least.

It's the gameplay that will make or break Road Rash Unchained, though, and so far it's looking promising. Let's hope so, as it's about time the Road Rash series finally fulfilled its potential.











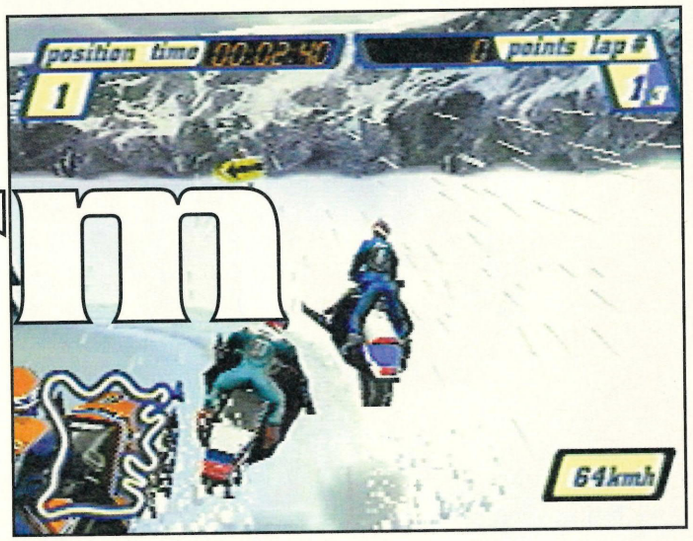
Sled Storm

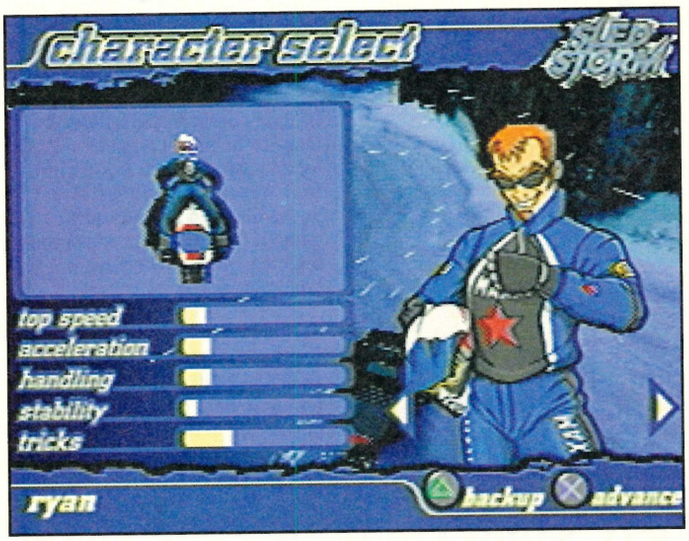
PUBLISHER Electronic Arts

DEVELOPER Electronic Arts

RELEASED Summer '99

Believe it or not, this sport actually exists...









Snowmobile racing; not perhaps the first choice of sports for a game. I mean, who's ever taken part in or even seen snowmobile racing before? Okay, if you've got Eurosport you may have caught half an hour of snowmobile action in between a pub football match from Outer-Mongolia and the World Radio-Controlled Car Championships but if you've never witnessed this high octane sport then just think of it as motocross, on snowmobiles, racing around snow and ice-covered courses. Sounds like the perfect recipe for a game doesn't it? And from what we've seen so far, it is.

Sled Storm offers the chance to take the handlebars of one of these powerful caterpillar track-driven monsters and race against three other human or CPU competitors over some of the most devious courses we've seen on any racing game. The courses themselves are split up into two types. Snocross is set around tight courses filled with massive jumps, tabletops and burns. Much like the stadium racing of Supercross. The Snocross tracks are based on getting big air and pulling off mental tricks. The mountain courses are a little different as the track is packed full of bumps, jumps, ruts, ice, streams and rocks amongst a whole host of other things that serve to slow you down or knock you off. The best thing about the mountain courses, though, is the fact that although there's a set track, there's a plethora of different routes and short-cuts for you to find and utilise.





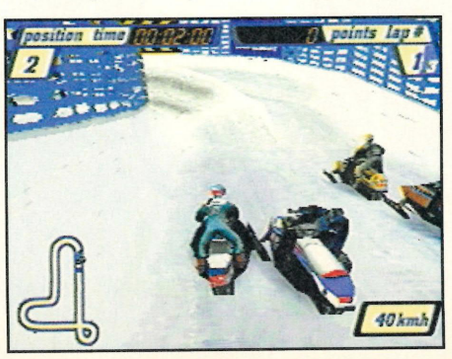
Snow Motion...

Playing Sled Storm is a basic affair, but winning requires a style of aggressive and robust driving that most racing games shy away from. Smashing into and toppling your opponents and hitting jumps, bumps and ruts at full speed is the order of the day and although the controls are basic, the speed that Sled Storm runs at makes it a very difficult game. In fact, at this stage in development, Sled Storm is looking to be one of the fastest racing games around. And there's none of that unsightly pop-up or polygon clipping.

It's unlikely that Sled Storm will trouble Gran Turismo or R4 for sales, but we're very surprised at how good looking and playable it's shaping up to be. If it delivers all of this early promise, you could easily see it amongst the big racing boys this year. You'll have to wait for our full review to find that out, though.







PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Virgin Interactive	Shiny Entertainment	Flight Sim	27th August 1999	PAL	£34.99	1-2	Analogue Pad Dual Shock	Memory card

The press blurb says, 'addictive, fun, maddening and hilarious'. Is that R/C Stunt Copter, or watching Saul Trewern trying to play it?

R/C Stunt Copter

My calculations show that had I been flying real radio-controlled helicopters instead of playing R/C Stunt Copter for the last week, I would have blown extreme PlayStation's expense account for the next 250 years on crashed choppers. Even so, the repercussions, had this been the case, would be far easier to handle than the twisted gut feeling that R/C Stunt Copter arouses in you. I'm not talking everyday frustrations here, like getting cut up at the traffic lights or having to queue ten minutes to buy a carton of milk. I'm talking astronomical levels of frustration that make you feel like you're about to implode with enough force to create the second big bang. And it's the most fun I've had in years.

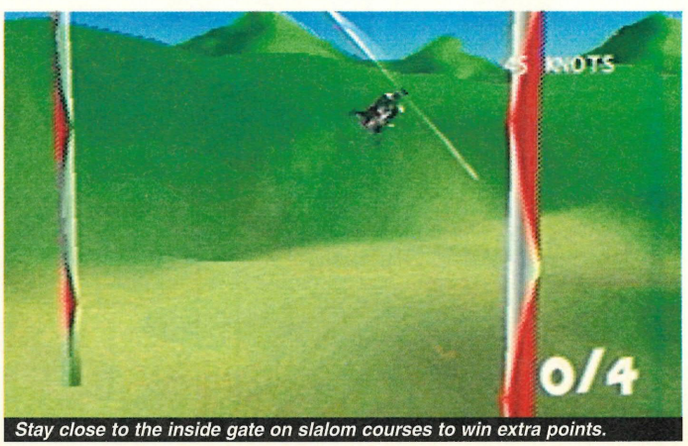


Can you hit the broad side of a barn from six paces?

After well over two years of production, Dave Perry (tall developer, not the short, bandanna-clad games animal) and Shiny Entertainment have finally completed one of the most original games in the known universe. I first laid eyes on R/C Stunt Copter as we prepared the first ever issue of extreme PlayStation, and in the following 19 months have waited patiently to get my hands on it. Even at that early stage of development the bare bones of the game were in place, and to tell the truth, R/C Stunt Copter still plays and feels the same. I was enamoured by its realistic physics engine all

R/C Stunt Copter is more about fun than impressing people with hi-tech graphical routines or staggeringly large levels





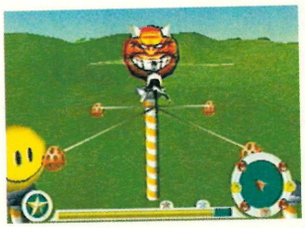
Stay close to the inside gate on slalom courses to win extra points.

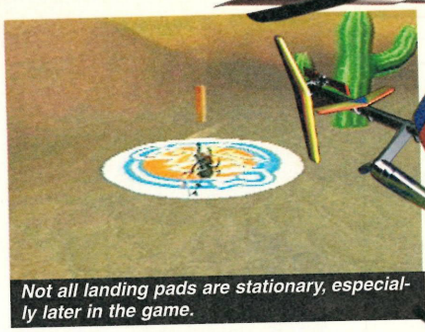
FLIGHT SCHOOL



Most training sessions in games get ignored as players just want to dive straight into the action. If you want to get anywhere R/C Stunt Copter, though, it's imperative you spend hours on the training session to hone your flight skills. There are ten sections that teach you different aspects of flying an R/C chopper, and all involve you (much like the game) completing a certain task. Depending on how well you perform the task you're awarded a star. Your average star determines what 'copter you can fly in the main game. The training session is topped off by a challenge where you have to hit a target on the broad side of a barn, which is a great laugh when you've got some mates around.







Not all landing pads are stationary, especially later in the game.





Here you have to shoot balloons tied to children so they drop into the tubes.

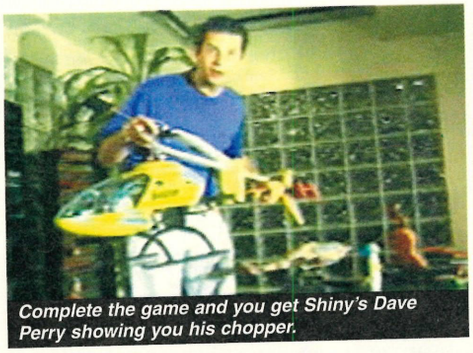
Physically flying your chopper is where that terrific frustration starts to rear its ugly head

those months ago, though, and now, after having the chance to play the whole shebang, I can testify my original feelings were on the ball. R/C Stunt Copter really is something special. Not in the same way as, say, Metal Gear Solid or Tomb Raider, though. R/C Stunt Copter is more about fun than impressing people with hi-tech graphical routines or staggeringly large levels.

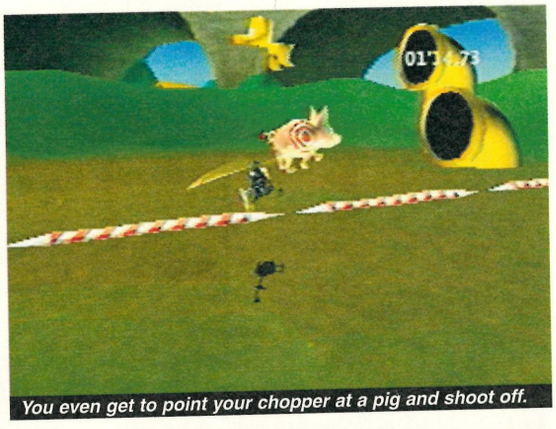
Airwolf

Although the helicopters in R/C Stunt Copter can be flown using a normal joypad, you only get the most out of that highly realistic physics engine when you play with a dual analogue pad. The two sticks on the pad represent a real-life radio control set; the left stick adjusts throttle and nose direction and the right stick changes the bank of your chopper, which is effectively steering. Now, on paper this sound fine. It's only when you pick up the pad and give it a go that you realise just how tricky it is. Working the throttle in conjunction with steering is actually very complex, and although the learning curve is vary lenient, it seems to go on forever. At the beginning, the only choppers available to you come with training skids and auto-level functions but they still take one hell of an effort to get used to. However, I had completed the game in Rookie Mode after only a few hours. Take the training skids off, though, and R/C Stunt Copter becomes the toughest game I've ever had the pleasure/displeasure to encounter.

Without the help of any training gadgets, I found myself doing a Mike Smith on many an occasion. In fact, I was crashing so much I started to wish the collision detection wasn't so damn perfect! Although after many days of play I can call myself competent, I know I'll need to keep playing for weeks before I can really call myself an expert. It's not simply the way the helicopters handle, it's the devious, and often downright nasty courses you have to fly them through.



Complete the game and you get Shiny's Dave Perry showing you his chopper.



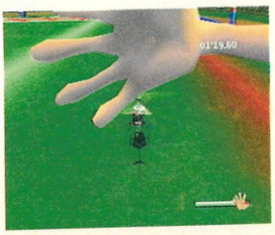
You even get to point your chopper at a pig and shoot off.

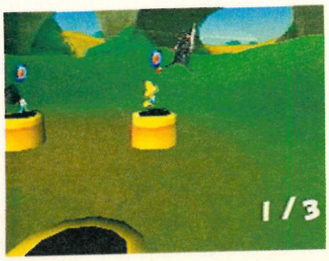
Blue Thunder

The main part of R/C Stunt Copter is a series of progressively harder tests over five different skill levels. For each skill level, you have to complete tests in slalom, shooting, landing, hovering and navigation. These test take place in various sumptuous-looking locations from desert islands and football stadiums to sewers and ancient ruins. You won't be paying much attention to the locations, though, as all of your concentration is focused on completing the task in hand. And what tasks they are. You find yourself delivering pizza, negotiating your way through tiny rings, hovering over drains and shooting helicopters amongst a whole host of other infuriating activities. To complete these tasks you have to win a set amount of points which are awarded according to your speed and accuracy in carrying out the job in hand. This and physically flying your chopper is where that terrific frustration starts to rear its ugly head. Although it didn't take me long to complete all the tasks in Rookie Mode, once I went up a

GIVE US A HAND

The two-player game is not simultaneous as it simply pits players against each other on the main challenges. However, the player who is waiting can hit the 'X' button to make a huge hand cover the screen to try to obscure the helicopter from view. The hand can be moved around to annoy the player in control of the chopper as much as possible. Cool.









THE 'BIRDS

There are four different chopper skill levels to choose from. All the choppers behave differently and require a whole new style of play, so you'd better know what they're all about.

Rookie



Obviously the easiest. The Rookie bird has training skids which help it to balance and avoid smashing the rotors when close to the deck. It also has an auto-level function which makes it generally easier (but not easy) to fly. You need to average a Bronze Star in training to access the Rookie chopper.

Pilot



The Pilot helicopter still has the training skids to help you with those landings and give you an extra bit of balance. Auto-level is turned off, though, so it's now possible to flip very easily. You need to average a Silver Star to get it.

Captain

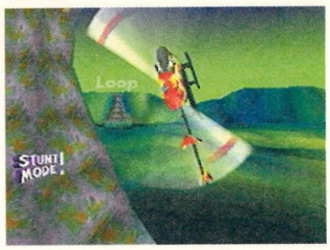


Think you've got this R/C helicopter control down to a tee? Well think again, 'cos without training skids and auto-level you need to learn how to fly all over again. Which is why you need to average a Gold Star in training to gain access to the Captain 'copters.

Ace

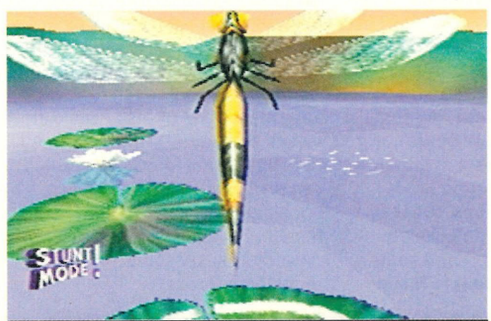


The Ace 'copters, as well as looking pretty cool, have a special feature called Stunt Mode. This makes them highly manoeuvrable and allows you to enter inverted flight, which means there's plenty of stunts to be had. You need to get Gold in every training session, though.





level, R/C Stunt Copter transformed into a merciless beast of a game. The odds are stacked against you, and whether it's the points you need or just getting from 'A' to 'B', you find yourself tearing your hair out and bouncing your joypad off the walls frightfully often. And although most of the stages are very short, it takes an absolute age to become good enough to get enough points to pass through. You can opt to go to the next level within the area you're at, which does help calm you down a little, but you always know in the back of your mind you're going to have to face that challenge some time.



Choose the pond on free-flight and you get to fly an R/C dragonfly.





The man on the desert island requires a six-pack. We like the thinking there...

R/C Stunt Copter is one of the most playable games on the PlayStation

Budgie

And you will, because no matter how excruciatingly annoying R/C Stunt Copter is, it has something that just makes you play and play. It often makes you feel bad. It often makes you snappy, and if somebody tries to talk to you when you're playing, you end up biting their head off. But you just can't put that joypad down (well, only when your smashing it against the wall). I'm sure you've read reviews where the writer has said something on the lines of, 'this game is addictive as crack'. Well R/C Stunt Copter has that, only it makes you feel as bad too. Making you feel even worse, though, is the sarcastic, quick-witted commentator who never lets up on the insults. If you think it's impossible to get wound up by a pre-recorded commentator, think again 'cos after a while all you want to do is smash this guy's face in. In fact, he doesn't want to bump into me at the next game show.

R/C Stunt Copter is one of the most playable games on the PlayStation, which is why I've spent the last three pages talking about the way it plays, and not how it looks or sounds. So I'll tell you now; it looks great and sounds cool. Okay? It's also (as you can probably guess by now) the most frustrating game I've ever set eyes upon, but the originality, challenge and fun factor compel you to keep playing even when you feel ready to throw your PlayStation out the window and join a religious cult just to get away from it. A game that provokes such a reaction in a player is very rare, which is why, love it or hate it, you simply have to play R/C Stunt Copter.

Saul Trewern



Some of the areas require you negotiate the trickiest of routes.

SECOND OPINION

This one just blew me away! As Saul rightly said, it can get frustrating at times, but it's one of the most playably original games to hit the PSX in years. More of a software toy than a game, you can keep coming back to this one for months.

Ian Osborne

THE SCORE

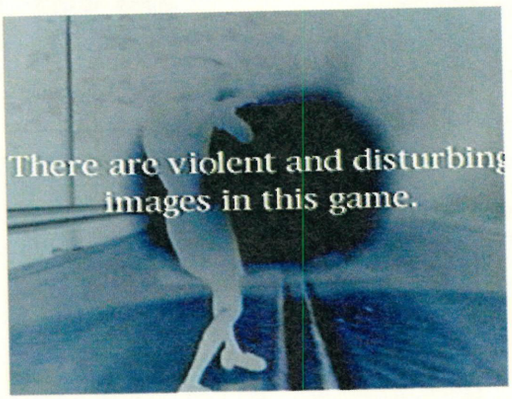
GRAPHICS	8
SOUND	8
GAMEPLAY	9
LIFESPAN	10

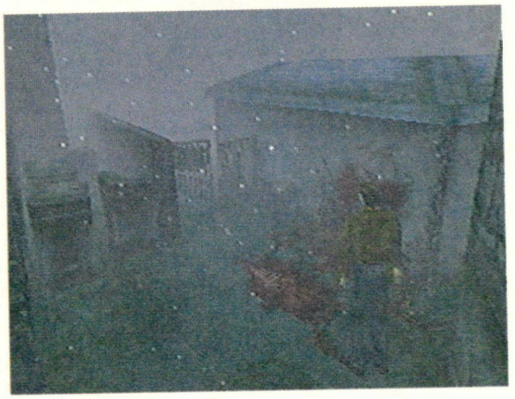
92%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Konami	KCET	Action Adventure	Out Now	PAL	£44.99	1	Memory Card Analogue Pad	Dual Shock

Is this the ultimate cinematic horror outing or just another Resident Evil cash-cow clone? Ian Osborne hopes it doesn't give him nightmares...

Silent Hill





Congratulations all you patient souls who waited for the official UK release of Silent Hill. Your patience is rewarded - the US import version suffered from a badly-translated script with huge grammatical howlers. These have all been corrected for the UK release, so if you read a review that criticises the text, you know they reviewed the import version.

Silent Hill is an oppressive horror offering in the Resident Evil mould, but with a few subtle differences. Take the camera, for example. Instead of fixed viewpoints and pre-rendered backdrops, Silent Hill offers a fully 3D environment with buildings and features built from polygons. Most of the time you view the action from behind your character (Harry), but as you race through the streets, the camera often pans out or swings to the side, giving the game a real cinematic look. This never annoys like it does in some games - you're always in control, and the mobile camera never confuses, sending you running into walls as you desperately try to keep pace with the perspective.

The dark, foreboding atmosphere comes across well

Alas, the graphics aren't up to the same standard. They're often crudely drawn, and the animation on some of the characters is a little weak. The dark, foreboding atmosphere comes across well, but the fog in some outdoor areas is just laughable. Don't get me wrong - the visuals are far from disastrous and they convey the game's chilling atmosphere very well, but they could just do with a little more polish.



Kick a felled foe to deliver the coup de grace...







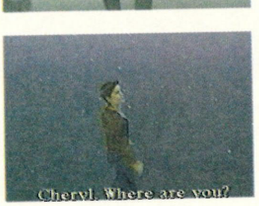
LOST THE PLOT?

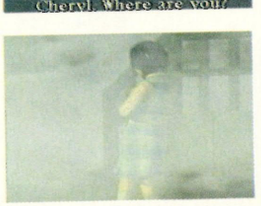
Harry and his daughter Cheryl looked forward to their vacation in Silent Hill, but as they reached the sleepy town, someone ran in front of their car, causing it to crash. Harry was knocked out cold, and when he came round, he saw Cheryl walking into the distance. As Harry, your task is to find your missing daughter and unravel the weird goings-on in Silent Hill...

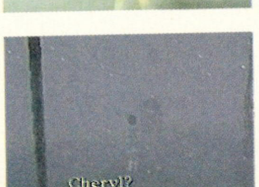












STRANGE PEOPLE...

There are seven major characters to be found in Silent Hill. These are:

Harry
Harry Mason's the main man. You help him find his missing daughter, Cheryl, who disappears after a car crash.



Cheryl
The game opens with Cheryl walking into the distance. Where is she going? Is someone controlling her?



Cybil
Police babe Cybil Bennett helps you out at key points during the game, but suffers a gruesome fate.



Lisa
Lisa, a nurse, is mercifully unaffected by the goings-on in Silent Hill, and she knows a dark secret...



Michael
Dr Michael Kaufmann is a mysterious character who seems to have done a dodgy deal with Daliah. What could it be?



Alessa
Daughter of Daliah, Alessa suffered terribly when an experiment on her went wrong.
She seems somehow linked with Cheryl too...



Daliah
This weird old hag seems to know what fate has befallen the town, but is she a friend or a foe?



Wired for Sound...

The sound is equally spine-chilling. It's minimalistic to say the least, but this is a design fact not fault. Because there's so little going on, every creak and crash is emphasised to the point where you have to sit up and take notice. Harry's footsteps echo through silent corridors, gates creak in true horror flick style and music is added only for effect at key moments. Another top effect is the static crackling of your pocket radio every time a monster draws near, warning you of its presence. It's suitably harsh and cuts in soon enough to offer real tension ('where is that damned creature?'), but not so early that the foe could still be miles away.

The controls are easy enough to master. Using a Tomb Raider-style rotate-and-move method, with running and side-stepping catered for, you're soon pounding the pavements with ease and rarely find getting from A to B awkward. The on-screen maps are a blessing too. Once found, Harry uses them to navigate his way around Silent Hill and its many buildings, making notes as he goes. If you're told to head for the church, for example, it gets circled. Impassable roads and doors are also marked. This saves a lot of pointless traipsing around.

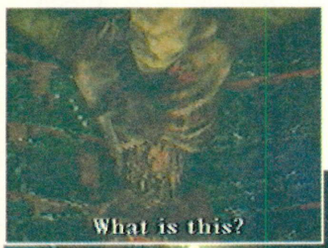
The game's sense of mystery is acute

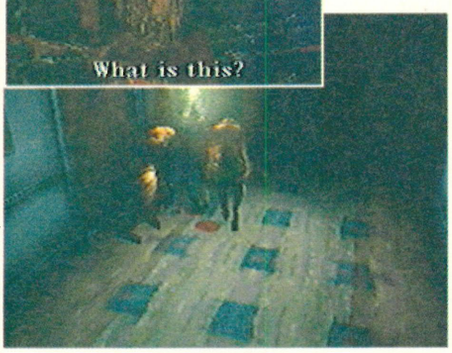
If only the combat was as clear. The full-on 3D environments often make it hard to keep a monster on screen, let alone point your gun at it. You often end up firing into thin air in the hope of hitting a roving creature who's nowhere to be seen. Hand-held weapons are often swung through thin air, missing completely a creature who's close enough to chew your shoelaces. This can be incredibly frustrating, but you do get used to it with time.

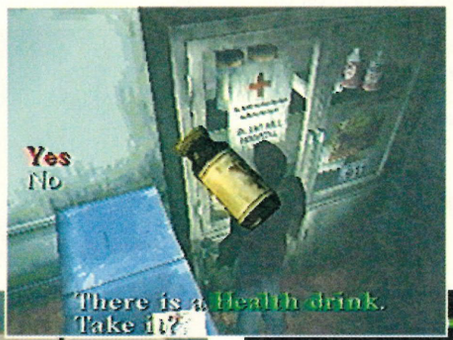


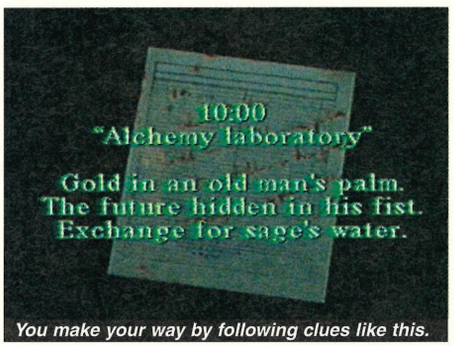
Puzzle it Out...

