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issue 21 September 1999

extreme PLAYSTATION magazine

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extreme PLAYSTATION September 1999 issue 21

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...And It's Go Go Go!

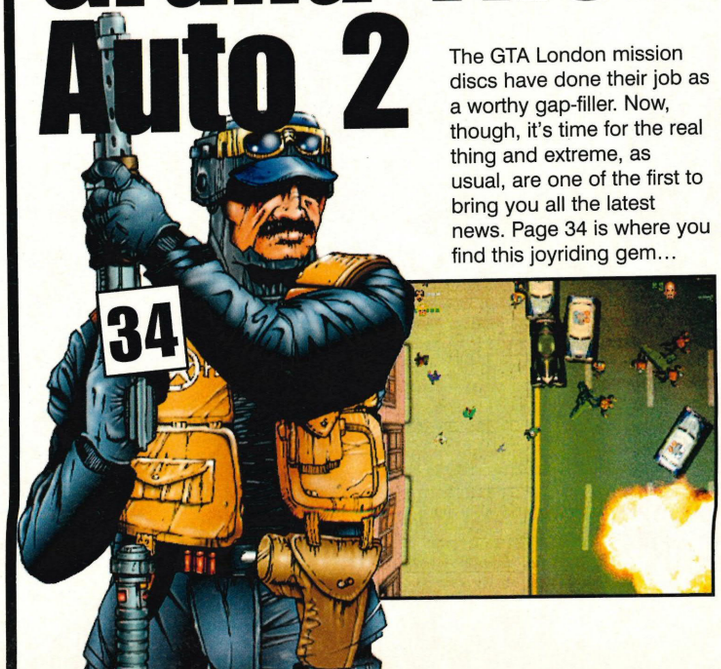


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This month sees the introduction of our new cover story feature, and believe us when we say it's something special. We've been working non-stop to bring you the low-down on every new racing game around. Check out the latest on Gran Turismo 2, Colin McRae 2, WipEout 3 and Le Mans 24 Hours amongst a whole host (24, actually) of other just-as-worthy racing games. Turn to Page 12 for the 'off'...

Grand Theft Auto 2

The GTA London mission discs have done their job as a worthy gap-filler. Now, though, it's time for the real thing and extreme, as usual, are one of the first to bring you all the latest news. Page 34 is where you find this joyriding gem...

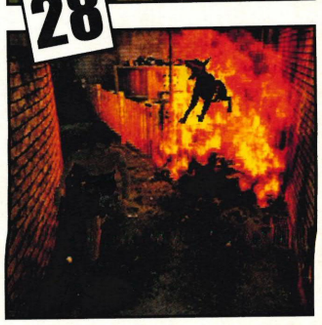


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Resident Evil 3

We've had an exclusive look at the latest code, and can tell you now, Resident Evil 3: Nemesis is going to blow the competition away. Find out more on Page 28...





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GAME GUIDE

Welcome to the new-look EPM! We've made some serious changes to this month's issue. It's brighter, bolder and better than ever before, with new sections, a new style and some great new features. One thing that won't change, though, is our attitude. We're still committed to bringing you the very best the PlayStation has to offer, and keen to warn you about the worst. Here at EPM we take every game seriously, whether it's massively hyped and expected to be big or produced on a shoestring by a small games company. These games aren't cheap (any of 'em), so we never shove a game into a corner and give it half a page. Nor are we distracted by the hype when we mark - we don't care how much has been spent promoting the game or how keen the publisher is to see it do well. All we care about is whether it's fun to play. No one's more in-depth or unbiased than us, and we're keeping it that way.
Finally, we welcome Darren Herridge back as Managing Editor and Dougal Matthews as Design Director. With our new team and new look, we'll go further, faster and finer - make sure you're there.

Ian Osborne
Editor

work in progress

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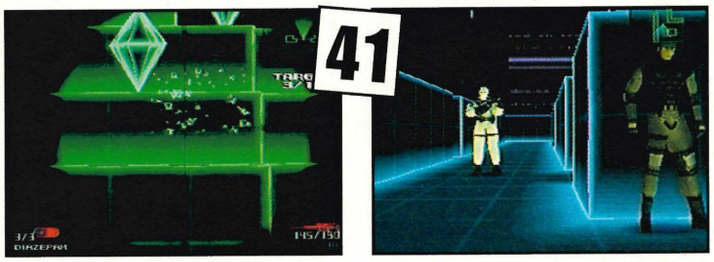
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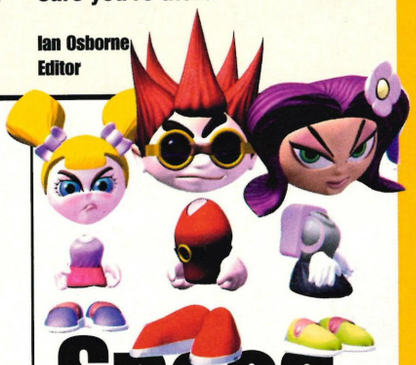
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Metal Gear Solid: Special Missions.

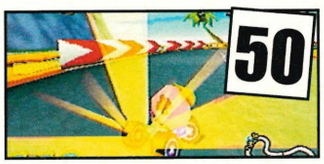
This Metal Gear Solid semi-sequel is now set to be a mission disc like GTA London, and we've been playing the preview code. Is it a cash cow or a gameplay lion? Find the answers on Page 41...

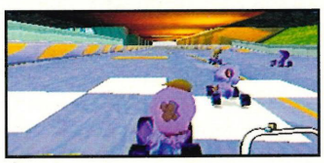




Speed Freaks

We've all been waiting for that perfect Mario Kart style of game to hit the PSX, and it looks as though Sony may have it. Is it really as good as the N64's Mario Kart? Better turn to Page 50...





44 Activate 99

We packed our bags and visited a spooky castle in rainy Edinburgh for a couple of days for Activision to wine and dine us. Oh, and show us all of the spectacular games they have in production. Find the likes of Phantom Menace, Quake 2 and Wu Tang: Taste the pain from Page 44...

X-Files

Last month's covergame gets the full going over as we get our hands on a totally finished version of one of the biggest television/game crossovers ever. If you want the truth, turn to Page 64...







Driver:

COMPLETE SOLUTION

This month sees a fully mapped solution to the superlative cars-and-crime caper, Driver. It starts on Page 78...



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signals

DRIVEN INSANE

Driver stunt annoys police

Well, that's one way to piss off the Old Bill. GT Interactive decked out an old 1970s jalopy in Driver logos and drove it around London, pumpin' out the Driver soundtrack through one of the loudest sound systems ever to shake a car.

Parking outside HMV, Virgin and elsewhere, the GT Interactive team (headed by Lee Kirton in his Tanneresque shades) handed out Driver T-shirts, bags and baseball caps before being told to move on by the cops. They also blocked off the whole of Oxford Street too, but refrained from racing the police and smashing into other vehicles á là the game.









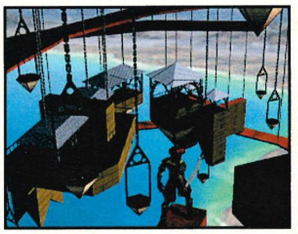


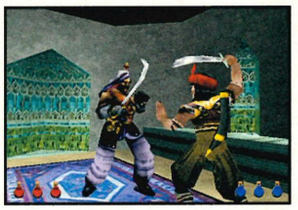


TO CATCH A PRINCE...

Prince of Persia 3 is coming...

The Learning Company are to release a 3D version of that all-time classic, The Prince of Persia. No details have yet been released, but here's a couple of screenshots.





CRASH KEYED IN

Cuddly keychains

Crash Bandicoot - we just can't get enough of him. Bandai have released a series of cute and cuddly keychains based on the Crash characters - here's Dr Neo Cortex and the marvellous marsupial himself. They cost £7.99 each, and are available from all good toyshops.

CRIME DOESN'T PLAY...

Disturbing findings regarding game pirates...

With pirate games selling on the black market for a fraction of the cost of the genuine article, some are tempted to consider pirates to be Del Boys or Robin Hood-type characters, bringing affordable prices to the masses. According to the European Leisure Software Producers' Association (ELSPA), this couldn't be further from the truth.



ELSPA have launched a hard-hitting campaign pointing out that 80% of those convicted of software piracy after ELSPA raids are also involved in other forms of criminal activity. This includes drug dealing, prostitution and theft. Terrorists have also been known to raise funds through counterfeit goods. "What we've uncovered is quite horrific", says ELSPA's Roger Bennett. "At almost every seizure of pirated games we are finding quantities of drugs, firearms, knives, stolen goods and even child pornography".

The campaign, titled 'Don't play games with criminals', sees ELSPA's message on billboards and magazine ads.

VIRGIN RIGHT ON CUE...

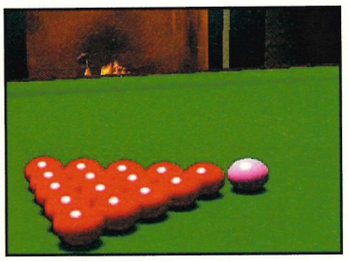
New poll game from Archer Maclean

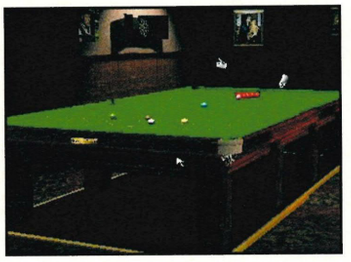
Programming legend Archer Maclean is working on a sequel to his highly-respected PC and Amiga hit Jimmy White's Whirlwind Snooker. Jimmy White's 2: Cueball once again offers the most realistic videogame interpretation of the sport to date, with a full-sized virtual table and close attention to detail - you can even see the balls falling into the nets and down onto the runners below.

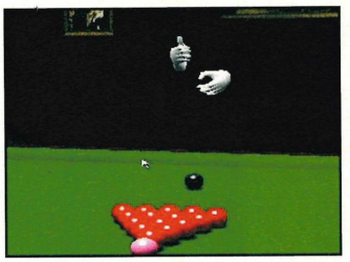
The game recreates the pub games room atmosphere as well as pool and snooker. There's a fully-usable dartboard where you can play 301, 501 or around the clock, a draughts board for a more cerebral challenge and even a Dropzone arcade machine, recreating Archer's ace shoot-'em-up of yesteryear. Look out too for a one-armed bandit, a TV set and a bubblegum machine which generates lottery numbers.

The pool and snooker sims offer all the expected rule variations, including US 8-ball, US 9-ball and UK Pool. The graphics are high resolution throughout, with motion-captured hands holding the cues and some of the most realistic ball physics ever seen.

Expect this one in November.







RETURN OF THE SMURFS

Kid's game on the way...

Our blue-skinned buddies are undergoing a revival of late, with a new Smurfs game in the pipeline from Infogrames. Aimed at the younger gamer (aged four to eight), The Smurfs is a simple platform and puzzles romp designed as a young gamer's first taste of videogaming.

At this stage we've little to add to the E3 round-up offered last issue, but the platform action is designed to develop hand-eye co-ordination and the puzzles are aimed squarely at the younger gamer. There's also a Tamagotchi-type element - feed and look after Baby Smurf, making sure you change his nappy when he poops.

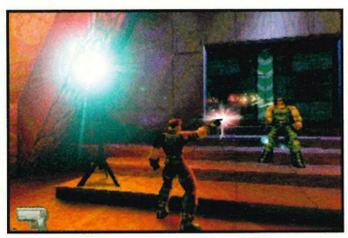




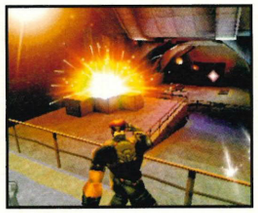


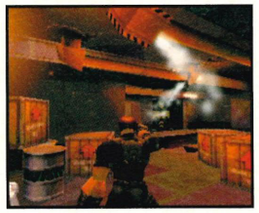
More Fighting Force 2 news... WANNA FIGHT?

Eidos' original Fighting Force game was well received, although in no way hailed as a classic, its 3D Double Dragon style of gameplay certainly had people crying out for more. Which is where the originally-titled Fighting Force 2 comes in. The second instalment in the Fighting Force series, as covered in last issue's E3 feature, uses a brand-new 3D engine with some truly stunning visuals and special effects thrown in for good measure. You play the part of Hawk Mason, an undercover SI-COP on a series of covert missions with the goal to halt the supply of a prototype war robot by the mysterious Nackamachi company. You're a weapons and hand-to-hand combat expert and your job is to seek and destroy, or investigate and eliminate. There are over 20 weapons to utilise throughout the game, as well as a whole range of close combat moves which should lead to a nice variety in the gameplay. Oh, yeah, the press release also mentions the use of stealth, which should be interesting to see. Fighting Force 2 is released at Christmas time.









INFOGRAMES GET RADIKAL...

Infogrames are to convert the arcade coin-op Radikal Bikers to the PlayStation. The game's a tongue-in-cheek offering based on pizza delivery bikes, but with ramps, bonuses and power-ups.

CHOC 2?

To promote their cutsie platform romp Croc 2, Fox Interactive have teamed up with Cadbury's. A Croc 2 instant-win competition will appear on several Cadbury's products. Prizes include PlayStations, Croc and Croc 2 games, T-shirts and Frisbees.

PINTS & PSX GAMES

As further evidence that videogaming is no longer just for kids, brewers Scottish Courage are planning to introduce PlayStations to up to 1000 pubs by the year 2000. If an initial trial period is successful, it could be extended and expanded.

TIME TO GET ATTITUDE

Acclaim's licensing deal with the WWF expires in November. After this, they will no longer be able to produce copies of the 90%-rated WWF Attitude. The shops probably won't run out of stock until some time after Christmas, but if you're after a copy, best get in quickly just in case.

BLEEM! FOR BRITAIN

Bleem!, the PlayStation emulator for the PC, is to hit these shores in around two months. A distributor has yet to be signed.

CODIES DEAL PAYS HANSENLY...

Codemasters have hired BBC football pundit Alan Hansen to provide the commentary for its forthcoming LMA Manager. Hansen will also do the voice-overs for the TV and radio campaigns.

The game, due to hit the PlayStation in October, features over 37,000 frames of animation and 300 motion-captured moves.

RADICAL AIR RACERS?

Infogrames are developing a flying race game currently known as Jet X. The game will play a little like Speed Freaks or Mario Kart, but in the air.

SOUL REAVER DELAYED (AGAIN)

The release of Eidos' 96%-rated Soul Reaver has been delayed yet again. It's now due to hit the shelves on 3rd September.

PSX2 ONLINE?

According to industry rumours, the PlayStation 2 will include a modem. Thus players can compete in online tournaments and surf the Internet for PlayStation-related news.

NEW AGE RATINGS

The European Leisure Software Producers' Association (ELSPA) have redesigned their voluntary age rating boxes. The new ones, which are far clearer than the old 'tick box' logos, are to launch in September.

The ELSPA ratings system is entirely voluntary and has no backing in law, but most videogames publishers adhere to them.

GT2 DELAYED

Gran Turismo 2, expected in October, has now been put back till November. The delay was caused by licensing difficulties with some of the car manufacturers.

FINAL FANTASY VIII - LATEST PICS

...and don't they look cool?

Ahead of next month's top preview, we've some exclusive new screenshots from the forthcoming PAL version of Final Fantasy VIII. And here they are...





COMPETITION

GUNDAM-IT!

We get sent a lot of odd stuff here at extreme PlayStation, and it's not always PlayStation-related. Take this, for example; a Gundam-style model from toy manufacturer Bandai. And that's about it, really. All you do is get yourself some glue from the model shop and stick the thing together. Once finished you can, uh, put it on your bedside table or throw it out the window connected to a makeshift carrier bag parachute, if you like.

Seriously, though, if you're either a fan of these cool-looking Mech Warrior-style robots, or just a keen model builder, this range of models should be in your collection. They're available from all good model shops, priced from £4.99 to £27.99, depending on size. However, we've got five to give away to the first five people out of the hat to answer the following question correctly:

Q. Which recent Sony space-based shoot-'em-up had you flying a Gundam-style robot?

A. Omega Boost
B. Alpha Juice
C. Foxtrot Roost
D. Charlie Noose

Answers on a postcard to the following address please;

Gundam Competition
extreme PlayStation
Quay Magazine Publishing
22 Strand Street, Poole,
Dorset BH15 1SB



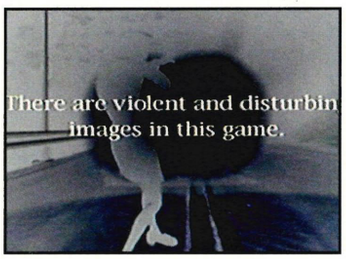
HOME OFFICE DON'T SUFFER IN SILENCE

MP complains about Konami's silent Hill...

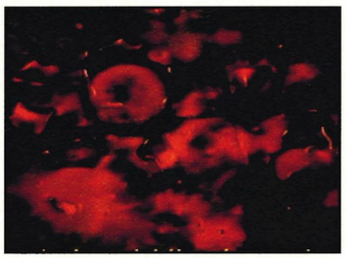
Konami's highly-regarded violent action adventure Silent Hill has been referred to the Home Office by a backbench MP.

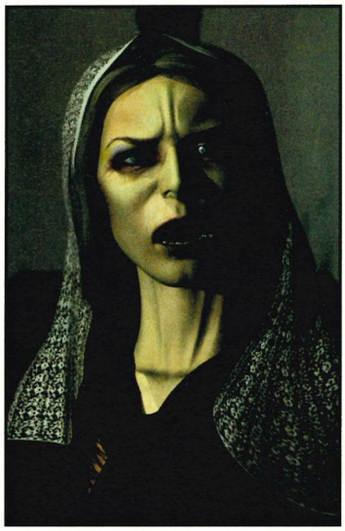
Following an article in the Manchester Evening News on 12th July, Labour MP Paul Goggins wrote to the Home Secretary asking if the Government could 'limit or prevent' sales of Silent Hill and similar games. Konami argue, 'We have taken steps to ensure buyers are educated about the nature of Silent Hill, which has a '15' age rating. We are surprised an MP is attempting to prevent the sale of the game'.

Silent Hill features scenes of demon possession and violent death, but its horror atmosphere depends more on mood than violence.









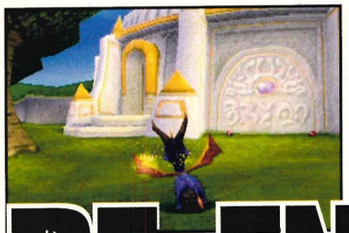
GADGETS

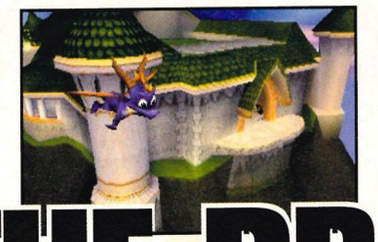
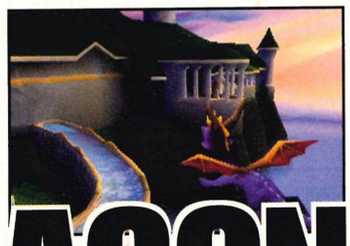
HIT THE DECKS!

Ever wanted to go skateboarding, but don't want to risk the broken bones or grazed knees? While you're waiting for Tony Hawk's Skateboarding on the PSX, try Tech Deck finger boards. These detailed reproductions of the full-sized boards are virtually identical to their big brothers, with trucks, detachable wheels and genuine grip tape.

More than just a gimmick, using your fore and index fingers as 'legs', you can ride the board and perform all the stunts you'd expect from a top-class skateboarder - if you're good enough! The boards also feature graphics licensed from top skateboard manufacturers such as World Industries, Zero and Element. With over 200 designs currently available, they're certainly collectable, but not cheap at £7.99 for a deck, a spare set of wheels, miniature tools and spare screws and bolts.





RE-ENTER THE DRAGON

The ever-popular pint-sized dragon is back, and he's cuter than ever! The last time we met young Spyro, he'd just defeated Gnasty Gnorc and rescued his kinsmen form Gnorc's gruelling grasp, but now he faces an even greater challenge.

Spyro 2: Gateway to Glimmer takes the roving reptile far beyond the Dragon Lands and into the wilderness beyond. He needs to learn new skills and make new friends in double-quick time if he's to survive.

Spyro 2 offers all the key elements which made the first game such a success, with strong 3D platforming gameplay, cute and cuddly critters (even the baddies) and (incredibly considering the characters are dragons) lip-synched voice-overs. Not wanting to rest on their already-impressive laurels, developers Insomniac Games have included a host of new features, including new abilities for Spyro such as swimming, climbing, ground stomp, supercharged moves and carrying objects. The scenery is more interactive too, allowing him to break walls or moving objects.

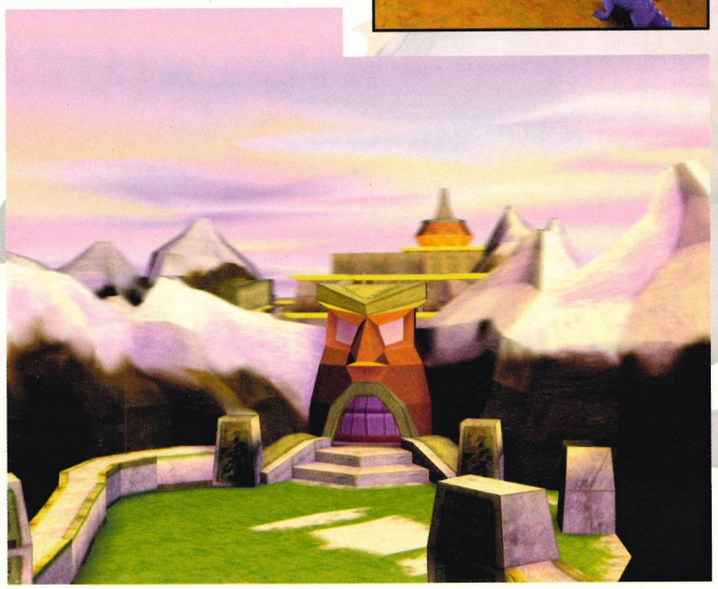
The 30 all-new worlds include a sophisticated objectives design, where you face primary, secondary and bonus tasks. The primary tasks allow you to complete levels, but to get the most out of the game you need to dig deeper and accomplish more. It's all shaping up to be a real treat, but don't take our word for it - let's talk to Insomniac Games' Ted Price and Michael John…

What else is new in Spyro 2?

There are many, many things that are new in Spyro 2 - well over 100 new characters, new moves for Spyro, new technology like water effects, an even more refined engine, the addition of power-ups, better character AI, new worlds to explore and a new story.