Luckily, being primarily an adventure game, the heart of Silent Hill is in the puzzles, not the pugilism. These are always fair and logical, and are never cursed by the insoluble obscurity which curses

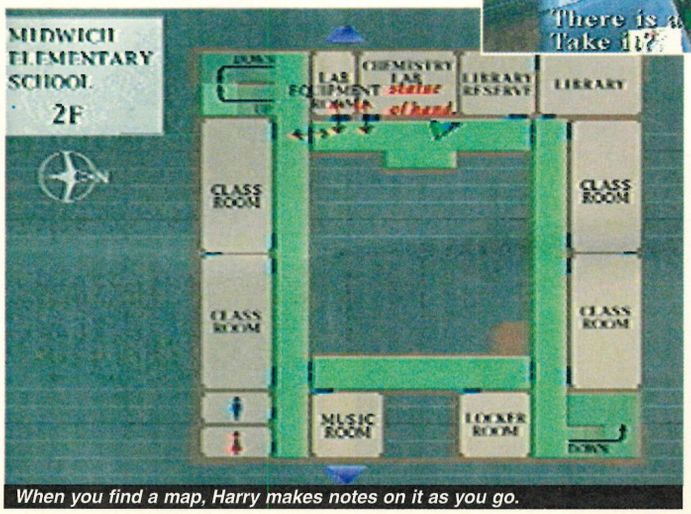




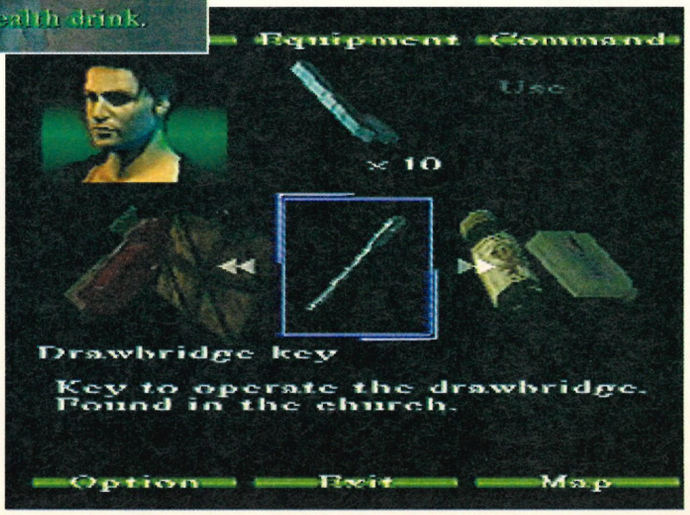




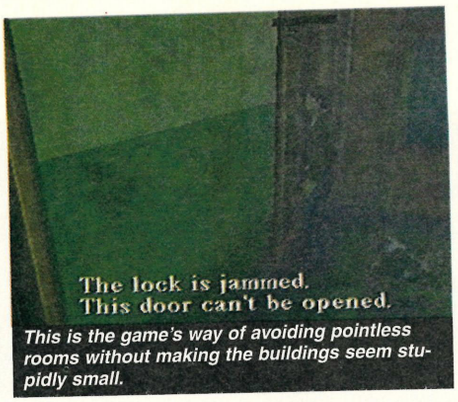
You make your way by following clues like this.



When you find a map, Harry makes notes on it as you go.







This is the game's way of avoiding pointless rooms without making the buildings seem stupidly small.



many head-scratchers. However, they're a little convoluted and obviously deliberately placed there to be solved. For example, in the school's Music Room you must play dead piano keys to win an item. To work out which order to play them, you decipher a cryptic poem about birds. You can't help wondering how this weird device ended up in a school's music room in the first place - was Silent Hill inhabited by rejects from The Krypton Factor? Perhaps environment-based puzzles favoured by, say, Broken Sword 2 would be more satisfying, allowing you to make use of what could be there anyway instead of endless items and oddities which are obviously just there for you. Even so, the puzzles are challenging enough to give you a real buzz when solved, but expect periods of inaction if you get stuck. Wisely, the game doesn't resurrect slain foes so this isn't as tedious as it could be. Make sure you've killed a creature, though. If he's lying wounded, he recovers to fight again. Also wisely, the objects you can collect (or at least take an interest in) look different enough from the fripperies to stand out, but without looking hopelessly obvious.

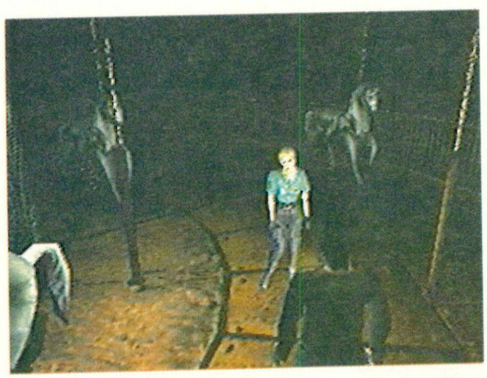
Silent Hill is an epic excercise in mood manipulation

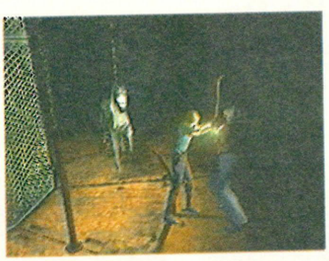
And the plot? It's slow to open, but the game's sense of mystery is acute. Your sense of helplessness in a world that has changed for reasons unknown is incredible - it's a bit like an episode of The X-Files with a better ending.

However, perhaps the game's mystery is a little over-emphasised; the tantalising glimpses of a world gone wrong are agreeable, but the player should learn more as he plays. No one wants a game where the storyline is verbose to the point of being patronising, but some of the plot twists here are under-explained. It's sometimes like watching a film which only makes sense if you've read the book.





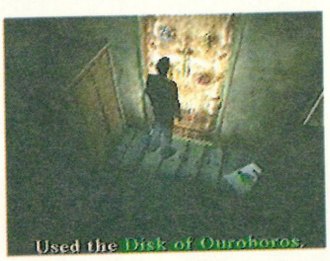


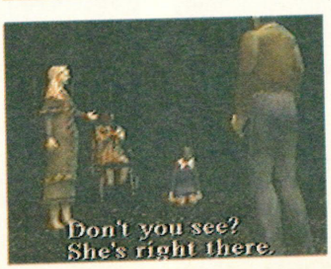


Silent Hill is an epic excercise in mood manipulation, but a little too flawed to be a classic. It's far too short (I completed it in a weekend), and although there are three difficulty settings and five separate endings to find, the tasks demanded to get the better endings are ridiculously obscure and as the heart of the game is puzzle solving, playing it twice gets a little tedious. A fine game, but maybe not the blockbuster we were expecting.

Ian Osborne







SECOND OPINION

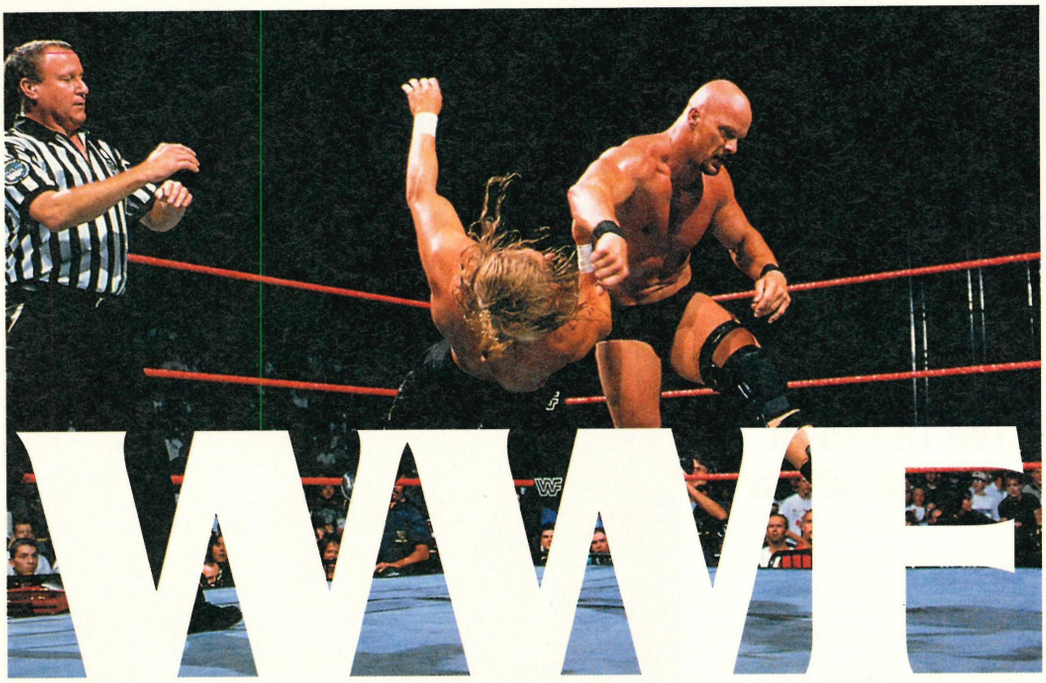
Silent Hill showed a lot of promise when I first saw it and the gruesome survival horror is actually very engrossing. The graphics are also fine, although not on a par with that of the Res Evil games. Silent Hill's major flaw, though, is that it's just too short. Which is why it didn't get a 90+ score from Ian, I'd say. *Saul Trewern*

THE SCORE

GRAPHICS	7
SOUND	9
GAMEPLAY	8
LIFESPAN	7

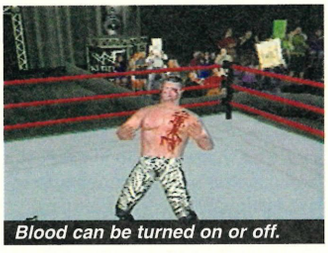
83%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Acclaim Entertainment	Acclaim Entertainment	Beat-'em-up	August '99	PAL	£39.99	1-4	Memory Card, Analogue Pad, Dual Shock, Multi Tap



WWF Attitude

It's wrasslin' time again, with the WWF's finest out to grab the gold. Is this bone-bending brilliance or just another fix? Ian Osborne's the man with the tights...



Blood can be turned on or off.

Poor old Owen Hart. It should have been a spectacular ring entrance. At the Kemper Arena, Kansas City, Owen was supposed to be lowered into the ring from a catwalk 50 feet above it, but something went wrong - he became separated from his safety harness and fell onto the canvas. Commentator Jim Ross's insistence that this was for real fell on deaf ears, most of the crowd thinking it was a stunt. It wasn't. Owen died of massive internal injuries, and wrestling lost one of its most talented and charismatic performers.

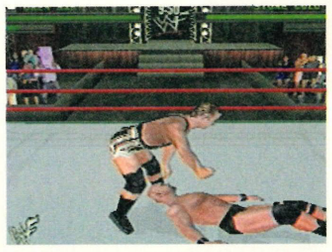
Owen's tragic death came too late for WWF Attitude. He's still there, along with a host of WWF superstars (and a few who have since left the company) including The Undertaker, Stone Cold Steve Austin, Farooq, Mankind, Kane, Al Snow, Goldust; the list goes on.

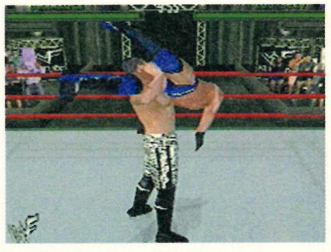
WWF Attitude is probably the most comprehensive representation of the 'sport' your ever likely to see.

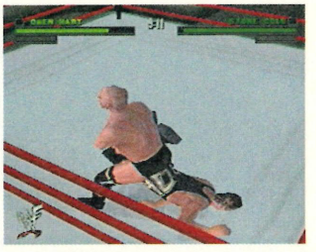
You can even create your own grapplers. Attitude isn't short on bone-benders, that's for sure.

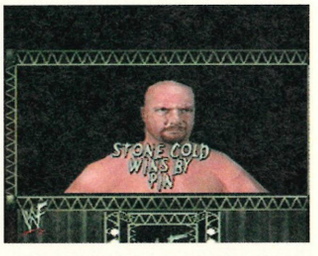
It isn't short of options either. There are over 20 modes of play, including specialist matches like Hardcore (beware of foreign objects), Lumberjack, First Blood, Last Man Standing, Tag-Team; again, the list goes on. If you've







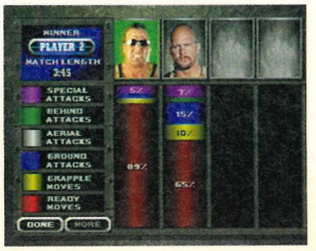


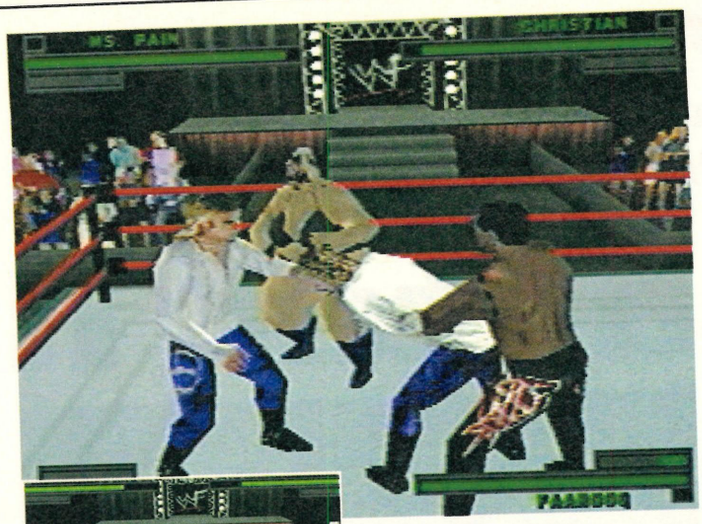




Things can get very confusing in the Triangle Match...







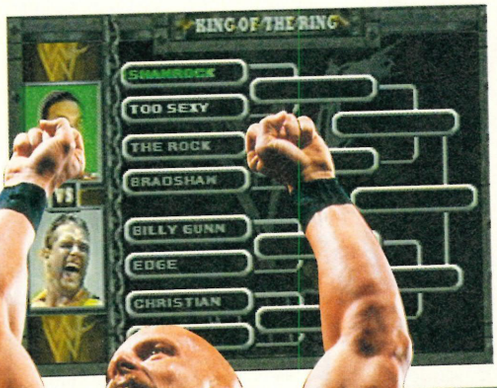


seen it on Sky, you can probably do it here. You can even create your own Pay Per View event, selecting the matches, titles on the line, specialities and more. WWF Attitude is probably the most comprehensive representation of the 'sport' your ever likely to see.

1-2-3

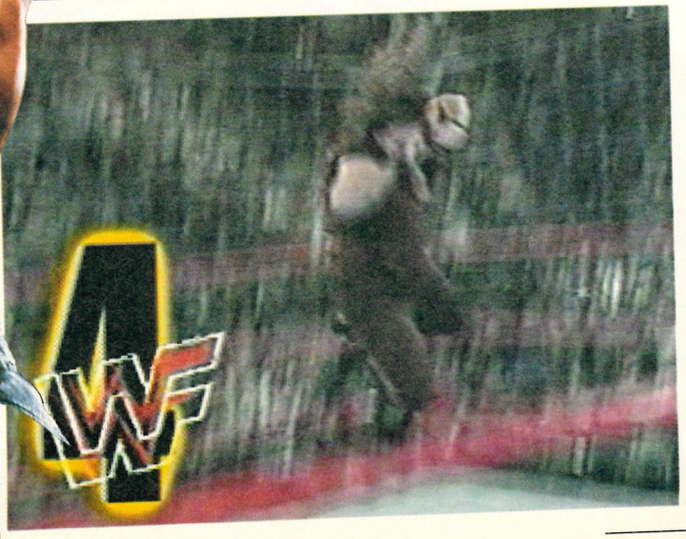
'Yes', you cry. 'but is it any good?' It sure is! The graphics look a little drab when static, but you should see them move. The wrestlers animate with incredible realism, pulling off their throws, suplexes, submission holds and signature moves with silky-smooth precision. The ring and audience visuals are pretty crap, but who looks at them during a fight anyway? The commentators do a good job of providing atmosphere, though they suffer from short memories. When a wrestler's taking a batter-

WWF Attitude is easily the best wrestler on the PSX



ing, they often suggest they're is finished, only to make the same remark about the other guy as soon as his foe gets a single move in. Perhaps that's accurate, though. Entrance music, crowd noise and comments from the grapplers are also included.



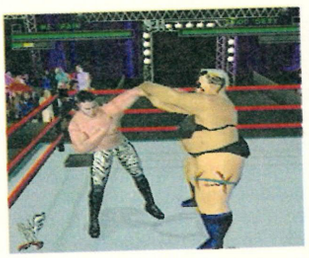


DON'T FANCY YOURS MUCH...

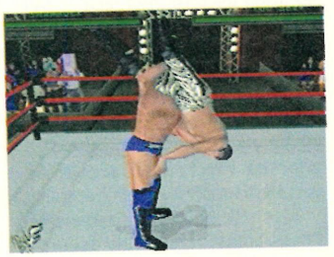
Using Attitude's Create a Wrestler option, you can design your own bone-bender. You can choose from a range of bodies, heads, hairdos, clothes and even add small details like tattoos or jewellery. You can even choose your moves, from the 400+ available. This isn't the first time this has been attempted in a wrestling game, but it's certainly the most successful. For once, player-created critters don't look out of place among the standard wrestling roster. Check out the screenshots showing this monster (Whom I called Titan Tesse, aka Ms. Pain) in action...



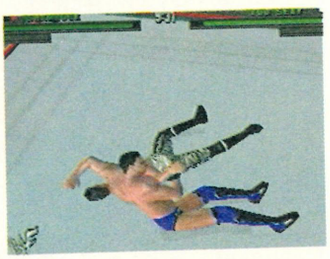








Naturally, all this would go to waste if the gameplay wasn't up to scratch. Thankfully, it is - chaining together moves soon becomes second nature, and although you can get a fair way into an early fight by just punching and kicking, you need to understand your chosen fighter's arsenal of attacks if you're to progress much further. Each



character has plenty of moves, so you won't get bored using the same two or three.

WWF Attitude is easily the best wrestler on the PSX. Where previous efforts have been slow and disjointed or beat-'em-ups with little to do with wrestling, this one offers believable moves (or at least as believable as the real thing), fluidity and playability. It's not short on variety and razzmatazz either. All in all, it's an essential purchase if you're a bone-bending fan and worth a look even if you're not. Just go easy on Owen Hart...

Ian Osborne

SECOND OPINION

PlayStation wrestling's never been so good. At last, a game where the spectacle doesn't overshadow the gameplay and the options aren't offered at the expense of speed. All your favourite fighters are there, and all look and animate just like the real thing. This is true videogames wrestling. *Doug Williams*

THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	9
LIFESPAN	9

90%

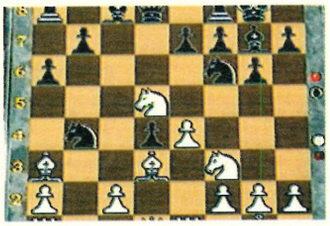
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Mindscape	Starsphere Interactive	Strategy Game	Out Now	PAL	£39.99	1-2	Memory Card Analogue Pad	Mouse

The ancient game comes to an advanced console. Is it king of the hill or will you pawn it at the first opportunity? Ian Osborne decides to check, mate...

Chessmaster II

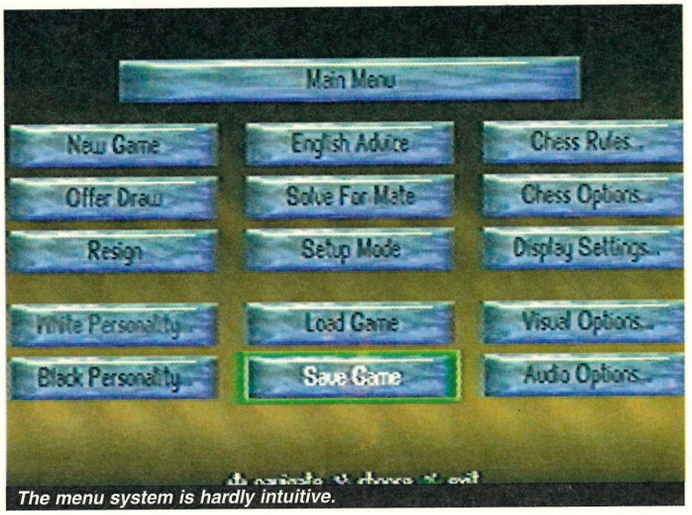
If it's chess you're after, you couldn't wish for a more comprehensive game than Mindscape's Chessmaster II. It has every option you could possibly need. You can adjust just about anything, from the board and background colours to the type of pieces used; from your opponent's style of play to the length of time they take to make a move; from the notation used to the teaching settings, which can highlight legal moves, threats, isolated pawns; the list goes on. You can replay or take back moves at the touch of a button and even play a rated game, where your ability is classified after the match. It has everything you could wish for in a chess sim.

Alas, although comprehensive, Chessmaster II is hardly user-friendly or intuitive. Hit Start on the opening screen and you're instantly thrown into a game - against the hardest opponent possible. You have to pause it and pick through the options if you want to make changes or play an opponent other than the eponymous Chessmaster. The menu system wasn't designed for ease of use either. Saul and I found it impossible to find the two-player option without reading the manual, which just isn't good enough.



Look for a Skill Level and you won't find it at all - you go into the White Personality or Black Personality option (honest) and select an opponent. There are plenty of 'em, some fictional, some based on chess grand masters past and present such as Boris Spassky and Bobby Fischer. Our own Nigel Short is in there too. You can check out their biographies, read up on their style of play and even adjust the way they think, via a screen so complicated it defies description.

Chessmaster II is hardly user-friendly or intuitive



The menu system is hardly intuitive.



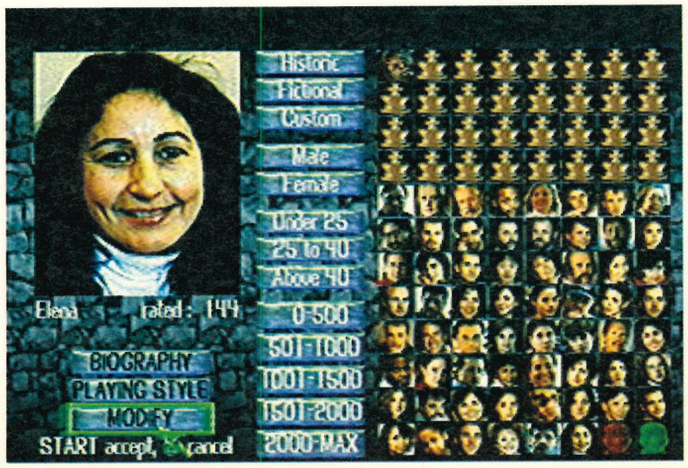
You can view the board from almost any angle.

All in the Game...

Although Chessmaster II offers a fantastic selection of opponents, no attempt has been made to incorporate them into a game. Remember Pool Hustler, where you faced a series of increasingly difficult foes, betting on the outcome of a game and paying an entry fee before you played? There's nothing like this here. You just play games one at a time, against admittedly-brilliant opposition. The developers made every element of the game as deep as possible, but seemed to run out of time when putting the whole thing together.

Chessmaster II is a comprehensive and deep chess sim. Pity they neglected the game. For die-hard enthusiasts, though, it's superb.

Ian Osborne







SECOND OPINION

It's a chess game, innit? So it all depends on whether you like playing chess. If you do, you're in for a treat 'cos Chessmaster 2 has it all. It's got mountains of different options from 'skill level' to the type of set you play with, but it fails in that, as Ian says, it's not actually a game. Oh, and it's not very user-friendly. *Saul Trewern*

THE SCORE

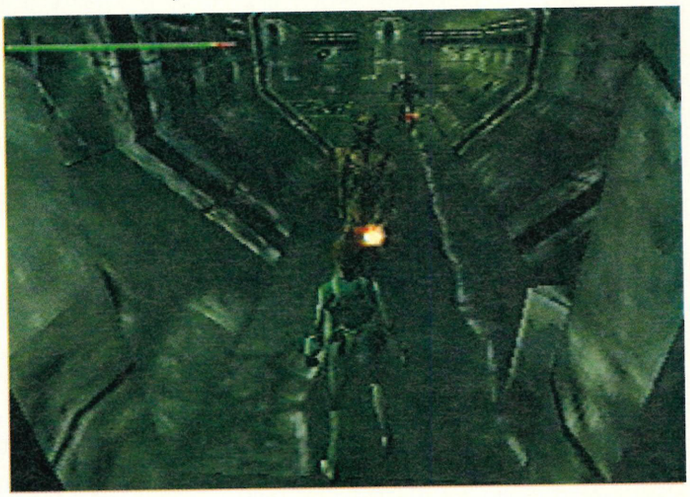
GRAPHICS	6
SOUND	5
GAMEPLAY	9
LIFESPAN	8

79%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Cryo Interactive Entertainment	Cryo Interactive Entertainment	3D Action Game	Out Now	PAL	£34.99	1	Memory Card Analogue Pad

'It's aware', says the box. 'Is it aware it's crap?' asks Saul Trewern...

Virus



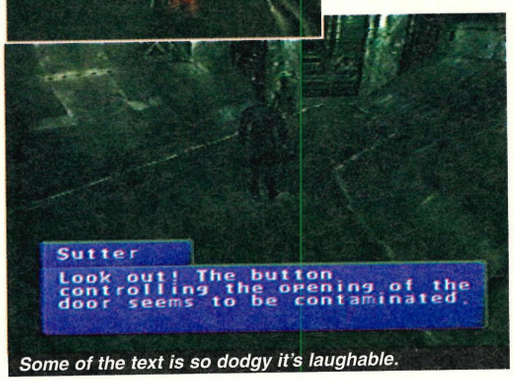
Well, surprise surprise. Virus hit the shops before we get a review copy. Why do you think that is? Just a mistake? Clerical error? Lost in the post? My ass. It's 'cos it sucks and Cryo didn't want it reviewed before it hit the shelves, hoping unsuspecting punters would buy it on the strength of the Virus comics and forthcoming movie. Well, the cat's out of the bag now, and I hope to God none of you had the misfortune of being duped before we got to you.

know that despite being a 3D action adventure it owes nothing to the leaders in this field. In fact, Virus insults them just by being in the same genre. Tomb Raider, Resident Evil and Syphon Filter have all been shat on from a great height by boring, basic and often laughable gameplay. They've been spat in the face by heinous visuals that when static aren't terrible. But once the game gets running, the graphics turn

The graphics haven't got a hope in hell of creating any atmosphere

If you've been unlucky enough to unsuspectingly purchase this abortion of a film licence, you





Some of the text is so dodgy it's laughable.

out to be nothing more than a four-year-old's scribble to Resident Evil's Picasso.

Deja Vu...

Not one jot of originality has been implemented either. The puzzles are throw-away and the action even worse. Simply point towards the '40 different terrifying creatures' (their words, not ours) and hit Fire. You may be required to run around a little and attempt to dodge the unavoidable fire coming at you, but not one smidgen of excitement creeps through. In fact it's bloody frustrating, but if you think that's what has put me off Virus, check out the R/C Stunt Copter review this month for proof that a frustrating game isn't always a bad one.

Virus also tries to create a film-like atmosphere and fails miserably. The little cut scenes where you meet up with your partner are laughable. The script is even worse and the graphics haven't got a hope in hell of creating any atmosphere, let alone a film-like one.

The only good thing about Virus is a superb CGI sequence at the start of the game. After watching this, I thought I might be in for a bit of a gameplay and a graphical treat. Alas, it never came. What did come was an ugly, boring and unplayable disease that unless you've just read this vaccine, is unfortunately incurable.

Saul Trewern

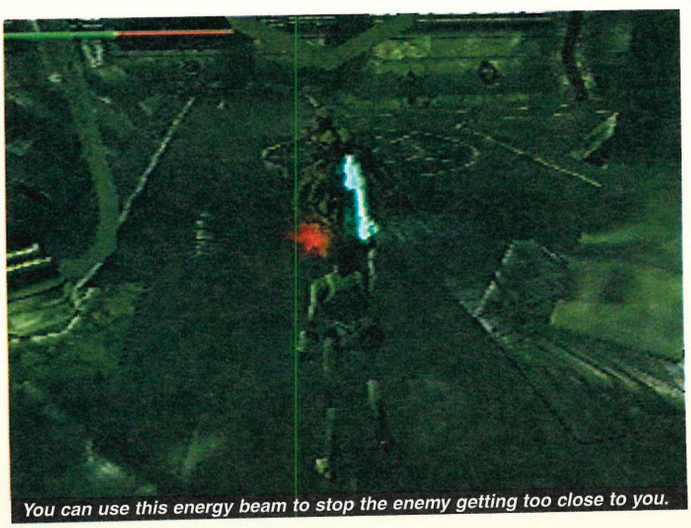




SECOND OPINION

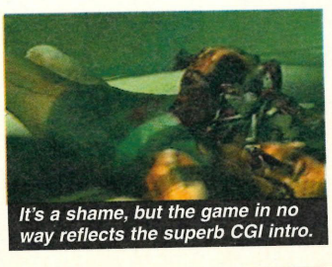
Tomb Raider this isn't. It's not even The Fifth Element. The characters are awkward, the animation shoddy and the gameplay just isn't there. After ten minutes playing, you just don't want to go on. Take our advice - give this one a miss and wait for Soul Reaver.

Doug Williams



You can use this energy beam to stop the enemy getting too close to you.





It's a shame, but the game in no way reflects the superb CGI intro.

THE SCORE

GRAPHICS	4
SOUND	5
GAMEPLAY	3
LIFESPAN	2

27%

x-rated

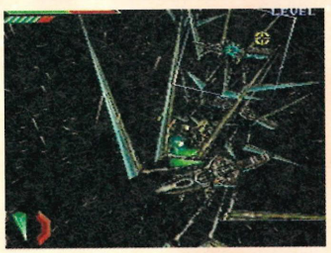
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS
Sony CEE	Polyphony Digital Inc.	Shoot-'em-up	Out Now	PAL	£34.99	1

PERIPHERALS
Analogue Pad
Dual Shock
Memory Card

Omega Boost

Can jaw-dropping special effects save a basic shoot-'em-up? Saul Trewern finds out...

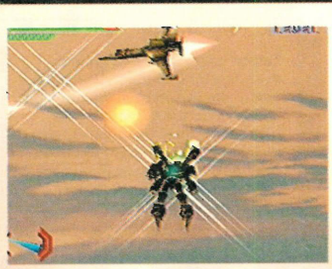






Expect plenty of explosive action.

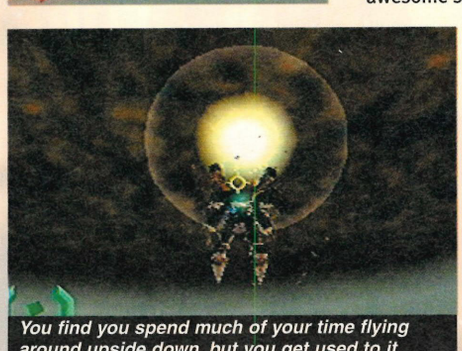




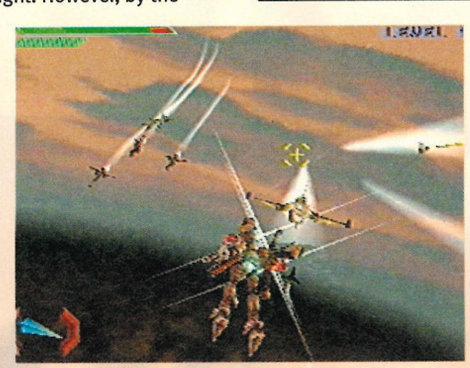
As the first of many major bosses moves away from the shadows of the planet and into your line of sight, it seems Omega Boost is not your everyday, common-or-garden shoot-'em-up. This huge polygon space station looks like a low-res reject from Babylon Five, but by PlayStation standards, it's a truly awesome sight. However, by the time the tenth boss looms towards you, you realise that despite the awe-inspiring graphics and cinematic special effects, Omega Boost IS your everyday, common-or-garden shoot-'em-up.

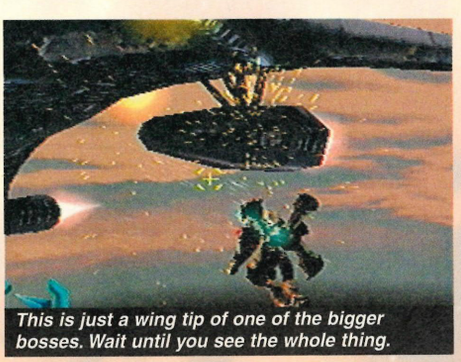
Which, of course, isn't necessarily a bad thing. Especially if you're a fan of the full-on, no-let-up blasting action of games like R-Type Delta and Einhander. However, Omega Boost, although employing the same relentless gameplay ethics of said games, is more akin to the Colony Wars/Blast Radius school of stylings in that it takes place in a complete, go-anywhere 3D world.

The sheer spectacle of the on-screen action is second to none



You find you spend much of your time flying around upside down, but you get used to it.





This is just a wing tip of one of the bigger bosses. Wait until you see the whole thing.

GUNDAMNIT!

Your ship in Omega Boost isn't so much a ship as a flying Gundam-style space suit. This makes hardly any difference to the gameplay apart from having the ability to hover, which does come in handy at times. Unfortunately, though, unlike most Gundam/Mechwarrior style games, there are absolutely no extra weapons or add-ons at all. Oh well...

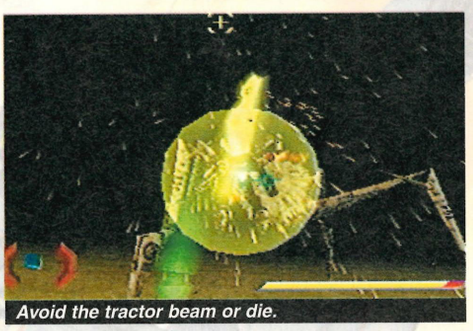






Many of your opponents have homing missiles which need to be avoided by using the boost controls.





Avoid the tractor beam or die.

Spectacular Space

And what a world (or should I say 'galaxy') it is. Omega Boost offers some of the most spectacular settings seen on the PlayStation, and although not of the same high-res splendour as Colony Wars 2, you soon find yourself being sucked into its panoramic scenes. This, however, is secondary to the unbelievable enemy craft you're up against. Everything from small planet-based fighter jets to combat starcraft and almost animal-like ships, to massive beyond belief (and comparison) motherships, space stations and ground-based monstrosities come into your line of fire. Of course, they don't last long as the object of Omega Boost is to blow everything to little tiny space pieces, but the sheer eye-popping splendour on offer almost makes you want to become a conscientious objector and let everything stay in one piece just so that you can gawp at it that little while longer.

Of course, this feeling soon vanishes as you get the feeling back into your trigger finger and start unleashing the laser death onto the hoards of marauding enemies. And as this is a shoot-'em-up, it's another case of one against millions. The odds are stacked hugely against you, and although your ship is highly manoeuvrable and tooled up with guided and basic laser fire, the challenge does seem to be set that little bit too high.

No Power-Ups

There are no power-ups or ship upgrades to help you out either. This, of course, is an unforgivable omission on Polyphony Digital Inc's part. I mean, a shoot-'em-up without upgrades is like Gran Turismo with five cars and three tracks. And as Polyphony are the people behind Gran Turismo, you'd think they would be capable of making Omega Boost as complete as possible.

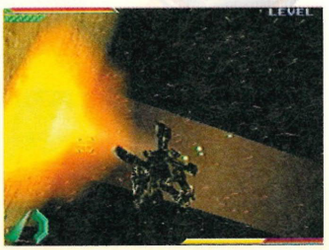
This is the first flaw. The second, and more fatal in my eyes, is that Omega Boost contains absolutely no original gameplay ideas. The graphics are jaw-dropping and the action is unrelenting and exciting, but we've all been here before. We've all seen off millions of enemy squadrons. We've all blown motherships sky high and we've all hammered a fire button for days on end. Apart from the graphics, there really is nothing new here.

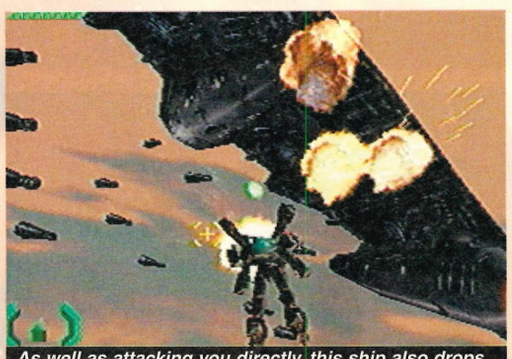
I won't recommend you give Omega Boost a miss, though. The gameplay may not be original and it may be a little samey, but the sheer spectacle of the on-screen action is second to none. That challenge factor is there too, and although you may not feel like continuing because of the gameplay, you can be sure of having one more go just to catch a glimpse of the next gargantuan ship you have to blow away. Which I guess, is what it's all about.

Saul Trewern

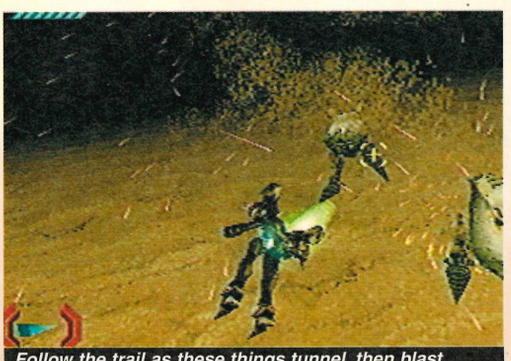
You can be sure of having one more go just to catch a glimpse of the next gargantuan ship you have to blow away







As well as attacking you directly, this ship also drops bombs that you need to destroy to survive.



Follow the trail as these things tunnel, then blast when they jump.

SECOND OPINION

Pity - it could've been so good. The graphics are amazing and the action never stops, but with no power-ups and little sense of progression, it just gets too samey too quickly. Don't get me wrong - it's still a cool blast, but with a little more thought, it could've been a killer. And that's criminal.

Ian Osborne

THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	7
LIFESPAN	7

75%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Infogrames	Behaviour Interactive	Platform Game	Out Now	PAL	£34.99	1	Analogue Pad Dual Shock	Memory Card

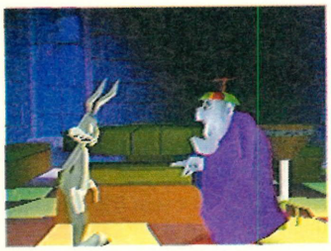
Saul Trewern wonders why that pesky wabbit even bothered...

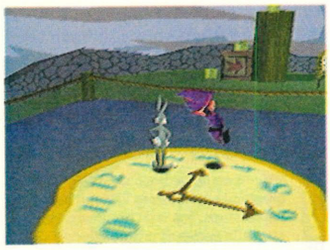
Bugs Bunny: Lost in Time



'What's up, Doc?' indeed. I mean, with a licence this big, surely someone, somewhere can do it justice? Not here, though, as Bugs Bunny: Lost In Time has gone the way of many a great licence; down the pan. Harsh words to start a review I know, but I really am amazed at how such a great licence has been treated.

What are the problems? Well, for a start there's hardly an ounce of originality throughout the entire game. It's simply an every-day, common-or-garden, run-of-the-mill, neither above or below average, middle-of-the-road, no-reaction-whatsoever platformer. Which, of course, a couple of years ago would have been good enough to see it selling by the truckload. Nowadays, though, with the PlayStation currently being pushed to its limits, this jump-and-run, bounce-on-the-baddies'-heads, five-world platform malarkey just isn't good enough. Especially with the competition it faces. Take Ape Escape for instance; a platform game minus the licence, with a story-line (time travel bollox) similar to that of Bugs Bunny: Lost In Time. Only it manages to ooze originality, playability and visual finesse. Three things that Bugs Bunny only manages to seep, rather than ooze.

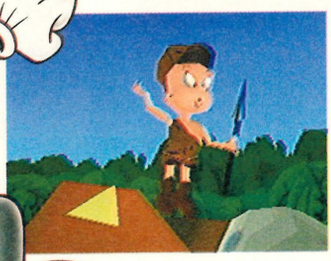




Playing the game is just a simple case of going through the motions

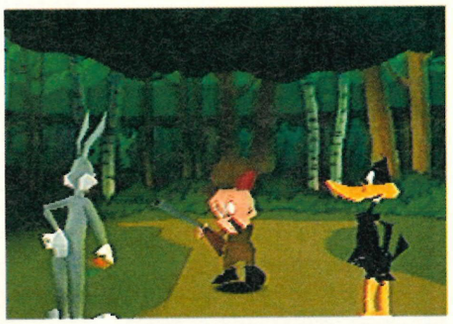


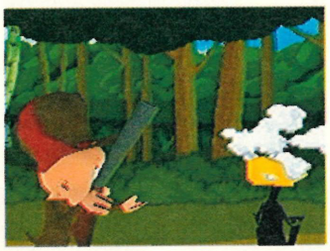
This sub-game involves you trying to make it Duck Season so Elmer shoots Daffy and not you.



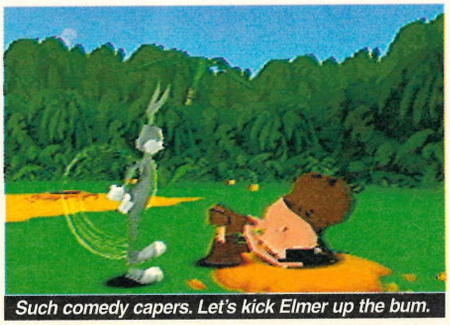
Looney Times

Bugs Bunny: Lost in Time takes place over five different time zones as Bugs tries to make his way home after he, uh, gets lost in time. Each different time zone contains several different levels that need to be scoured in order to find special clocks that help Bugs on his travels. This, of course, leads to

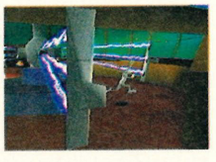


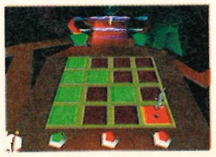


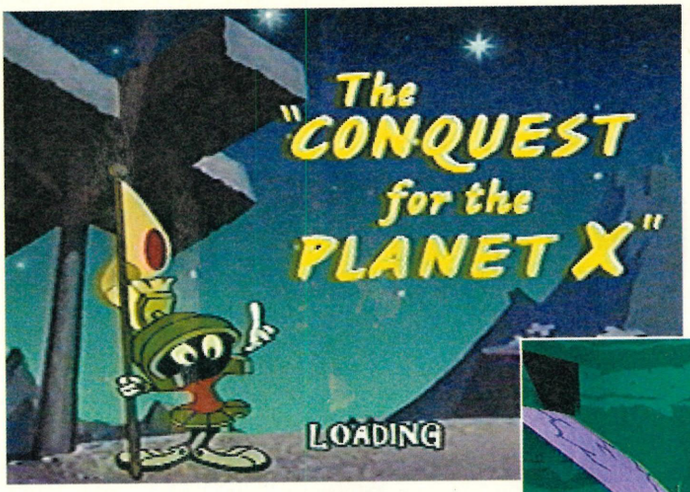


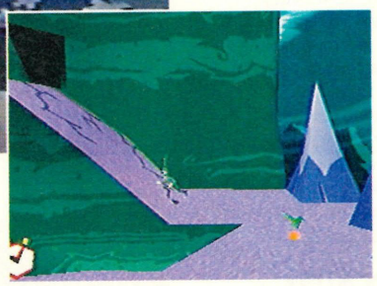


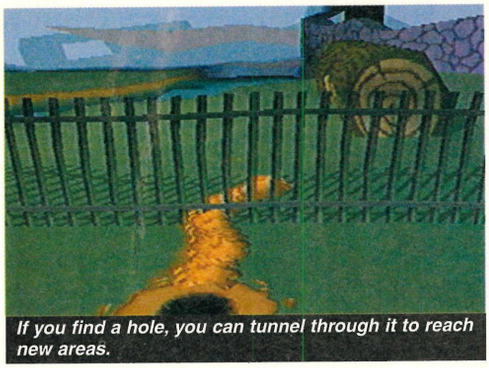
Such comedy capers. Let's kick Elmer up the bum.



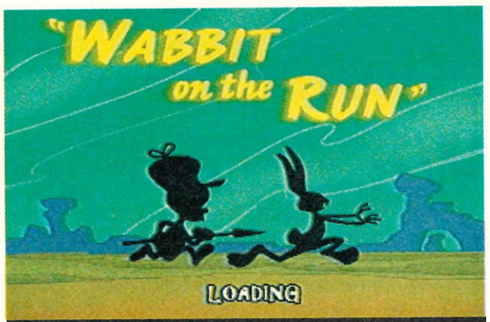








If you find a hole, you can tunnel through it to reach new areas.



The loading screens manage to ape the Looney Tunes style.

LICENSED LOONEYS

Many of your favourite Looney Tunes folk rear their heads in Bugs Bunny: Lost In Time. Sadly, though, this doesn't save it from being one of the biggest licence wastes in recent history. Oh well…



all kinds of platform tomfoolery, mostly made up of highly unoriginal moving platforms, simple Simon Says puzzles and plenty of jumping on bad guys' heads. There are plenty of amusing little games to play throughout the different worlds, but the onus is on basic platform gaming.

You may think 'fair enough', as Bugs Bunny: Lost In Time is obviously aimed at the younger end of the market. This, however, shouldn't allow the developers to do away with originality and playability. Playing the game is just a simple case of going through the motions, as there is absolutely no spark to the gameplay. Some of your favourite Looney Tunes characters make the occasional appearance within the game and during cut scenes, but this isn't enough to keep most players happy. Waiting to see the next glimpse of Marvin The Martian doesn't give Bugs Bunny that 'one more go' factor that stops you from turning it off after boredom (quickly) sets in.

Another great licence wasted

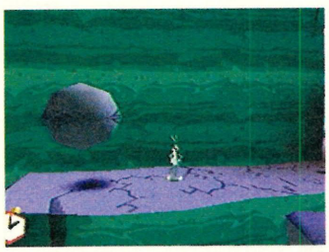
Dead Rabbit

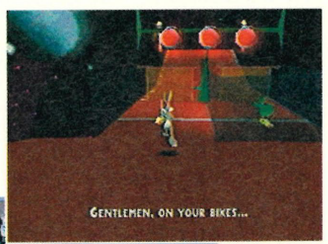
A Looney Tunes licence should give developers the opportunity to go mad with plenty of cartoon styling. The overall visual feel is bright and colourful, and the five different time zones offer a nice variety of environments, but going mad with cartoon styling just hasn't happened. The visuals aren't terrible in any way, and technically, the clipping and glitching leaves a lot to be desired. The real problem with the look of the game, though, is that, like the gameplay, it has no spark. It seems not only are players forced to go through the motions whilst playing, the programmers and graphic artists simply went through the motions when designing.

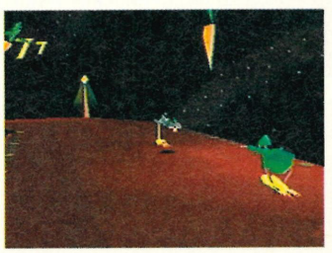
Does Bugs Bunny: Lost In Time have anything to offer, then? Well, yes. The various sub-games keep you interested for a while, but, although they do break up the platform gameplay, they are in no way original. Of course, it's commendable that they have been included, but just a little more thought and effort would have made them feel a lot more worthwhile.

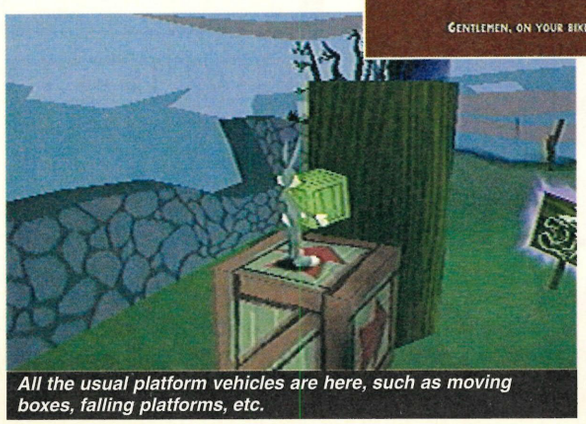
So there we have it. Another great licence wasted. Bugs Bunny: Lost In Time has the bare bones of a good platform game but there just isn't anything new, exciting or original here. It may keep youngsters interested for a few hours, but most discerning gamers will toss it aside after a few minutes. Far more thought and effort is needed to give Bugs Bunny and crew a worthy vehicle, but for the meantime, 'that's all, folks'.

Saul Trewern









All the usual platform vehicles are here, such as moving boxes, falling platforms, etc.



The time machine our Bugs just happens to come across.



SECOND OPINION

Glitchy graphics, awkward controls and scenery that constantly blind-sides you when you're trying to jump make this game a non-starter. The animation on Bugs is fine, but that's all it's got going for it. Even young kids won't appreciate this mess.

Ian Osborne

THE SCORE

GRAPHICS	6
SOUND	6
GAMEPLAY	5
LIFESPAN	5

53%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Cryo Interactive Entertainment	Cryo Interactive Entertainment	Platform game	Out Now	PAL	£29.99	1	Memory Card Analogue Pad Dual Shock

'Dreams into reality', screams the box. 'But is it just a nightmare?', asks Ian Osborne...

Dreams


Inept polycon clipping. Ouch!

When the character selection screen offers a guy that looks like he's made of Stickle Bricks, a half-naked bird with conical tits and something resembling a half-melted ice cube, you know you're in for a rough ride, but nothing can prepare you for the disaster that is Dreams.

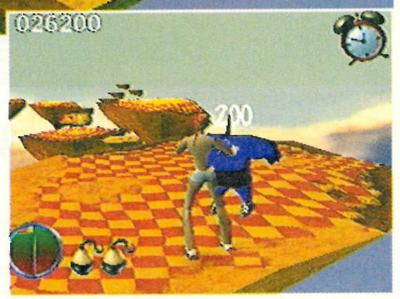
thin air. They sprawl in every direction seemingly at random, offering no clear paths to pursue, and as they all look identical, it's very easy to get lost.

There are monsters to fight, either using your energy bar-restricted magic or simply punching and kicking them, but they're all very samey and the fights won't trouble the Tekken series.

Barmy Army

You have three 'heroes' to use, and can swap between them at certain times during play, but

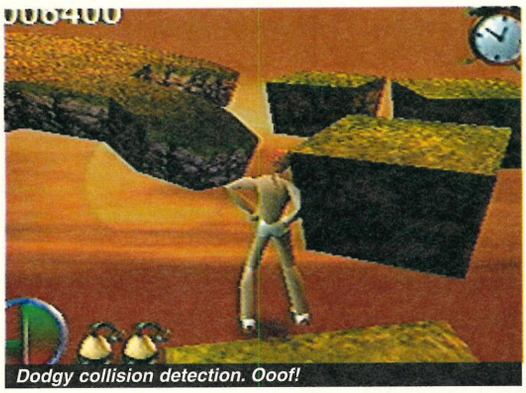




Nothing can prepare you for the disaster that is Dreams

According to the blurb, Dreams offers 'the most fantastic 3D world ever'. Check out the screenshots - do you believe it? It moves fast enough, but this is hardly surprising considering there's bugger all in it - just platforms floating in

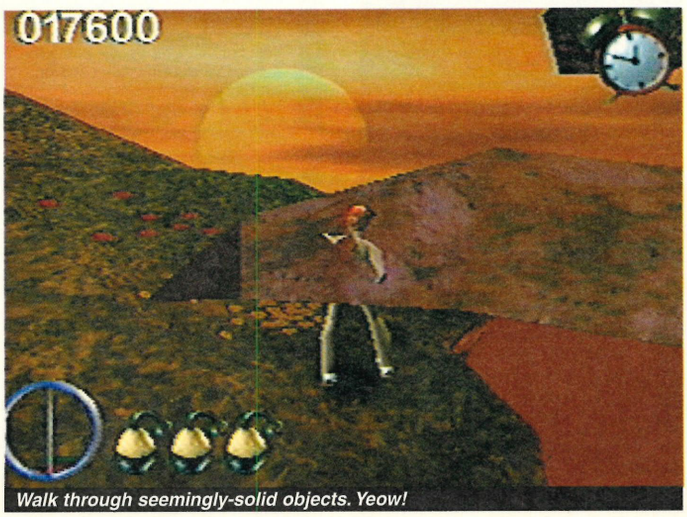
giving the player a choice of characters is obviously someone's idea of a joke. The female's lacking in punch power but is agile and can fly really well. The huge blue lump is slow and can't fly at all, but has a punch like a battering ram. The other geezer's an uneasy compromise between the two. Sounds fine, but in actual fact you only ever need the babe. The git in the Dennis the Menace T-shirt can't move up or down when he flies, making this a useless function, and the blue boulder is so slow he never gets to land one of his fearsome punches. The girlie might lack power, but she hits so fast the enemies never get a look-in, making her the best, not the weakest fighter. Great design, eh?