The first Spyro game is primarily a game of collection; the player gathers treasure, dragons and eggs from each level in the world, all of which contain at least dragons and treasure. Spyro 2, by contrast, is a game of completion. Each level has several unique tasks, each of which has a clear reward.





Now that Spyro's a year older, has he grown up at all?

Spyro has grown up a bit. He is now a little more confident in his abilities as a dragon and his attitude shows it.

Has he learned any new tricks since the days of Gnasty's tyranny? Has his flame got any bigger?

Being slightly older, Spyro has the capacity to learn some new moves. During the game, if Spyro talks to the right characters (and has enough money) he can learn how to swim, climb walls and use a new jumping attack where he can leap up and then smash enemies with a diving headbutt. Spyro can also now pick up and spit projectiles as well as performing a hover at the end of his glide. Furthermore, during the game, Spyro can activate power-ups which give him a host of other abilities (eight at the moment) - superfly, supercharge, superbounce, supershot, supershield, superflame, superfreeze and superbomb.

Have you created a completely new storyline for Spyro's new adventure? What is it based on?

The story continues from where Spyro left off. Spyro, after defeating Gnasty Gnorc, comes home to the Artisan's World as a hero. All of the dragons agree that Spyro deserves a big vacation and open the portal to Dragon Shores where Spyro and Sparx live it up on the beach. As Spyro is stepping through the portal, though, something goes wrong and he finds himself far from Dragon Shores in a new universe called Avalar.

As Spyro explores Avalar in his efforts to get back to the Dragon Worlds, he finds Avalar's inhabitants are being thrown out of their castles and homes by a mischievous and nasty wizard named Ripto. Ripto and his two monstrous pets are wreaking all sorts of havoc and if Spyro wants to get to Dragon Shores, he must help Avalar's denizens in their fight against Ripto.




Can Spyro meet new characters to help him on his new adventure?

Throughout Spyro 2, there are many characters who offer Spyro advice, teach him new abilities and open up new areas for Spyro to explore. In fact, every level contains characters that Spyro can talk to and in most cases, they give Spyro special items to help him find his way to Dragon Shores, if Spyro helps those characters out in some way.

What has been the most difficult aspect of developing Spyro 2?

On Spyro 2, we have an extremely creative and active team, all of who have contributed to the game design. The toughest part has been having to narrow down the number of great ideas that we use because unfortunately we have to eventually finish the game.

Have you used Stewart Copeland for the soundtrack again or gone for a completely new take for the music?

We are asking Stewart to write the music again because it worked so well for the first game. This time because the worlds are so new and unique, you can expect some great new tunes.

Any other famous names for the characters' voices?

Let's see... Mel Gibson, Arnold Schwarzenneger, and Will Smith have all expressed interest in doing voices for Spyro 2, but we're looking for even bigger stars...

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NBA Jam Extreme
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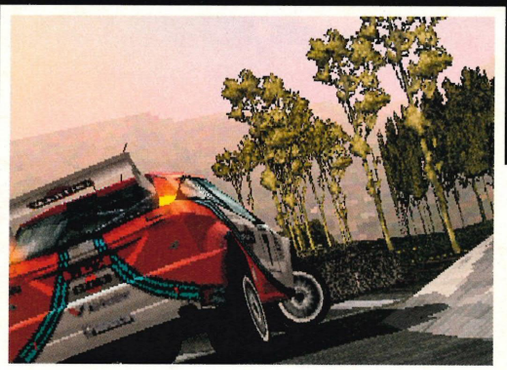
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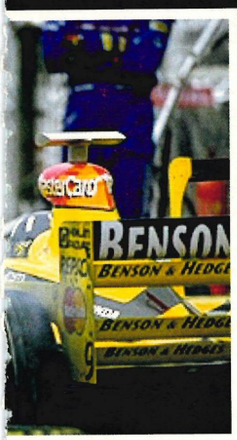




Motor racing - The thrill of 500 horses at your control, the sweet smell of hi-octane fossil fuel being atomised at 8000 revs, the deafening symphony of engineered thunder attacking your ears, the back-breaking forces of acceleration, the tunnel vision, the sweaty palms, the terrifying crashes, the broken bones - the satisfaction in victory. Motor racing.

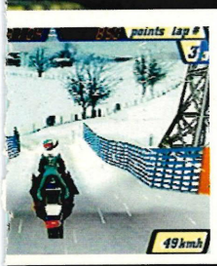
What a buzz. What a rush. What a ride. A ride that 99.9% of us, sadly, will never experience in person. 'This is where the racing game comes in', says Saul Trewern...

go go go!













It would have been a relatively easy week for me, but on Monday morning, fresh from a weekend of opera and theatre (sorry, drink and fags), my phone rings. As you generally do, I pick it up. 'Saul? Ian here. I've got a special mission for you'. What now? Tidy the shelves before I make the morning coffee? Finish that review you (our illustrious Ed) started three weeks ago? 'It's a feature' came the reply. At last I get to do that article on videogame promotional crumpet. 'I'll just go and get my baby oil, boss'...

Alas, buxom young beauties dressed in tight Lycra walking around game shows was going to have to wait, at least for now, because my orders were simple; find out all I can about the latest games in the PlayStation's favourite genre - racing. →









Formula 1, the pinnacle of motor racing. Millions of pounds' worth of high engineering thundering around specially tailored circuits at 200mph is about as exciting as it gets. Previously, Psygnosis' F1 series have been the only games worth considering for true F1 fans, but F1 '98 frightened many people off with a new but decidedly dodgy handling engine. Which means this year, with three official F1 titles on the way, pole position is up for grabs.

F1 '99

- **Publisher** Psygnosis
- **Developer** Studio 33
- **Released** November 1999

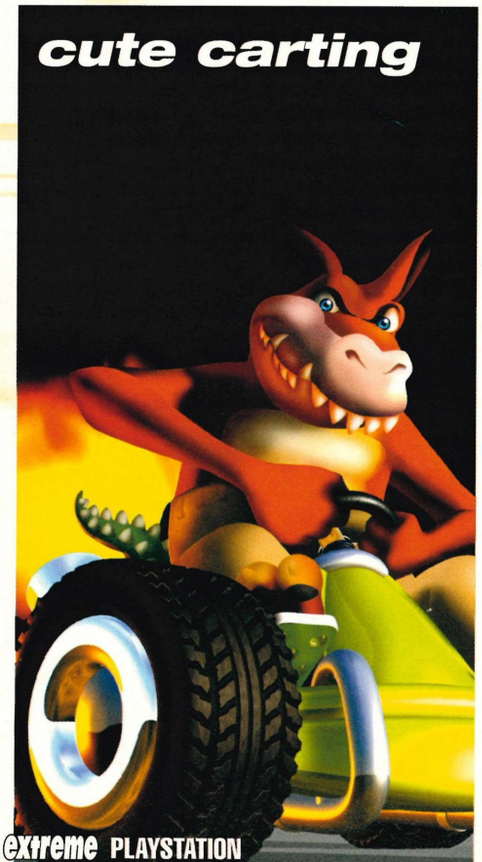
After last year's disappointment that was F1 '98, Psygnosis have gone back to the drawing board for this year's Formula 1 outing. F1 '99 promises all-new handling and vehicle dynamics, plus some of the most realistic crashes you're likely to see this side of Michael Shumacher's hospital bed. Studio 33 has also been working on a new artificial intelligence engine that should remedy the bugs from previous games and make the same high-speed thrills. In fact, some have offered little more fun than driving a 15-year-old Lada, and no doubt there'll be some duffers in the forthcoming batch of racing games found in this feature.

→ **Well the job is done,** and to be honest, I'm astounded at how many new racing games I've uncovered. I can see why the Ed wanted this feature done; there really is a huge amount of quality racing games on the horizon - some better than others, of course. I just wish Ian had given me the list he had before I spent a week of my life trying to find every in-development racing game on the PlayStation. Still, it was well worth it, along with the big guns like Gran Turismo 2 and F1 '99, I've laid eyes on cool new code for some of the lesser-known titles in this, undoubtedly the most popular PlayStation genre of games.

There are currently over 60 racing/driving games on the PlayStation. That's more than any other genre, including good old football. Why so many? Because since PlayStation Day One and the likes of WipEout and Ridge Racer, the racing game has proved time and time again to offer the most adrenaline-pumping action around. Of course, not every racing game provides the

Driving Test

It's not even possible to define exactly what makes a good driving game, purely because there are so many little pigeonholes within the →



Ever since Mario Kart appeared on the Super Nintendo, software houses world-wide have tried to ape that oh-so-addictive gameplay, to various degrees of success. Most recent on the PlayStation is Speed Freaks (reviewed this issue). And although not quite a Mario Kart beater, its cute adrenaline-filled gameplay is certainly fun. However, there are three more cute carting games on the way, plus Codemasters have been hinting about an all-new Micro Machines game. More news on that next month.

Lego Racers

- **Publisher** Lego Media
- **Developer** High Voltage Software Inc.
- **Released** TBC

Lego Media are set to assault the PlayStation market with two Lego-based games: Lego Rock Raiders and Lego Racing. We're obviously interested in the latter here. Lego Racing isn't a simple racing game, as in keeping with the Lego theme, you actually have to build your car and driver at the Lego garage. Once your block building is done, you can enter a race on one of the 12 different courses based on four of Lego's most popular themes, Pirates, Castle, Space and Adventurer. With building cars, racing other Lego characters and using special power-ups, Lego Racers looks as though it could give the other cutesy cart games a run for their money.

Micro Machines 4

(title to be confirmed)

- **Publisher** Codemasters
- **Developer** In House
- **Released** TBC

A new game based on the Micro Machines brand has recently been announced, although details are at best a little sketchy. What we do know, though, is that Micro Machines creator Andrew Graham is currently working on a new multiplayer racing game and that the style could be much darker than the bright-and-colourful Micro Machines V3. How it turns out we don't know, but anything with the Codemasters' boys behind it usually has a quality guarantee. More info just as soon as we get it.

By the way, at the time of going to press, Codemasters announced a new off-road driving game called Off The Road, more details next month.





other drivers much harder to beat. The new AI engine also includes enhanced pit strategies, so just like the real thing, races can be won or lost in the pits. F1 '99 also comes with all of the 1999 grand prix season's teams and drivers, including the new, but ultimately hopeless British American Racing. However, with two other official Formula 1 games in the pipeline, F1 '99 is going to have to rely on gameplay, and not its licence.

Official Formula 1 Racing

- **Publisher** Eidos
- **Developer** Lankhor
- **Released** Winter 1999

Eidos, having already conquered many genres, is about to set its sights on the lucrative Formula 1 market with the impending release of Official Formula 1 Racing '99. The game will feature all of the 1999 official season data, which means you get to play as all the drivers and race with all the teams.

Coming with arcade and simulation modes, Official Formula 1 Racing '99 allows you to select how much depth you want to go into. So if you're not interested in car set-up you can head straight for the arcade mode and get racing. If you want the added realism, though, simply opt for simulation mode. Eidos F1 effort also offers a cool split-screen two-player mode, infinite camera angles and a scenario mode that allows you to play your favourite races again and even exchange them with your pals. Cool. Eidos don't have the same PSX racing heritage as Psygnosis but you can be sure of quality from these guys.

Formula One

(exact title to be confirmed)

- **Publisher** Electronic Arts
- **Developer** EA Sports
- **Released** Winter 1999

EA Sports' Formula 1 game promises (according to EA) to be the most complete and compelling F1 experience ever. We're reserving judgement till after the chequered flag, but from what we've seen so far, there could be something in this claim. Does it have the reliability to make it to the finish line, though?

One of the biggest areas a Formula 1 game needs to get right is the car handling and characteristics, which is why EA Sports have enlisted the help of a Formula 1 team. As yet, though, the identity of this team has been kept secret (Hope it's not Minardi: Ed), but all will be revealed nearer to the game's release. As well as the promise of realistic and playable car handling, EA's F1 game also promises to be bang up to date with the inclusion of that fantastic BAR team, plus the all new Malaysian Sepang circuit. Whether EA can hold out against Psygnosis' F1 heritage, though, remains to be seen. But you can bet that EA Sports has got something up it's sleeve

driving on the cheap

No we're not talking the 'under £500' section in your local car trade magazine. We're talking a glut of top-class PlayStation games on Platinum, at £19.99 a throw. You can't say fairer than that. 'Ere I'll chuck in six months tax and a couple of blank MOTs', etc, etc.

Gran Turismo
The best driving game ever - cannot be missed at this price.

Colin McRae Rally
Mud, cars and Codemasters. A definite winning combination.

F1 '97
A little buggy, but still the best F1 game around.

TOCA
Eclipsed by TOCA 2, but the Touring Car action is intense and addictive.

V-Rally
Hard, fast and frustrating. Great fun though.

WipEout 2097
Great graphics, gameplay and soundtrack - still the best future racer around.

Rage Racer
Like Ridge Racer? Get this. Don't like Ridge Racer? Don't bother.

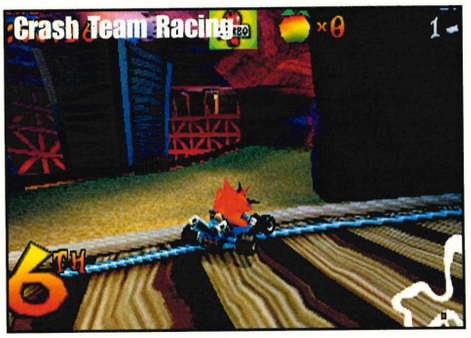
Destruction Derby 2
If you like to smash it up, this is the driving game for you.

Crash Team Racing

- **Publisher** Sony CEE
- **Developer** Naughty Dog
- **Released** Winter 1999









Somebody in the bowels of Sony had their thinking caps on for this one; a Mario Kart-style game using the recognisable characters from the Crash Bandicoot games. It's a winner. Probably.

With a plethora of different racing modes, including Adventure, Vs, Grand Prix and Battle Mode, Crash Team Racing looks set to offer a huge amount of game for your money. More important than that, though, is the fact that in true Mario Kart style you get to power up with different weapons in order to take out your opponents. The action is fast, and the Crash Bandicoot-style graphics are already looking the biz, which is why Crash Team Racing is where we're putting our money.





WipEout 3

Publisher	Sony CEE
Developer	Psygnosis
Released	10th September

If the WipEout trend continues, the third rendition of this techno racer is going to be something very special. The first WipEout was superb (if a little tough), WipEout 2097 was even better and from what we've seen, WipEout 3 eclipses both previous games. We visited Psygnosis a few months back (Issue 19) and witnessed the fastest, best-looking future racer around, which features all-new tracks, ships and visuals. To say we were impressed with the total high-res graphics and stupendous running speed would be a huge understatement. And in true WipEout style, the soundtrack is also cutting edge, with the man like Sasha in charge of the music department. We can't wait.



The original WipEout introduced the gaming world to a whole new genre of racing, and it hasn't looked back since. WipEout 3 is promising big things, but other contenders in the future racing genre have got a lot going for them, especially Psygnosis' very own and very monstrous Rollcage Extreme.

racing games we like

Honorary Winner Driver
It may not be a racing game, but it's about the most fun you can have on four polygon wheels at the moment.

1. Gran Turismo
2. TOCA 2
3. Colin McRae Rally
4. V-Rally 2
5. Rollcage

→ driving game nest. I mean, how can you possibly compare Micro Machines to TOCA without simply saying they're both great games? They're both driving games, but there's no resemblance whatsoever between them. Bad driving games are more easy to define. And there's a few of them around. Poor control and jerky graphics are the worst offenders for condemning an otherwise-promising driving game to the scrapyard for life.

When a developer gets it right, though, gameplay sparks fly. Cases to cite are really the obvious ones; Gran Turismo, TOCA 2, WipEout 2097, Colin McRae Rally. Which is why this is such an exciting time for PlayStation speed-freaks. Of the four games mentioned above, three of them are due a sequel within a matter of months. Why get excited about sequels? Purely because we thought these games were already pushing the limits of the PlayStation. If the sequels can do the same now, the racing game is going to take another giant step forward.

supercross, a sport that's growing in popularity due to more and more TV coverage. Expect courses jam-packed with whoops, burms, table-tops and triple jumps as you cane around the tight and intricate stadium courses on all the real life motorbikes. Supercross 2000 may have the licences, but does it have the gameplay?

Road Rash Unchained

Publisher	Electronic Arts
Developer	In House
Released	TBC

Although extremely successful on the Mega Drive, the Road Rash series has never really taken off on the PlayStation. Road Rash Unchained comes with a whole new game engine that shies away from the basic stuff of the previous games. It's not a purist's motorbike simulation, though, as winning relies on combat as much as it does as skilful riding. Nevertheless, the physics are looking surprisingly realistic, but Road Rash Unchained is definitely a game on which we should reserve judgement until the finished version is tested.



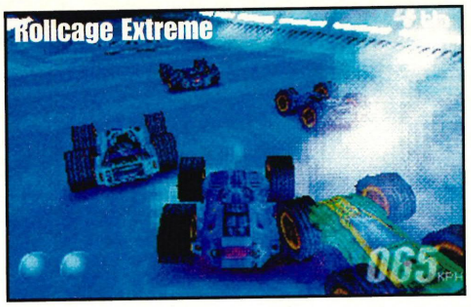


Test Drive Cycles

Publisher	Infogrames
Developer	Accolade
Released	TBC

This ones for the real motorcycle enthusiasts, as it gives players the opportunity to ride 30 officially-licensed hogs. Everything from sports and superbikes to cruisers can be ridden over 24 different world-wide tracks, full with short-cuts, breakable scenery and other traffic! And although the handling is very realistic on all of the bikes, it actually throws you into a full on arcade racing bonanza, much in the same style as the Test Drive car games. Test Drive Cycles also comes with a Gran Tursimo-style garage where you can store your bikes and choose which one to ride whenever you like.





Rollcage Extreme

- **Publisher** — Sony CEE
- **Developer** — Psygnosis
- **Released** — Q1 2000

Rollcage officially made Psygnosis the undisputed king of future racing games, and Rollcage Extreme is about to make sure they never abdicate. Rollcage Extreme promises to keep the full-on and in-yer-face 360-degree action of the original games and add a whole new level of death-defying action that is set to knock your feet, as well as your socks off. Rollcage Extreme comes with 20 brand-new tracks set over an all-new six environments. Every reflex in your body will be needed to make it through some of the fastest and most explosive racing action you're likely to witness. And in true Psygnosis tradition, expect another top soundtrack from all your favourite dance artists.



It has to be said that a definitive PSX motorbike game does not exist. Things are about to change, though, with five new two-wheeled racers on the way (including EA's Superbike 2000, which they're remaining tight-lipped about). Motorbike games are harder to get right purely because recreating the handling and feel of a two wheeler with a rider on is much more complicated than simulating a car. Still from what we've played of the following games things are definitely looking up for wannabe Hell's Angels the world over.

Supercross 2000

- **Publisher** — Electronic Arts
- **Developer** — MBL Research
- **Released** — Autumn 1999

Whereas Ricky Carmicheal's Motocross focuses on the out-door speed version of the sport, EA's Supercross 2000 has its roots firmly planted in the technical and high-flying world of stadium racing. Supercross 2000 features 25 of the all-time top supercross riders, and promises to recreate the big air, bright lights action of ➥

And from what I've witnessed from preparing this mammoth article for mass consumption, the above could never be truer. Take Gran Turismo 2, for instance. Not only are developers Polyphony Digital Inc. giving us a whole load more tracks and even better gameplay, they're also adding even more to the car selection. Kazunori Yamauchi (Executive Vice President) of Polyphony Explains, "We are intending to make a big increase in the number of car models that can be recorded. Users have expressed the desire for an extremely wide range of models to be available in the game, so we are going to make every effort to accommodate their wishes".

Second Comings

The point is that when Gran Turismo was first released, players couldn't believe the sheer volume of cars that they had at their disposal. And now Gran Turismo 2 comes along, adds to the original's gameplay, graphics and sound, ➔

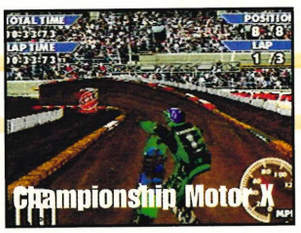
racing games we don't like

Honorary Winner — R4 Ridge Racer Type 4
Loads of people love it, but let's face it, that handling is atrocious.

1. Tömmi Mäkinen Rally
2. Rock 'n' Roll Racing 2
3. San Francisco Rush
4. Test Drive Off Road 2
5. Sports Car GT







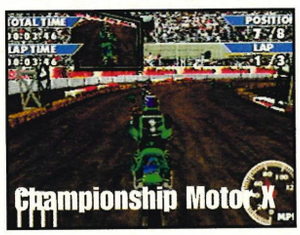


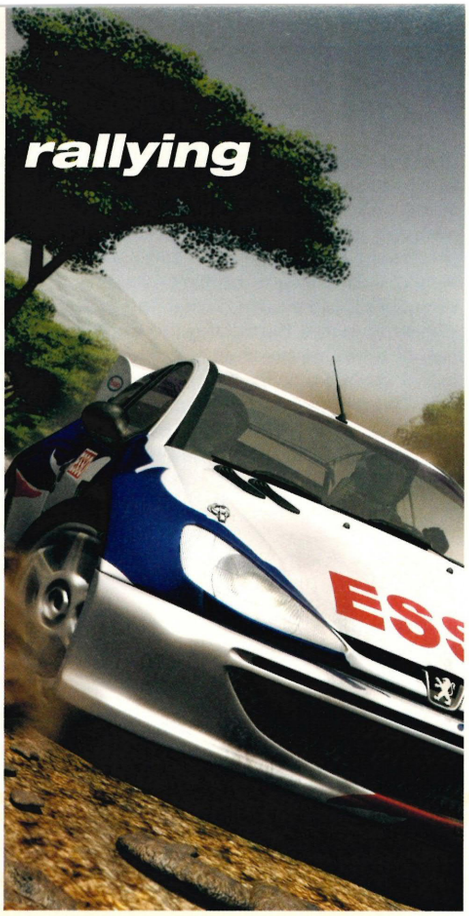


Ricky Carmicheal's Championship MotoCross

- **Publisher** — THQ
- **Developer** — Funcom
- **Released** — Autumn 1999

We first saw this game over a year ago under the name of D.I.R.T, and even in those early stages, this motocross game was suitably impressive. Every version we've seen since then has improved greatly over the last, and the latest code, now with THQ behind it, is incredibly fast, realistic and action-packed. Barring any development cock-ups, Ricky Carmicheal's Championship Motocross will become that benchmark motorbike game that's so badly needed in the PSX world.