Dodgy collision detection. Ooof!

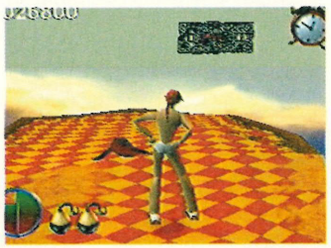
What really kills Dreams, though, isn't its inept design or technical weakness. It's sheer bloody boredom. Leap from one identical platform to another, hold Circle while you kick a creature that's a near-clone of every other creature in the game, go to the next level and do it all again - it's more repetitive than one of Saul's dodgy dance music albums. If Cryo think Dreams is 'the most fantastic 3D world ever', they can dream on.

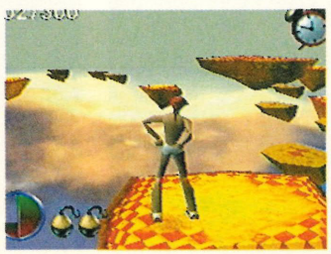
Ian Osborne





Walk through seemingly-solid objects. Yeow!





SECOND OPINION

Chriiist, if this is what these people think dreams are, I'd love to have a look at their nightmares. Basic, barely-playable 3D action mixed with basic and pretty dodgy visuals do not make a dream of a game. And seeing as we played the fully boxed commercial copy, the bugs are simply unacceptable. *Saul Trewern*

THE SCORE

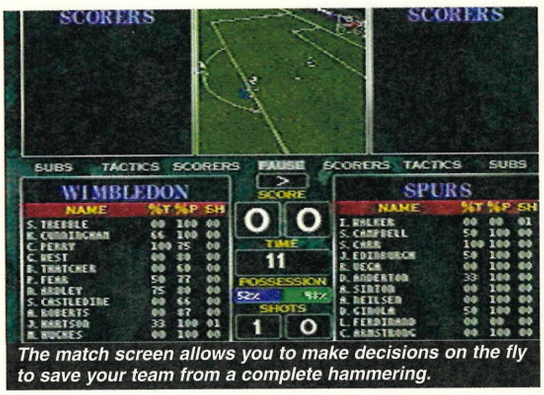
GRAPHICS	6
SOUND	5
GAMEPLAY	3
LIFESPAN	1

31%

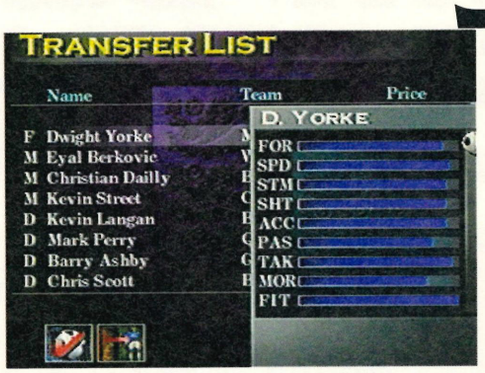
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Eidos Interactive	Krysalis	Football Management	Out Now	Pal	£39.99	1-2	Memory Card

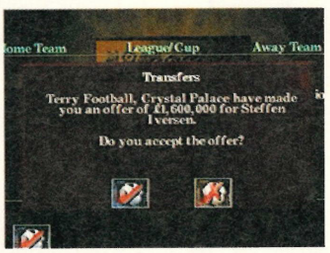
Doug Williams dons his sheepskin trenchcoat and wonders what ever happened to Billy The Fish...

FA Manager



The match screen allows you to make decisions on the fly to save your team from a complete hammering.





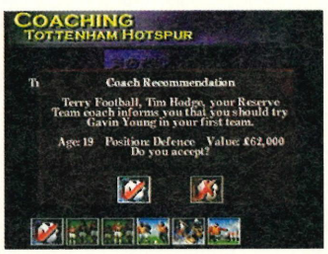


All-important player information is available to you at the touch of a button (or two).

Of all the football management games I've played, not one has ever had an excuses section. And let's face it, excuses for a team's failure is staple stuff for football managers these days. So why don't any of these management games give players the opportunity to create elaborate reasons for their teams being crap? Anyway, I digress.

FA Manager is endorsed by the English Football Association, which means you get to take the reins of any of the English clubs from Spurs to Stevenage. All the squads have up-to-date player statistics set fairly, although a little generously. As manager you have to take over the everyday running of the team, and not the entire club, so you don't have to worry about the price of hot-dogs or whether there's enough of those little swish mats you find in the urinals. Which is a plus point really, as you're left to get down to the important stuff like training, tactics and transfer lists.







There's plenty of formations to choose from, although they can't be completely personalised to your liking.

Everything a football manager could ever need is in FA Manager

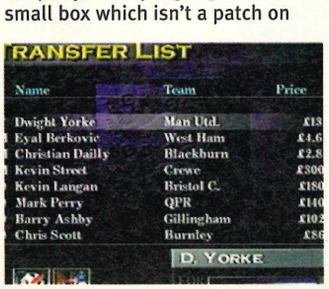
Terry Football

In fact, a canny manager on the transfer market is the manager likely to take their team to the top as the onus of FA Manager is simply to secure the best players around. There's not a lot of room for luck in the scorelines so going onto the pitch with a stronger team usually guarantees a victory . Sounds obvious I know, but it shouldn't be as clear cut as this. After all, football is a funny old game.

The match section of the game is a bit of a let-down too. You watch the jerky, blocky highlights in a small box which isn't a patch on the Actua Soccer usage of Gremlin's superlative Premier Manager. As the highlights are shown, the statistics for both teams keep changing on the team sheets which allows you to make any changes, but it all seems too fiddly to feel user-friendly, which is what a football management game needs to be.

Everything a football manager could ever need is in FA Manager and it's all executed in a playable fashion. It just doesn't have the polish, shine and user-friendliness of Premier Manager. If you're a fan of endless stats and football facts, FA Manager causes no problems, but as much as I hate to say it, this game is only for fans of the die-hard persuasion. If it had an 'excuses for being crap' section though...

Doug Williams



SECOND OPINION

I liked this one a more than Saul, but it isn't as good as the Premier Manager series. It's good they've concentrated on the heart of football management and not bogged down the player with fripperies like selling advertising on the hoardings and making sure there are enough bog rolls in the toilets, though. *Doug Williams*

THE SCORE

GRAPHICS	3
SOUND	4
GAMEPLAY	6.5
LIFESPAN	7

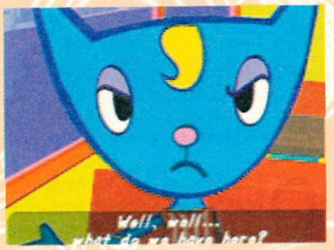
68%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Sony CEE	Sony CEE	Music	August '99	UK	£39.99	1-2	Memory Card Dual Shock

The long-awaited sequel to PaRappa The Rappa has finally arrived on our shores, but this time the guitar's king, as Russell Barnes explains...

Um Jammer Lammy











Um Jammer Lammy is packed to the gills with top-quality tunes you just have to nod your head and tap your toes to

'Kick, punch, you all remember; chop, chop back again, yes forever!' It's lyrics like these that made the original PaRappa the legend it is on the PlayStation, and nothing has ever come close to challenging its weird trippy imagery and lyrical style since. Only the Simon-style brand of gameplay has ever been duplicated successfully, in the dance action masterpiece Bust-A-Groove.

Um Jammer Lammy uses the same gameplay technique as its predecessor (the player must reproduce sequences of button presses to keep Lammy in rhythm), but shows vast improvements in all other areas including the wafer-thin character graphics and the cartoon-style computer-generated cut sequences. Bearing in mind that even the story is almost identical to that of PaRappa, you might be fooled into thinking this is no more than a tweaked version of the same game, but (basically because it's Sony) you would be wrong. The most fundamental (and obvious) difference is that Lammy is the lead guitarist in a band called Milk Can as opposed to a streetwise rapper. This fact affects the game in several areas, the most prominent of which is the freestyle method you can adopt in the gameplay to earn you extra points. In PaRappa it was possible to get many valuable bonus points by changing the timing of the rap and repeating lyrics; this just wouldn't work with an electric guitar, so a

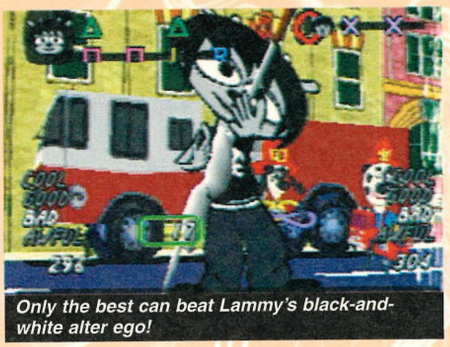




Lammy falls into a pit of marshmellows...







Only the best can beat Lammy's black-and-white alter ego!



HOW TO BE COOL

It's not easy to ad-lib your jams and freestyle your riffs, but you've got to learn if you want to receive the prestigious 'Cool' ranking in the game. The easiest way to get to grips with your task is to take some tips from a master, ie. Lammy's doppelganger, Rammy, set on the hardest difficulty setting. Play through the game with Lammy until you've cleared all seven stages and go to the options screen to play against her (beat her once to open up the difficulty option). Watch how she changes the timing of her note playing and also the extra notes she throws in to jazz it up a little. Now you know what you're doing, you can pick any stage from the stage select screen and watch your rating (and score) go through the roof.



new approach had to be employed. You've got to really jam your way into the points almost using the skills guitarists would use themselves. To really max out the points, though, it's important to remember the actual riff you're meant to be playing is still the basis of your jam and not to get too carried away and just play on a tangent. This method of point scoring works much better than it did originally. That's not to say it's by any means perfect but I'll talk about that a little later.

Six String Sting

First, the sheer quality of the music and the integration of the gameplay is more worthy of a mention. There's no doubt the music in PaRappa The Rappa was very cleverly written and composed, but there were more than a couple of tunes that left a sour taste in my mouth. Um Jammer Lammy, on the other hand, is packed to the gills with top-quality tunes you just have to nod your head and tap your toes to. Well, there is one tune that has perhaps worn a little thin on me, but it's probably more to do with the difficulty of the level than the quality of the music. There are a total of seven tracks to play through, which in fairness doesn't sound that much, but there are several clever techniques employed in an attempt to increase the games lifespan as much as possible given the situation. Once all seven stages have been completed (which should only take the average gamesplayer between a couple of hours to a day) new challenges become available through a Stage Select in the options screens. First of all you can challenge your computer-controlled alter ego Rammy on each of the stages. She's easy to begin with, but once you've beaten her once you have the chance to increase the difficulty setting. This stage also lets you play against a human character, though playing against the computer is most rewarding in terms of 'jamming with a pro', because you feel like you're playing with Eric Clapton or something. Once each of the stages has been completed against Rammy you can move on to playing each of the stages as none other than PaRappa himself. All the tunes are now on a really funky hip-hop tip, though it doesn't quite play as well as the Lammy stages, probably due to the slight change in the game engine. Once you have taken the time to conquer those levels, you find new stages opening up that allow you to challenge in Two-Player or Versus Mode against the computer for PaRappa as well.





That was some adventure, ey?

There are very few gripes to speak of. Sony have gone to great lengths to give the game the sort of polish you'd normally only see on a new Rolls Royce. The only thing really worth a mention at all is the decidedly bias Versus Mode. When you play against the computer on higher stages (and difficulty settings) all the points go their way no matter how you perform on some attempts. I don't think it would be fair to say it's a bug as such, but sometimes there's just nothing you can do but admit defeat brought on by a cleverly programmed game.

Russell Barnes

Sony have gone to great lengths to give the game the sort of polish you'd normally only see on a new Rolls Royce



The chainsaw sounds better than the guitar riffs on Ian's records...





SECOND OPINION

Um Jammer Lammy contains some of the most annoying records this side of Ian's record collection, but unlike Ian's dusty 78s, these tunes are actually great fun and somehow listenable. As for the gameplay, it's basically the same as Parappa The Rappa, so no problems there.

Saul Trewern

THE SCORE

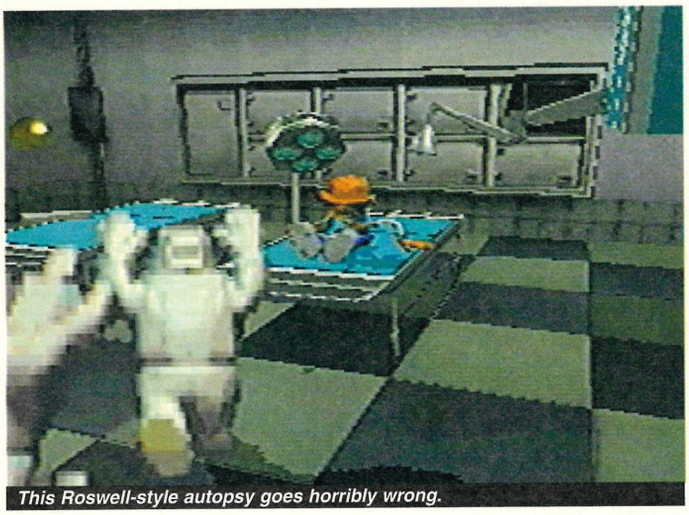
GRAPHICS	8
SOUND	9
GAMEPLAY	8
LIFESPAN	7

89%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Sony CEE	Fube Industries	Platform/Shoot-'em-up	Out Now	PAL	£34.99	1	Analogue Pad Dual Shock	Memory Card

Doug Williams spares a thought for B-movie film director Ed Wood, who is turning in his grave. Probably...

Attack Of the Saucerman



This Roswell-style autopsy goes horribly wrong.

This month sees three games that somehow found their way onto the shelves without being given to PlayStation magazines for review. Of the three, though, only Attack Of The Saucerman is remotely playable and worth anyone's time and money. In fact, although not a great game, I'm surprised Sony decided not to get this one to the magazines before it hit the shops.

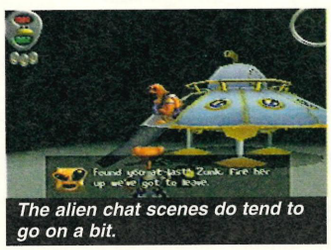
Nevertheless, we've got a copy now and after extensive play it turns out that Attack Of The Saucerman is actually quite good, albeit limited. On first look, you'd be forgiven for thinking it's just as bad as those other two games (if you can call them that) someone 'forgot' to send us, Dreams and Virus.

Attack Of The Saucerman isn't exactly eye-pleasing. In fact, if the characters were just a little smaller and maybe a little more pixellated, it wouldn't look out of place on the Super Nintendo or Mega Drive. They do have a certain cuteness about them, though, and there are some excellent comedy touches that serve to distract your attention from the lack of graphical prowess. Until you witness some of the terrible glitching that occurs when you get to close to an object. Graphical gremlins are acceptable when a game is already pushing the PlayStation to the limits, but when the visuals are this basic it's a travesty that they aren't more solid. Still, as we all know, a game doesn't solely rely on graphics. Which is a good thing, 'cos if it did, Saucerman wouldn't stand a chance.

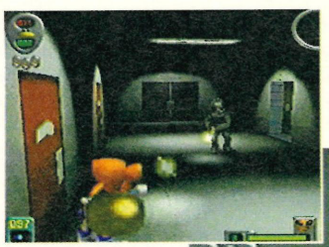
Mars Attacks

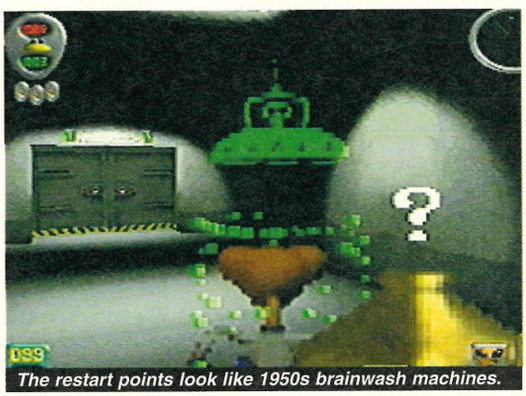
The gameplay doesn't save Saucerman from the doldrums completely, but it does offer a fun and puzzlingly addictive platform/shoot-'em-up adventure that amuses as much as it annoys. you play the role of Ed, an alien who's taken it on himself to rescue the Earth from attack by another

The fighting itself isn't exactly groundbreaking stuff

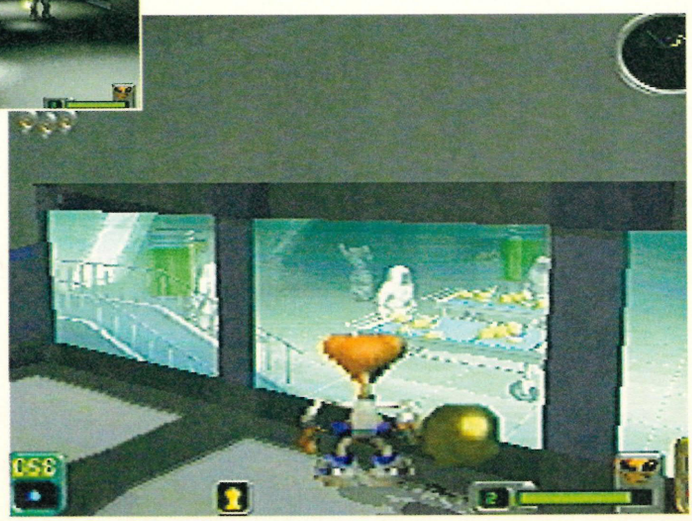


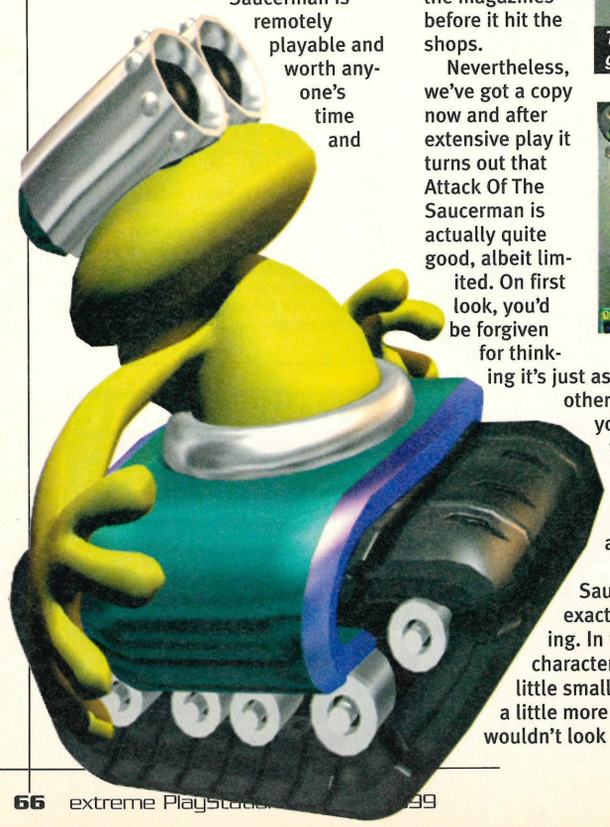
The alien chat scenes do tend to go on a bit.



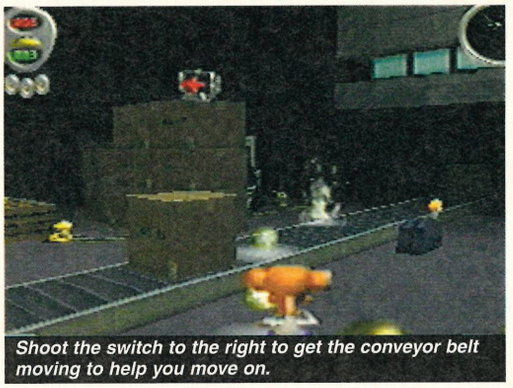


The restart points look like 1950s brainwash machines.






The scientists get a little scared when an alien opens fire on them.


Shoot the switch to the right to get the conveyor belt moving to help you move on.

race of evil aliens. Problem is, Ed and his pal Zunk crash-land on Earth when they arrive. They then find themselves trapped in a military base that you have to escape from.

This opens the way for plenty of blasting action as you negotiate your way around the base looking for parts to get your flying saucer going again. The gameplay is based on finding doors that open or shooting switches to open them and other basic ideas. Which is why the game relies heavily on combat. The fighting itself isn't exactly groundbreaking stuff, but the different weapons and sheer amount of enemies that keep on coming are enough to keep you hammering that fire button for a good few hours.

Once you've found the parts for your craft you have to get it out of the base, which means taking out the defences. This involves plenty of blasting and a cool scene where you have to take down two enemy helicopters which actually look pretty cool. Compared to the rest of the visuals anyway. After this you go to a long (boring) cut scene (of which there are many) where the aliens decide the only way to beat the humans is to go back in time. Obviously you follow them into the past, and the chase begins.

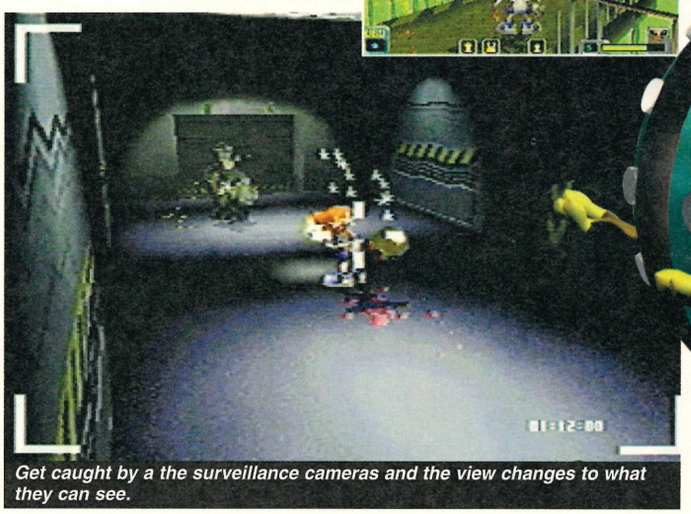
It's a surprise that I enjoyed it so much

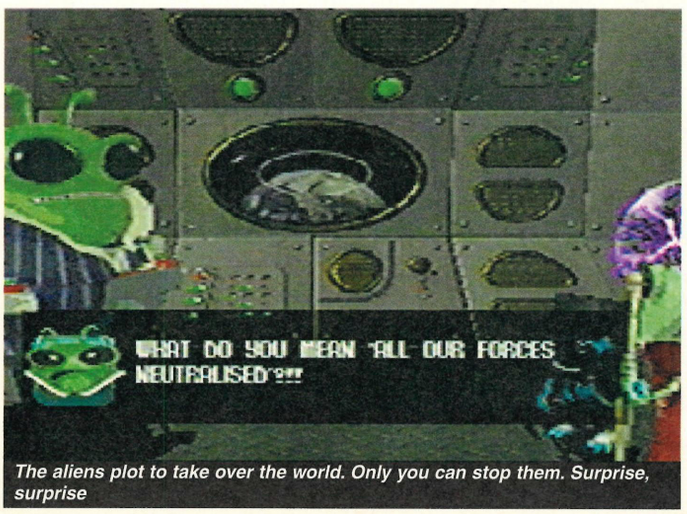
Swamp Thing

Considering the visuals on Saucerman are so poor and the gameplay only just above average, it's a surprise that I enjoyed it so much. However, that feeling didn't last and even the great comedy touches and the superb B-movie soundtrack and alien dialogue couldn't keep me playing. As a short-lived experience, Attack Of The Saucerman is great fun but if you're considering shelling out cash for this (as much as I hate to say it) rent it out first. If you still enjoy it by the time it has to go back to the shop, then you're bound to enjoy it right until the end.

Doug Williams




Get caught by a the surveillance cameras and the view changes to what they can see.



The aliens plot to take over the world. Only you can stop them. Surprise, surprise

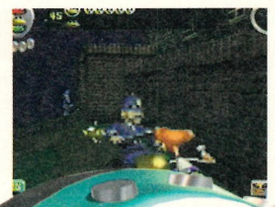




ATTENTION TO DETAIL

Attack Of The Saucerman has some nice little touches like Ed's ability to ride a hover-bike and the Keystone Cops to be found on Level Two. The best detail, though, is Ed's secondary objective throughout the game, which is to catch hundreds of little yellow creatures called Neds. Neds come in a variety of different forms and you come across anything from frog and chameleon strains to robots, exploding and snapper Neds. Each type requires a different strategy for capture, which helps give the game an extra bit of depth so clearly lacking.







SECOND OPINION

Could be a whole lot better. There's nothing you can put your finger on and say, 'that's where they went wrong', but the game's plagued by minor flaws and a general half-heartedness. The basics are there, but the whole is less than the sum of its parts.