Last year's Colin McRae Rally set the standard for all Rally games to come. V-Rally 2 recently had a pop at Colin's rallying dominance, but just missed the unbelievable realism of the Codemasters game. Now, though, Colin McRae 2 has been announced and it's looking absolutely stunning. Check out the massive preview within the confines of this feature, then check out these two dirt-based driving games, that could quite easily give our Colin a run for his money.

RallyMasters

- **Publisher** Infogrames
- **Developer** Digital Illusions
- **Released** TBC

RallyMasters was originally scheduled for a June release, but when Infogrames bought out Sheffield-based Gremlin it was put on hold so as not to clash with V-Rally 2. This isn't because of its quality, though, as RallyMasters is set to be every bit as playable as V-Rally 2. RallyMasters is based on the annual post-season championships based in Gran Canaria, but as well as a perfect rendition of the course, here there are over 50 other tracks to try your hand at in over 60 different cars. RallyMasters takes more of a simulation approach than V-Rally, but you can still expect to see plenty of thrills and spills as you fight to tame those supercharged four-wheel drive beasts. There's also a special mode that allows you to see why all the rules of rallying were changed in the Eighties. We're talking stupidly fast cars on incredibly dangerous circuits. Sounds like fun.

Rally Championship

- **Publisher** Europress
- **Developer** Hotgen Studios
- **Released** September 1999

With the embarrassing Tömmi Mäkinen Rally under their collective belt, Europress really have a lot of work to do if Rally Championship is to make an impression on the PlayStation rally game scene. Rally Championship differs from other rally games, though, by giving players the opportunity to drive almost anywhere they like. This means that you're not confined to one particular route from A to B. Sounds interesting. We've yet to set eyes on Rally Masters, so you'll have to wait until the forthcoming review for the low-down.

→ and still manages to cram in a few car-lots worth of extra cars for players to get their leather driving gloves on.

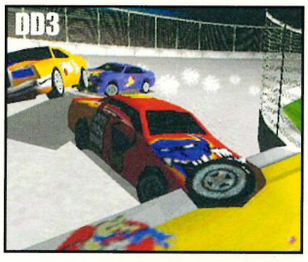
WipEout 3 is another game that's set to turn more than a few heads once complete. We visited Psygnosis' Leeds development studio a few months back (check out Issue 19) and even then it was looking special. WipEout 3 is graphically superior to the previous WipEout games. If you thought WipEout 2097 was something special (and who didn't?), you should check out WipEout 3's full high-res modes, that run, at all times, at a pace you couldn't believe. The original game in the series was something of a graphical stunner too.

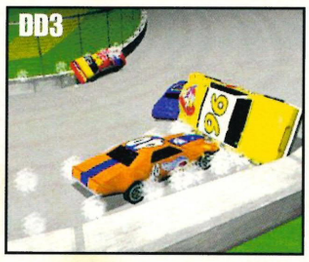
Nicky Westcott, Lead Artist on WipEout 3, says, "We tried to bring it [WipEout 3] back to the feel of the original. The 2097 game moved away from the alternate reality sci-fi atmosphere and went for more way-out tracks and colours. It was great for its day, but definitely feels like a computer game. WipEout 3 goes back to its roots, and is far more adult". WipEout 3 has that same gloomy sci-fi feel of the original, but offers it in a vastly improved form, with some of the best graphics you're going to see this side of a PC running a Voodoo 3 card. We can't wait.

It doesn't stop here either; about half the upcoming racing games are promising massive improvements over earlier attempts, and if just half of these could come up with some half-decent improvements, the world of the racing game is going to be set alight once again.

Hot Wheels toy cars a year. EA have got it made with this licence, then.

The Hot Wheels game gives players the chance to drive 40 different Hot Wheels cars, including favourites such as Red Baron, Jet Threat and Cat-A-pult. The action takes place in various environments such as the Wild West, Volcano Island and Haunted Highway. Each track has loads of short-cuts, jumps and loop-de-loops that allow you to pull of some spectacular stunts if you're skilful enough. As if all this Hot Wheels action isn't enough, EA have also decided to give the game a cool soundtrack including the likes of Metallica and Mix Master Mike. Cool.







Roadsters

- **Publisher** Titus
- **Developer** In House
- **Released** TBC

Ever wanted drive a coastal road in a powerful soft-top convertible? Well now you can feel the wind in your hair with Roadsters, Titus' new driving game that's based solely on convertible cars. There are 30 to choose from, and they can all be upgraded with cash procured by betting on the outcome of races and some nifty wheeling and dealing. There are ten tracks ranging from snowy mountains to sea side resorts and a multitude of ever-changing weather conditions. The most interesting thing about Roadsters, though, is that it comes with a four-player mode. Whether Titus has the grunt to mix it with the big boys is the question here.

Destruction Derby 3

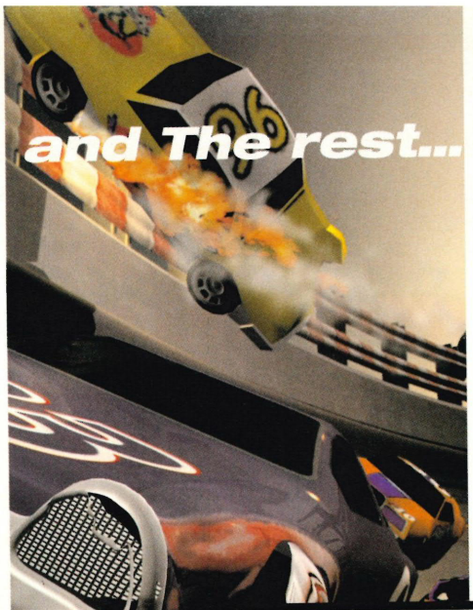
- **Publisher** Psygnosis
- **Developer** Studio 33
- **Released** Spring 2000

As of yet, there are no firm details on Destruction Derby 3, except for the fact that there's 25 all-new tracks. You can bet it's gonna be a biggie, though. Why? Because the developers, Studio 33, are the very same people behind the soon-to-be immense F1 '99. Expect the high-speed smashing and crashing in DD3 to be second to none if the previous games are anything to go by. Also, expect the cars and crashes to be more realistic.

Demolition Racer

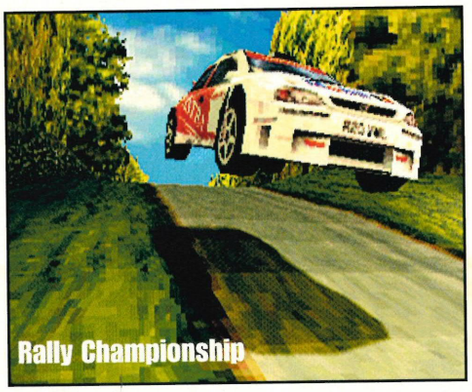
- **Publisher** Infogrames
- **Developer** Pitbull Syndicate
- **Release** Autumn 1999

The Demolition Racer developers are The Pitbull Syndicate, which includes key members of the original Destruction Derby games team. So Demolition Racer certainly has the pedigree, but will it be beaten by the already-established Destruction Derby brand? Well, not if the quality is anything to go by. The graphics are looking cool and the gameplay, although similar to that of the DD series, is different enough to it away



There's only so many genres and pigeonholes that us media types can come up with. There are plenty of racing games that don't fit snugly into the styles we've covered, and some of them are looking excellent, especially EA's Sled Storm and Sony's Destruction Derby 3.





It's said that PlayStation games are up to the third generation. The likes of Ridge Racer and the original WipEout are the forefathers - Generation One. The time between first and third generation has become a little blurred with many advances, and many failures, but there's no denying we're about to enter the fourth (and possibly final) PlayStation generation. And racing games are most definitely leading the charge. We have great expectations, and if history is anything to go by, the PlayStation will live up to them and more.

Right, where's that baby oil...



from being just a clone. Real-time crashing and damage are Demolition Racers' biggest draws, but the 360-degree corkscrew jumps should be enough to wow most players.

Hotwheels

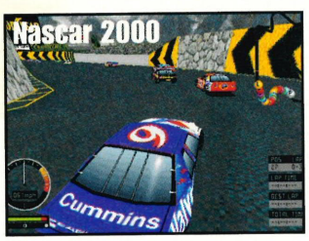
- **Publisher** — Electronic Arts
- **Developer** — Stormfront Studios
- **Released** — Autumn 1999

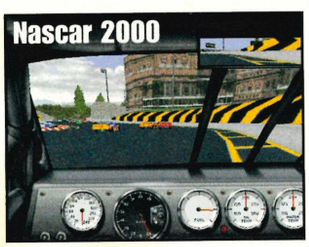
Get this; two Hot Wheels cars are sold every second of every day of the year. That's 63072000

Nascar 2000

- **Publisher** — Electronic Arts
- **Developer** — Stormfront Studios
- **Released** — Autumn 1999

Nascar fans are in for a treat as Nascar 2000 offers all the cars, tracks and drivers from the Nascar world. Whether the gameplay will match up to the completeness of the licence is another matter, though, as previous Nascar games haven't exactly set the racing game world on fire. However, there's an impressive list of features that look as though they might just bring the Nascar series out of the doldrums such as new high-res car models, brand new physics and AI, interactive pit-stops, two-player season mode and the opportunity to race against famous Nascar champions from the past.





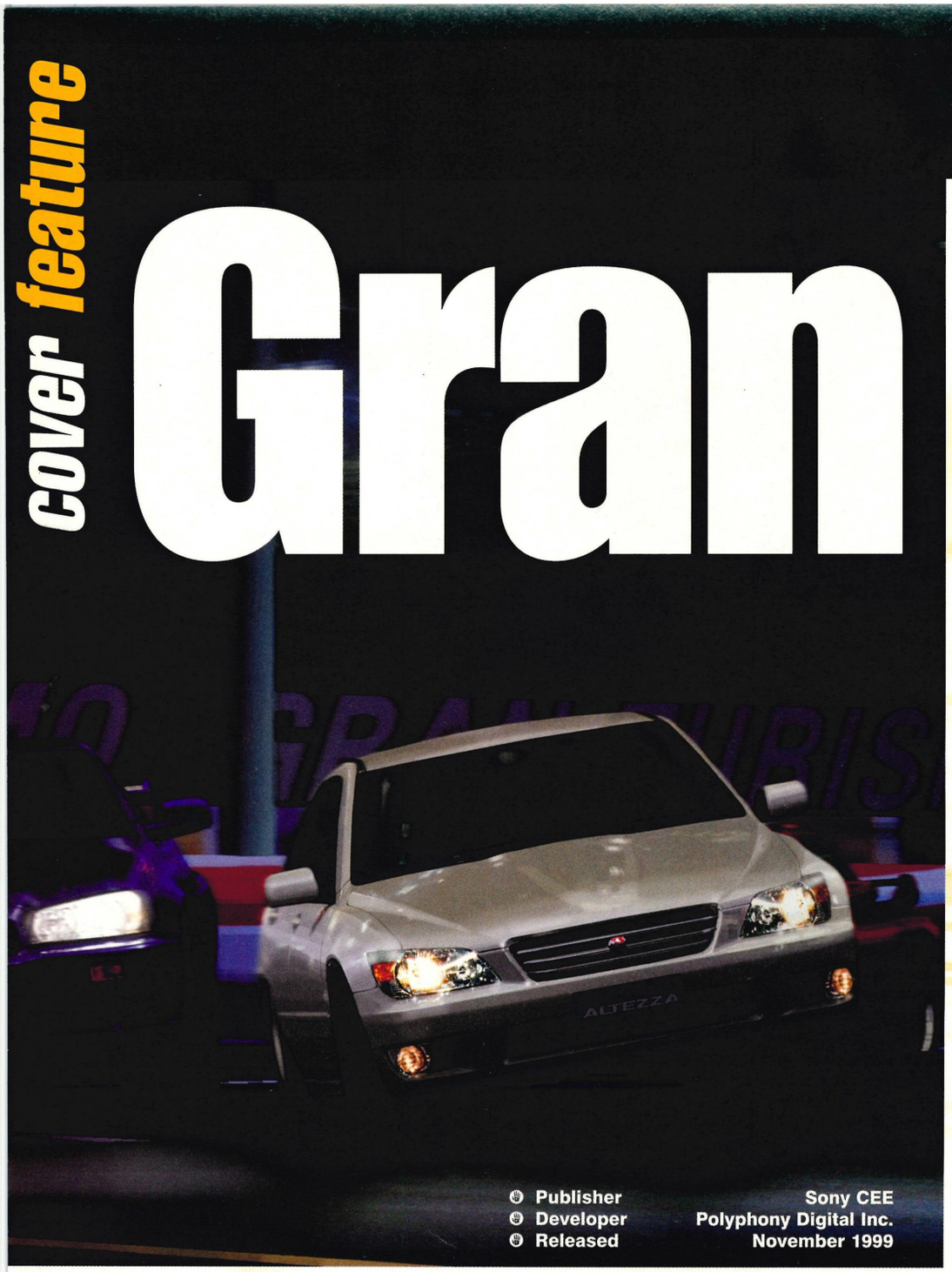
Sled Storm

- **Publisher** — Electronic Arts
- **Developer** — In House
- **Released** — September 1999

We gave this a full preview last month. If you read it you know we think Sled Storm is going to be pretty special. the basic surmise of Sled Storm is snowmobile racing, which doesn't sound very exciting; until you start playing, that is. The game runs at an incredible pace, with some of the smoothest graphics we've seen on a racing game. And the tracks are something else. They're full of jumps, bumps, whoops, shortcuts, lakes, bridges, the list goes on. And you'll play on. This is gonna be huge, just as long as it gets the support it deserves.

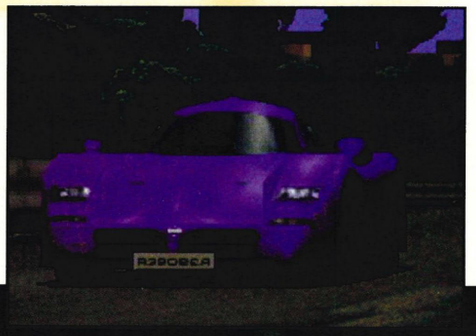


Gran Tu



- Publisher: Sony CEE
- Developer: Polyphony Digital Inc.
- Released: November 1999

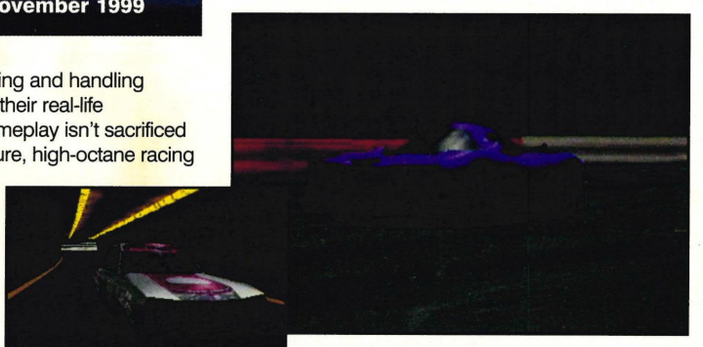
The original Gran Turismo has sold over 6.2 million copies world-wide. This comes as no surprise, as it's simply the greatest driving game ever. Gran Turismo 2 is set to take things one step further with over 300 new cars, 20 new courses and 60 more devilish driving tests to complete.

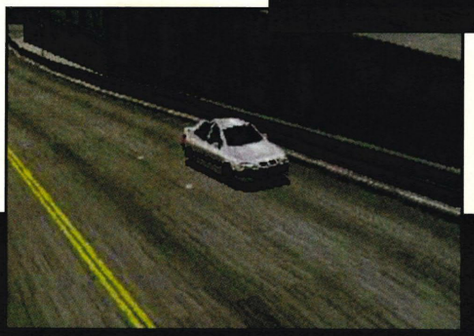


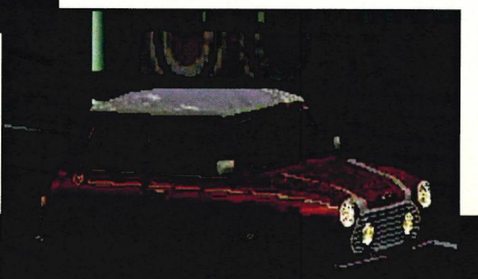
All the cars will posses styling and handling characteristics as identical to their real-life counterparts as possible. Gameplay isn't sacrificed for realism, though, as that pure, high-octane racing action has been vastly improved, promising to make Gran Turismo 2 the most playable racing game ever. The visuals have also been vastly improved (not that this was needed), to make Gran Turismo 2 even more graphically perfect than before. And don't worry, those replays are still in place, and once again are improved. In fact, the replays are nearly indistinguishable from watching a real television broadcast!



The word is that Gran Turismo 2 will also feature off-road rally-style sections. How this will actually pan out we don't know, as to produce rally-style physics requires a totally different game engine to that of Gran Turismo's road racing. Still, If Polyphony Digital Inc. can pull it off, and make both the road racing and rally driving as polished and addictive as the original Gran Turismo, GT2 will leave the competition (no matter how hot) in its dust.



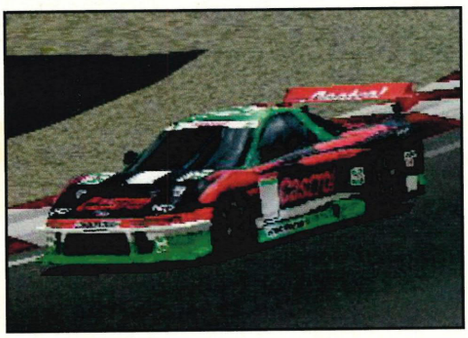




rismo 2

From The Horse's Mouth...

Extreme PlayStation caught up with Polyphony Digital Inc. Executive Vice President Kazunori Yamauchi and spoke to him about Gran Turismo and its sequel. Here's what he had to say...





"We are deeply grateful to everyone who made GT happen: first of all, to the car manufacturers who were so receptive to our original vision, then to everyone in the media and on the shop floor who told the users about the game, and last, but not least, to the users who actually played Gran Turismo.

To be honest, we never expected Gran Turismo to become such an extraordinarily popular title. It has been a real thrill for us, the game's developers, to see the stocks in the game shops being picked up by customers and carried off to the cash desk (and just as gratifying to hear that the game lived up to their expectations!).

On our casual visits to game shops overseas, the success of 'our baby' has been brought home to us again and again. We noticed the big promotional displays and saw the promotional video play countless times on in-store TV screens (indeed some of us were so unexpectedly moved by such scenes that we got our cameras out and took pictures!)

The original idea of Gran Turismo was to provide a realistic simulation of the behaviour of real cars, and establish it in the game field. To achieve this aim, we carried out research and development work that resulted in the creation of a model which, I believe, has been successful in at least some senses. We have made the simulation as realistic as possible: the cars featured naturally vary in their behaviour, depending on handling methods, tuning and so on. Our attention to detail has even extended to giving each type of car a different engine sound, setting prices for second-hand cars and introducing environment-mapping technology into the replays. In other words, Gran Turismo 2 will remain faithful to the basic concept of Gran Turismo in offering the player all the fun of driving a real car.

In Gran Turismo, various constraints prevented us including all the features we originally wanted to add. In Gran Turismo 2, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from users who have played the game.

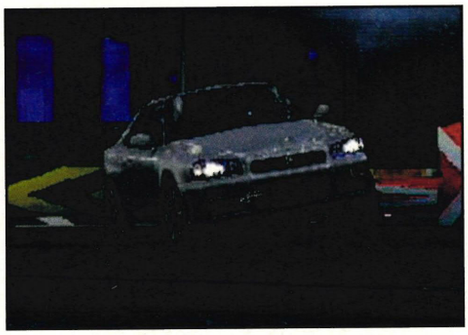
In another very recent development, we are planning to update the car model selection range to reflect recent changes - model changes and new model launches - to cars in the real world.

The next big improvement is in the all-new courses we are now working on. Users can use much more strategic skill and judgement, carefully choosing car performance and features, and tuning and driving styles to match different courses (which are also visually enjoyable).

With regard to car tuning, we think the first version of the game left room for improvement. Within the time available, we will do our utmost to enhance the range of driving pleasures opened up by tuning, as well as making the presentation clearer and more user-friendly.

We are also working on the user interface, and making every effort to ensure that all users notice a distinct improvement in the new version."















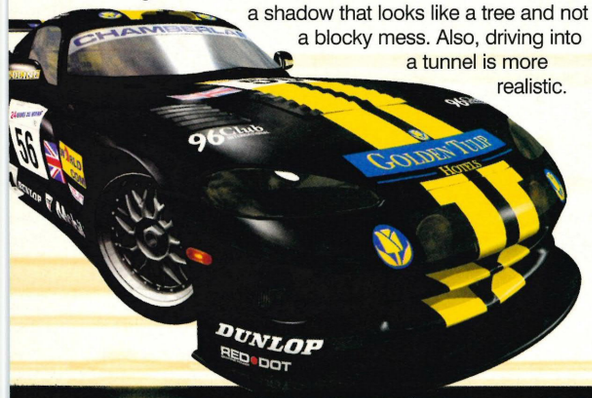


- Publisher: Infogrames
- Developer: Eutechnyx
- Released: TBC

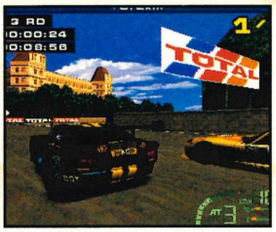
Le Mans 24 Hours

Le Mans has been delayed several times, mainly due to publishers Infogrames not wishing its release to clash with their other driving titles. Wisely, developers Eutechnyx used this extra time to refine and polish the gameplay. The release date has still to be confirmed, but the game's almost ready now, and looking pretty good.

Since we last covered the game back in Issue 19, several new features have been added. Eutechnyx have developed a vertex lighting system, which means every solid object in the game casts realistic shadows. At last - a tree casts a shadow that looks like a tree and not a blocky mess. Also, driving into a tunnel is more realistic. Instead of toggling between full and reduced lighting, the screen darkens and lightens gradually, looking far more realistic.

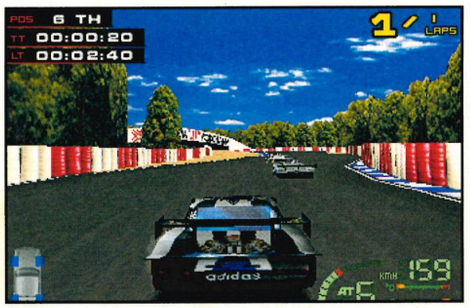


As mentioned in Issue 19, the hazard of oil on the track was planned for the game. This feature has now been implemented. If you drive aggressively, your opponents respond in kind and engines are likely to overheat and even blow. When this happens, oil is often deposited on the tarmac, causing a serious hazard.