Ian Osborne

THE SCORE

GRAPHICS	6
SOUND	7
GAMEPLAY	7
LIFESPAN	6

64%

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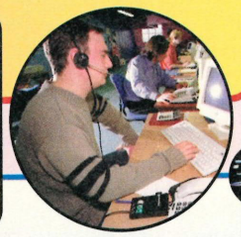
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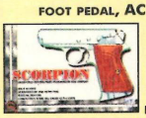

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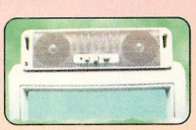
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1MB MEMORY CARDS £3.99 WHEN BOUGHT WITH A GAME! 2MB CARDS JUST £7.99 WITH A GAME!

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

ADVENTURE / ROLE PLAYING





Discworld Noir *takes you to the darker side of the Discworld. Set in the city of Ankh-Morpork, you play Lewton, a private investigator. Familiar characters such as Death, the Patrician, Vimes and Nobby are all here and the game is filled with Pratchett humour. A must for all Discworld fans!* **RRP £44.99 Our price £32.99**

Alundra	91% PY, 91% PP	£17.99
Azure Dreams	70% PY, 67% PP	£24.99
Breath of Fire 3	80% PY, 84% PP	£23.99
Broken Sword 2	90% PY, 91% PP	£29.99
City of the Lost Children	78% PY, 68% PP	£37.99
Diablo	74% PY, 77% PP	£24.99
Discworld 2	80% PY	£29.99







Discworld Noir	Due July	£31.99
Excalibur		£24.99
Final Fantasy 7	93% PY, 97% PP	£18.99
Granstream Saga	76% PY, 55% PP	£29.99
Guardians Crusade	Out Now	£24.99
Kingsfield	61% PY	£14.99
Legacy of Kain Soul Reaver	Due end July	£31.99
Monsterseed		£27.99
Riven	84% PP	£24.99
Treasures of the Deep	83% PY, 78% PP	£22.99
Wild Arms	85% PY, 83% PP	£29.99

BEAT 'EM UP



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



RRP £39.99 Our price £28.99









Bloody Roar	85% PY	£18.99
Bloody Roar 2	Due	£31.99
Bushido Blade	94% PY, 83% PP	£21.99
Darkstalkers 3	89% PY, 71% PP	£31.99
Evil Zone	Out Now	£29.99
Kensei Sacred Fist	75% PY, 75% PP	£28.99
Marvel Super Heroes V Streetfighter	84% PY,	£32.99
Mortal Kombat 4	87% PY,	£19.99
Mortal Kombat Trilogy	92% PY, 91% PP	£18.99
Pocket Fighter	84% PY	£32.99
Psychic Force	73% PY, 76% PP	£9.99
Rise of the Robots 2: The Resurrection		£9.99
Rival Schools	96% PY	£25.99
Soul Blade	96% PY, 94% PP	£18.99
Streetfighter Collection	67% PY, 87% PP	£29.99
Streetfighter Collection 2	out now	£32.99
Streetfighter Alpha 3	Due 25 June	£31.99
Tekken	84% PY	£17.99
Tekken 2	95% PY, 95% PP	£18.99
Tekken 3	94% PY, 96% PP	£29.99
Tobal No.1	94% PY, 91% PP	£14.99
Toshinden 2	74% PY	£12.99
Toshinden 3	78% PY, 76% PP	£29.99
X Men V Streetfighter	82% PY	£34.99

DRIVING / RACING



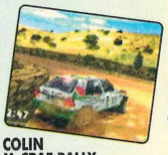




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Ayrton Senna Racing 2		£19.99
Bugriders	N/A	£9.99
Burning Road	90% PY	£12.99
Carmageddon	Due 28th May	£29.99
Circuit Breakers	81% PY, 80% PP	£19.99
Colin McRae Rally	93% PY	£18.99
Destruction Derby	86% PY, 72% PP	£18.99
Destruction Derby 2	82% PY, 89% PP	£18.99
Dodgem Arena	50% PY	£29.99
Driver	94% PY	£32.99
Formula 1	84% PY, 88% PP	£18.99
Formula 1 '97	90% PY	£17.99
Formula 1 '98	68% PY	£26.99
Gran Turismo	97% PY!!!	£17.99
Gran Turismo + Dual Shock Pad		£29.99
Grand Theft Auto (18+)	88% PY, 90% PP	£14.99
Grand Theft Auto London Disk (you must have GTA)		£15.99
Grand Theft Auto & London Data Disk Double Pack		£26.99

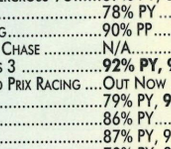


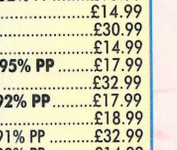


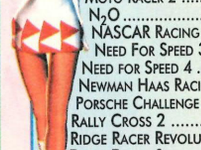


Jeremy McGrath's Supercross 98	67% PY, 52% PP	£18.99
Jetrider 2	78% PY	£14.99
MAX Power Racing	90% PP	£30.99
Megaman Battle & Chase	N/A	£14.99
Micro Machines 3	92% PY, 95% PP	£17.99
Monaco Grand Prix Racing	Out Now	£32.99
Motorhead	79% PY, 92% PP	£17.99
Moto Racer	86% PY	£18.99
Moto Racer 2	87% PY, 91% PP	£32.99
N_2O	70% PY, 89% PP	£14.99
NASCAR Racing '99	82% PY, 64% PP	£32.99
Need For Speed 3	87% PY, 89% PP	£18.99
Need for Speed 4	78% PY, 68% PP	£32.99
Newman Haas Racing	74% PY, 75% PP	£14.99
Porsche Challenge	84% PY	£18.99
Rally Cross 2	83% PY, 79% PP	£29.99
Ridge Racer Revolution		£18.99
Ridge Racer 4	92% PY, 93% PP	£27.99
Ridge Racer 4 & 1MB Memory Card		£30.99



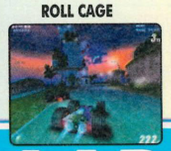


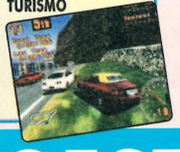




Ridge Racer 4 & Jogcon Joypad		£49.99
Road Rash	75% PY, 64% PP	£18.99
Road Rash 3D	76% PY, 80% PP	£25.99
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Vigilante 8	94% PY, 91% PP	£19.99
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V Rally 2	Due 25th June	£29.99
Wrecking Crew	83% PY	£14.99



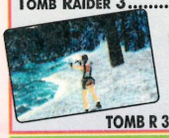




ARCADE ADVENTURE



Akuji the Heartless	78% PY, 82% PP	£28.99
Alien Resurrection	Due June	£32.99
Apocalypse	65% PY	£19.99
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Blaze & Blade	N/A	£27.99
Deathtrap Dungeon	86% PY	£19.99
Fifth Element	50% PY, 79% PP	£19.99
Hard Edge	N/A	£28.99
Medievil	86% PY	£30.99
Men In Black	35% PY	£18.99
Metal Gear Solid (15+)	97% PY	£30.99
Metal Gear Solid & 1MB Memory Card		£33.99
Nightmare Creatures	90% PY, 86% PP	£19.99
Ninja	78% PY, 82% PP	£19.99
Overblood	86% PY, 76% PP	£12.99
Resident Evil	95% PY	£18.99
Resident Evil 2	96% PY	£27.99
Running Wild	Out Now	£29.99
Silent Hill	Due 16 July	£31.99
Silent Hill & 1MB Memory Card		£34.99
Small Soldiers	78% PY	£32.99
Syphon Filter	Out Now	£29.99
Tenchu	92% PP	£21.99
Tomb Raider	94% PY, 92% PP	£17.99
Tomb Raider 2	95% PY, 95% PP	£17.99
Tomb Raider 3	93% PY	£23.99







ARCADE SHOOTERS





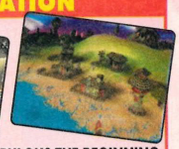


Asteroids	70%	£18.99
Blast Radius	72% PY	£19.99
B Movie	86% PY	£14.99
Crime Killer	81% PP	£19.99
Crusader No Remorse	80% PY, 85% PP	£14.99
Future Cop LAPD 2100	94% PY, 89% PP	£24.99
G Darius	88% PY	£28.99
G Police	84% PY, 93% PP	£18.99
One	86% PY, 83% PP	£12.99
Retro Force	75% PY	£34.99
Traprunner		£28.99
Viper	46% PY	£14.99

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Command & Conquer RED ALERT	90% PY, 93% PP	£18.99
Command & Conquer Retaliation	91% PY	£25.99
Command & Conquer Retaliation + Mouse & Mouse mat		£34.99
Constructor	88% PP	£18.99
Global Domination	73% PP	£32.99
KKND Krossfire	83% PY, 77% PP	£29.99
Monopoly	75% PY, 78% PP	£26.99
Populous - The Beginning	85% PP	£32.99
Risk	81% PP	£29.99
Steel Reign	58% PY	£29.99
Theme Hospital	88% PY	£24.99
Theme Park	86% PY, 85% PP	£18.99
Unholy War	70% PY, 89% PP	£19.99
V2000	82% PY	£16.99
War Games	60% PY, 90% PP	£18.99
Warzone 2100	87% PY	£30.99
Worms	92% PY, 82% PP	£17.99
Z	85% PY, 78% PP	£29.99

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Bubble Bobble/Rainbow Island	N/A	£22.99
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Bust A Move 3	88% PY, 85% PP	£19.99
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Caesar's World Gambling 2	N/A	£31.99
Chessmaster 3D	68% PY, 87% PP	£19.99
Devil Dice	85% PP	£28.99
Lemmings & Oh No! More Lemmings	81% PY	£18.99
Livewire	63% PY	£23.99
Poy Poy 2	73% PP	£27.99
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Yo Yo Puzzles Park	Due April	£30.99



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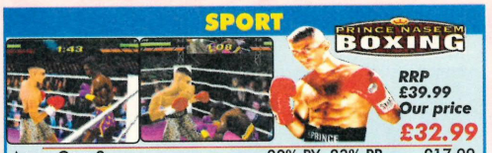
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Actua Soccer 3	**92% PY**	**£15.99**
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NFL Madden '99	89% PY	£31.99
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WCW Thunder	85% PY	£31.99
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3D SHOOTERS



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Midway Greatest Hits 2	N/A	£24.99
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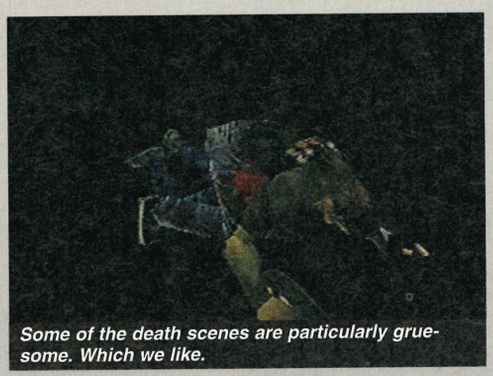
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PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Capcom	Virgin Interactive	Survival Horror	September '99	PAL	£19.99	1	Memory Card

At this price Saul Trewern can afford to soil as many Y-fronts as he likes...

Resident Evil 2

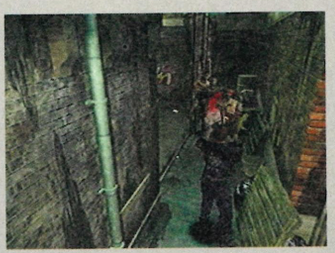




Some of the death scenes are particularly gruesome. Which we like.



Mmmm, lunch!



If you've ever sat on the edge of your seat watching a tension-filled, blood-curdling horror flick and enjoyed the experience, Resident Evil 2 is the game for you. If, however, you're the type who hides behind cushions when Axe Slasher 19 is playing, you'd better just stop reading this review right now. The first Resident Evil game attempted to emulate the horror movie experience and succeeded, to some extent. The sequel, imaginatively entitled Resident Evil 2, took the whole idea to another level. How? Simple really; by adding even more blood, tension and nerve-wracking atmosphere. In fact, I can honestly say Resident Evil 2 is the only game that's ever made me jump with fright while playing. And that's saying something, 'cos I'm pretty tough, you know.

The Evil Dead

Anyway, Resident Evil 2 has become one of the all-time classic PlayStation games and although the format has been aped on occasion (most recently in Sunsoft's decidedly average Hard Edge), it has never been bettered. It's not simply the George Romero-influenced horror story that makes Resident Evil 2 such a classic game. For a start, Capcom have created some of the most wondrous visuals seen on the PlayStation to date. Which is quite a feat seeing as the game saw light of day in Japanese shops nearly two years ago.

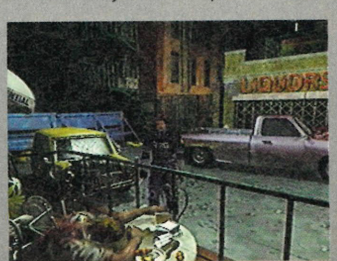
The graphics are as near-perfect as you're likely to see



The scenes of carnage after some zombie attacks have to be seen to be believed.

The visuals are admittedly pre-rendered, so you don't have as much freedom to explore as you would in other 3D action games such as Tomb Raider, but when the environments and characters look this good, who cares?

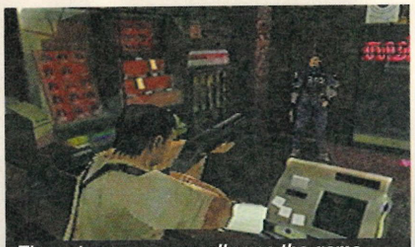
The action mostly takes place in the deserted (except for a couple of hundred blood-hungry zombies) Raccoon City Police Department,



RESIDENT EVIL 3: NEMESIS

There's never been a better time for Resident Evil fans. Not only is Resident Evil 2 now on Platinum, but Resident Evil 3: Nemesis is coming this Autumn. And from what we've seen, it's looking pretty hot. No solid details have arrived yet, but we're promised more action, more gore and some of the best visuals your ever likely to see. Look out for our massive Resident Evil 3: Nemesis preview coming soon...



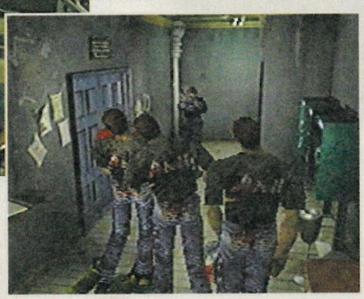


The cut scenes generally use the game engine, which is all well and good, except for that oh-so-dodgy voice acting.



Blast a shotgun at close range and you may just find a pair of zombie legs coming towards you after you've blown the top half of a body clean off.





although the game starts off with a quick jaunt through the zombie-infested streets of Racoon City where you realise just how good-looking, action-packed and blood-filled Resident Evil 2 really is.

When you reach the police building, a real tension-filled atmosphere starts to kick in, and unlike on your journey to the building, you won't spend all your time dodging or shooting zombies. Instead, the action comes in well timed increments. For instance, one minute you could be walking down a corridor searching for a key, the next you're taking on five or six zombies at once. This makes the tension almost unbearable as you never know what's around the next corner. Some of the set pieces in store for you have your heart dropping, but it's best to experience them rather than have us spoil it for you.

Puzzle Perfect

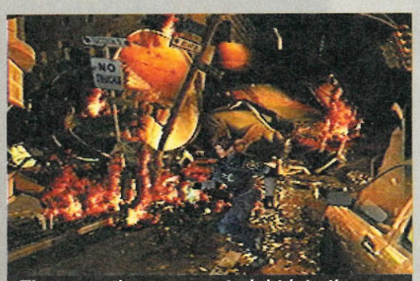
It's not just zombies that make things hard for you. There are plenty of other sickening mutant creatures to deal with as you make your way through the building. The combat action is but a small part of the Resident Evil 2's appeal, though. The mainstay of the game is actually the puzzle solving and exploration. The puzzles themselves aren't exactly mind-numbing, but you have to use that grey matter. Solving a puzzle usually results in getting a much-needed item or in a new area opening up. As you progress through the game you realise just how vast it is, which wills you to complete as many puzzles as possible, just so you can see more of the game. The police department has many hidden rooms as well as a massive sewer section that leads onto the Umbrella Corp (the bad guys') laboratories where you come across some vile and hideous creatures.

Resident Evil 2 comes on two discs, one for each of the new characters, Leon and Claire. Both stories, although taking place in the same surroundings, are very different and completing a disc in one way means situations and plot changes on the next disc. This means as well as being physically massive, Resident Evil 2 also offers a huge amount of replay value.

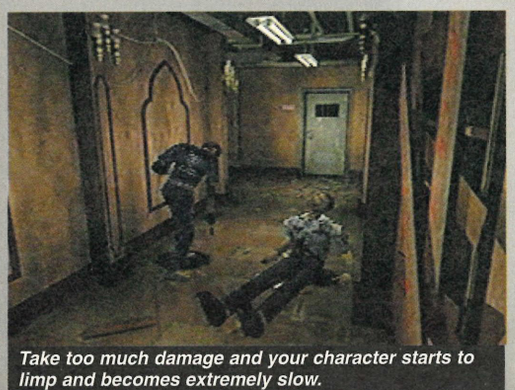
Under Control

With the amount of puzzle-solving and combat thrown at you in Resident Evil 2, you'd imagine the control system was a little complicated, but like the first game, controlling your characters becomes second nature very quickly. Even when you've got half a dozen zombies loping towards you, it's simple just to line up your gun and pick them off. A simple control method doesn't translate to being easy, though, as you constantly find yourself dying a horrible death as multiple zombies take chunks out of you. It's even worse when it comes to taking out some of the larger, more mutant-like creatures. But these are best left as surprises.

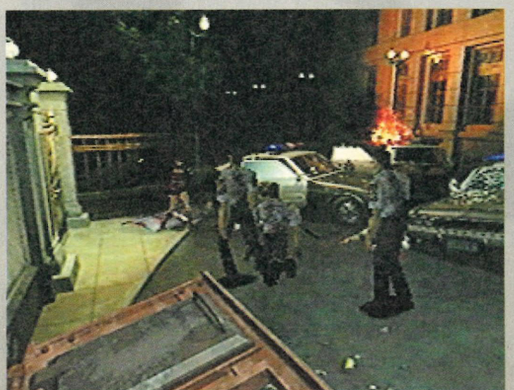
One of the all-time great games



The game throws you straight into the action after that superb intro.



Take too much damage and your character starts to limp and becomes extremely slow.



SETTING THE SCENE...





The intro to Resident Evil 2 is one of the best we've ever seen. It looks fantastic, its strengths lying in the movie-like action that unfolds as you watch your characters' first few steps in Racoon city. It culminates in a car chase that even John Woo would be proud of.





Finding flaws in Resident Evil 2 was impossible when it was first released, and on extended play it's still impossible to find anything that really bugs me. Okay, it's not perfect, but no game is. The graphics are as near-perfect as you're likely to see, though. The gameplay is exciting, engaging and addictive and the storyline is one of the best of any video game - ever. Add to this an unrivalled horror movie atmosphere and enough gore to make even the most squeamish feel sick, and you've got one of the all-time great games. And it's only twenty quid. What are you waiting for?

Saul Trewern

SECOND OPINION

Res Evil 2 is the scariest game on the PSX. The fixed camera approach works well, and the game isn't just a sorry excuse for gory graphics. Its only drawback is it's too close to the original, with the puzzles being near-identical in places. Still, at £20 it's still a barg.

Ian Osborne

THE SCORE

GRAPHICS	9
SOUND	8
GAMEPLAY	9
LIFESPAN	9

93%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS
Sony CEE	Namco	Beat-'em-up	Winter 1999	PAL	£19.99	1-2	Dual Shock Memory Card

Kick, punch, it's all in the memory. So Doug Williams thinks anyway...

Tekken 3

I must have lost my rose-tinted spectacles, 'cos Tekken 3 ain't as good as it used to be. Or at least not as good as I remember it. It's still the king of PlayStation fighting games, and it's still great fun to play, but for me, over a year since I first started playing, it's definitely lost the initial spark that once shone so brightly.

You could argue that it's the same for all Platinum releases, but all I have to say is Gran Turismo, Final Fantasy VII and Command & Conquer. Three examples of Platinum releases that are still as playable now as they ever were. Of course, this is just because Tekken 3 has become played out for me, personally. If you've never entered the King Of Iron Fist tournament, though, let me tell you about the greatest fighting game that ever was...

The Main Event...

On its original release, Tekken 3 became more than just a game. It became a movement. Kids would stay off of school to practice the next ten-string combo, and big kids (not like us game journos, of course) would play sick and bunk off work so they can train, in order to kick their mate's ass at the next after-pub session. And rightly so, as Tekken 3 is such a complex game that to get the most out of it, you need to know those moves.

It turned out, though, that only the spotty anoraks ever got the most out of the lightning-fast gameplay, as they were the only ones that could be bothered to learn the thousands of moves in the game. The more casual gamers were just happy to take part in button-bashing brawls, which is were the real fun on Tekken 3 is to be had.

Why? Because knowing a few joypad movements, and a bit of slight-of-hand is enough to produce some of the most exiting edge-of-your-seat one-on-one action ever seen. The array of simple kicks and punches are enough to boost Tekken 3 miles above the competition before you even think about learning a 20-hit combo.

Besides this take-it-as-you-like gameplay, Tekken 3 is also fantastic-looking, long-lasting and more violent than a Seventies horror flick, which is why, although for me it doesn't have the same effect, if you haven't had the pleasure yet, Tekken 3 is well worth twenty quid of your hard-earned cash.

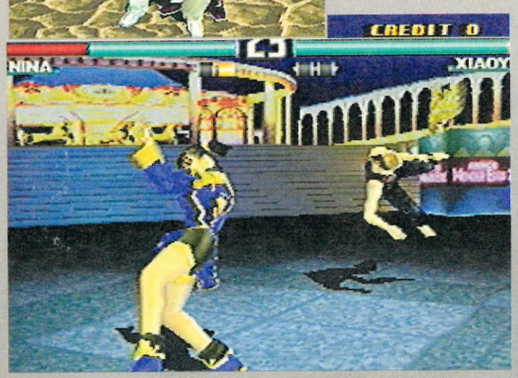
Doug Williams





Tekken 3 is fantastic-looking, long-lasting and more violent than a Seventies horror flick...







There's plenty of pixel pieces of crumpet for saddos to ogle.



As you can see, there's plenty of acrobatic action.



Eddy Gordo, the breakdancing tough guy.





SECOND OPINION

The best just got cheaper. What more is there to say? Except that Tekken 3 is still the best beat-'em-up on any console - ever. You can argue your Virtua Fighters and your Soul Calibers until you're blue in the face, but Tekken 3 still comes out on top. Until Tekken 4, that is.

Doug Williams

THE SCORE

GRAPHICS	9
SOUND	9
GAMEPLAY	9
LIFESPAN	8

90%

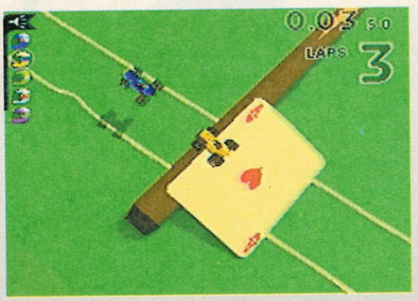
PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Codemasters	Codemasters	Racing/Compilation	Out Now	PAL	£29.99	1-2 TOCA 1-8 MMV3	Analogue Pad Dual Shock	Memory Card

'Is there any point?', wonders Saul Trewern.

Double Platinum: TOCA/Micro Machines V3



Fancy driving miniature tanks? MMV3 gives you the opportunity...



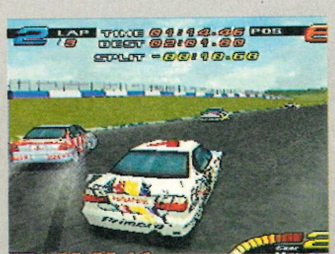


Two undeniably great games at the bargain price of 30 sovs for both. It's got to be bargain, hasn't it? Hasn't it? Well no, actually. Especially as whilst I'm writing this there's a high-street price war that is seeing brand-new full-price games being slashed to under 30 quid and older titles being shoved down to the below-20 mark. You can also find these two in bargain bins and second hand shelves all over the country, making it possible to pick them up separately for cheaper than this. Price aside, though,

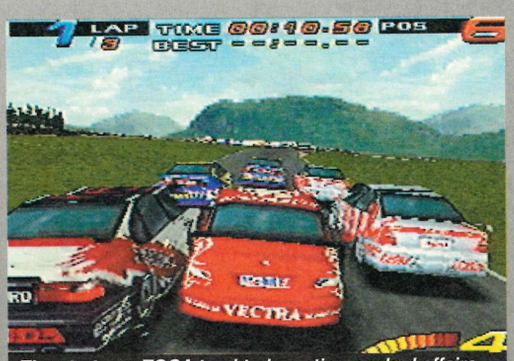
Both titles are starting to show their age

what are the games actually like?

We'll start with TOCA Touring Car Championship, which received a whopping 93% way back in Issue One of extreme PlayStation. We were all enamoured by its highly realistic driving model, its lightning-fast gameplay and superb all-round racing action at the time. Now, though, it's been eclipsed by its far superior brother TOCA 2 and other racers such as Gran Turismo. Having said this, the touring car action can still hold its own against most driving games around today.







The starts on TOCA tend to be action-packed affairs.



The in-car view in TOCA is extremely playable, for once.



All Good Things...

Micro Machines V3 is the PlayStation version of the classic 16-bit top-down racing game, Micro Machines. The PlayStation version has managed to keep the edge-of-your-seat action in the single and multiplayer games and the 3D-style graphics give the game a sorely-needed visual update. Party play is where it's at, though, so make sure you get a Multi Tap and some friends or you could miss out on the best it has to offer.

Both games are superb examples of why Codemasters are at the top of the development tree. They ooze playability and graphical charm as well as offering masses of long-lasting gameplay. However, both titles are starting to show their age. If Codemasters had seen fit to release this package at 20 quid I wouldn't hesitate to recommend you snap it up, but at 30 pound a shot, it's really only worth it to people who want to build up their games collection willy-nilly.

Saul Trewern

SECOND OPINION

It's a cool package - both games are great, but they're so old you can get them for £15 individually, so £30 for two Platinum releases saves you nothing. Only buy it if you're sure you want both titles. Otherwise, just buy the one you want separately.

Ian Osborne

TOCA

THE SCORE

GRAPHICS	8
SOUND	8
GAMEPLAY	8
LIFESPAN	8

82%

Micro Machnines V3

THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	9
LIFESPAN	9

84%

PACKAGE OVERALL

72%

PUBLISHER	DEVELOPER	GENRE	RELEASED	VERSION	PRICE	PLAYERS	PERIPHERALS	
Capcom	Capcom	Survival Horror	Out Now (Japan)	NTSC (Japan)	£59.99 approx	1	Analogue Pad Dual Shock	Memory Card

Whilst the PAL version is coming on strong (check Page 18), Saul Trewern checks out the finished Japanese game...

Dino Crisis



It had to happen sooner or later, didn't it? Capcom using the Resident Evil engine to create a totally different game, with no reference to zombies or Raccoon City. Still, with Dino Crisis, at least they haven't just thrown a new story into an old game, although at first you'd be forgiven for thinking this is the case.

The controls are exactly the same as those in the Resident Evil games. Still, this is more of a help than a hindrance, as those of you without a Japanese tongue won't make head or tail of the Japanese manual. Dino Crisis also has the same graphical feel as Resident Evil, although the game environment is made up of polygons rather than being pre-rendered. This means items that need to be found or used do not stand out like a sore thumb. However, it also means it doesn't have the same graphical shine, which in turn affects the amount of atmosphere created. In fact, although Capcom have their Resident Evil experience to utilise, they have actually failed in getting anywhere near the tense, chilling atmosphere found in those games.

The main reason for this is that Dino Crisis doesn't depend on building tension like the Resident Evil games, as the gameplay is more shock orientated than the eerie, supernatural feel of Resident Evil. This is no bad thing, though, as it means that the action pans out differently, giving Dino Crisis its own unique and original feel.

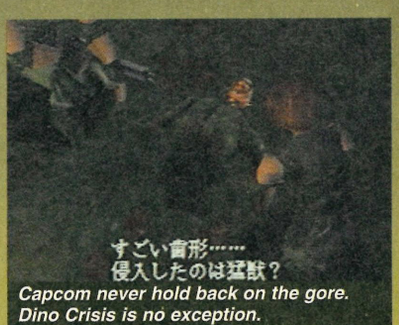
The problem with the Japanese version is that I couldn't understand the game enough to get into the puzzle and exploration side of things

Doctor Dead

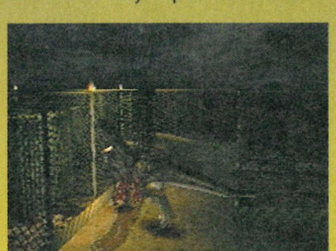
Dino Crisis takes place on a remote island where a scientist, Dr Kirk, is said to be carrying out secret military experiments. As Dr Kirk was reported to have died three years ago, a team of special agents are sent in to find out what's going on. On arrival at the military base, the team encounter some strange happenings. Not least the fact that the whole area is deserted, save a few lifeless torsos and gallons of blood thrown all over the shop. As you start, your team splits up and the main character under your control, Regina, is left to fathom out what's going on.

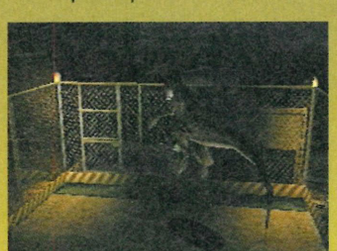


The way that the storyline is executed is very Resident Evil, but unlike the action-packed intro and immediate thrill of Resident Evil 2, Dino Crisis starts very slowly. In fact, I had only came across two enemies in the first hour of play. Now this would be enough to put most people off, that is unless you've seen these enemies. For they are not human, and they are not zombies. They are superbly animated, fast-moving and deadly dinosaurs. Veloceraptors to be precise.

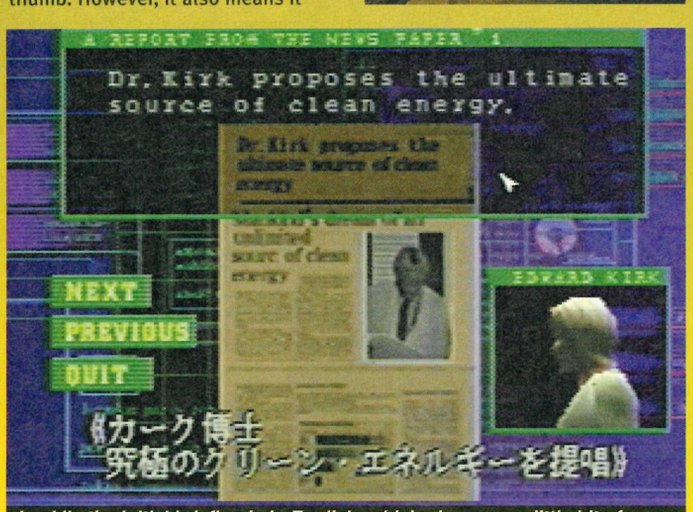


Capcom never hold back on the gore. Dino Crisis is no exception.

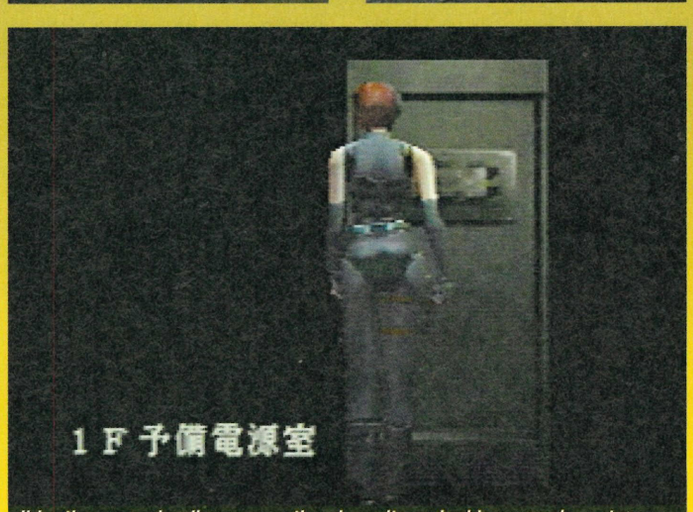








Luckily the initial briefing is in English, which gives you a little bit of a chance to figure things out.



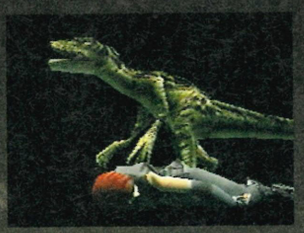
I'd rather see a loading screen than have it masked by your character walking through a door, Resident Evil fashion.



Let the dinosaurs get too close and they clamp onto you - the only way of escape is to bash those buttons.

WHAT A WAY TO GO...

Apart from the control system, one of the biggest give-aways that Dino Crisis comes from the same team that brought you Resident Evil are the spectacular and often gruesome death scenes. Unfortunately, you witness these far too often.



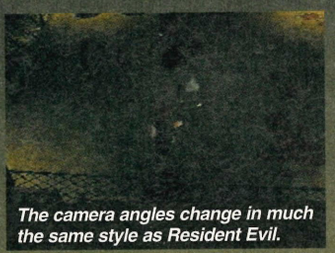


The first time I came across a Raptor was after hearing screaming and shooting from outside. On going to investigate, the view turns from third person to that of the Raptor, which is bounding across some crates, running towards you at an incredible pace. As it jumps down over the fence, sheer panic sets in and although



almost all of the dinosaur combat sections; it's just a shame that there isn't enough of it.

The lack of combat is Dino Crisis' biggest flaw, although I can't say this for the English version. The problem with the Japanese version is that I couldn't understand the game enough to get into the puzzle and exploration side of things. Which is why I was constantly waiting for the next dinosaur to think he's hard enough and come and have a go. If I was immersed more into the puzzling and exploration,

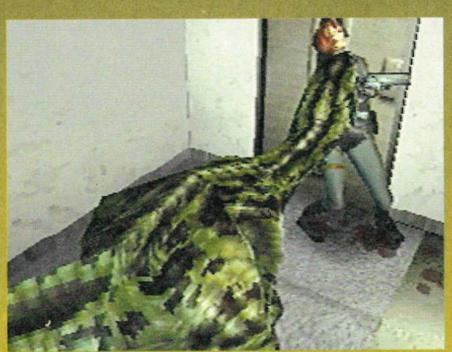


The camera angles change in much the same style as Resident Evil.

the pedigree is here. I'm happily surprised that Dino Crisis isn't just Resident Evil in a different setting, but I'm afraid the language barrier

Dino Crisis is a superb game, but there really is no point in trying it until you can fully understand what's going on

I'm used to the Resident Evil control system, drawing and firing your gun is easier said than done under this amount of pressure. Later in the game I found the Raptors are relatively easy to dispatch, but this first battle had me running up pathways in fear with this vicious big-assed lizard trying to feast on my hide for ages. When I did finally take him down, the sense of relief was overwhelming. In fact, this is the same at the end of







I'm sure that this wouldn't be the case, but as it stands, the only real draw of the Japanese version of the game is the combat.

PAL Patience

I was expecting Dino Crisis to be something special. I mean, it's from the same team and producer that created the Resident Evil series, so meant that I couldn't really enjoy it. You can see that Dino Crisis is a superb game, but there really is no point in trying it until you can fully understand what's going on. Which shouldn't be too long now, as we've laid eyes on the English version and it promises to be everything the Japanese version is, only in a language you and I can understand. Expect one of the best games this year, just don't try to beat the system by getting the Japanese version. It will only ruin your enjoyment of a very special game.

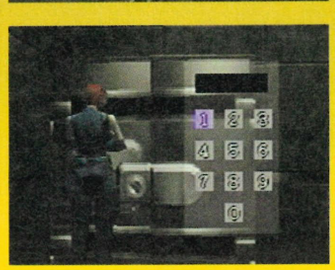
Saul Trewern

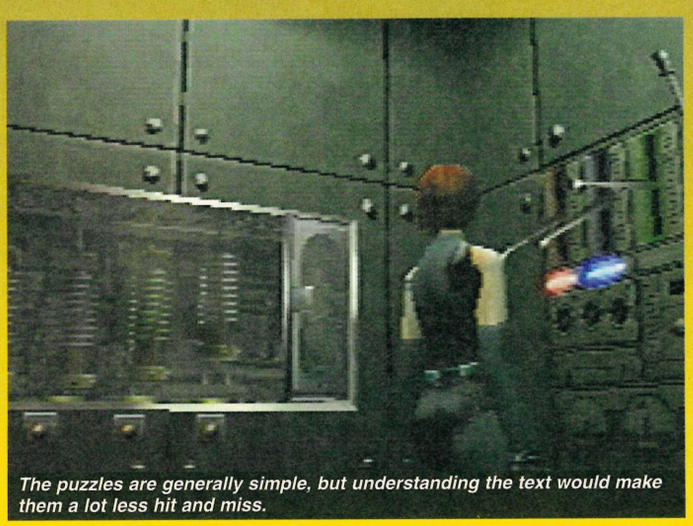
SECOND OPINION

Listen to Saul - unless you can speak Japanese, wait for the UK release, or you can say sianara to any hope of getting into the puzzles. The European version will have more combat too (see interview on Page 18), answering another of Saul's complaints.

Ian Osborne







The puzzles are generally simple, but understanding the text would make them a lot less hit and miss.

THE SCORE

GRAPHICS	8
SOUND	7
GAMEPLAY	9
LIFESPAN	6

86%

tips & cheats

The latest codes and hints...

We're back with yet more codes, hints and cheats for all the latest games, and a few old classics reborn on the Platinum label. If you're stuck, you know where to look - with our help, you need never give up on a game again!

SYPHON FILTER

All Weapons and Infinite Ammo
Pause the game and highlight Weapons. Press and hold →+L2+R2+●+■+✖

Beating Anton Girdeaux
Always keep a pole between you and Girdeaux to stop him seeing you. Hold L1 to manually aim. then hold L2 or R2 to emerge from behind the pole. Fire at his gas pack to avoid his body armour. Fire at the pack and release the shoulder buttons, pressing L2 or R2 by themselves to dodge the flames. Repeat until he falls.

Beating Rhoemer
Grab the gas grenades (quickly) and before you turn off the computer, throw a gas grenade behind you into the entrance Rhoemer uses. You get an easy kill after the cut scene.

Beating the Chopper
The chopper has two basic attack patterns. When it strafes from side to side, shooting in bursts before hovering below the fence, go to the edge and hold the Lock On button while strafing it. Repeat this until he starts smoking. It now unleashes a deadly stream of fire, so make sure you side-step it. Repeat this until it's trashed.

Easier Enemies
For weaker foes,, pause the game and highlight Map. Press and hold →+R1+L2+✖. A laugh confirms the code.

Harder Game
At the title screen, press and hold ←+L1+R2+Select+■+●+✖. You hear 'dammit' to confirm the code.

Level Select
Pause the game and go into the Options menu. Highlight Select Mission, then press and hold ←+L1+R1+SELECT+■+✖

Super Ammo
Pause the game, then select Weapons and highlight 9mm. Now press and hold ←+R2+Select+L1+■+✖. The word 'understood' offers confirmation.

Survive Burning
If you're on fire, press Start twice to keep yourself alive.

View All Movies
Go to the movie theatre in the first level. You find it in the back alley where you fight enemies behind police cars. Pause the game, highlight Maps, and press and hold →+L2+R1+✖. You hear 'got it'.

X-Ray Vision
Use the virus scanner to look through walls.

FIFA: ROAD TO WORLD CUP

Editable Bankroll
At the Team Edit screen, press ■, ✖, ■, L2 and L1.

Toepunt
At the Team Select screen,



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Dr Claire's Tips Clinic

Your problems solved...

DIAGNOSED AND CURED

The following readers benefited from a visit to Dr Claire's Surgery...

Emma Thorne of Bradford needs help in BROKEN SWORD 2. To be precise, she's stuck on Ketch's Landing.

Look at the plans on the table, then through the tripod-mounted theodolite to see an old house. Talk to Bronson, the guy nearby. Talk about the theodolite twice, then go up the steps. Play with the cat, extend the ladder and try the door to start a conversation with the old dears. Go back down the steps and talk to the fisher boy on the jetty about pirate treasure, Ketch, the sisters, the plans and Bronson - in that order. Talk to Bronson about the sisters, and when he asks about the fisher boy, use the Thumbs Up icon. Talk about the plans, then go back up the steps and talk with the old dears about the cat - say you like cats. Talk about Rio three times, then about Emily twice. Talk about the cat, then Emily once more. Go back tot he jetty and talk to Rio. Select Emily, the fish and then the lipstick. Walk away and come back, then ask about the fish twice. End the conversation and get the inner tube from the wheel. Talk to Rio (you get a fish) then talk about the inner tube. Go up the steps and climb the ladder. Put the inner tube on the flagpole and go down the ladder, putting the fish on the inner tube. Now the cat's distracted, get the ball. Climb the ladder and retrieve the inner tube. The cat gets the fish. Use the inner tube on the tree to the left to make a catapult. Fire the ball with the catapult to knock down the theodolite target. While Bronson's on the flagpole, remove the ladder. Pick up the marker he drops, then go down the steps and get the theodolite. Go up and talk to Bronson, then down and get the plans. Give the plans to the old ladies to finish the section.

Michael Turner of High Wycombe wants cheats for TOCA 2 and FIGHTING FORCE. No problemo...

TOCA TOURING CAR CHAMPIONSHIP 2

All Cars
Enter MECHANIC as a name in single-player mode.

All Tracks
Enter BIGLEY as a name in single-player mode.



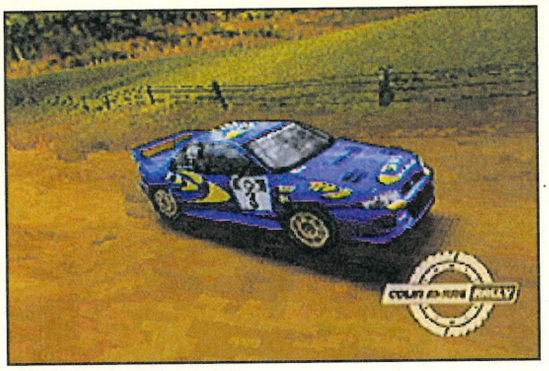
quickly press R1, L1, ↓, ↑, ←. The team you choose now has an extremely hard kick.

Unlimited Player Attributes
At the Player Edit screen, press L1, L2, ✖, ■, ✖.

COLIN McRAE RALLY

Cheat Codes
Enter one of the following when asked for your name:
- Buttonbash Power accelerator.
- Directorcut Allows you to play with replay.
- Forklift Gives your car four-wheel steering.
- Heliumnick Co-driver has a squeaky voice.
- Kitcar Gives you a turbo boost (press Select when the green bar is full).
- Moreoomph Double engine power.
- Peasouper Adds fog to all stages.
- Blancmange Wobbly Car

Play in the Dark
To race in the dark on any level, enter your name as NIGHTRIDER. You notice



some of the blocked-off roads are now open. If you go down them, the car stops and the lights go off, then a beam of light flashes onto the car and lifts it in to the air.

3XTREME

Alien Characters and Cars
At the Main Menu, go to Memory Card and press → to access the Codes menu. Now enter any of the following names:

- Bink The Best Skateboarder 97% Stats.
- Geep The Best Bike Racer 97% Stats.
- Nyub The Best Skater 97% Stats.
- Redline Red car
- Blueline Blue car
- Whiteline White car
- Astromen All aliens
- Voyeur All exhibition tracks
- Trixxy All freestyle tracks
- Dominique Unlocks Dominique
- Lugnut Unlock Lugnut
- TP Unlock TP

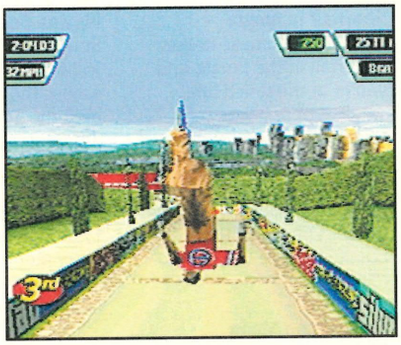
Hidden Course
In Freestyle, beat Pro Circuit with anything to unlock the hidden course, Haunted Mansion.

Secret Passage in Aztec Island 2
In Aztec Island 2, go past the second tunnel. To the left of the sign and the right of the big rock there's a tunnel. Go in it. At the end there is a jump, go to it and hit ■ - you go through a rock and land in a tunnel. Go out the tunnel and you're back on the road.

Secret Passage in Metro Level
Go to Metro level. On the left side of the screen, about half way through you see a set of stairs with black and yellow arrows pointing to the left. Just ride up to them, and you automatically pass through. (Metro level is only available after completing all amateur levels).

Secret Passage on Aztec Island
When you first start out keep going past the bridge. Go off the jump and under the first tunnel. Then go under the second tunnel and when you get near the Billabong sign, to the left is a small window where you can go through. When you get near the jump, you must jump or you won't make it.

UltraSpank Video
To check out the UltraSpank video, go down to Options in the main menu and press →, then ✖



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Oulton Park Island Circuit
Enter DINKYBIT as a name in single-player mode.

Micro Machines Mode
Enter MINICARS as a name in single-player mode.

Faster Damage
Enter DUBBED as a name in single-player mode. Parts break as soon as another car is hit.

Low Gravity
Enter LUNAR as a name in single player mode.

Forty Lap Race
Enter LONGLONG as a name in single-player mode.

Turbo Mode
Enter FASTBOY as a name in single-player mode.

Higher Elevated Tracks
Enter ELASTIC as a name in single-player mode.

Bouncing Collisions
Enter BCASTLE as a name in single-player mode.

Disable Championship Disqualification
Enter PUNCHY as a name in single-player mode.

Blurred Background
Enter TRIPPY as a name in single-player mode.

Invisible Car (except for tyres)
Enter JUSTFEET as a name in single-player mode.

New Option Under Challenge Mode
Enter BANGBANG as a name in single-player mode.

Bonus Track
Enter TECHLOCK as a name in single-player mode.

Longer Race
Enter LONGLONG as a name in single-player mode.

Padded Barriers
Enter PADDED as a name in single-player mode.

FIGHTING FORCE

Cheat Mode
On the main menu, hold ←, ■, L1 and R2. The words 'Cheat Mode' appear at the bottom of the screen. Enter the options screen to find the new invincibility and stage select options.

Also on TOMB RAIDER II, according to Scott Wasilewski of Chorley, there's a door with a keyhole in Lara's house, leading to her bedroom, and he can't find the key. Lara's house is just a training level, and there isn't a key. Sorry!

Jonathan Everett of Rotherham needs the Stealth Gear in METAL GEAR SOLID. Simple(ish)...

Complete the game on any skills setting with Otacon - surrender to the torture session. Save the game. Load it again and you have the Stealth.

Adam Hancox of Oldbury wants tips and cheats for R-TYPE DELTA. Flying your way...

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: ←, →, ↑, ↓, →, ←, ↑, ↓

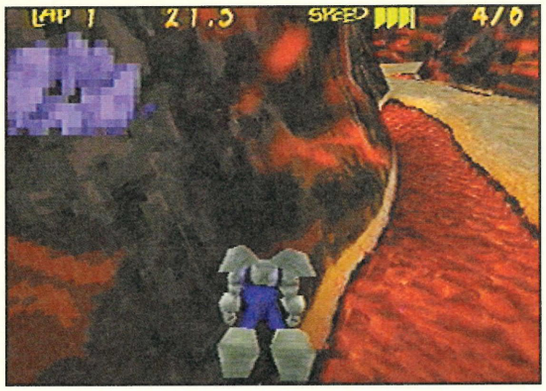
Yellow power-up: ←, →, ↑, ↓, →, ←, ↑, ↓+●

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.



tips & cheats



RUNNING WILD

Alternate Uniforms
To change your uniform colour, press L1 or R1 when choosing a character.

Shortcut in Jungle
Jump through next-to-last waterfall in the Jungle and you're at the finish line.

Shortcut in Lava Level
Soon after the finish line, look for a hole on your right immediately after you jump the lava pits. Use the last booster before the hole to reach it.

Shortcut on Moon
Directly after the split tunnel starts on your left, run right and jump at the wall on your left after you pass the ramp.

EVIL ZONE

Extra Costumes
Beat the game with any character for his or her extra costume.

Play as Boss and Hidden Stage
To play as the boss and access the hidden stage, beat the game with three different characters in Story Mode.

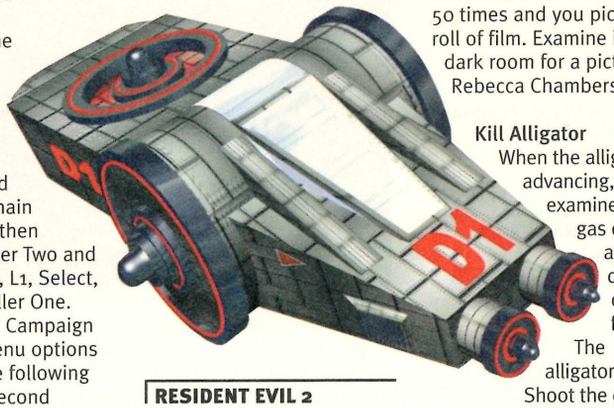
Play as Ihadurca
To be play as Ihadurca, beat Story Mode with Setsuna. Ihadurca appears on the Character Select screen.

Winning Postures and Poses
Each character you beat in Story Mode earns you seven new postures.

WARZONE 2100

Cheat Codes
Hold Start on the second controller, before turning on the PlayStation. Continue to hold Start until the main menu appears, then release Controller Two and press L1, R1, R2, L1, Select, Start on Controller One. This adds 'Start Campaign 2 & 3' to the menu options and enables the following cheats on the second controller:

Select	Press during the game to skip to the next mission.
▲	Toggle God Mode, makes everything visible.
●	Toggle Infinite Power.
✖	Make all items available.
R1	Add Structures.
R2	Add Units.
↑	Toggle Super Unit Strength on and off.
→	Toggle Wimpy Unit Strength on and off.
↓	Finish any currently active research.



RESIDENT EVIL 2

Infinite Sub-Machine Gun
Beat either alternate scenario with an A or B ranking without using any Health Sprays.

Infinite Gatling Gun
Beat either alternate scenario with an A or B ranking without saving.

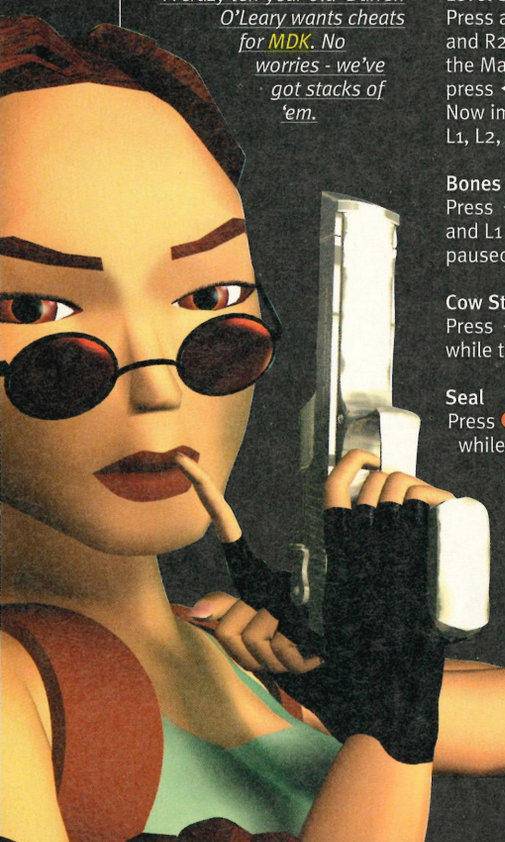
Infinite Rocket Launcher
Beat either regular scenario with an A or B ranking.