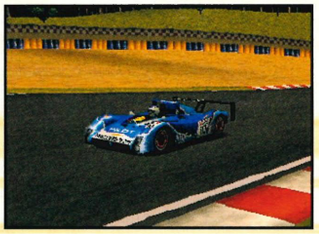
The game will definitely offer race commentary. Eutechnyx are currently talking to a top racing commentator - we can't tell you who it is, but rest assured you've heard of him.

Finally, several hidden cars are to be included. Again we can't tell you what they are, but look out for our full review to find out. When this will appear, though, is anyone's guess...









A CUSTOM-BUILT RADIO CONTROLLED CAR AND SOME GREAT LE MANS GOODIES MUST BE WON!

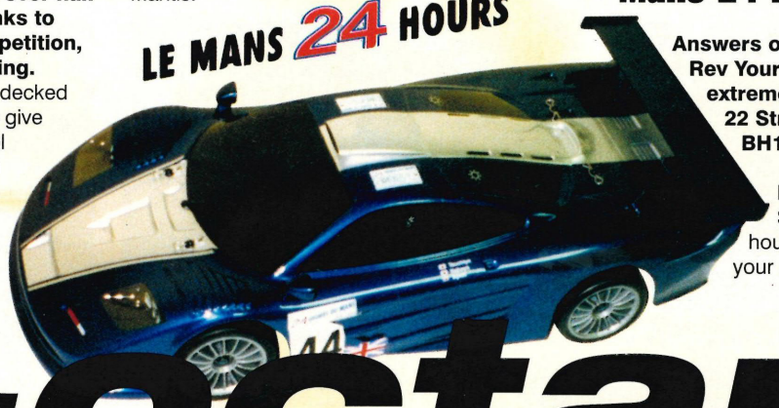
EUTECHNYX™

INFOGRAMES

Check out the car on the cover of this mag - beautiful, isn't it? Bet you'd love to drive it. Bad luck - GTC Competition's genuine McLaren F1 roadcar would set you back well over half a million, but thanks to Eutechnyx' Le Mans 24 Hours competition, you might just get the next best thing.

We've a £700 custom-built McLaren decked out identical to the one on the cover to give away. It's a beautiful piece of kit - petrol driven, silky smooth and as fast as you like. What's more, it comes ready-built and complete with the remote control unit needed to drive the machine.

Not only that, but there's also a sackful of prizes for the runners-up. Fail to win the car and you might just take away a Le Mans raincoat, a BMW motorsport T-shirt, a replica Konrad Giesse Porsche 911, a tacky but fun Le Mans alarm clock, a Konrad Motorsports baseball cap or even a limited edition framed print featuring in-game renders of the Marcos Mantis.



To be in with a chance of winning one of these great prizes, just answer this simple question:

How many cars take the grid in the PlayStation Le Mans 24 Hours game?

Answers on a postcard to:
Rev Your Engines Competition,
extreme PlayStation,
22 Strand Street, Poole, Dorset
BH15 1SB

Entries which arrive after 24rd September will be at least 24 hours too late for the draw. Get your answers in by the 23rd.

hi-octane heaven

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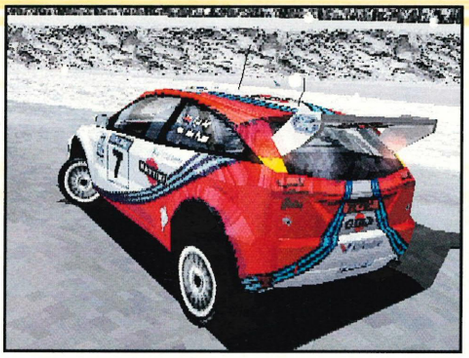
- Publisher: Codemasters
- Developer: Codemasters
- Released: Early 2000

Colin McRae

There's a wealth of great racing games on the PlayStation, and they don't come much better than Colin McRae Rally. The original game put you right behind the wheel of Colin McRae's Subaru Impretza, as you attempted to beat off the challenge of other drivers on the rally tour. There was the option of changing views so that you could view from a driving position or chase camera, and the game was one of few that accurately depicted over-steer.

With the original shifting an impressive 1.5 million copies, the developers will be hopeful that this new version will manage to both capitalise on the success of the first and also provide a new angle on the existing gameplay.

Early signs are that the sequel to this massively-selling game will improve quite vastly on the first one, in terms of graphics but also 'gameplay mechanics', according to producer Guy Wilday. Presumably the game will therefore feature a more realistic control method and handling that more accurately depicts a rally car's behaviour. Obviously the game will also feature McRae's move from Subaru to the Ford, as part of their 1999/2000 season team.

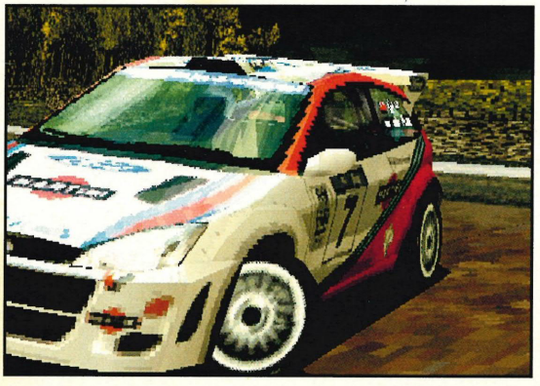


Vivid Visuals

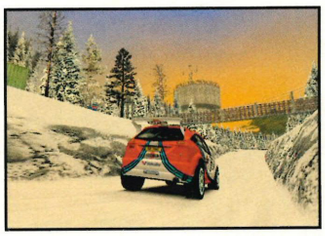
The graphics will be made more realistic by a higher polygon count, while details such as the reflections on the paintwork of cars will be included through a new reflection-mapping technique. The scenery itself has been created using photographs taken in all of the countries featured as the source, presented through what is described as a 'superbly powerful graphics engine'. This could well mean a faster running speed without the popping up of images in the distance as you change direction.

Codemasters are keen to emphasise that great strides are also being taken in terms of gameplay, where







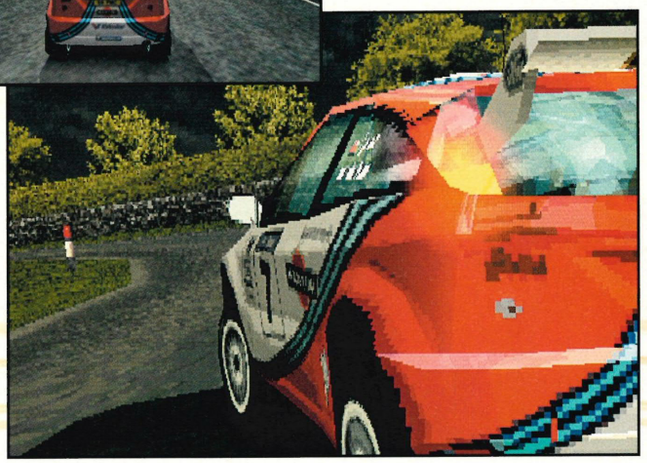




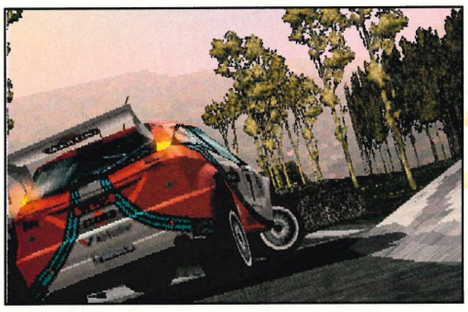
ENJOYING THE VIEW

In-car viewing in Colin McRae Rally 2 will be more realistic than the first game, and indeed most games available. This view will not suffer from either lack of responsiveness or 'over-twitchy' controls curse many games when switching to an in-car camera. The car details themselves will be improved thanks to general refinements, while because of the more powerful graphics engine it will seem more like actually sitting in the driving seat of a rally car than before.

Rally 2



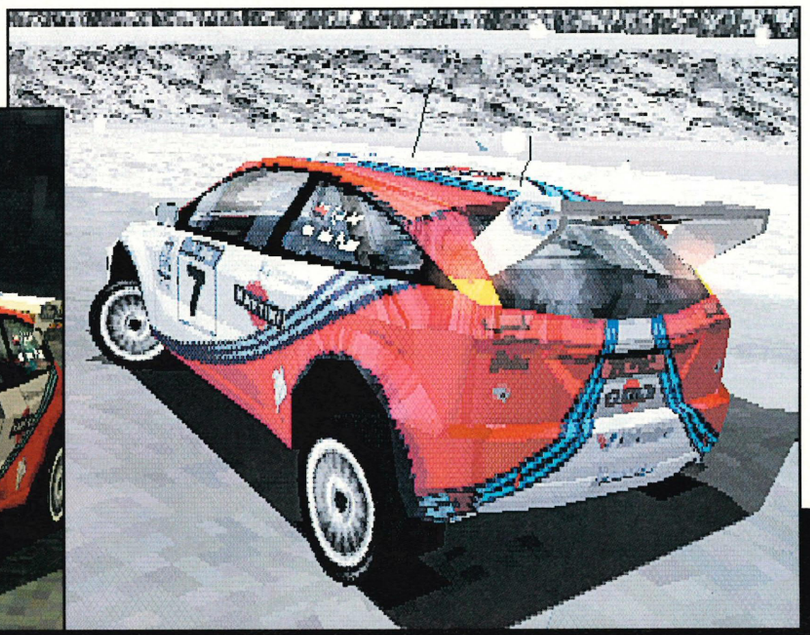
apparently most of the improvements are being made. Specific details of how the game will be different are being kept under wraps, but Wilday assures rally fans that this game will be something very special. While there is no animated preview available, the early screenshots look very promising indeed. Backgrounds have a more 3D feel to them, while the car itself looks crisper and more part of the picture than in the predecessor or in other games, where the cars sometimes seem slightly superimposed on the tracks. There is definitely more detail in the backgrounds and cars, with little additions such as writing on signs and a glowing effect coming from the car lights all adding to the realism.



Elements that made the first game successful are being built on to help make the sequel include the same appeal, whilst new 'race styles' are being incorporated to ensure that this is not too similar to the original game.

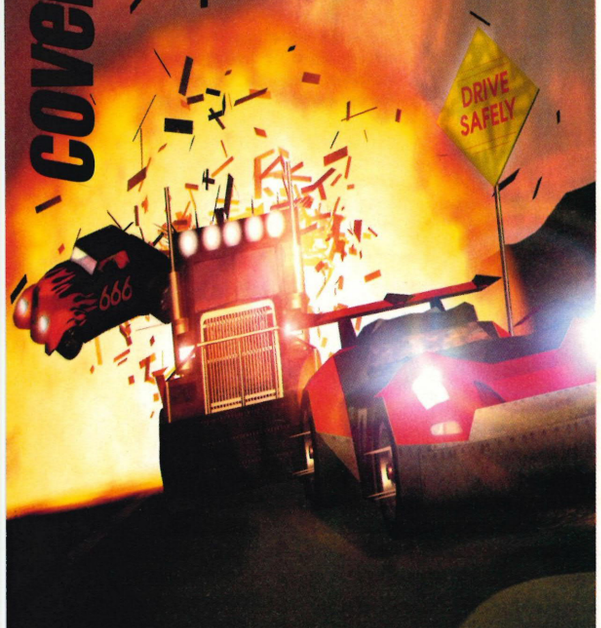
The release date for this game is not yet known, but it won't be ready until sometime in 2000. Rest assured the game will not be available until all of the 30 developers are completely satisfied that it's finished. Keep your eyes open for more information in future issues of your favourite PlayStation mag.

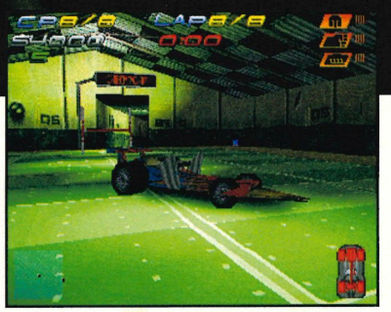




- Publisher: SCi
- Developer: SCi
- Released: 17th September 1999

Carmageddon





Right, let's start with a short recap. Carmageddon, one of the most controversial games ever to hit the PC, is coming to the PlayStation. The levels are exclusive to the PSX, but some of the best elements from Carmageddons 1 and 2 on the PC are used. There are 30 cars in total, ten of which are new, and the game carries a voluntary '15' age rating. There's no legally-binding BBFC rating because the pedestrians you run down as you drive through the futuristic cities are zombies, despite bleeding red. Got that? Good...

The handling on the cars has been greatly improved since we last looked at the game back in Issue 17. The game's still very arcadey, but the vehicles stay on the ground a lot more and don't feel stiff and unwieldy. A couple of 'fun' cars have been included. There's a dragster which is very fast but almost impossible to control and a 2CV which is slow and crap. These are pretty useless as competitive vehicles, but are quite amusing. Look out too for the dumper truck. It's got rear-wheel steering so is hard to drive, but bloody good fun.



The Killing Game

The game structure is taking shape too. You can complete a level in one of three ways. By destroying all of your rivals' cars, racing a set number of laps or topping all the pedestrians. Killing peds also gives you more time to reach the next checkpoint. There are power-ups to gather for more weapons and cash, which is used to pay for car repairs. Interestingly, computer-controlled cars don't use power-ups or repair their cars at all, and they never try to win by stiffing all peds or racing the race. You're not playing by the same rules. Indeed, when I tried to win by completing the required number of laps, I destroyed the last car before I reached the finish line. Whether this proves a problem in the final game will be covered in the review.



Several technical advances have been made in the last few months. The camera behaves itself much better now, staying away from the walls and following the car more closely. The pedestrians are far more mobile than before, making them harder to kill, and there's virtually no pop-up at all. Alas, there's no Iron Maiden soundtrack either - the background sounds from the PC's Carma 2 wasn't used.

So much for the previews - bar the bug testing the game's finished, and should be reviewed next month. Then we'll see if the game lives up to the hype.



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BLAZE VIDEO GAME ACCESSORIES

Publisher Eidos Interactive **Developer** Capcom **Released** February 2000

Resident Evi



'Somehow... I'm alive!' David Foggon claws his way through the third instalment in the Resident Evil saga

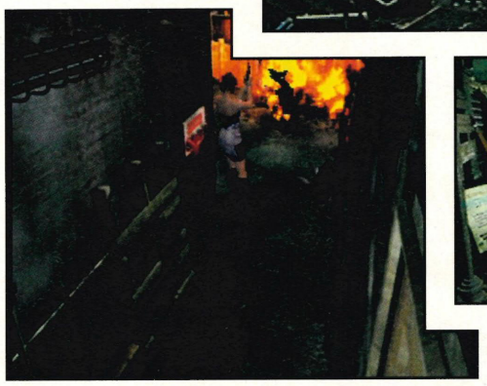


















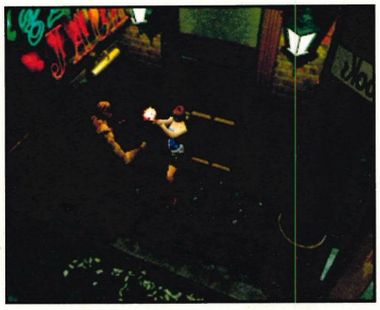
Following the huge success of the first two games in this series, Capcom have been developing Resident Evil 3: Nemesis in the hope that it would be ready for release this Christmas. Because Capcom are very particular about how their games turn out, the release date has now been put back to February of next year, but don't hold your breath! The new game serves as both a sequel to the first game and a prequel to Resident Evil 2. The action takes place just hours before Resident Evil 2 starts, with the location again being Raccoon City.

Once again this game is created by Shinji Mikami, the genius behind the first two adventures, and promises to be even more atmospheric and stirring than the other two. The city is under attack from hundreds of flesh-eating zombies, created from experiments by the evil Umbrella Corp. Players assume the guise of 23-year-old heroine Jill Valentine, the survivor of Resident Evil, as she desperately tries to fight her way out of the city. Early impressions are that this game is not vastly different to the first two, with a strong requirement for fire power, observation and tactical awareness as before. However, there is definitely more interaction with the background settings than in the previous game, as Jill is now required to recognise items in the background and use them for attack, defence or strategic purposes.

EXCLUSIVE

I 3: Nemesis















is aided by South American tough guy Carlos Oliveira in her attempt to find a cure and escape the clutches of Umbrella's evil army.

The graphics in Resident Evil 3 are inspirational, with a more refined and crisp look than in its predecessors. Backgrounds are hugely detailed and contain a larger selection of camera viewpoints. The characters themselves are animated to give a smoother, more realistic movement, while transition between camera viewpoints is swift and responsive to the movement of your character. It also appears as if the switches between FMV sequence and action are better joined than previously, to give the game

Beware the Undead

As the game starts in the factory warehouse, Jill has to use her initiative to find a way into the Police Station for clues, which she finds trashed and over-run with zombies. After becoming unconscious and seriously injured, Jill







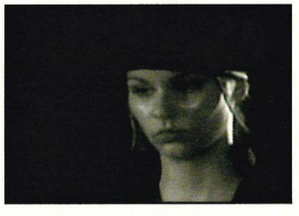


CHARACTER FOCUS



Name: Chris Redfield
Age: 25
Blood type: O
Height: 181cm
Weight: 80.4kg

Chris is one of only three surviving members of the STARS team from the first edition, and in the second adventure he went missing, with sister Claire on the lookout for him. Originally thrown out of the Air Force, Chris was recruited to the team by friend Barry Burton. Along with the Captain and Jill, he tried desperately to rid the city of the evil monsters created by Umbrella Corp. Currently, his situation is unknown.

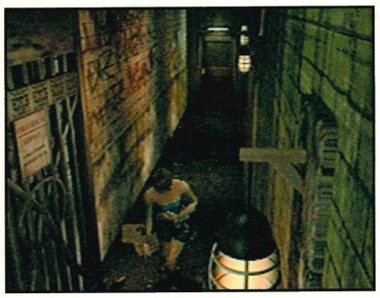


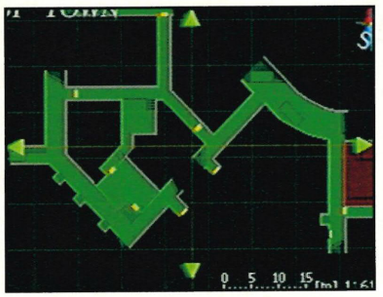
Name: Jill Valentine
Age: 23
Blood type: O
Height: 165cm
Weight: 60.4kg

Jill is the amazing survivor of the nightmare that began in the original Resident Evil game, and the heroine that players control in the new game. Excellent at using special mechanical devices, Jill is an intelligent soldier in the STARS team. In Resident Evil 3 she's preparing to get out of Raccoon City and head for Europe, only to be trapped by the flesh-eating zombies.

Resident Evil 3: Nemesis

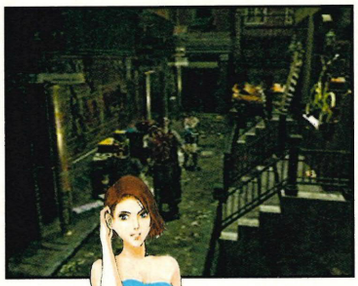




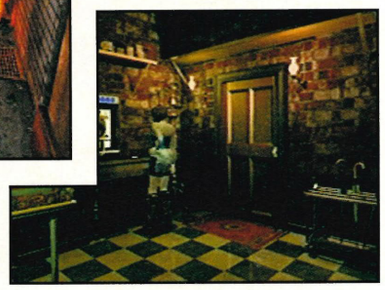














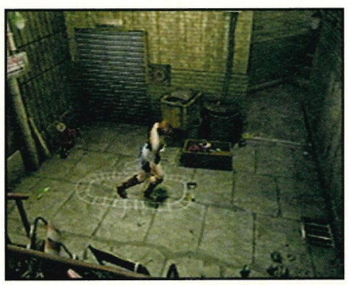


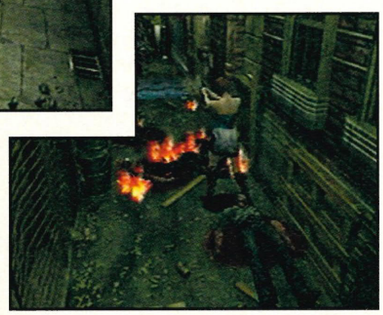
a more cinematic feel. The current version has no introduction sequence as yet, but it seems likely that Capcom will deliver some sort of opening to explain the situation for the characters. Undoubtedly it will match the brilliance of the one for Resident Evil 2.

A simplistic yet effective soundtrack also gives the game a sinister and tense mood, while the sound effects complement the graphics well in terms of realism and impact upon the player.

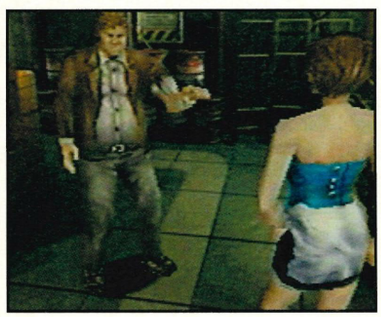
In terms of playability and the abilities of the characters, there was always an effective control method once the controls were mastered, but improvements now include being able to walk upstairs without the need for pressing another button, and the new dodge feature that allows you to avoid an enemy's attack. Eidos are particularly pleased with the new 'live selection' concept within the game, which basically claims no predetermined route through it. This means that by making certain decisions at certain moments, the player can inadvertently choose different paths towards completion. This could lead to the game having an increased lifespan, as after completion a player can identify key moments, go back and make a different decision than before. It certainly seems as if there are more options for you to take as a player than in the other games, as you have more doors and paths to follow than before.















GRAPHIC VIOLENCE

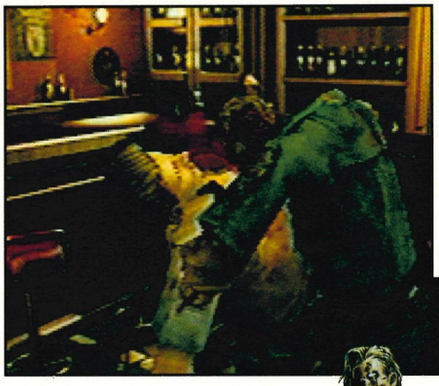
The first two Resident Evil games had excellent graphics, and the definite improvement between the games has continued with this latest offering. The difference between this and the first one is quite startling, while significant changes can also be noticed between this and Resident Evil 2.