Get picture of Rebecca Chambers
In the STARS office, inside the police building, inspect the desk to the far left of the room and you're told, 'Its trashed. Someone must have searched it'. Search it 50 times and you pick up a roll of film. Examine it in the dark room for a picture of Rebecca Chambers.

Kill Alligator
When the alligator is advancing, examine the gas canister and it drops on the floor. The alligator eats it. Shoot the canister and blow his head off.

New Costumes
Both characters have a hidden costume. To find Claire's crop top and flame jacket and Leon's two alternate costumes, start a game in Normal Mode and get to the police station without picking anything up. Ant that means ANYTHING. When you get to the police station, take the lower path and a new zombie advances. Kill him and search the body to get a special key. Take it to the dark room and use it on the cabinet to get the kit.

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'A crazy ten-year-old' Darren O'Leary wants cheats for MDK. No worries - we've got stacks of 'em.

Level Select
Press and hold L1, L2, R1 and R2 simultaneously at the Main Menu screen, then press ←, ●, ▲, ↑ and ■. Now immediately release L1, L2, R1, and R2.

Bones Air Strike
Press ↓, ↑, ●, ↓, ↑, ↓ and L1 while the game is paused.

Cow Strike
Press ↑, ↓, ↓, L1 and → while the game is paused.

Seal
Press ●, ▲, ▲, L1 and → while the game is paused.

Bones Seal
Press ▲, →, ●, ← and ← while the game is paused.

Super Chain Gun
Press ←, L1, ↓, ■, ▲, ↑ and ↓ while the game is paused.

Super Gun
Press →, ↑, ↓, L1, ↓, ●, ← and ← while the game is paused.

Homing Bullets
Press ■, L1, L1 and → while the game is paused.

Thumper Weapon
Press ↓, ↑, ←, ←, ▲, ↑, → and ↓ while the game is paused.

Twister Weapon
Press ↓, L1, ■, ▲, →, ↑ and ✖ while the game is paused.

Grenade
Press ▲, ●, ■, ■, L1 and → while the game is paused.

Sniper Grenade
Press ↑, ■, L1, ←, ● and ▲ while the game is paused.

Homing Sniper Grenade
Press ←, ↑, ✖, ▲, L1, L1 and → while the game is paused.



Mortar
Press ←, L1, ▲, ■, →, ●, ← and ← while the game is paused.

World's Most Interesting Bomb
Press ↓, →, ●, ●, ←, ←, ↑, ■ and ▲ while the game is paused.

World's Smallest Nuke
Press ↓, ↑, ■, ▲, ↓, ●, ● and → while the game is paused.

Dummy decoy
Press ✖, L1, →, ●, ✖, ↑ and ■ while the game is paused.

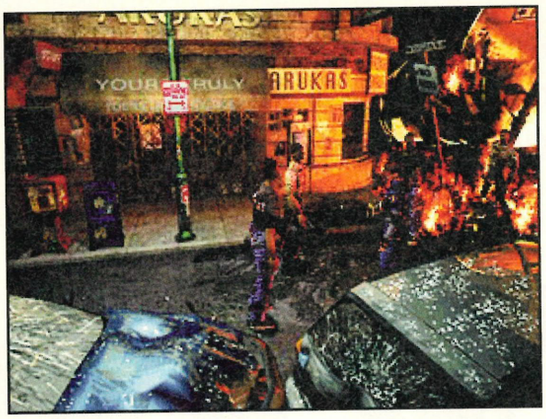
Full Hit Points
Press →, L1, ■, ▲, L1 and ↓ while the game is paused.

Faster Speed
Press →, ●, ▲, ● and ✖ while the game is paused.

Partial Invincibility
Press ●, ▲, ▲, ●, →, ↑, ←, L1 and ■ while the game is paused.

Earthworm Jim Power-Up
Press ↑, ↓, ↓, L1 and → while the game is paused.

Gavin Ives of Shipley outlines a problem, but doesn't tell us which game he's stuck in. Luckily for him,



X-MEN VS STREET FIGHTER

Play as Cyber Akuma
Complete the game twice without using any continues on eight stars. In Vs Mode, highlight Storm, move clockwise to Charlie, then anti-clockwise to Akuma. Hold Start for 30 seconds then press any button. Cyber Akuma appears next to Akuma.

Play as Anita
In Option Mode, select Sound Test and play the following sounds, in order: 19, 25, 9, 17, 27, 17, 4, 2, 20, 1. Go back to main menu and select Battle Mode. Highlight, in order, Cyclops, Ryu, Cammy, Charlie, Ken, Charlie, Zangief, Bison, Dhalsism, Akuma. Hold Select for ten seconds, then press any button without releasing Select. When the battle starts, execute a Heavy Punch and Heavy Kick to find Anita.

Change Partner During Battle
Hold Start and Select for five seconds.

Play as hyper Chun-Li
Go to the Player Select screen, highlight Chun-Li then hold Select and press R1. The new Chun-Li appears in a different costume.

Play as Apocalypse
First finish the game in Arcade Mode with eight stars without losing a round. Now highlight Gouki then hold Select and press R1.

Fight as Akuma (Gouki)
While at the character selection screen highlight Magneto, Juggernaut, Dhalsim, or Vega and press ↑.

Fight as Street Fighter Alpha 2 Version of Chun-Li
Highlight Chun-Li on the Character Selection screen. Hold Select for at least five seconds and press any button.

Random Character Selection
Highlight the bottom-left of the Character Selection screen and press ←. Alternatively, highlight the right end of the Character Selection screen and press →.

Continue Attacking
To continue hitting the defeated character, press Start immediately after winning a match.

In-game Reset
Hold R1+L1+Select+Start to reset the game.



Z Passwords

2. ■, ▲, ✖, ●, ▲, ■, ●, ✖
3. ■, ✖, ●, ▲, ▲, ■, ✖, ●
4. ■, ▲, ✖, ●, ●, ▲, ✖, ●
5. ✖, ●, ■, ✖, ▲, ■, ✖, ●
6. ■, ●, ▲, ✖, ●, ✖, ■, ●
7. ✖, ●, ■, ✖, ▲, ▲, ✖, ●
8. ✖, ✖, ●, ▲, ✖, ●, ■, ✖
9. ●, ✖, ●, ■, ✖, ●, ■, ●
10. ●, ▲, ●, ●, ■, ▲, ✖, ●
11. ✖, ▲, ●, ●, ■, ▲, ✖, ●
12. ✖, ✖, ●, ✖, ●, ✖, ■, ●
13. ●, ▲, ✖, ●, ▲, ■, ✖, ●
14. ■, ▲, ✖, ●, ▲, ✖, ●, ■
15. ■, ▲, ✖, ●, ■, ▲, ✖, ●
16. ●, ✖, ●, ■, ■, ✖, ■, ✖
17. ●, ■, ▲, ✖, ▲, ✖, ●, ▲
18. ■, ●, ■, ✖, ✖, ●, ●, ▲
19. ✖, ●, ✖, ●, ▲, ▲, ✖, ●
20. ▲, ▲, ✖, ●, ▲, ▲, ✖, ●

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we worked out it's SILENT HILL. Gavin has four out of the five items needed to unlock a door, but can't find the fifth. This is the Amulet of Soloman, and to get it, go to the door with the code box offering the letters of the alphabet. Remember the list of the Grim Reaper? Put the dead in the order of their age and take their first initial - you get the word ALERT. Enter this as the code, and the Amulet is in the room beyond.

THE CRITICAL LIST

The following readers need your help...
Jarrod of Manchester is stuck in ALUNDRA. In the Ancient Shrine he's spoken to all four statues and read the sign which says, 'the sun's gaze is held fast on the shimmering water turning up with regret at the starry sky where Brother Moon resides', but he can't make sense of it. Can anyone help?

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

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

Don't forget to tell us what game you're having problems with and exactly what you want. Remember that we can't reply personally to your letters. The best letter received wins a selection of Blaze PlayStation peripherals.

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XPLORER
THE ULTIMATE CHEAT CARTRIDGE

RAY TRACERS

Infinite Time
8659D6D0562E

Infinite Nitro
8659D2945C08

RAYMAN

Switch Xplorer off before starting game, then when game is running, switch Xplorer on

SlowMo
4E565758AA5A

Unlimited lives
86749588595B

Rayman can fly
66565758598F
801FAB92EA80
FFFFFFFFF4FF
BD270400A4AF
20801A3C92AB
44870800A5AF
822304000100
85300200A014
FCFF04347E8E
44A700701A40
0400A48F0800
A58F04005A27
080040030C00
BD2700000000

FCD Pause
5674A2345972
2F6675747572
652F636F6E73
6F6C652F6465
7369676E2F00

Unlimited health
8673E108595C

RAYSTORM

Unlimited Lives, P1
8661A4845955

Unlimited Lives, P2
8661C8EC5955

Unlimited Specials, P1
8661A4AE695A

Unlimited Specials, P2
8661C816695A

Unlimited Credits
8661A0A85961

VICTORY BOXING 2

Infinite Energy
865976827EA0
865976847EA0

Infinite Time
365BCED259C3

Stop Opponent Getting Up (Press Select)
765984365050
86597A344F76

BATTLE STATIONS

Infinite Energy Player 1
8662891C59B6

BEDLAM

Unlimited Credits
86604F54D04F

Unlimited Ammo
8666D17A5A0E

Unlimited Energy
8666D1C06CDB

VANDAL HEARTS

Infinite Money
866A717C504F

Always First Turn
866A73425959

Infinite Magic Points
866E642059BB
866E63B859BB
866E633059BB
866E5D5059BB
866E67F059BB
866E654859BB
866E6C1859BB
866E699059BB

VICTORY BOXING

Infinite Time
865E5B165A4F

Infinite Energy
865B4C3C54CF

Okay, so it may not be Tekken 3, but Evil Zone is destined to become something of a classic due to its new style of gameplay. Evil Zone doesn't make you learn ten-string combos or outrageous special moves to become a winner. This doesn't mean it's simple, though, which is why, with the help of Digital Integration, we've compiled this Tips Focus on how to become the best...

Evil Zone

Evil Zone has only a two-button combat system, so it's one of the simplest games to learn - ever. There are no outrageous combos to be learned, and even though every character has individual attacks, the same attack controls are used for everyone. Result? Every character is available to every player.

The point of the game is to learn how to use your attacks to their best advantage and how to defend against them, not to spend days figuring out what order to press the buttons.

Distance Matters

As we said, the attacks are the same for each character, but the variation comes from how you use them. Each move can be used close in or at a distance; the execution is the same but the effect is different. Projectiles are fired at long range whilst kicks and punches are used close in.

Long-Range Combat

▲ Single shot projectile



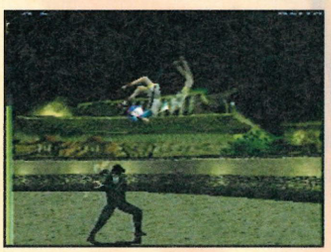
▲, ▲, Hold ▲ Multiple shots



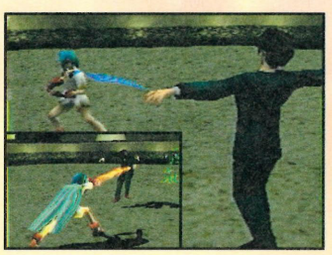
↑ + ▲ Lunge attack or Alternate shot, depending on the selected character



↑ + ▲, ↑ + ▲ Jumping attack



↓ + ▲ Power trap



→, → + ▲ Body slam



← + ▲ Ground bolt, or Alternate blast



Hold → + tap ▲ Stun bolt
Or, depending on character,



Hold ↑ + ▲ Projectile shower



Close Combat

▲ Single punch, repeated taps make punch combos



↓ + ▲ Throw



↓, ↓ + ▲ Power attack (throws opponent into the air)



→, → + ▲ Chase assault

Note: The Chase assault should be used as an opponent falls from a previous attack. If you time it too late, it performs a Body slam, too early and the opponent automatically defends it.



↑, ↑ + ▲ Lob attack (jump over and attempt rear attack)



Ultimate Attacks

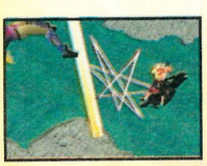
Hold the ▲ button to begin building up power. A gauge rises up the life bar, and when it gets to the top the power is stored in a crystal; you can store up to three of these. When you have a crystal, you have access to your Ultimate attack which can be used at any range.

←, ←+▲ Ultimate attack

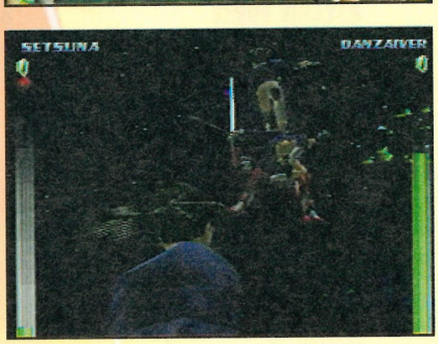
Pull it off, and you can sit back and watch the most devastating effects ever!

Notes: Ultimate Attacks are not unblockable! The best time to unleash an Ultimate is when your opponent is stunned. Achieve this by throwing a Stun attack at your opponent (Hold → and Tap ▲); you see him/her reel or be surrounded by spirits, at which point you should immediately use the Ultimate attack. When applied correctly this has a 100% success rate. Be careful when powering up, as you are at great risk from power traps. The best time to power up is when your opponent is down. The damage of a successful Ultimate attack far outweighs what you could inflict on the downed opponent with a conventional attack.





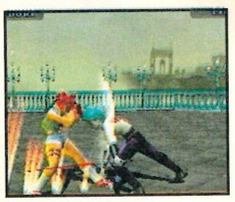




Defence

We suggested above that there is some art to Defence, as well as Attack, in Evil Zone.

Standard defence



The simple block, achieving by holding the Defend ■ button, blocks all attacks except power traps and close-combat throws. You cannot escape a close-combat throw, other than by anticipation and avoidance, but power traps can be evaded by moving out of the trap's range before it activates - step forward, back or sideways from the red circle.

Projectile defence

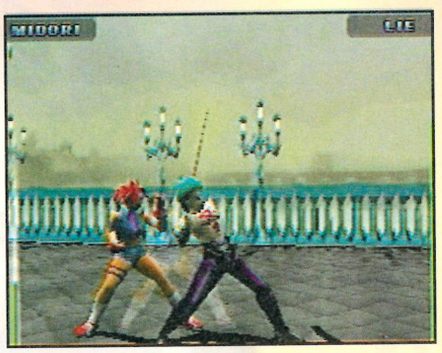
While using the standard defence method works fine against small projectiles (and deflects larger ones with minimal life loss), you can live a little more dangerously for the chance of performing a counter-attack.

Instead of holding ■, time your defence so you bring up your barrier immediately in front of the projectile. Time it correctly and you reflect the shot back at your opponent, giving you a chance to follow in with a conventional counter-attack.

Note; you can only reflect simple shots, not larger bolts or ultimate attacks.

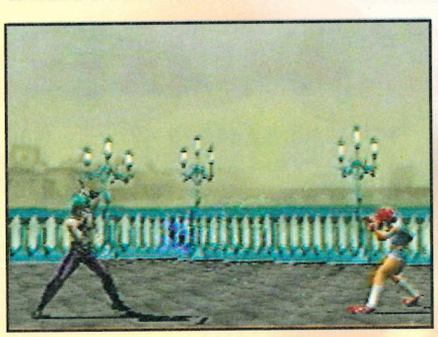
Outflank

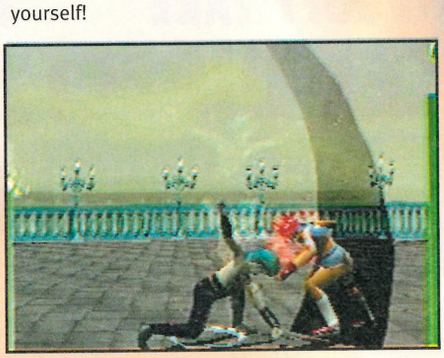
If you are at range from your opponent, you begin to run when you hold Forward. Once you've run close enough to use close-combat attacks, press ■ twice to side-step your opponent which leaves you facing their undefended back with a chance to pull out a high-damage attack.



Recovery

If you take a hit in the air, hit ■ rapidly as you fall and you can land back on your feet. If you're knocked to the ground there's no way to defend yourself!





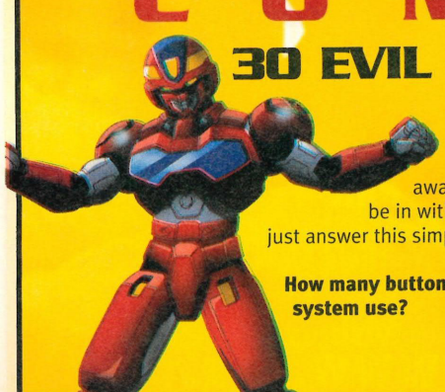
Bonuses and hidden goodies

Evil Zone has plenty of secret treats to reward the expert player:

- Finish One-Player Mode to receive the Extra Option: Narrator Mode.
- Finish the Story Mode with any character to receive their bio and a Gallery Mode.
- Finish the Story Mode using three or more different characters to receive a bonus stage, and the ability to play as the bosses.
- Finish all the game modes using all the characters and you receive the Extra Option: Congratulations Mode, with a new cut sequence.
- Seven extra triumph poses are available for each character, awarded one by one when you defeat a certain number of opponents with that fighter. The more opponents you beat, the more poses you're awarded.

COMPETITION

30 EVIL ZONE T-SHIRTS MUST BE WON!



To celebrate the launch of Evil Zone, Titus are giving away 30 Evil Zone T-shirts. To be in with a chance of winning one, just answer this simple question:

How many buttons does Evil Zone's combat system use?



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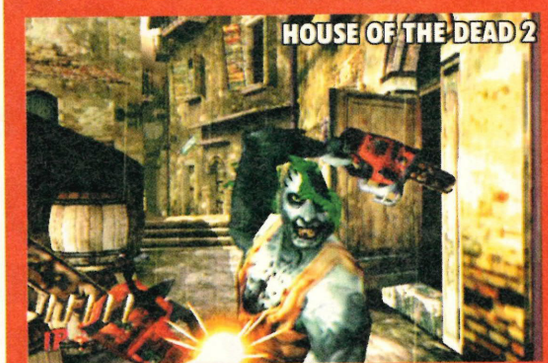
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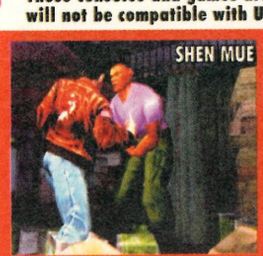




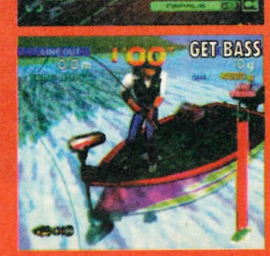


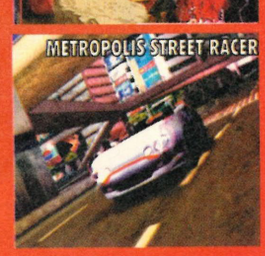
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EPM SAYS...

So Virgin Megastores cut game prices to below 30 quid. The rest of the high street follows and hey presto, games are cheaper. But for how long? Virgin's £29.99 price for new games was due to finish on 15th July, but our guess is it'll continue. If not, why not? Is it that they were just clearing stock? Trying to get a bigger slice of the games pie? Or was it that this big chainstore found a heart and wanted to make games cheaper for you, Mr & Mrs public? Well, it certainly ain't the latter, but you've got to hand it to them, as this is the biggest software price cut the industry has ever seen. Even if Virgin Megastores do go back to their original prices, you can guarantee it won't be for long, 'cos this was just the first salvo of what looks set to become a long and bloody price war. Hell for the game shops, heaven for everyone else. Anyone got any thoughts on this?



DIM CITY

I have an idea for a PlayStation game. It is called Heart Of The City. It's a strategy game were you can build houses, different types of shops, parks, football grounds, roads, airports, etc. The houses will be rented by people. You start off with £1,000,000 and watch the houses being built and see people go for walks. When you click on a building, you go inside and can see what's happening. Please can you send a letter back to me saying if you can make the game.
Tom A, Whitstable

EPM: Tom, we don't make games but we also have ideas ourselves. How's about a game where you have to travel around a world of 3D jungles, deserts, cities, caves and, uh, tombs. You have to work out puzzles, do lots of pixel-perfect jumping and shoot at animals and people. The star of the game would be a girl with big knockers called something like Tara Loft and the game would be called something like, Deja Vu. Whaddaya reckon?

ARE SONY STUPID?

Well done for producing a fine PlayStation mag, I buy it every month. Or something. Anyway, after reading about the PlayStation 2 announcement that was made somewhere in Japan or whatever, I thought, Are Sony that stupid? Surely they can see if they release PlayStation 2 (which, let's face it, will have to have a price tag of at least over £250) within a few months, and the PlayStation is still popular and selling well with great games available (most of which have gone Platinum), will it mean sudden death for PlayStation 2? I mean, by then the PlayStation price tag will probably be under £90 and everyone will buy a PlayStation with GT and FFVII for under a ton! Also it seemed a sort of rushed announcement. Probably because of Sega's Dreamcast. So if the PlayStation 2 does prove a failure and Sony go bankrupt, it'll be Sega's doing. In which case you'd have to say, 'Well done Sega'. Not that I'm supportive towards Sega or anything - hopefully none of the above will come true.
Andrew Keogh, Waterford

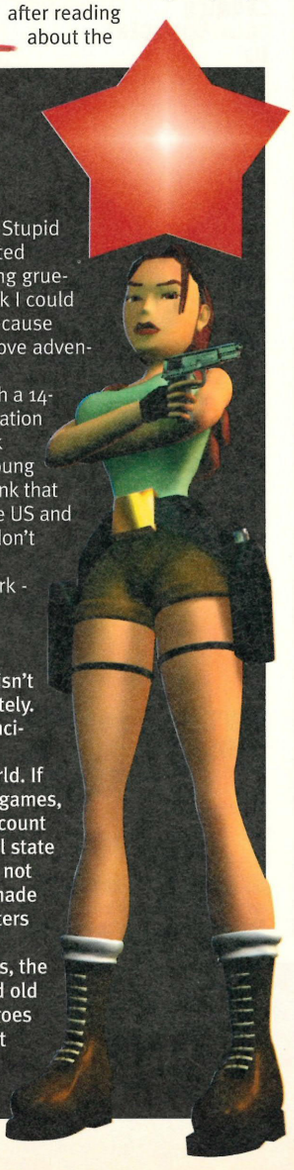
EPM: Sony aren't stupid, in fact they couldn't have timed the PlayStation 2 announcement any better. Maybe it was a reaction to Sega's Dreamcast, but the PSX 2 announcement has certainly put a spoiler on the Dreamcast hopes. As for the PlayStation having plenty of life left in it, well, you're right. But PlayStation 2 isn't due until March 2000 in Japan, and probably Christmas 2000 or even early 2001 in Europe. People won't be ditching their PlayStations yet. The PlayStation may also be dirt cheap by the time PSX 2 arrives, but anybody who wants a games machine will have a PSX (and the games you've mentioned) by then. Also, as all PlayStation games will work on the new machine, there's no need for the PSX to die when its big brother is released. Finally, Andrew, as much as we're staying concentrated on the here and now at extreme, you should be looking forward to PlayStation 2, not moaning about it. After all, when colour TV arrived it was expensive, but you wouldn't stick with a little black and white set now would you? If you catch the drift.

STAR LETTER

SOFTWARE SCAPEGOATS

I read an article in Issue 18 'Violent Games Called To Book... Another Stupid US Lawsuit'. I totally agree. There have been quite a lot of unexpected killings in the US and somehow we have the backwash. I love playing gruesome games and even though they scare the pants off me, I don't think I could play on my PlayStation if I knew I didn't have them. I still play them because they're exciting and I always have to know what happens next (I also love adventure games like the Tomb Raider series).
Somehow I don't believe that games are entirely to blame, especially with a 14-year-old. All of my own boredom is wasted away by playing on my PlayStation and I have absolutely no intention of going out and killing anyone. I think the reason for this incident is because of emotional problems with the young teenagers' family and friends, but remember this is only my opinion. I think that if the problems with this are in the US, then they should be banned in the US and the US alone. They should keep their blaming to their own country, and don't spoil the fun for us teens with no psychotic references.
Thanks for informing us of this kind of thing and keep up the good work - FAB MAG!
Nichola Hodgson, Sunderland.

EPM: Although we agree with your arguments, Nichola, the point here isn't about keeping the problem in the US, it's about getting rid of it completely. There is absolutely no evidence that videogames cause these violent incidents. So the youngsters who commit such hideous acts have played videogames before, but so has almost every other youngster in the world. If you took a percentage of violent crimes supposedly attributed to videogames, it would be so ridiculously minuscule that you probably couldn't even count it. If you took a percentage of violent crimes attributed to the emotional state of the perpetrators, it would almost certainly be one hell of a lot (we're not statisticians). People don't want to blame society, so videogames are made the scapegoat. It's as simple as that. And just out of interest, if youngsters are compelled to live out their videogame fantasies, where are all the Formula 1 stars, the football stars, the big fat plumbers, the tank drivers, the high jumpers, the spinning kickers, the expert swordsman, the wizened old wizards, the undead vampires, the young nubile tennis stars - the list goes on and on. This may sound ridiculous to some, but this whole argument that videogames cause violence is so pathetic that it can only be answered with ridicule.