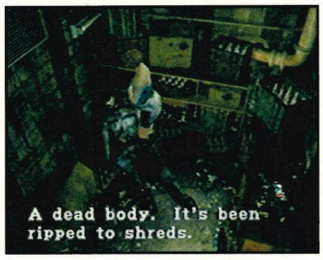
Looking at screenshots for Resident Evil 3, it's pretty clear the backdrops are more detailed and crisper, providing a more interactive feel, rather than the sometimes slightly-blurred settings of the first and second games. This is supported by a generally improved mapping of the graphics and animation of the characters, so they appear to actually walk up close or into the distance more realistically. More care has been taken to ensure that deaths are just as varied as before, and better graphics ensures that they are even more bloodthirsty and gruesome than previously.

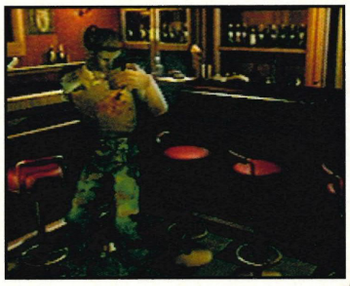
The whole Resident Evil experience is now even more involving, thanks partially to the already-mentioned smoother switch between FMV and action. This, the sound and the realistic movement of the characters helps create that feeling of being part of some awesome horror flick.











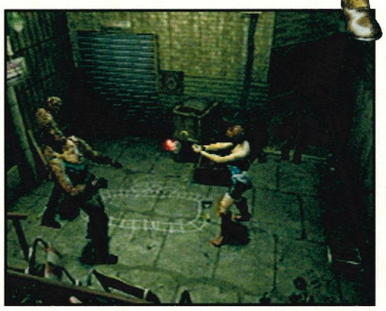


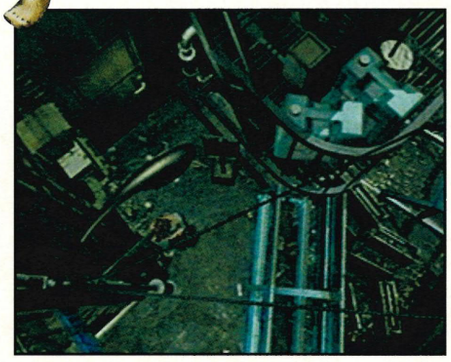
Subtle Suggestions

In the previous games, I particularly enjoyed the subtle suggestions towards defining clues/devices, highlighting the items by making them sparkle in the light. Retaining this aspect is important, as the game successfully combines both elements from point-and-click games and third-person shoot-'em-ups, whilst always maintaining a live action environment. One weakness from the last two games which has sadly not yet been changed for this version is your inability to walk or run while shooting. In the previous games it became slightly frustrating at times, when being chased by a gang of zombies you were unable to fire at zombies ahead whilst moving.

The zombies themselves have been improved significantly. Not only are there ten different types from the first two games, but also creatures new to Resident Evil 3. They also move in a more realistic way and succumb to a variety of deaths as before, such as shooting them in various limbs, blowing them up by shooting an oil drum or kicking their heads off as they crawl towards you. Their appearance is more grotesque than before, illustrating the extent of Umbrella Corp's most recent experiments.

There is no doubt that this is going to be nothing short of breathtaking. There is, of course, the new live selection feature which, if fully capitalised on, could give the game a new dimension. The concept of allowing the player to determine the outcome of the game by presenting them with crossroads situations is something that game developers appear to be simultaneously drawing on (see X-Files in this issue), and the possibility of this within the Resident Evil environment is tantalising. Either way, Resident Evil 3 will be a very successful and playable game. Find out exactly how the game fares when it is reviewed in a future issue.











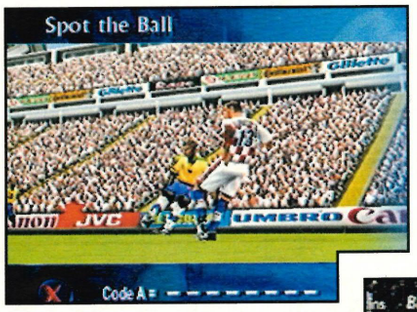
Publisher Infogrames **Developer** Rage Software **Released** 4th Quarter 1999

UEFA Striker

Fast, frantic and addictive. That was the original Striker; can UEFA Striker provide the same thrilling gameplay? Ask Saul Trewern...



Rage Software's first footie game, Striker on the Amiga and Atari ST, sold over one million copies since its release in the early Nineties. And although their subsequent softography doesn't quite live up to the greatness of Striker, they certainly have some discerning moments under their videogame belts. Jonah Lomu Rugby, for instance, rocketed to the Number One spot in the charts, despite its non-mainstream subject and Dead Ball Zone, the fast-paced and extremely violent future sports game, managed a good showing last year as people lapped up the addictive and over-the-top gameplay.

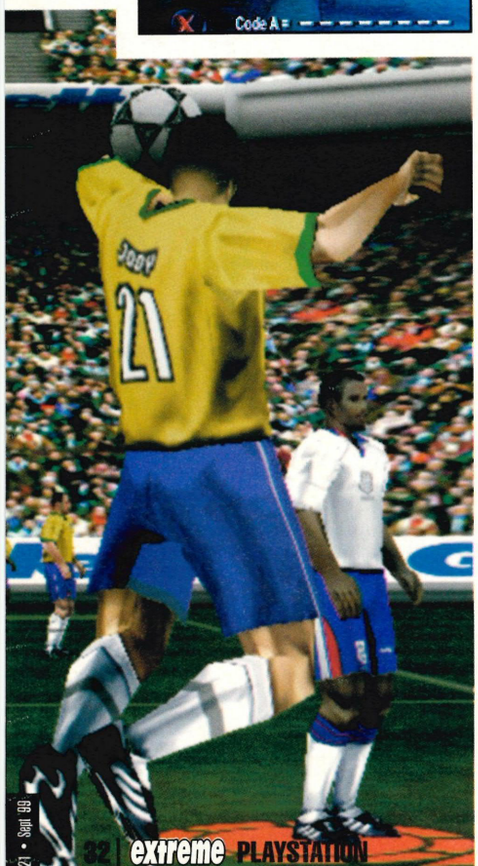


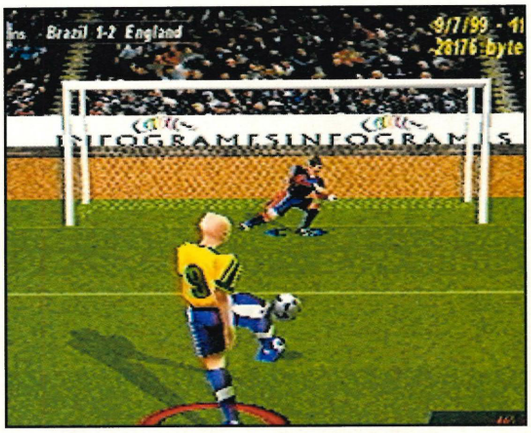
UEFA Striker has a lot to live up to, and although it uses a whole new game engine, Rage have strived to make sure it feels similar to the original Striker games. Why? Because that fast, frantic and addictive gameplay is still what makes a good football game.

Happy Heritage

In keeping with the original game's style of play, Rage have already ensured a legion of fans will buy Striker on the strength of its heritage. Fortunately, though, Rage aren't simply relying on the Striker brand to sell copies. They've grasped the roots of the Striker gameplay and thrown it into 1999 with extra-special graphics, superb player intelligence and a dose of real match realism that the original Striker game unfortunately lacked.

UEFA Striker is played in real-time, which means unlike any other football game, there is no dead time when the play breaks up. This means if you get a corner, you can take it immediately before the opposition get their defence back. Or strike a free kick before the wall is ready and plant one past an unsuspecting goalkeeper.







The real-time gameplay is not the only added realism here, though. The all-new AI program helps give the players a personality all of their own. Players can now find space and create openings, which makes the movement around the pitch look incredibly authentic. This is helped by the superb animation and overall graphical polish that UEFA Striker contains. Polish or no polish, though, UEFA Striker is still set to take on the big boys due to the gameplay. And we can testify from the preview version we tested, it's odds-on favourite to come out on top.

FROM THE HORSE'S MOUTH

We caught up with Managing Director of Rage Software Trevor Williams, and asked him some questions about UEFA Striker.

The football game market is more crowded than ever. What makes UEFA Striker stand out from the crowd?

The key element has to be the gameplay. Everyone who has played the game comments on how it feels like a real game of football. The game engine is based on a real physics system - the player has total

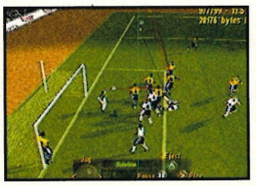
REPLAY HEAVEN

Most football game's replay functions offer you just the few seconds leading up to a goal. UEFA Striker, though, gives you the chance to witness the complete build-up to a goal in loads of different camera angles. The best function is the jog wheel, which allows you to watch the action at any speed you like. This is especially fun when you want to annoy your mates as you show them your perfect goal frame by frame.



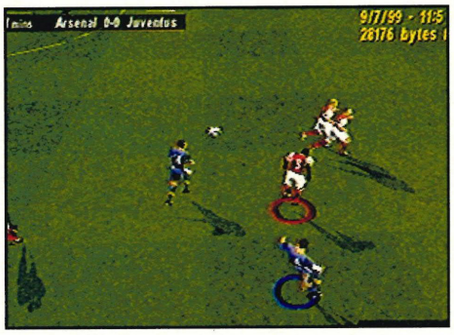


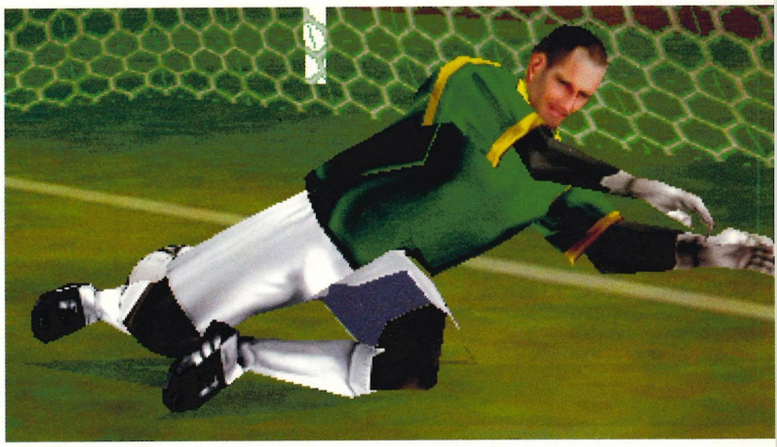












What are the main differences (in a nutshell) between UEFA Striker and other Striker games?

To be honest, the only resemblance is from a concept point of view. Striker was always a fast-paced game with the emphasis on excitement. We have tried to stay faithful to that core idea, but the technology and AI have been totally re-written.

How have you addressed the balance between playability and realism?

Playability has to take priority. We try to make the game as realistic as possible and then we spend hundreds and hundreds of hours playing it and tweaking things to make it as playable as possible. With a football game, it is easier to maintain both playability and realism.

How have you gone about making the animations so realistic and smooth?

A lot of time and effort spent in preparation and attention to detail. The two players who performed the actions for us - Telford United's Neil Cartwright (striker) and Derek Dudley (goalkeeper) - were very professional and spent days practising the moves until they understood exactly what we wanted.



Although we had a very tight script, we did not tell Derek where we were going to place the ball, so the saves he made were instinctive - and I think that shows in the animation data we captured. We did the same for the headers and these turned out to be some of my favourite animations.

What makes the computer AI special in UEFA Striker?

One of the hardest parts was working out what the players should actually do and then make them work well together. For instance, if the user runs one of his central defenders up the pitch and then loses the ball, the AI-controlled players try to plug the gap. But they have to do it intelligently. They also have to work out which opposition players pose the biggest threat - there's no point man-marking a wide forward if there's a guy romping through the middle with the ball. This seems fairly basic to us, but it is pretty complex to code up.

We have also tried to make your team-mates look for space. Whenever you have the ball, they always try and give you three options - a back pass, a pass inside and an attacking option. They move to try and prevent the opposition from closing them down. This can lead to extremely realistic moments in the game.

Was it a difficult job trying to keep that original Striker feel but bringing it bang up to date?

Not really. The game engine has been totally re-written from scratch and we were only trying to keep the core concept the same. The last version of Striker was released in 1995 (a very early PSX title), so a lot of the features were well past their sell-by date. It was time for a new engine and a new feature set.

control over the ball and can hit it anywhere on the pitch. That makes for really exciting moments - for instance, if a player hits a hard shot close to the keeper, he does not have time to dive, so he spreads himself to try and block the shot. The ball often rebounds off his legs, thighs or torso - just like in real football.

I think the core engine is very original - the game requires skill to succeed. I think we have also captured the excitement of football - the aerial play is particularly satisfying. The extensive training mode is a unique feature as are the classic matches and territories cups.

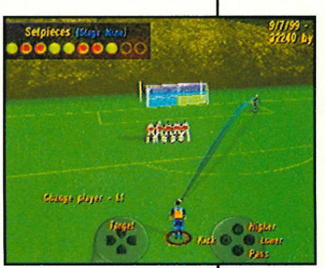
We didn't set out to create a game which was different to the other football games - we designed a game which we thought people would enjoy playing, and I hope we have succeeded in that.



FOOTBALL SCHOOL

The Training Mode requires you to pass certain tests in different areas of skill such as shooting and passing. If you manage to pass the set amount of tests, you're awarded some very special surprises.

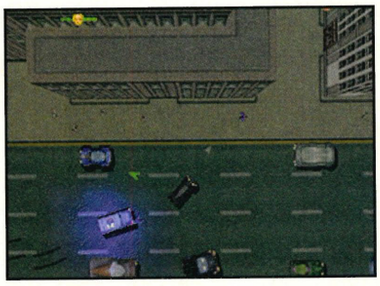


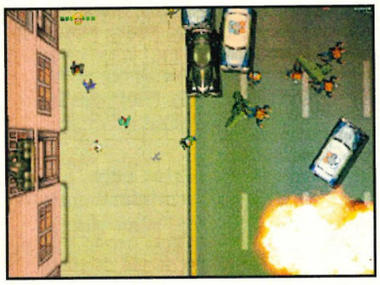


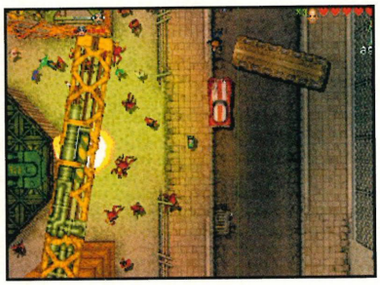
Publisher Take 2 Interactive **Developer** DMA Design **Released** 22nd October 1999

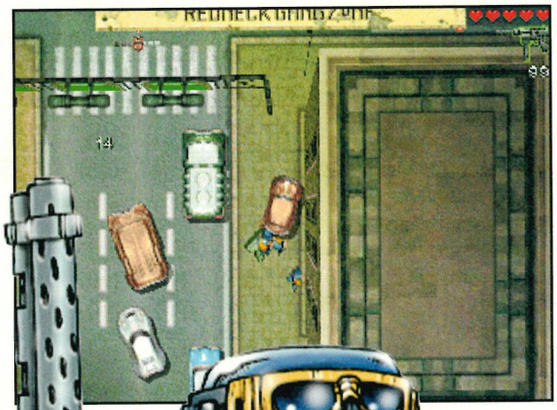
Grand Theft

When you hear the screams of car alarms and see police chasing after gangs, it can only mean one thing, writes David Foggon - Grand Theft Auto's coming back...









Grand Theft Auto was a brilliant and yet outrageously controversial game, prompting CNN to claim that it made 'Boyz in the Hood seem like an after-school Disney special'. Had they not jumped on the bandwagon, and instead of wagging their fingers actually played the game, they might have realised that although violent, the game was actually very clever and well designed. Personally I'd agree it isn't suitable for children, but then they didn't slap an '18' Certificate on it for nothing, did they?

Although no playable version of this sequel is currently available, the screenshots look very promising, and the information received about the game reveals some exciting changes are taking place.

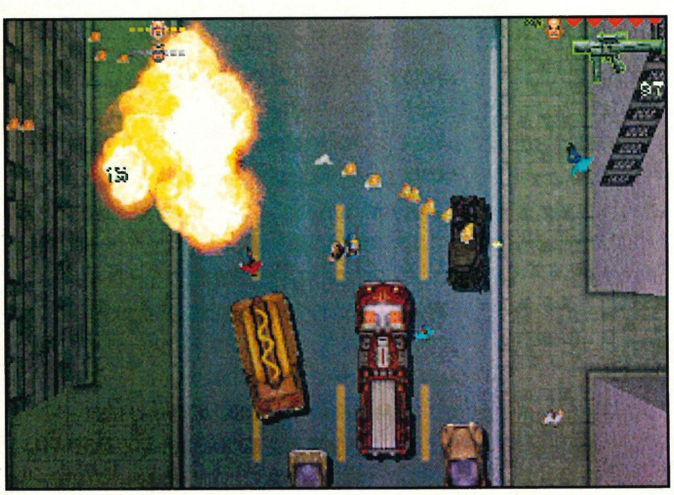
The overall appearance GTA 2 is being given a facelift, with the whole game being run through a 3D engine, making it possible to stand over bridges and drop Molotov Cocktails onto the roofs of unwary police cars. More spectacular effects are also promised, giving more impressive explosions and a more realistic feel.

Wired for Sound...

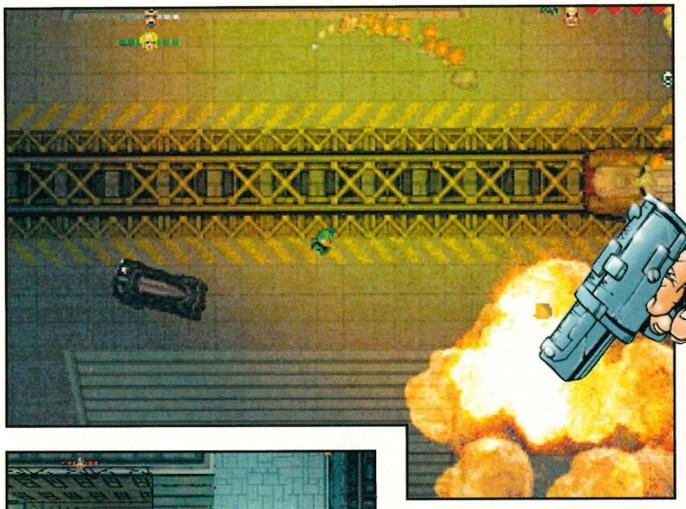
The sound is also going to be updated with a variety of radio stations to give a broad selection of music. The makers are collaborating with drum 'n' bass label Moving Shadow for the soundtrack.

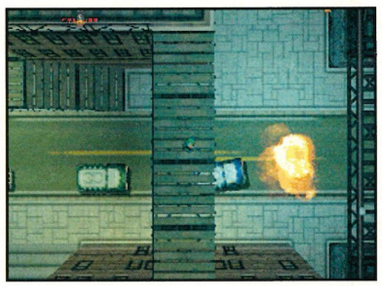
This game differs from the first in the sense that the 'alive' element is increased, with people reacting more to what you do. Not only do the police take an interest in what you do, but there are gangs in segregated zones and car owners who fight back. Pedestrians can range from innocent families to psychopaths, while the cops are more intelligent than before and aided by the FBI, SWAT teams and military.

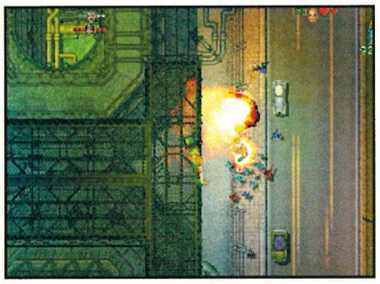
A major development has been the introduction of gang warfare, which grows and changes throughout the game, with or without your direct



Auto 2











THE SEVEN GANGS

Russian Mafia: These bad boys are involved in arms dealing, car-jacking and murder.

Zaibatsu: This is a futuristic drugs company, with lots of dosh and expensive equipment.

Krishna gang: These guys are vengeful creatures who kidnap and brainwash innocent people.

Red Necks: These are patriotic nationalists. Nuff said.

Yakuza: None of your regular hustling and terrorising for these fellas; they're cool, calm and sophisticated drug dealers.

Loonies: Basically a bunch of nutters who take control.

Scientists: Sort of an espionage-orientated Zaibatsu.

interference. There are options of working for gangs and carrying out missions (such as wiping out enemies or presenting traitors to the bosses), switching allegiances or developing your own little sortie of toughs. This can either get you in trouble with other gangs or attract the attention of the law, as individually the gang members can decide to create havoc in the city. The gangs each pursue their own business interests, have their own vehicles and modes of operation, and develop their own attitudes.

Politically Incorrect...

Expect this game to have a more sinister atmosphere, set within a politically corrupt city. Unlike GTA, the vehicles in this game have specific seating capacities, enabling you to fit more than one person in vehicles that have that option. There are also previously defined routes for vehicles such as buses, enabling you to plant a bomb on a bus and know where and when it will explode. Almost twice as many vehicles are promised, some of which are articulated lorries with detachable trailers. This means once you have a lorry, you can drive around picking up trailers and dumping them wherever you like.

DMA may well develop the most interesting facets of the first GTA encounter, and improve on an already great game. Find out whether the game really is as fantastic as they claim in a forthcoming issue of extreme PlayStation.

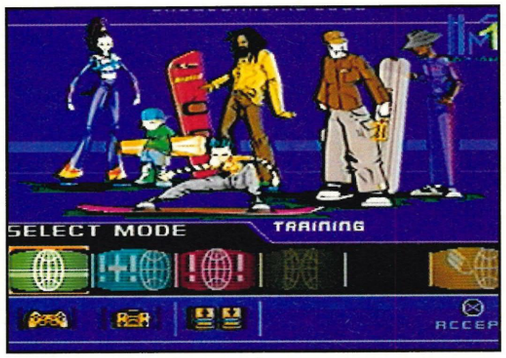


Publisher THQ **Developer** Radical **Released** 4th Quarter 1999

EXCLUSIVE

MTV Snowboarding

Butter the nose and pull the biggest fakie you can, 'cos it's back to those somewhat crowded slopes for you again, my boy







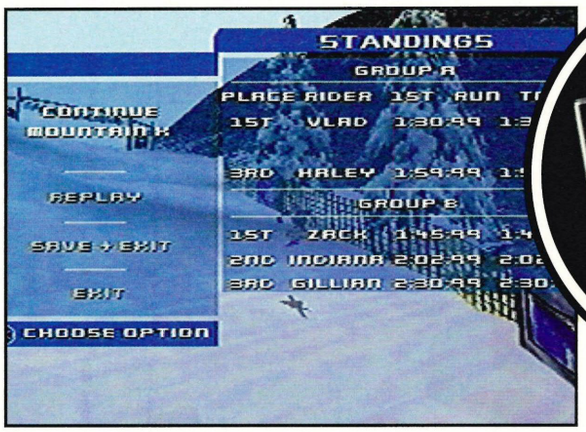
This isn't a game where the action is interrupted by a grinning Eurotrash VJ, some jump-cut station idents and then a Will Smith video on constant rotation, but a snow-sliding game to tap into the sport's oh-so-trendy zeitgeist. Its creators, THQ, are extremely sharp on picking up on successful licences, and this first tie-in with the stalwart music video channel is no different. You choose from the usual brace of borders with nose rings and attitude, with their varying balances of speed, manoeuvrability and so forth. Each gets a succinct bio to add a dash depth to their character. RPG-styled 'experience' points can also be amassed with smart performance, and can be swapped for new and flashier tricks.

Piste Off

Taking the lead from V-Rally 2, there's also the bonus addition of a track editor that allows you to create your own custom piste, tailor-made for some serious posing. A wide range of ramps and rails for sliding upon can be placed amongst a grid, with a liberal sprinkling of trees and two types of rock to act as hazards for those unafraid to break their virtual limbs.



The head to head mode, replays and periodic half-pipe sections also make an expected showing, but there are numerous original features included to set this apart from the rest of the bunch. As things stand, the analogue stick control is a touch finicky and over-sensitive, but the developers have assured us that there is still plenty of development time to go in which these gripes can be vanquished, dude.







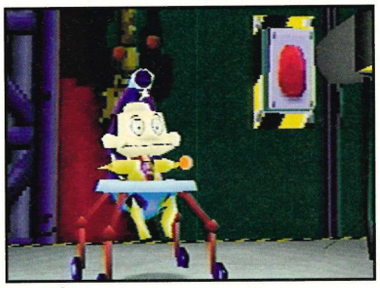


Publisher THQ **Developer** n-Space **Released** 1st Quarter 2000

EXCLUSIVE

Rugrats: Studio Tour

Those pesky kids are back for more nappy-clad fun. Could this be the one for young adults everywhere?





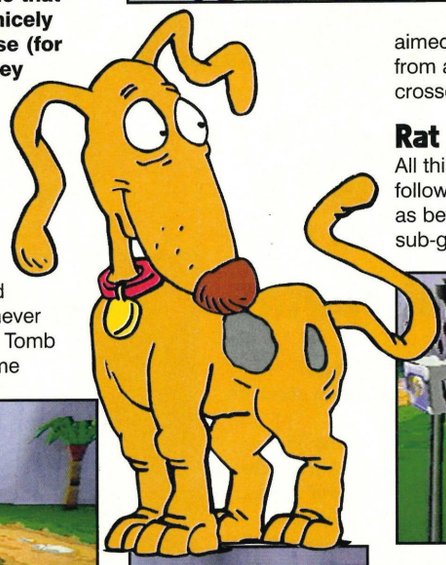
While the last Rugrats game didn't win much praise in the mainstream gaming press, the huge and silent number of under 12s with their own console snapped it up uncaringly, thanks in large part to the successful movie that helped boost awareness. Now we have a quick sequel in the pipeline that will presumably coincide nicely with the film's video release (for that is where the real money lies in kiddie flicks - just see Toy Story for proof).

A sensible but conservative 'if it ain't broke' approach has been adopted, which means blockiness and jagged polygon edges abound to a degree which only a primary schooler could ignore. Nevertheless, it was never meant to be a serious rival to Tomb Raider, but it does stop a game aimed squarely at youngsters like this from achieving the same lucrative adult crossover appeal as, say, Spyro.

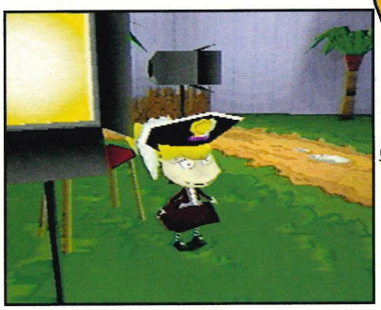
Rat Trap

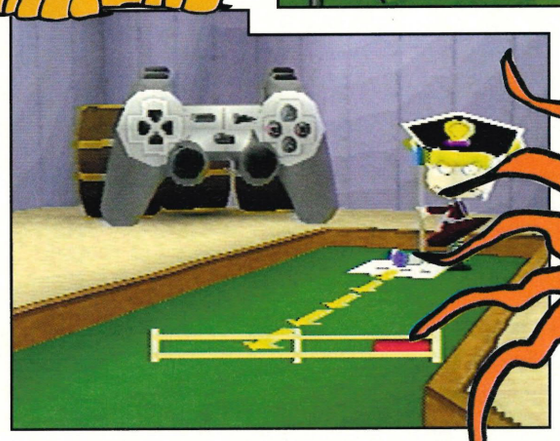
All this aside, Rugrats: Studio Tour follows the same light but varied style as before, with many easy-to-grasp sub-games linked together by a gentle arcade adventure skeleton. This time the action is set around the accident-prone Pickles clan visiting the Gigantamungus movie studio for a guided tour where new-born baby Dill manages to lock himself inside one of the film sets, scattering the numerous door keys as he goes. It's down to Tommy, Angelica, Chuckie et al to scour the prop-strewn lots and retrieve them before the ever-bickering adults find out and blow their stacks.

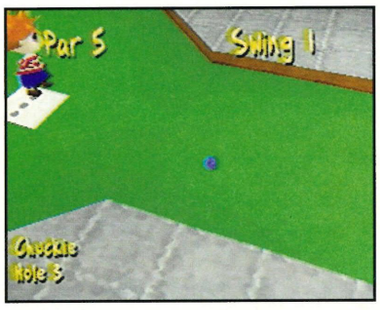
Each character has their own locations to scout - a pirate island for Angelica with running race and 'tag' game to complete, a chunkily playable 'Diapers of Thunder' collection of racetracks for Phil and Lil to scoot around in karts and Outside Space, the stellar setting for Chuckie to explore in his bubble helmet and moon buggy, squashing bug-eyed aliens as he goes. Hardcore gamers had best steer clear, but your snot-nosed little cousins are bound to put down their Sunny Delight and Calippos for sure.



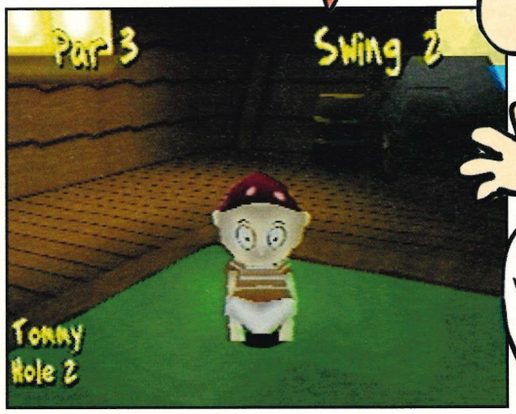














Publisher Electronic Arts **Developer** Dreamworks Interactive **Released** 4th Quarter 1999







Warpath: Jurassic Park

Forget The Lost World, this is Warpath!

Let's face it, The Lost World: Jurassic Park was one of the biggest wastes of a film licence the videogame world has ever seen, so it's fair to say that Warpath: Jurassic Park is going to have to be something special if people are going to put their faith in a Jurassic Park game again. Luckily, then, that Electronic Arts and Dreamworks Interactive have steered away from the dodgy platform fare that formed The Lost World and made Warpath a classic-style one-on-one beat-'em-up. With Dinosaurs. Before you think Primal Rage, though, take into account that Warpath is graphically more like Tekken than the 2D side-on style of Primal Rage. In fact, the 3D feel on offer here is deeper than that of the Tekken outings as the scenery actually plays a part in the game.



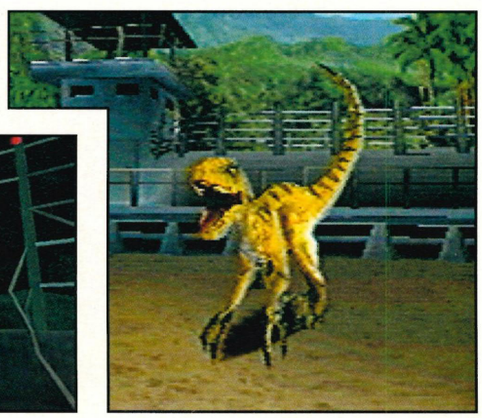
Monster Mash

The gameplay, however, is nothing like Tekken, which is basically down to the fact that it's dinosaurs scrapping and not humans. This means the controls are nothing like any existing beat-'em-up. And at first you may find it hard to get into. After a while, though, your arsenal of swipes, slices, kicks and bites come as second nature. Don't worry, beat-'em-up fans, as there are plenty of combos, reversals, throws and special moves to discover.

The action takes place in 3D arenas on the Jurassic Park island. The lighting and weather effects are looking great and so is the general animation of the dinosaurs as they battle to the death in front of you. The amount of gore is of particular note, with gallons of blood and bone flying from the real-time wounds caused by the dinosaurs' various attacks. Let's hope Dreamworks aren't forced to cut the gore to keep in line with Electronic Arts' family entertainment image. After all, how can a dinosaur fighting game be taken seriously without a constant flow of delicious bright red blood?

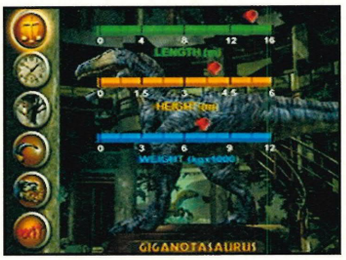


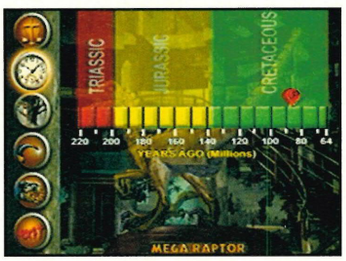




FOSSIL FUN

Warpath has plenty of different options and features to keep you interested, including a museum section where you get to look at all of the dinosaurs and find out facts and information on them. This isn't just for education, though, as you can find out statistics like the size and weight of each dinosaur, which could help you when choosing who to use.



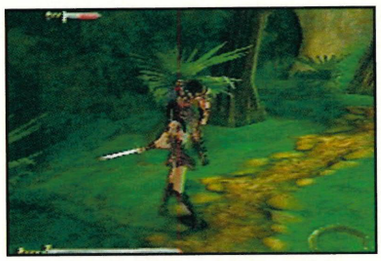


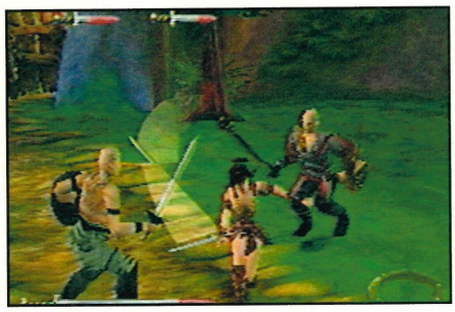


Publisher Electronic Arts **Developer** Universal **Released** 15th September 1999

Xena Warrior Princess of Baps makes her first, but inevitable PlayStation appearance.

Xena Warrior Princess







Okay, so Xena Warrior Princess may not be the epitome of intelligent, quality television, but there's no denying that Saturday tea-time wouldn't be the same without a dose of the buxom warrior woman. In fact, risotto and chips just isn't the same without her.

Anyway, all that magic and swordplay is perfect for a game, which is why Electronic Arts and Universal have seen fit to bring Xena Warrior Princess to the PlayStation. The game uses a 3D engine á là Tomb Raider, although the emphasis is most definitely on fast-paced action rather than intricate movements and puzzle-solving. In fact, Universal have done a fantastic job in making the combat as close to that of the TV show as possible. This mean lots of against-the-odds action where Xena storms through areas jam-packed with enemies out for her blood. Xena has a plethora of moves at her disposal, including the usual sword swipes and high kicks you expect to see in the show.

Vicious Circle

However, you don't have to go hell-for-leather into battle as Xena also has the Chackram weapon at her disposal.

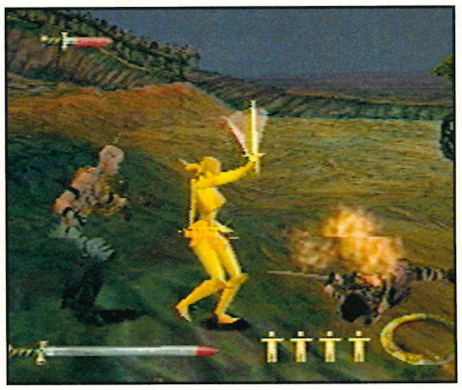
Those of you who watch the TV show will recognise this as the metallic Frisbee device Xena uses to slay her foes. This weapon allows you to stand off from the enemy and guide it towards the target in complete safety. The Chackram also needs to be used in particular ways to complete certain stages.

Graphically, Xena Warrior Princess isn't quite up with the Tomb Raiders of this world, but it's not far off. As yet, though, there's still plenty of work to do before it's finished. We're expecting big things graphics, gameplay and mammary-wise when Xena Warrior Princess hits the shelves, but wait for next month's review to find out for sure.



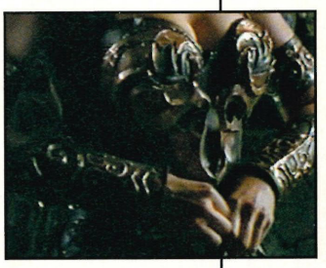






DIRTY VIDEO?

The FMV intro shows some action packed shots from the TV series including a few close-ups of Xena's breasts (obligatory) and some great swashbuckling scenes.



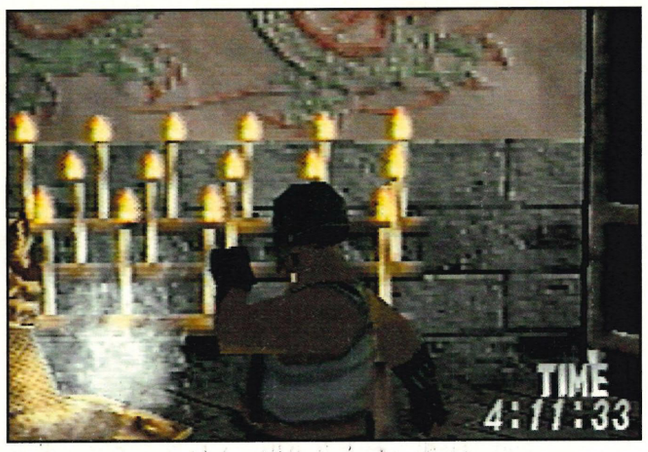




Publisher Virgin Interactive **Developer** Capcom **Released** Out Now







If you love martial arts and have some friends, you're in for a treat.

Shao Lin

With Tekken 3 installed as the king of beat-'em-ups, publishers have started to look elsewhere within the fighting game arena to give themselves a chance in what is still a one-horse race. Agetec have gone for the 'build your own fighter' approach, whilst THQ have moved in a totally different direction with Shao Lin, in the form of a brand new and totally unique eight-player combat system. Yes, we did say eight player.

As of yet, though, we've only seen the four-player version. Which we can testify is incredibly playable. After all, what could be more fun than smashing three of your mates' faces in then gloating afterwards without a visit to casualty? With four players on screen, all constantly moving, we're surprised at how fluid the animation on all the characters is. It also moves at an awesome speed, which is no mean feat as the characters all look very polished and handle (nearly) as well as Tekken's.

Art Attack

Shao Lin offers six different styles of martial arts to choose from, including the ever-popular drunken and the eponymous Shao Lin styles. All of the styles look sufficiently different in action and offer better results for certain types of player, so there's plenty of depth here. The characters, of which there are initially eight to choose from, don't actually have their own separate moves, which is a bit of a disappointment.

Shao Lin isn't simply for those of us who have a social life either, as Polygon Magic have kindly included an RPG story mode for people without friends.



Although not incredibly expansive, this section allows you to train your characters and take on up to eight computer-controlled opponents simultaneously.

It looks as though Shao Lin has got all the bases covered. Whether a game that spreads itself so thinly across so many areas can match the addictive gameplay of Tekken 3 is yet to be seen, but rest assured Shao Lin is going to cause a stir.















● **Publisher** Konami ● **Developer** In House ● **Released** October 1999

Metal Gear Solid VR Missions

A Metal Gear Solid mission disc? Twenty quid? Yes please...



When we first heard about the Japanese game Metal Gear Solid Integral, we all thought it looked a bit of a con. After all, it was the same game as Metal Gear Solid with a load of extra training missions thrown in, at full price. When we heard it was coming out over here for £30 we took a little more interest. Now, though, it's been announced that it will be an add-on disc, in the same vein as GTA London, for £19.99.

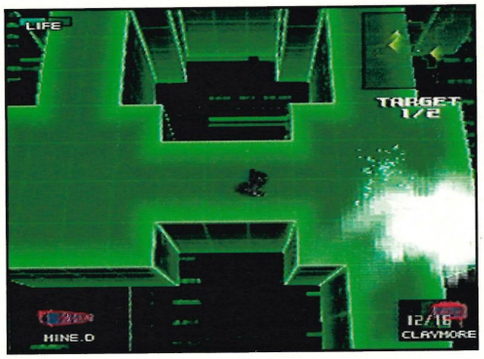
Now we can't wait. Especially after getting our grubby little hands on a preview version of MGS: VR Missions, as it's called over here.

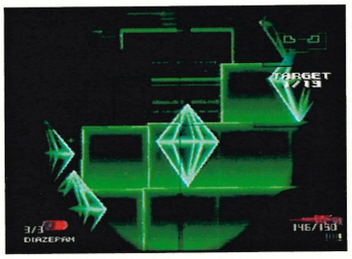
The disc basically offers a whole load (well, over a hundred) new training missions. So you're not getting any more of the actual game, but there are plenty of juicy and extremely challenging tasks to keep you glued to the screen.

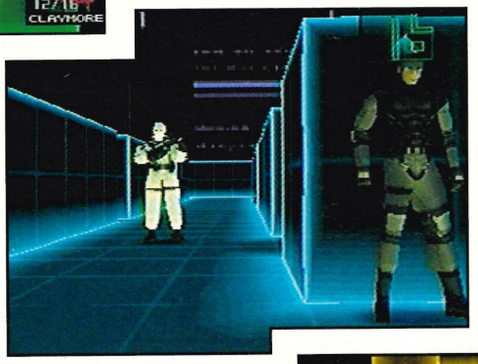
Tactical Espionage Action

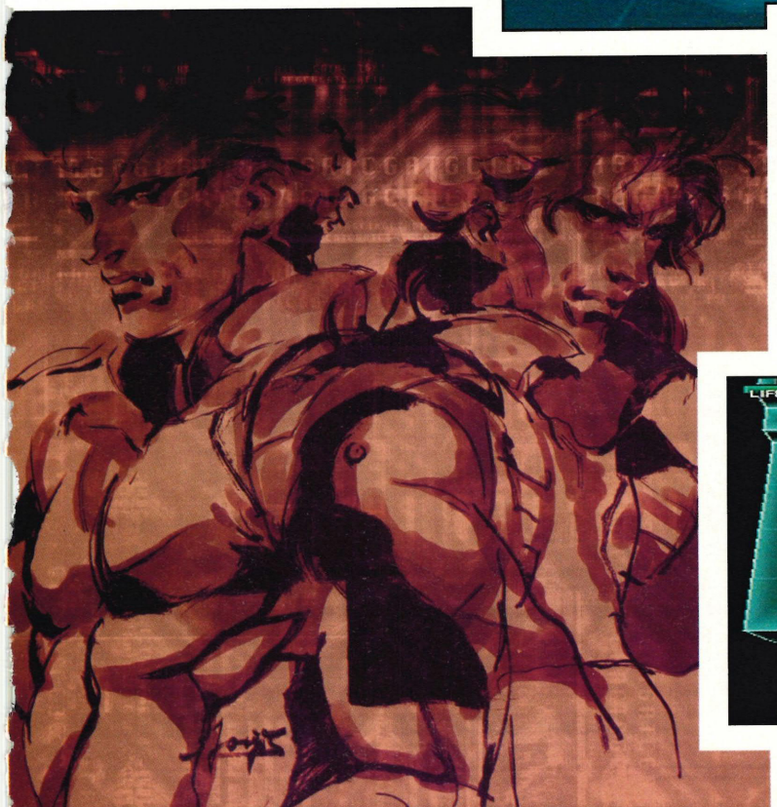
The game is split up into four different modes. The Sneaking Mode comprises 15 different maps that can be completed with or without a weapon and with or without a clock counting down. These are the basic missions to get you into the flow of things but they're still tougher than the VR training in the original game. The Weapon Mode gives you five totally different missions, for each of the nine weapons in the game. This is where things start to hot up, especially when you get onto the sniper rifle and Nikita rocket launcher modes. The Advanced Mode gives you more weapons missions in different scenarios, and the Special Mode offers lots of different games and sections to keep you interested. You have to work hard to get here, though.

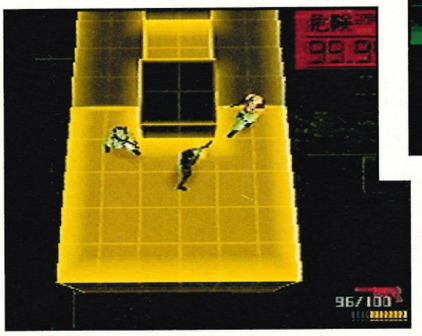
So as you can see for £20, Metal Gear Solid: Special Missions offers a lot for your money, and barring any massive production cock-ups between now and release, it's almost destined to be a winner.