GRAPHICALLY SPEAKING

Ridge Racer Type 4, Syndicate Wars, Silent Hill. What do these games have in common? They all have great CGI sequences at the beginning and or throughout the game.
Take Ridge Racer Type 4, for example; absolutely gorgeous intro sequences, but as Saul Trewern himself says, 'R4's looks are actually very subtle'. The same goes for Silent Hill. You could be mistaken for thinking the CGI sequence is an FMV, yet the in-game graphics only scored 7 out of 10. Which brings me to Syndicate Wars, which I own (not by choice, may I add). When I first started to play the game, I had no idea about the genre or what the graphics were like until I witnessed the intro sequence, which is rather brilliant for a game that old. I thought the developers (Bullfrog) had great capabilities, but when the game was up and running, I realised the graphics were crap and it had me squinting to see what was what.
I was so furious I threw the control pad across the room, almost smashing it to pieces. So my point is, why do developers spend most of their time on the CGI sequences rather than the graphics inside the game? As you said in Issue 17's strategy feature, 'The graphics should be crystal clear'. Which Syndicate Wars' were not. You also said the control system needed to be simple, but Syndicate Wars was the most complicated I've ever experienced.
Anon, Somewhere



PEARLS OF WISDOM...

Beezlebub will strike you down with a feather duster if you don't send me Driver.
Ant Donald, Hartlepool

EPM: Yeah right whatever. Ooh that tickles.

Godzilla on the Dreamcast resembles a highly polished, gleaming turd - what's going on?
Simon Heally, Cheshire

EPM: Dunno what's going on, but best stick with your PlayStation, mate.

I wood really love too get a job on a game magazine.
Colin Talbot, Southampton

EPM: Oh wood you? Ahem.

Colin McRae is dead, long live V-Rally 2.
Andrew Wilts, Havestock

EPM: Actually, Colin McRae is very much alive.

EPM: Firstly, whoever you are (you forgot to tell us your name), let us congratulate you on knowing the difference between CGI and FMV. That's a rare occurrence in this day and age of people thinking they know everything. As for your points about developers spending more time on CGI sequences than in-game graphics, well I'm afraid you're way off the mark. There are separate teams who deal with CGI, so another team can get on with creating the in-game visuals. A CGI will never be representative of the in-game graphics as the PlayStation just isn't capable of running rendered animation of this quality as a playable game. CGIs are movies; you can't play them, which is why they look so fantastic (most of the time). If a game has crap graphics (and we do think you're being too harsh on Syndicate Wars), it's is nothing to do with time being wasted on the CGI. And by the way, the comments in the Ridge Racer Type 4 review about the subtlety of the graphics wasn't a down-point. Read the review again, check the score and you'll see that, CGI or no CGI, Saul thinks R4 is the best-looking PSX racing game around.



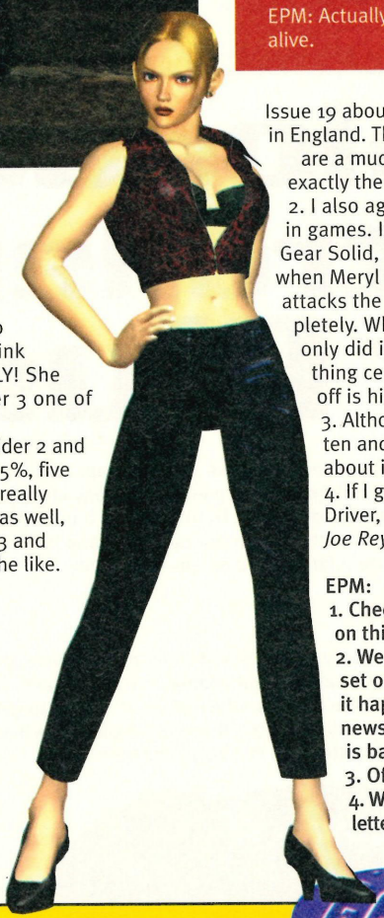
GET A LIFE

I think Ms Lara Croft is extremely ugly and should have a face lift, make-over or something else girls do to look nicer. Tomb Raider 3's out, but I for one am not gonna' touch it. I think those who like her are mad. She's a CYBER GIRL who I wouldn't touch with a bargepole. I know some boys think she is so sexy and all that, but I think she's ERRRRR, YUCH, UGLY! She doesn't make Tomb Raider 3 one of my top games.
And Tomb Raider, Tomb Raider 2 and Tomb Raider 3 get 10/10, 95%, five stars... Why? There's some really good games you rate high as well, like World Cup 98, Tekken 3 and Tenchu that got 90% and the like. So keep it up.
Joshua Hart, Bradford

EPM: ZZZzzzzzzzzzz...

FOUR-POINT PLAN...

I am writing to you with four points:
1. To agree with Nick Dorrington's letter in Issue 19 about the price of PlayStation games in England. They are too high - the PC games are a much better price, and they are exactly the same quality.
2. I also agree with him about censorship in games. It's crazy! For example, in Metal Gear Solid, on level B1 of the Tank Hangar, when Meryl busts out of her cell and attacks the guard, she strips him completely. What's the point? I bet Konami only did it for a chance to have something censored. Anyway, all they censor off is his arse!
3. Although MGS is a 15-Cert, I am only ten and I don't find anything offensive about it!
4. If I get the star letter can I have Driver, please?
Joe Reynolds, London



EPM:
1. Check out EPM Says for our opinion on this.
2. We don't really think companies set out to have stuff censored. When it happens, it can sometimes be good news for them, though - no publicity is bad publicity.
3. Of course you don't.
4. Well we would have made you star letter but you want Driver and it's a 15-Rated game; you're only ten. Sorry.

WIN A TOP GAME FROM GAMEPLAY

Every month, the sender of our Star Letter wins a top game of his or her choice from Gameplay. When writing to extreme PlayStation, make sure you state which game you would like should you win this coveted award. Send your merry missives to:

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Remember, you can have any game you like - just include your full address and choice of game.

stuff

What goodies do we have in store for Stuff aficionados this month? Well, first up we have the new Jordan steering wheel from Joytech, which could possibly be the best wheel currently available, plus an excellent new analogue pad and the newest Xplorer cartridge. That'll do nicely...

Official Jordan Grand Prix Racing Wheel II

PRICE: £59.99 **BY:** Joytech



A bit of a double whammy here, as the new Jordan Grand Prix wheel is compatible with both PlayStation and N64. So if you're lucky enough to own both machines, your quid's in. It's also digital, analogue and Dual Shock compatible, so you can choose the best format for you. It looks cool and is very robust, but the buttons can become confusing as they're used for both consoles. The rubber hand grips are very comfortable and the up/down gear shifter is the bee's knees, if you can get it working with the game you're playing.

VERDICT: 8 OUT OF 10

The Mode Button allows you to switch between digital and analogue as well as set the sensitivity of the wheel, so you can always find a good setting for the game you're playing. The steering action on the wheel itself is a little light, but those rubber handles do serve to make the whole thing a little more realistic. The biggest down-point on the Jordan wheel isn't the wheel, but the pedals. Responsive they may be, but the angle is all wrong. To use them properly, you really need to hold your feet above the ground, which gets quite tiresome after a while. Overall, though, the Jordan is an excellent package, especially if you have both consoles and don't mind using the wheel buttons instead of the pedals.

Analogue Controller Plus

PRICE: £14.99 - £19.99

BY: Joytech

On the face of it, the Analogue Controller Plus looks a little cheap, although with style. It looks nothing like the official Dual Shock pad (due to Sony clamping down on this) and the fat body will put most of you off. Until you have it in your hands, that is, because this controller is actually very comfortable. Oh, and it also comes in a variety of colours, from see-through black to red, blue and grey.

VERDICT: 8 OUT OF 10

Both of the analogue joysticks are very sensitive and comfortable to use. In fact, bar the official Dual Shock pad, this has the best analogue action around. Shame about the digital action, then. And the buttons, which are a little hard to get used to, and not as trustworthy as they could be. Still, those analogue sticks are excellent and overall the Analogue Controller Plus is a very competent pad.



Xplorer FX

PRICE: £29.99 **BY:** Blaze

Cheat cartridges are becoming more and more popular and the Xplorer range from Blaze has now secured itself as the nation's favourite box of cheats. The newest box of delights from the boys at Blaze doesn't offer a great deal in features over Explorer V2 and is not intended for serious cheaters, who should stick to the Xplorer Professional. However, if you fancy a cheat cartridge and don't want to shell out fifty quid for the Professional, the FX will do nicely.

VERDICT: 9 OUT OF 10

The Xplorer FX is pre-loaded with over 2000 cheats, which is enough to get you started. Finding and inputting your own cheats is easy enough too, as the interface is relatively user-friendly. Xplorer FX takes codes from almost any other cheat cartridge around, so there's a wealth of deviousness out there to find. The other functions include the Cine FX where you can view graphics from your games and listen to your own music CDs. The Virtual Memory System also allows the Xplorer FX to double as a 120-slot memory card! Which can't be bad.



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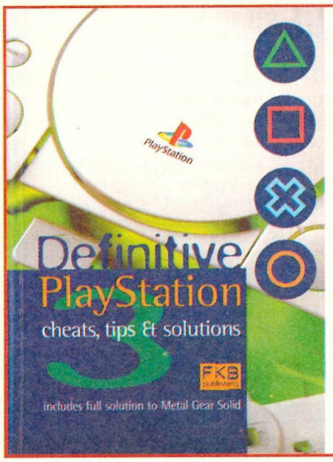
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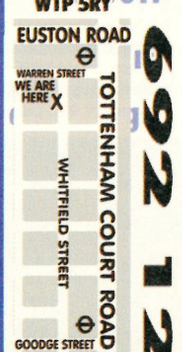
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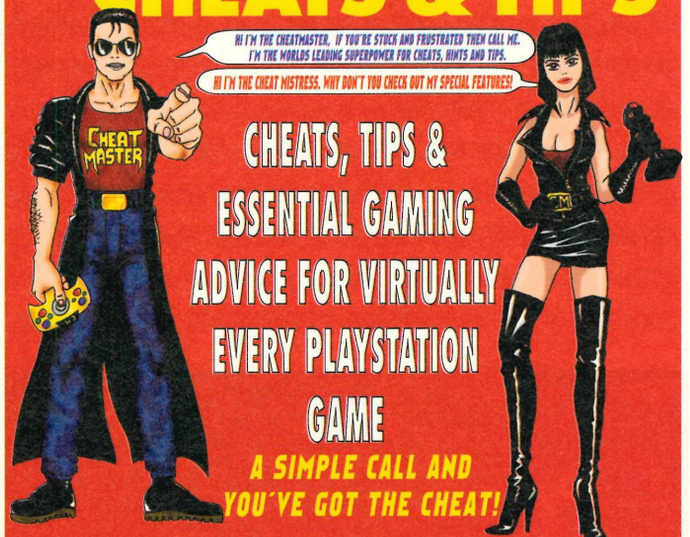
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Welcome to extreme PlayStation's round-up of every game we've ever reviewed. If we've covered a game more than once (eg. at full price and again on Platinum), we use the latest review.

• 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.
3Xtreme	Sony CEA	Sports Sim	#19 IM	59%	Useless imported extreme sports game which doesn't know whether to be arcadey or a sim.
360: Three Sixty	Cryo	Combat/Racing	#18	82%	Futuristic hover-bike racing with some clever course design.
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.
Activision Classic Games	Activision	Compilation	#18 IM	10%	30 games directly ported from the Atari 2600. Why, why, why?
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.
Aironauts	Red Storm	Action	#18	70%	Aerial action featuring fighting and racing; a bit of an also-ran.
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.
Anna Kournikova's SC Tennis	**Sony CEE**	**Sports Sim**	**#19**	**91%**	**Looks ugly, plays great - just the opposite of Anna herself...**
Ape Escape	**Sony CEE**	**Platform Game**	**#19**	**91%**	**Involved and original platformer that demands you use an analogue stick.**
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.
Beatmania	Konami	Music	#18 IM	47%	Music making action with a controller that costs £100; crap music, crap game.
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.

PERIPHERAL HEAVEN...

Leads aren't the most exciting PlayStation peripherals around, but they sure come in useful. Here's a few you might need...



RF UNIT: **Blaze, £14.99**
Converts NTSC signals to PAL; essential if you've bust the RF connector that came with your machine. There's a slight interference on the picture.



PSX LINK LEAD:
Gamester, £9.99
Use this to link two PlayStations and play two-player head-to-head battles at full screen. You need two TVs, two PSXs and two copies of the game (most of the time).

X-LINK: **Blaze, £9.99**
Links a Blaze Xplorer to a PC, letting you download cheats from the Internet, take PSX screenshots, disassemble code and use your hard drive as a virtual memory card.



CONTROLLER EXTENSION LEAD:
Joytech Europe, £6.99
This plugs into your joypad's connector and extends the cable by two metres. Ideal if your steering wheel won't reach where you want it to...



SUPER RGB SCART CABLE:
Joytech Europe, £9.99
SCART offers much clearer pictures than a standard RF connector. This one also includes three phono sockets for GunCon compatibility. It can connect your machine to your stereo too...



AV ADAPTER: **Logic 3, £4.99**
This lead connects to the AV output, and offers the three phono sockets removed on later PSXs by Sony. It gives GunCon compatibility and once again lets you channel the sound through your stereo using a couple of phono leads.



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Title	Publisher	Genre	Issue	Score	Comment
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.
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	Virgin Interactive	Puzzle	#18	85%	All-time classic puzzle action returns to the PSX, excellent for one to four players.
Bomberman Fantasy Race	Virgin Interactive	Racing	#18	32%	A particularly poor racing game that tarnishes a good licence name.
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	Enix	Music	#18 IM	77%	Sequel of the hit 'Simon Says' that doesn't match the might of the original.
Bust-a-Move 2 (Groove)	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**	**#19 PL**	**91%**	**Another cool driver. No overtaking, but plenty of rally racing.**
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**	**#18 PL**	**93%**	**A distinct improvement on the original, offering more of everything and now only £20.**
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.
Croc 2	Fox Interactive	Platform Game	#19	68%	Weak platformer which uses every platforming cliche. Dodgy, derivative and dire.
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.
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.**
Driver	**GT Interactive**	**Driving Game**	**#19**	**93%**	**Car crime in full 3D. It's a steal.**
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...**

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Title	Publisher	Genre	Issue	Score	Comment
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.
Evil Zone	Titus Software	Beat-'em-up	#19	86%	Two-button beat-'em-up - ideal for beginners, but will frustrate Tekken experts.
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 World Cup	**Electronic Arts**	**Sports Sim**	**#19 PL**	**91%**	**Top footy game, but no real surprises.**
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**	**#18 PL**	**96%**	**The greatest RPG ever just got better at a Platinum price.**
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**	**#19 PL**	**91%**	**Bugged but brilliant F1 sim. A genuine televisual experience.**
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.**
Grand Theft Auto: London	Take 2	Crime Sim	#18	83%	World's first PSX add-on disc, a great addition to the original.
Granstream Saga, The	Sony CEE	RPG	#15	72%	Slow storyline and easy puzzles, but not bad for beginners.
Gran Turismo	**Sony CEE**	**Racing**	**#18 PL**	**95%**	**Amazing visuals and an incredible driving engine for 20 quid; 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.
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.

THE BARGAIN BIN...

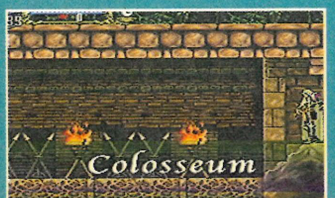
CASTLEVANIA X

Okay, so the graphics wouldn't look out of place on the Mega Drive. Sure, it's all in 2D, which hardly taxes the good ol' PSX. And yeah, the controls can be frustratingly awkward at times. What Castlevania X lacks in technical prowess, though, it makes up for with entertainment value.

Castlevania X isn't particularly immersive. You can never lose yourself in the game world like you can in, say, Soul Reaver and are always aware that you're playing a video game, but so what? Aren't video games what it's all about? Perhaps the game's main strength is its sense of progress. Each new item or ability discovered allows you to access more and more of the playing area, bypassing previously-impassable obstacles. An on-screen map shows how much of the castle you've explored and which areas have yet to be revealed. This is what makes the game fun.

Castlevania X is too shoddy to be worth £40, but as it now sells for around £15, it's well worth a few days of your time.







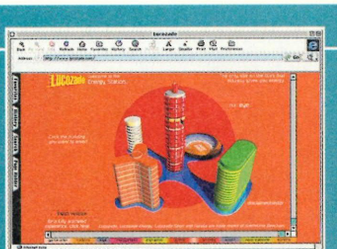
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Title	Publisher	Genre	Issue	Score	Comment
Kagero Deception 2	Virgin Interactive	Strategy	#18	77%	Fiendishly clever strategy game that's let down by poor control and iffy graphics.
Kartia	Atlus	RPG	#9 IM	82%	This RPG's almost two games in one. It has 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.
Legend of Kartia	Konami	RPG	#19	68%	Interesting if uninspiring RPG - fun, but no FFVII.
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 98	Electronic Arts	Sports Sim	#19 RU	76%	Imagine Madden 97 with updated rosters and a few minor tweaks. That's Madden 98...
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.**
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 Hangtime	Acclaim	Sports Sim	#19 RU	50%	Useless basketball sim. Who buys this crap?
NBA in the Zone 2	Konami	Sports Sim	#19 RU	85%	Oh no, not more basketball...
NBA Jam Tournament Ed.	Acclaim	Sports Sim	#19 RU	80%	Top arcade action in this pleasantly unrealistic basketball offering.
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.

WEB SITE OF THE MONTH...







Lucozade Online: www.lucozade.com
Lara's everywhere. Games, books, U2 videos, French car adverts, German women's mags, forthcoming TV interviews - the list is endless. She's now promoting Lucozade in TV and billboard adverts; a hi-energy drink for a hi-energy woman.
Lucozade's online site also features Ms Croft. Enjoy the TV commercial, where she narrowly escapes from a pack of frenzied dogs? Now you can download the entire ad and use it as a screensaver. Want to see Lara in something a little more comfortable than her usual combat gear? Check out the gallery and see her relaxing after work. You can use these pics as desktop images, or even send an electronic postcard. Elsewhere you can play an online game, The Lost Luco, where you help a runaway Lucozade bottle escape from the jungle or change your PC's sand timer into a running Lucozade man.
The Lucozade site isn't as clearly labelled as it could be, but the Lara material is certainly worth digging out. There's some interesting stuff there.

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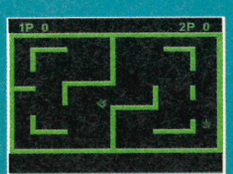
Title	Publisher	Genre	Issue	Score	Comment
NBA Pro 99	Konami	Sports Sim	#19	87%	It's a basketball game. No more, no less...
NBA Shootout '98	**Sony CEE**	**Sports Sim**	**#19 RU**	**90%**	**Arguably the best basketball offering on the PlayStation. Top stuff.**
Need For Speed	Electronic Arts	Driving Game	#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 Breakaway '98	Acclaim	Sports Sim	#19 RU	75%	Yet another ice hockey game. Not a bad one, mind...
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 Move Pro Wrestling	Activision	Beat-'em-up	#19 RU	82%	One of the better wrestlers on the PSX, but no licence...
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.
Pro 18 Golf	Psygnosis	Sports Sim	#18	75%	Excellent graphics help to spotlight an otherwise run-of-the-mill game.
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.
Puma Street Soccer	Infogrames	Sports Sim	#18	30%	Soccer games are ten-a-penny as we all know, so why did Infogrames bother with this?
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 2: Universal Tour	GT Interactive	Action	#18	35%	A very old arcade beat 'em-up reborn; okay for ten pence in the arcade...
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.
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.

BONUS GAME OF THE MONTH...

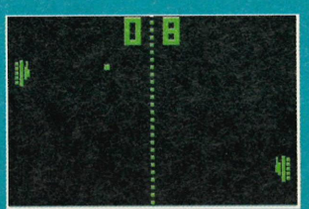
Game: Tank Racer
Bonus Game: Various

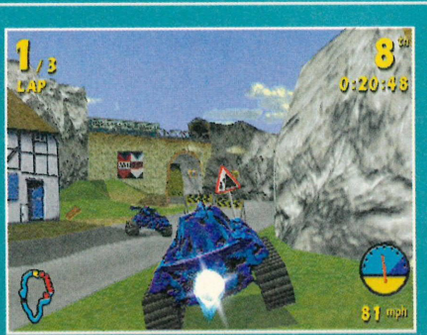
There are three cool bonus games to be found in Grolier's Tank Racer, but don't expect it to be easy. You can't access them with straightforward cheats - you have to earn them in the game.

Tank Racer offers three skill levels - Bronze, Silver and Gold. To get hold of the bonus games, which are retro classics featuring tanks, you have to come first three times in a row. Do this on the Bronze level and you get Ping, a neat Pong variant featuring tanks as paddles. The other two skill levels offer an Asteroids clone, with (of course) a tank instead of a space ship, and a version of the old Atari console game Combat.



Needless to say, if you save your game position to a memory card you can retain access to the bonus games too.

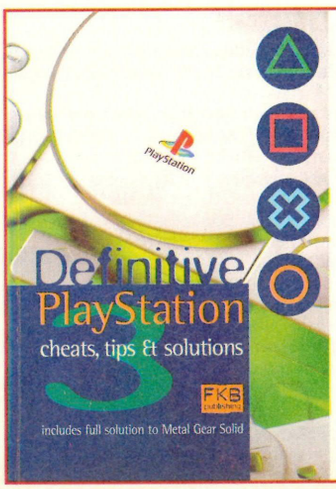




Title	Publisher	Genre	Issue	Score	Comment
Retro Force	Psygnosis	Shoot-'em-up	#16	67%	A blaster from the old school, but with late-nineties graphics.
Return Fire	Warner Interactive	Strategy Game	#17 RU	88%	This capture-the-flag offering provides great strategy action.
Revolution X	Acclaim	Light Gun	#6 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.
Silent Hill	**Konami**	**Adventure**	**#18 IM**	**90%**	**Shocking and scary, this Res Evil-alike has a great story with some excellent gameplay.**
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.
Slam 'N' Jam '96	BMG	Sports Sim	#19 RU	74%	Not a bad basketball game, but woefully dated.
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.**
Soul Reaver	**Eidos**	**3D Action Game**	**#19**	**96%**	**At last - a 3D game to beat the mighty Tomb Raider.**
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.
Space Jam	Acclaim	Sports Sim	#19 RU	64%	Dire basketball movie tie-in starring Bugs Bunny, Daffy Duck and - Michael Jordan?
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**	**#19**	**93%**	**Rough-looking, hard-playing Metal Gear Solid play-alike. A thinking person's blaster.**
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	Driving Game	#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...
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.**

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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.**
Triple Play 2000	EA Sports	Sports Sim	#18	89%	Baseball isn't very popular here, but this simulation should do something about that.
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.
UEFA Champions League	**Eidos**	**Sports Sim**	**#18**	**90%**	**Using the WLS engine UEFA offers a vast improvement in almost every respect.**
Um Jammer Lammy	Sony CE Japan	Music	#18 IM	85%	The sequel to Parappa offering even better tunes and longevity. Guitar solos are excellent.
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.
V-Rally 2	**Infogrames**	**Driving Game**	**#19**	**95%**	**One of the best racers ever? We certainly think so...**
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.
WCW Vs The World	THQ	Beat-'em-up	#19 RU	75%	Interesting game, but no blockbuster. Will there ever be a great grappler on the PSX?
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 In Your House	Acclaim	Beat-'em-up	#19 RU	60%	Spectacularly arcadey, but a little on the shallow side.
WWF Wrestlemania	Acclaim	Beat-'em-up	#19 RU	55%	An arcadey wrestling game with unrealistic special moves and awkward graphics.
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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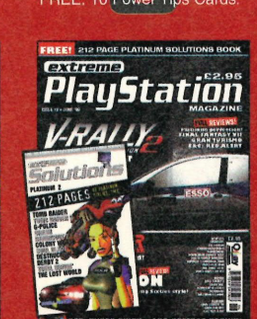
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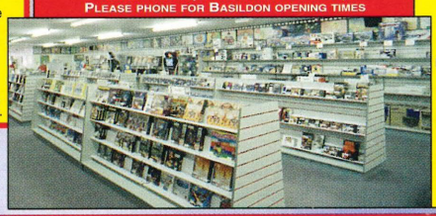


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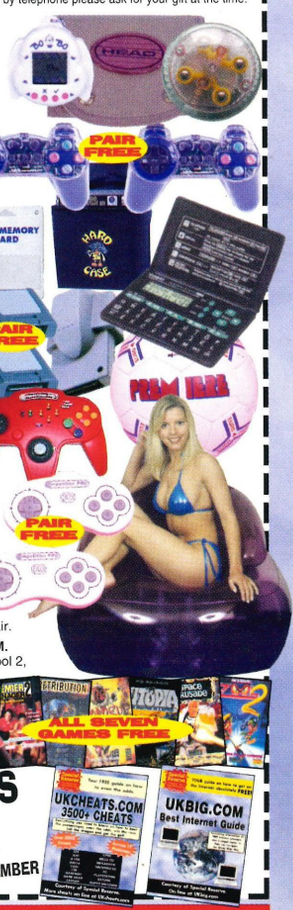
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18 WORLD RALLY CHAMPIONSHIP CARS(10 BONUS CARS)



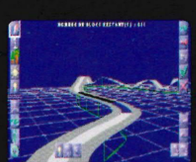
4 PLAYER MODE ON ONE PLAYSTATION (MULTI-TAP)



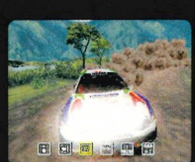
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