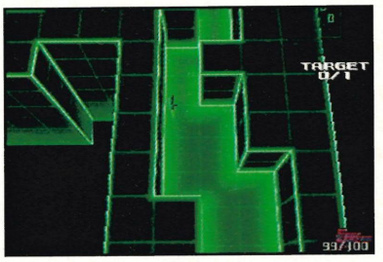


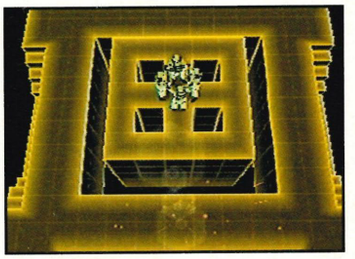


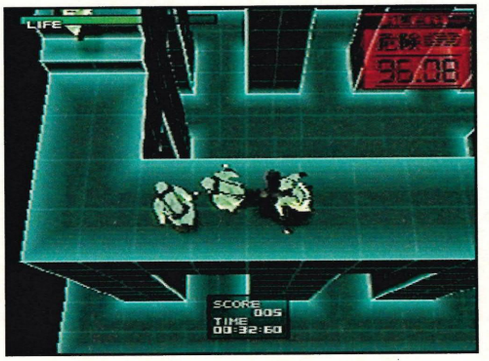


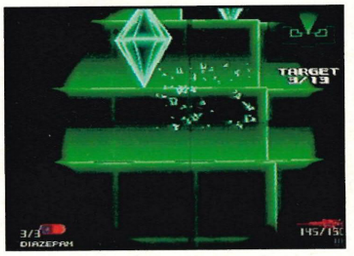












Publisher Infogrames **Developer** X-ample **Released** October 1999

Sabotage, intrigue and sudden, lethal violence. That's an ordinary day at Quay Publishing, but what about the game?

Mission Impossible



While any buzz there may have been around the spasmodically entertaining Tom Cruise film has long since withered away, and the stillborn N64 version still haunts the minds of many gamers, but Infogrames has seen fit to push onwards with this sneak-'em-up in the face of stern opposition in the same stealthy vein.

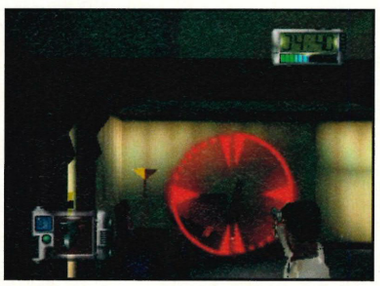
Mission Impossible takes the main set pieces of the movie and depicts them in a 3D Syphon Filter-style, with your chosen agent viewed from above and behind as he penetrates deeply into hostile installations. You can select from a spread of operatives that includes the lantern-jawed hero Ethan Hunt (who is a good bet all round) and other more specialised individuals that are proficient in electronics, explosives and so forth.

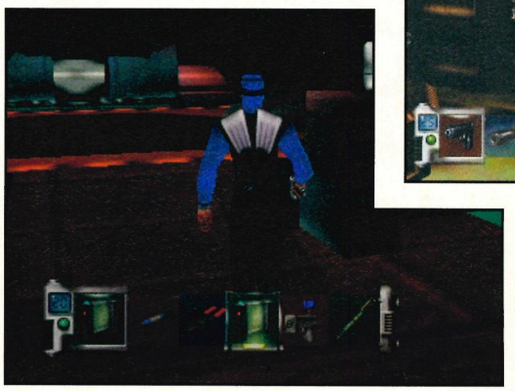
Men on a Mission

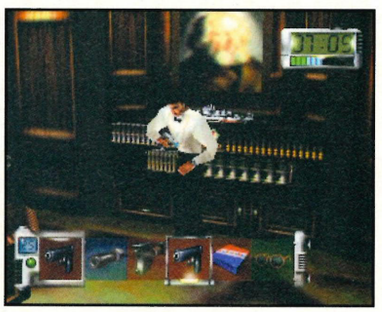
Particular missions suit some better than others - it's down to you to find the right man for the job. Your equipment locker is well stocked also, boasting the usual clutch of silenced pistols and sniper rifles, metal detector-invisible blowpipes, taser shockers and explosives plus, most groovy of all, a patent top-secret 'Facemaker' device that can be used in the field to mimic the facial features of a hostile, allowing for ever more daring infiltrations (as soon as you've nabbed their clothing, of course). Be warned, though; the Facemaker is a finicky piece of kit and won't work if the air temperature is too cold...

At this stage Mission Impossible is lacking the polish that it needs to seriously rival MGS, and needs an injection of the fluid playability that made Syphon Filter such an unexpected gem, while the control system and mission structure need some fine-tuning. Considering Infogrames' wealth and resources, there's no conceivable reason why it shouldn't be at least as good as these two covert classics. Oh and by the way, this magazine definitely won't self destruct in five seconds.







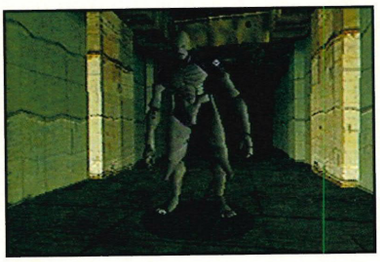




Publisher Konami **Developer** Atlus Software **Released** 4th Quarter 1999

Hellnight

'Oh my God, it's that thing again'... No, not Vanessa Feltz, but another horrible mutant on the rampage!









Featuring an impressive introduction sequence and an atmospheric soundtrack, this previously unheard-of game could well end up being pretty decent. The story behind it involves an experiment-created bloodthirsty monster escaping from a research facility and savaging the underground of Tokyo, initially wiping out 56 people.



You're an innocent bystander who gets caught up in the action, but escapes unharmed, only to find yourself lost in the sewers and on the run from the mutant freak. Together with various acquaintances, you have to find a way out back onto the streets.



The game itself is a combination of two game types; there is a first-person perspective that requires the player to find the location of exits, entrances and items while avoiding the monster, though in various rooms the game switches to a frozen screen with the option of selecting and using various devices.

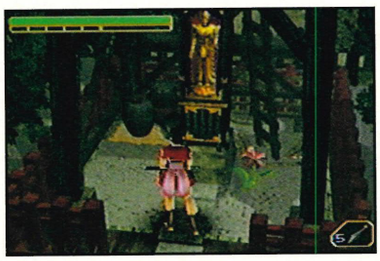
Glitches within the game include the scrolling of the walls around you, which seem horizontal from distance, but up close do not rotate when you change your angle, therefore becoming diagonal - and ultimately unrealistic. If this is improved, and the player is also given more responsibility rather than being expected to just run away and collect things, the game could become very playable.



Publisher Konami **Developer** In House **Released** 4th Quarter 1999

Ronin Blade

Prepare to do battle as Konami develop this ninja hack'-em-up









Similar in theme to the excellent Tenchu, this game revolves around the ninja/samurai concept, but is shot through a third-person/fixed viewpoint perspective. You play the part of either Kotaro or Ninja Lin, attempting to uncover the mystery of violent lawmen in the area.

The initial playable version has only one view for your character, with the screen going briefly blank as you approach the edge of the screen before loading up the next fixed viewpoint. The movement does require improvement, as the characters don't walk, but sort of levitate across the ground, while the jumping appears as if bungee ropes are attached to their arses.

The backgrounds, due to their fixed nature, become nothing more than artwork, as the characters cannot interact with them in any way, except to walk through doorways. This limits the diversity of the gameplay, as the character can only perform a few tasks and attack in a limited number of ways. There are, however, new fighting techniques that can be picked up, as the novice character learns more as you progress. This is an interesting slant that should be developed more to improve the game. It would also be helped by some more varied deaths, more involving backgrounds and fighting sequences that require you to do more than just block and whack.



ACTIVATE 99

Activision once more show off their wares in a two-day PlayStation spectacular...

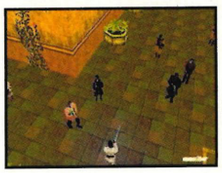


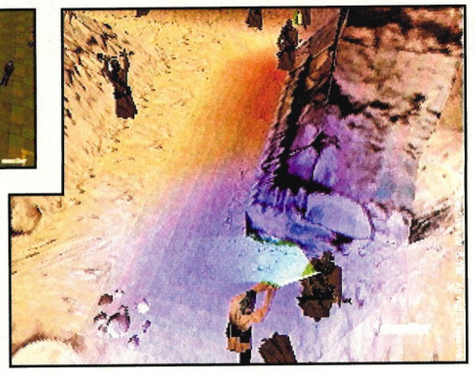
Dundas Castle, Edinburgh - early-Nineteenth Century splendour alongside a stout medieval keep, historical weapons collections and fine oak panelling, beautiful rolling hills and - action-packed PlayStation games? When the castle played host to Activate 99, old met new as Activision put their range of forthcoming games on display; and extreme PlayStation were there to bring you the low-down...

"We aim to be the best games publisher in the world", says Activision's Managing Director John Burns. "Although we were mostly involved in PC games before, our new line-up of console titles are some of the best ever". Brave words, but what are these impressive games? Read on...

Activate 99

STAR WARS: EPISODE 1 THE PHANTOM MENACE





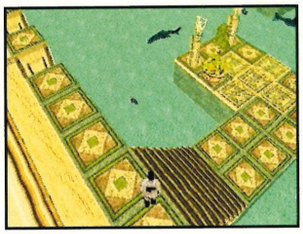
Developer	LucasArts
Released	September 1999

The PlayStation version of Phantom Menace (to use its mercifully-abbreviated title) is a direct port from the PC, with only the graphics being changed. You get to play several people from the film, your character depending on which part of the game you're playing. The plot follows that of the movie almost exactly, though there are a few scenes in the game that didn't make the film's final edit.













STAR WARS: EPISODE ! THE PHANTOM MENACE IS...

...guaranteed to sell by the starship-load on the back of its Star Wars licence. But can it hold its own against other 3D action games?

STAR WARS EPISODE I THE PHANTOM MENACE

Although basically a 3D run-around-and-shoot-it game, there are puzzle elements which involve interaction with other characters (sound familiar?). You can use The Force, a Light Saber and a range of guns as you battle your way through the Star Wars universe. There's lots of wandering around, opening doors and finding your route to be done. At the moment the combat is a little simplistic - just stand in front of the enemy and fire until one of you falls. Hopefully the final game will offer something a little more subtle.

The voice-overs are excellent. Some of them were done by the actors from the film, but even those that weren't are outstanding. If the rest of the game is of the same standard, Phantom Menace could actually deserve the sales it will inevitably get.

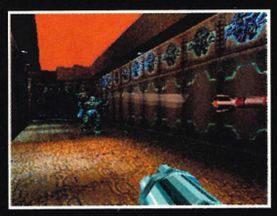
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QUAKE II

Developer	Hammerhead
Released	September 1999

At last. At bloomin' last! We thought we would wait forever, but with the exception of a few bugs, Quake II is now basically finished.

Developers Hammerhead certainly haven't skimped on the detail. Although based on the PC levels, they've been substantially modified for the PlayStation. The artwork has been retouched too - new colours have been added to make the PSX version more vibrant.



The original plan was for developers Hammerhead to use a modified version of the engine created for their previous Doom-type game Shadow Master, but this proved impossible. Instead they built a new one from the ground up, and in doing so created arguably the finest 3D game engine ever seen on the PlayStation. It runs incredibly quickly, even when four players compete in a split-screen deathmatch, and there's virtually no pop-up, texture warping or disappearing polys. It runs at an incredible rate too, with little or no slow-down.





QUAKE II IS...

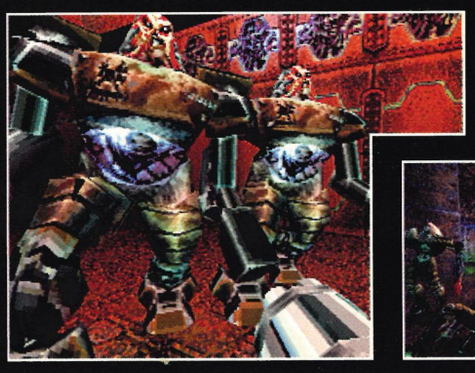
...on its way at last. This one's been delayed several times, despite looking extremely promising as early as this time last year, but it looks well worth the wait.

QUAKE II

All the expected controls from the PC version are there. You can look up and down or jump, though crouching is now automatic instead of being accessed through the controller. Needless to say, strafing is also catered for. Imagine Doom with the speed, violence and controls beefed up to the max and you've a fair idea of what Quake II is like.

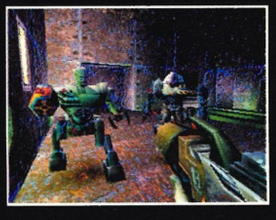
It may have been a long time coming, but Quake II looks set to be the best Doom clone ever to hit the PSX. Find out for sure in next month's review.











WU-TANG: TASTE THE PAIN

Developer	In House
Released	November 1999

The Wu-Tang Clan could never be accused of shying away from controversy. Band member ODB (Ol' Dirty Bastard), is currently awaiting trial on charges of threatening to kill his girlfriend, possession of crack cocaine and possession of an offensive weapon (among others). A second member (Ghostface Killah) is doing time for robbery and at least two Clan members are reportedly under investigation by the FBI for gun running. Hardly the sort of people you could take home to meet your mum. Now those bad-assed rappers have 'developed a highly evolved martial arts mythology incorporating the unique personalities of the band members' (whatever that means), and Activision are turning it into a PlayStation game.













The game's characters are based on the band members' alter egos. Look out for RZA, Method Man and, of course, Ol' Dirty Bastard. Up to four players can fight it out in arenas set in modern New York and Ancient China, and there's also a story mode where you must rescue the sensei (master) who taught the Wu-Tang Clan their fighting styles from an evil overlord who's after the power of Wu-Tang.

The thumpin' hip-hop background music includes three exclusive Wu-Tang Clan trax, which will never be released anywhere else. Activision are also producing an exclusive Dual Shock controller based on the Wu-Tang logo.

Wu-Tang: Taste the Pain (previously called Wu-Tang: Shaolin Style) promises some of the most violent fatalities ever seen on the PSX, and bucket-loads of blood and gore during the fights. Wimps can switch it off, of course, but it should appeal to those who were waiting for the ultra-violent but now-cancelled Thrill Kill. They're not fading out the inevitable swear words in the background trax either. Activision dared. Electronic Arts didn't.

WU-TANG: TASTE THE PAIN IS...

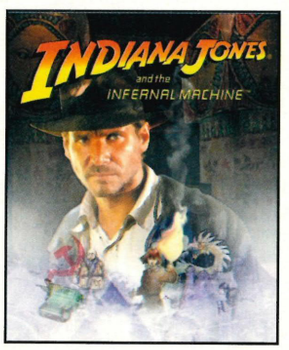
...a phenomenally violent 3D beat-'em-up featuring the music, characters and attitudes of top hip-hop rappers The Wu-Tang Clan.

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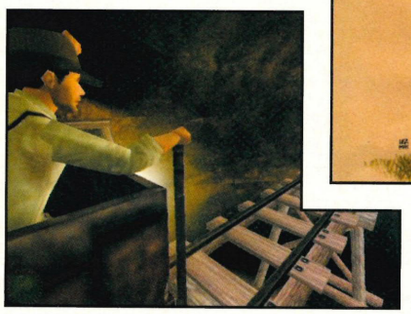
INDIANA JONES AND THE INFERNAL MACHINE

Developer	LucasArts
Released	Christmas 1999

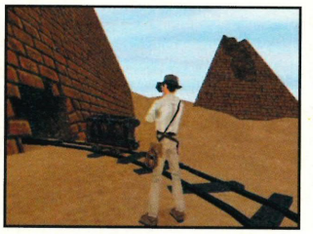
Set in 1947 at the start of the Cold War, Indy is hired by the newly-formed CIA to beat the Russians and rebuild the Infernal Machine, a curious device which has the power to cross dimensions. Needless to say, you get a whistle-stop tour of exotic locations such as Ancient Babylon, the Aztec Pyramids and the Tian Shan Mountains. Watch out for some seriously expansive interior tombs, dungeons and temples too.



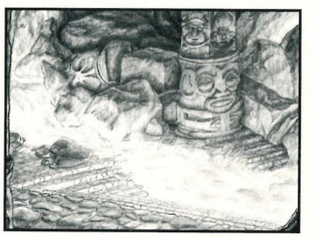








Indy can whip, crawl, run, leap swim and climb through each of the game's 17 levels. He has a host of weapons at hand too - watch out for automatic pistols, hand grenades, rifles, bazookas and satchel charges. As well as the usual running around and shooting things, there are some spectacular action scenes including guiding a raft through white-water rapids, an off-road jeep chase through the jungle and a roller-coaster mine cart ride.



The shots shown here are from the PC version of the game, but we should have some PlayStation ones soon.

INDIANA JONES AND THE INFERNAL MACHINE IS...

...a Tomb Raider clone. Well, so what? From where did Lara's action adventures draw their inspiration in the first place?

INDIANA JONES and the INFERNAL MACHINE

Activate 99

TOY STORY 2

Developer	A Traveller's Tale
Released	Early 2000

The phrase 'it's a kid's game' is enough to send shivers down any gamer's spine. 'Designed for children' all-too often means 'designed badly', with lots of colour and cheese, but no imagination or flair. Toy Story 2 just might break the mould.

Based on the movie Toy Story 2, which hits the States in time for Christmas and opens over here early next year, you play granite-jawed space ace Buzz Lightyear and must rescue Woody from a greedy toy collector.

Although a game for young people, Toy Story 2 is designed to work on two levels - zany in-yer-face humour for the kids and more subtle jokes in the background to appeal to adults. It's a bit like The Simpsons or Who Framed Roger Rabbit.

The game's levels are designed to be open-ended in that you can tackle them in a non-linear fashion. Which is just as well. Although the game's a 3D platformer, there are plenty of blocks to push, sub-tasks to tackle and (inevitably) puzzles to solve. Access to each level is achieved by collecting tokens which pay for your entry. You get a token for collecting 50 coins, finding five lost items, completing a sub-game and via a secret method which differs from level to level. Also, if you find a dismembered body part for Mr Potato Head, he gives you a gadget to use - A bit like James Bond's 'Q'.

Toy Story 2 features all your favourite characters from the first game/film, but also a few new ones, presumably to keep the merchandising men happy. They're all beautifully animated, even to the point of including multiple breathing techniques (Buzz's breath gets heavy as his energy fails). His 200-250 polygons, and 32 moves each with 24 frames of animation really bring him to life. The voice-overs are recorded by the actors who supplied the voices for the film too - expect to hear Tom Hanks as Woody and Tim Allen as Buzz. Sounds like it's a treat for the ears as well as the eyes...

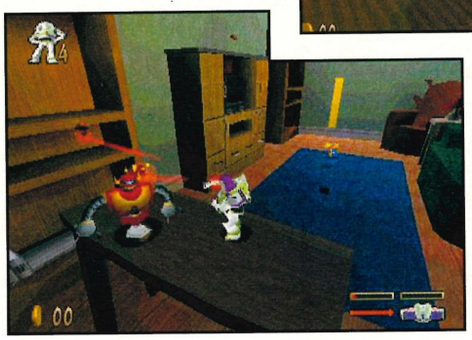
TOY STORY 2 IS...

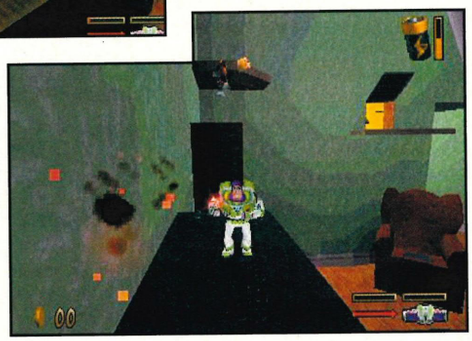
...a 3D platformer licensed from Disney's forthcoming CGI blockbuster movie, and featuring all the recognisable characters from the film.









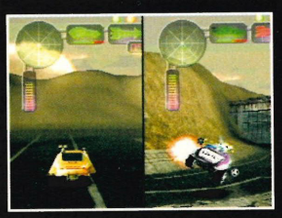


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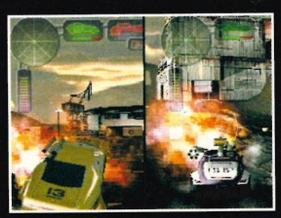
VIGILANTE 8: SECOND OFFENSE

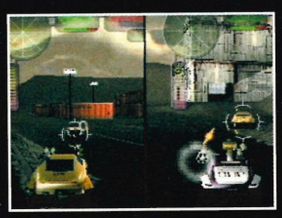
Developer	Luxoflux Corp
Released	November 1999

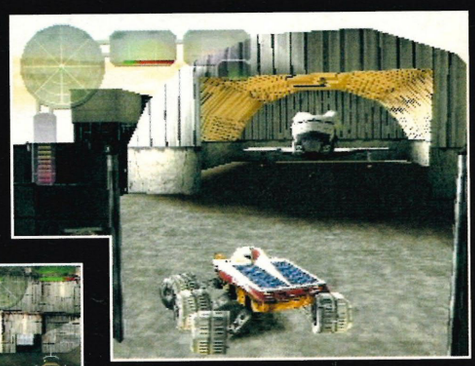
This one's a little worrying. The game's producer showed us the menu screens, but when it came to the game itself he switched the PlayStation off and used the Dreamcast version. Perhaps the PlayStation offering just wasn't ready in time for Activate 99, but as all formats are to be released simultaneously this November, this could be cause for concern.











Despite only being shown on the Dreamcast, Vigilante 8: Second Offense shows promise. There are now three gangs out to dominate the roads instead of two. The evil Coyotes and good-guy Vigilantes return, but the Drifters, who are neither good nor bad, also make an appearance. Some of the cars and characters are new, others are retained from the first game.

Unlike the first Vigilante 8 outing, the cars are now upgradable. Each vehicle has unique custom options. The cars can also morph into ships, subs or ice buggies to cope with changes in terrain. Backgrounds are totally interactive; you can blow up just about everything. The music's a little mellow at the mo, but hopefully this will be replaced by something meater in the final version.

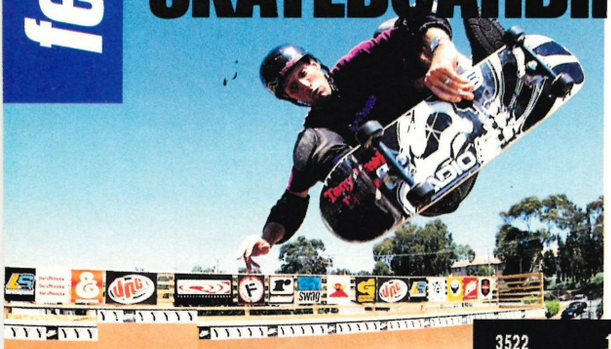




VIGILANTE 8: SECOND OFFENSE IS...

...the sequel to Activision's crazy car combat hit, rated 92% back in Issue Six. Time for more wheels and weapons mayhem...

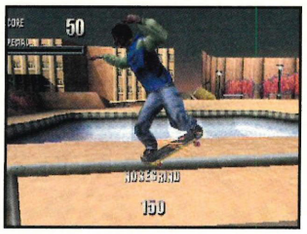
TONY HAWK'S SKATEBOARDING



Developer Neversoft Entertainment
Released September 1999

Is it a bird? Is it a plane? No, it's... Tony Hawk? Who he? No one outside the hardcore skateboarding scene will have heard of him, or indeed the veritable army of pro skateboarders who lent their images and technical advice to the game, but he's actually the most accomplished skateboarder in the world.

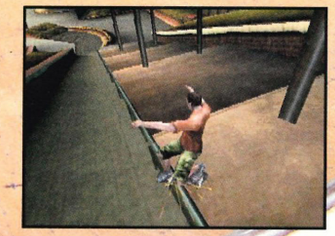
Set against thumpin' background sounds from drum 'n' bass to Dead Kennedys (with the naughty words curiously faded out), you skate around real world environments such as malls, freeways, elementary schools and congested downtown areas (hmm, guess which side of the Atlantic this game's aimed at?). It's skateboarding of the old school, with stunts including sliding along the back of park benches, jumping off concrete steps and leaping over crates. Every aspect of street skating is there, apart from running into old-age pensioners and dodging angry coppers. There are professional skate environments here too, including ramps, half-pipes and banks.

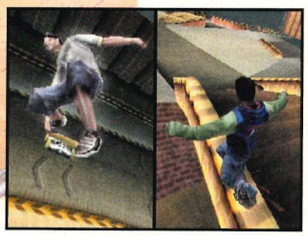


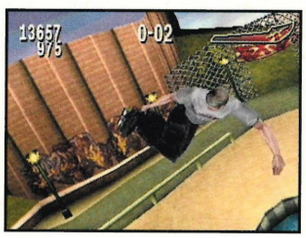
Your equipment is licensed from genuine manufacturers. To upgrade, you need to win tapes (of course!) by fulfilling level objectives. Watch out too for some stunning two-player action including a Graffiti Mode, where you 'tag' the ramps and rails by performing tricks off them. You can win your opponent's fixtures by performing a better trick than he did. All good competitive stuff!

Whether a skateboarding game can ever really grip us Brits has yet to be seen, but the sport has certainly gripped the developers. Several took up skateboarding as a hobby, and one even built a ramp in his back yard.









TONY HAWK'S SKATEBOARDING IS...

...a state-of-the-art skateboarding sim which aims to capture the essence and culture of the sport, combining realism with playability.

TONY HAWK'S SKATEBOARDING™

ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99 ACTIVATE 99

X-MEN

Developer Boat Drinks
Released February 2000



We first looked at this one back in Issue Nine; inevitably, it's come on a long way since then. Licensed from the Marvel mutant heroes of the same name, X-Men aims to take the best elements of the Tekken-type games but package it in a suitably in-yer-face manner. These are superheroes after all.

The textures are now looking far smoother than they did at Activate 98, and the animations are far more fluid - you can almost feel the punches. The backgrounds are more solid too, and although they lack interactivity at present, this element is soon to be added.

As well as the Activision game, the X-Men are to star in their own movie next Spring, so be prepared for a double dose of Marvel madness.

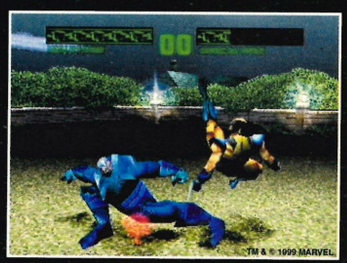
















X-MEN IS...

...a 3D beat-'em-up in the Tekken mould, but with the emphasis on over-the-top superhero action.

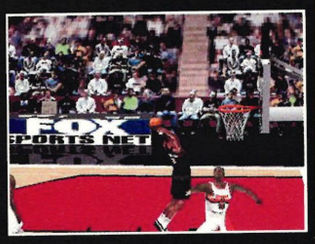
MARVEL COMICS X-MEN

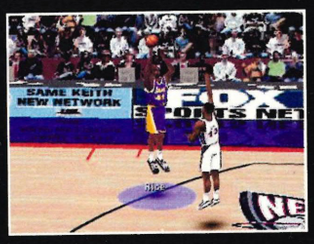
Activate 99

NBA BASKETBALL 2000

Developer	Fox Sports Interactive
Released	October 1999

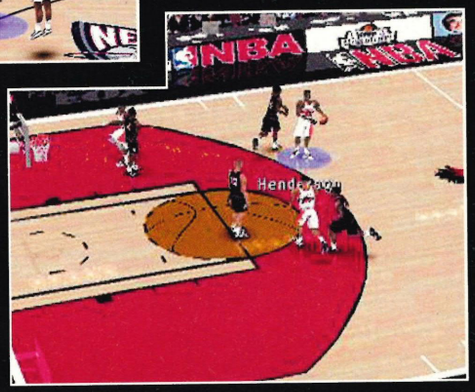
NBA, eh? Does anyone know what it stands for? Not Basketball Again? Nerdy Bloody Americans? No, it's actually National Basketball Association, and when it appears in a game title, most readers from this side of the pond stop reading around now...





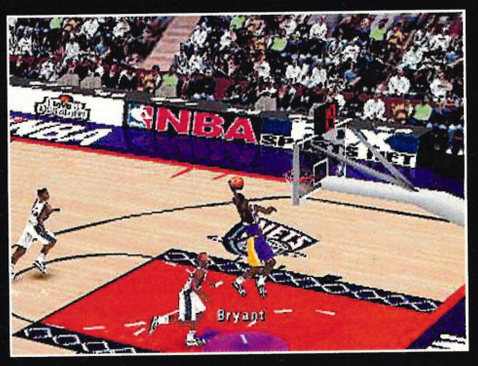
Still here? Good - you won't regret it. NBA Basketball 2000 could well break away from the endless line of samey, tedious basketball offerings and even appeal to non-hoop shooters.

"We want to recreate the pick-up-and-play appeal of the old Mega Drive games", said Anthony Crouts of Fox Sports Interactive. "We aim to reach new people rather than take them from other sports games". Brave words, but NBA Basketball 2000 could just deliver the goods. The developers' goal was to produce a game you can play without ever looking at the manual. You can switch off all those irritating rules no one this side of the Atlantic understands for ease of play too.



NBA BASKETBALL 2000 IS...

...a basketball game. Well, what did you expect? Virtua Knitting? Country Dancing? It's a basketball game, no more and no less.



The game uses the entire NBA roster from last season, except for Charles Barkley who licensed himself elsewhere. You can add new recruits and make transfers using the Create a Player option, so people who actually care about the games being up to date can polish their rosters. The quality of each team is individually rated for ease of choice.

The feel and appearance of the game is based on Fox Sports broadcasts, so expect a real televisual appeal. The lighting and animations currently leave a lot to be desired, but there's still time to polish these areas of the game.

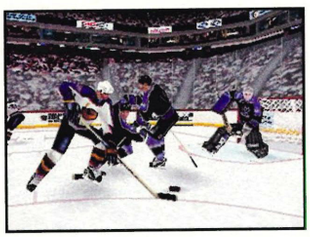
A couple of interesting features have been added. When the ball rebounds off the backboard, an icon appears showing you where it will land. This makes dunking rebounds (don't you just hate basketball terminology?) less hit and miss. In a two-player game, you can make your opponent's joypad rumble during freethrows to put him off, simulating the crowd's attempts at distracting him. Oh yeah - up to eight players can play too.

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NHL CHAMPIONSHIP 2000

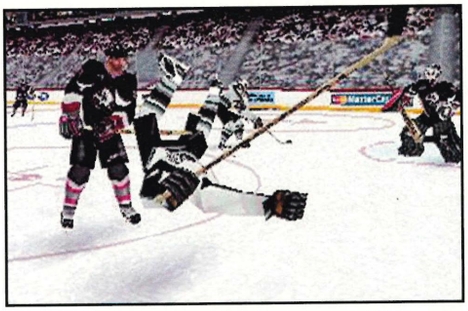
Developer	Fox Sports Interactive
Released	September 1999

Just like their basketball outing, Fox Sports Interactive's NHL Championship 2000 aims to bring pick-up-and-playability back to the world of console sports. Once again, their aim is to create a game you can play without ever reading the manual.



The game offers 28 genuine NHL teams, as well as 18 international squads. All the team's colours are faithfully reproduced, including third jerseys. Animations include fake shots and bodychecks, giving near complete control, and the puck leaves a coloured trail so you never lose sight of it.

An ice hockey game wouldn't be an ice hockey game without fighting, and once again this aspect of the game is faithfully reproduced. The NHL have placed restrictions on how often they can break out, though. This year they've allowed an average of eight rucks per game, whereas last year it was only one and a half.



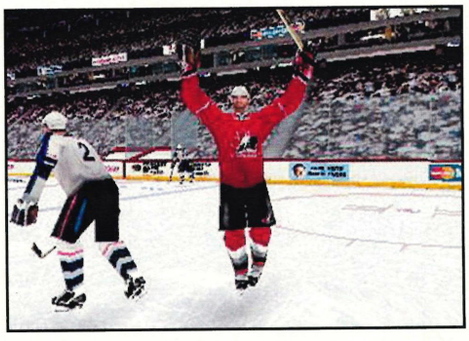






NHL CHAMPIONSHIP 2000 IS...

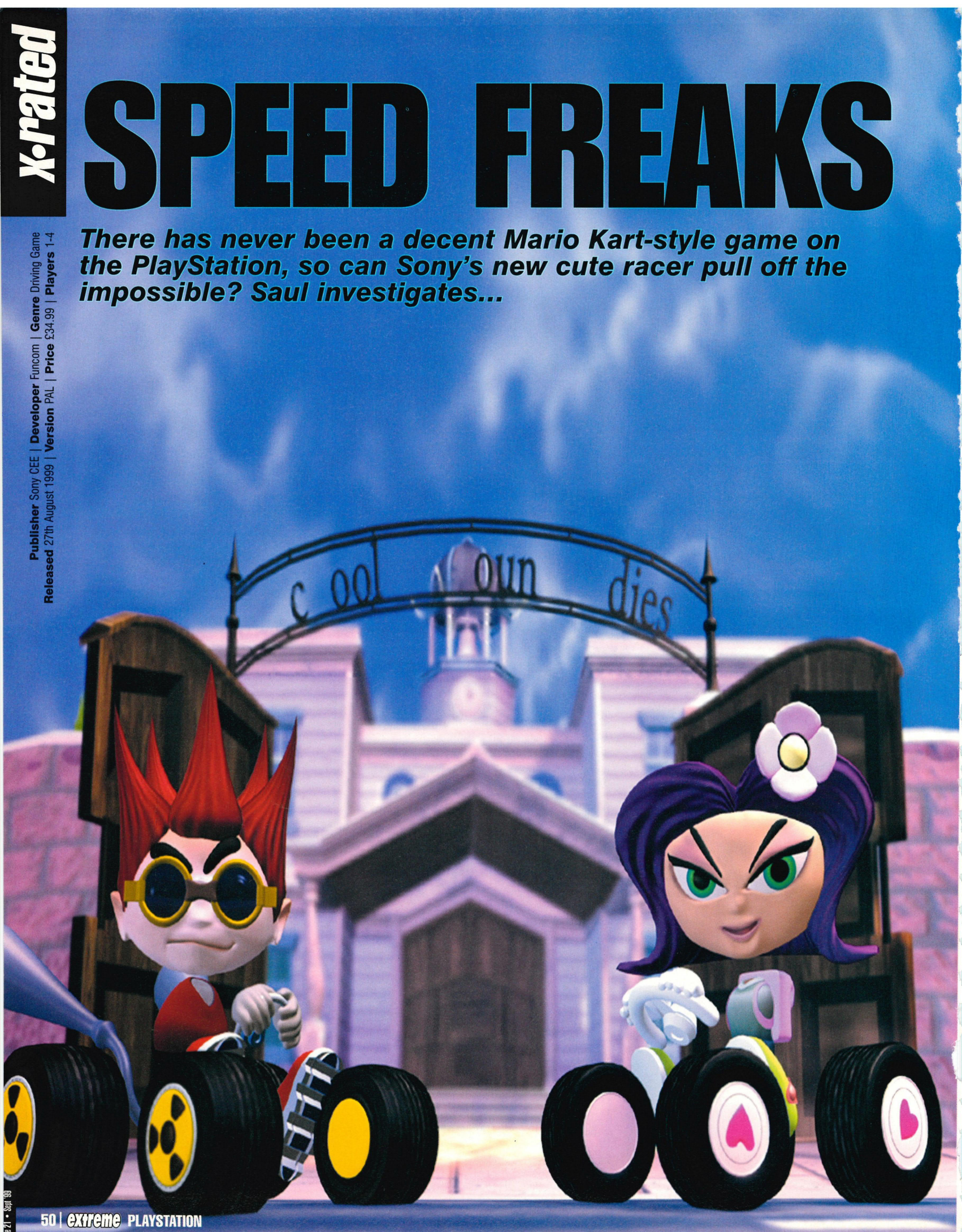
...an ice hockey game from the old school, recreating the accessibility of the old Mega Drive classics rather than the over-complicated next-gen offerings.

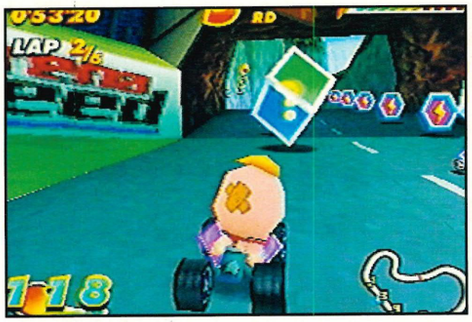


SPEED FREAKS

There has never been a decent Mario Kart-style game on the PlayStation, so can Sony's new cute racer pull off the impossible? Saul investigates...

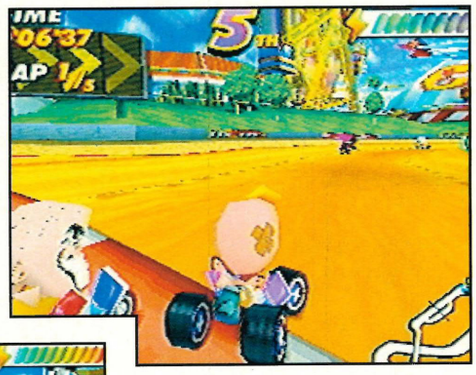
Publisher Sony CEE | **Developer** Funcom | **Genre** Driving Game
Released 27th August 1999 | **Version** PAL | **Price** £34.99 | **Players** 1-4



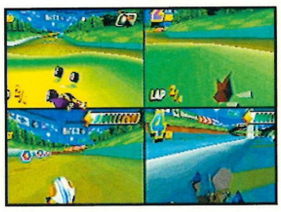


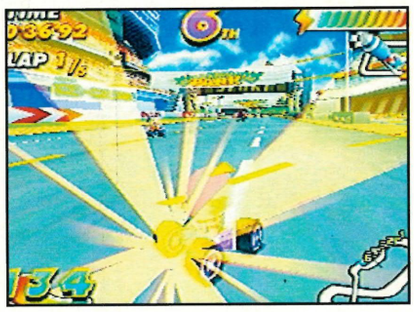
■ Head for the boxes with question marks for those all-important power-ups.

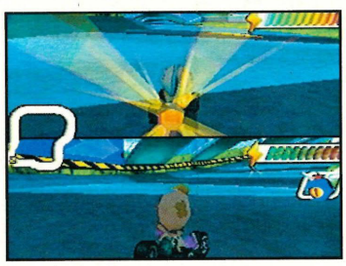












Okay, you may have Gran Turismo, and you may have TOCA 2. After all, they're both the pinnacle of the driving simulation genre. But have you got a four-player, cartoon-style Mario Kart clone that's any good? No, you haven't, because there isn't one; until now, that is. Speed Freaks started life as SDR, which stands for Super Deformed Racing. On being picked up by Sony from developers Funcom, SDR had a welcome name change reflecting a little more what the game was about. Since that, though, the game hasn't changed a great deal - it's every bit as playable and hilarious in multiplayer mode as it was when we first saw it over a year ago.

If you've played Mario Kart on either the Super Nintendo or N64, you know the score with Speed Freaks - cute characters drive around colourful cartoon courses filled with way-out and wacky scenery, whilst collecting power-ups to take out opponents. Yes, it's all been done before, but not to this standard and not on the PlayStation. Is Speed Freaks better than Mario Kart, though?

Nintendo Sparkle

Well for a start, the PlayStation can't quite provide the quality of visuals that the N64 version of Mario Kart offers, and neither does it hold the sparkle that Nintendo magically create. But then Nintendo and Shigeru Miyamoto (Mario Kart main man) have a top pedigree in creating engaging and unbelievably cute characters and games. Speed Freaks, despite having none of Nintendo's pedigree, isn't that far off the mark, though.

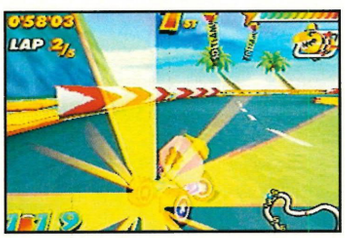
The collection of nine different characters, mostly made up of cartoon-style kids, have a certain amount of Nintendo cuteness but mixed with a PlayStation attitude that the big N could never hope to match. So you get spiky-haired dudes, little blonde girlies and a couple of oddball racers for the fun factor. The whole feel of the game is cartoon and a little Japanese, which is odd as developers Funcom are Norwegian, with a second studio in Ireland.

The vast array of tracks and scenery range from pirate islands to cityscapes and fairgrounds to jungle. All environments are drawn to an incredibly high standard, with some of the most interesting scenery you're likely to get on a PlayStation racing game. After all, being that Speed Freaks is in no way a racing simulation, so the developers have been able to go to town on this

It's the simultaneous four-player mode that really gets things going

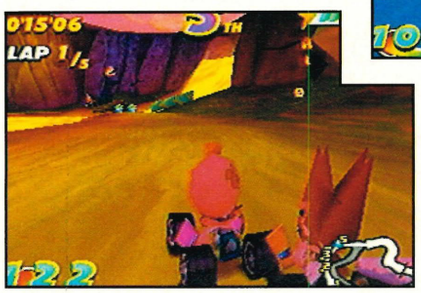


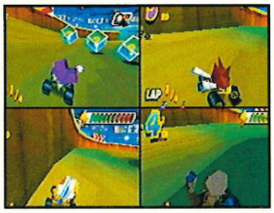
■ Ohmigod! He's got no legs!



■ If you have a full turbo bar you get an extra-powerful boost.











Drivers Ready...

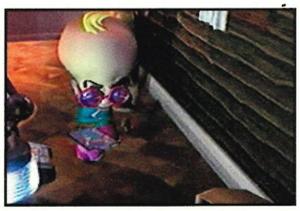
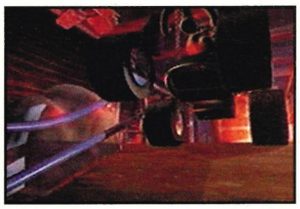
The characters, although not up there with those of Mario Kart (inevitable really), are an interesting, attitude-laden collection of cool cats. their carts do handle differently, but do not make a real difference to winning or losing. Which is why, in the end, you're favourite is invariably the one you like the look of most.



Cartoon Capers...

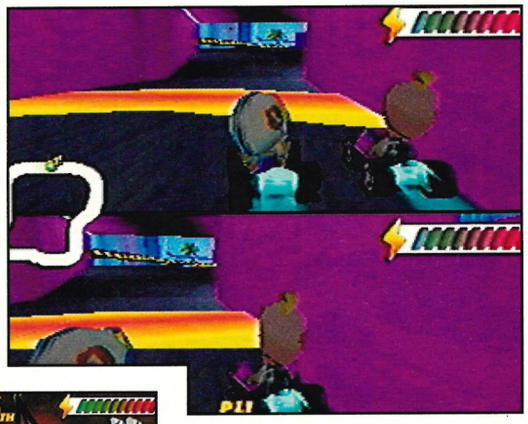
The CGI intro sequence is one of the best we've seen in ages. The animation is superb and the quality of the cartoon-style rendering and modelling is second to none. It doesn't really do much apart from show you the different characters in the game, but what it does, it does well.

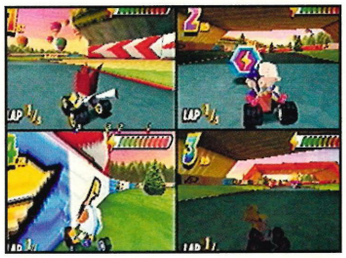


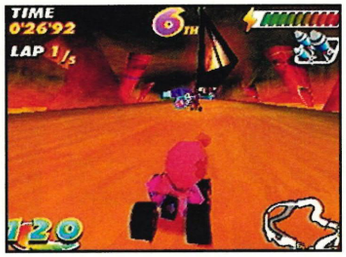












front. You always find something interesting going on in the background, but be careful not to take your eyes off the road for too long, as there's always something going on there too.

Fantasy Racing

The racing in Speed Freaks is about as far away from the likes of Gran Turismo and TOCA 2 as it's possible to get. There's no realistic physics engine, no real-life drivers or teams, and no car set-up screens. Speed Freaks is pure switch-on-and-go arcade action that never fails to produce a smile.

One of Speed Freaks' biggest attractions, though, isn't the simple one-player tournament. It's the simultaneous four-player mode that really gets things going. You need at least three mates and a Multi Tap, so if you're lacking these items, get a job and buy a Multi Tap, then join a club and get some mates.

Any Mario Kart veteran knows, however, that no matter how many mates you've got when you start playing, you're a loner by the end. Speed Freaks is the same due to the amount of special power-ups and weapons at your disposal. It's not all about racing, you see. It's about clever use of those power-ups. And believe me, if you're the power-up king, your friends soon want to take your throne by any means necessary.

Power-ups at hand include everything from self-targeting machine guns and missiles to invisibility shields and green goo that can be dropped behind you in a James Bond oil slick style. To collect a power-up you need to drive through special boxes on the track. Firing them is a simple press of L2. However, there's a certain amount of strategy and tactics you need to employ to get the most of your power-ups. For instance, if you're on the last lap and have just collected a homing missile, you want to hold onto it until you can get the driver at the front, or someone who has just passed you. Get some missiles earlier on in the race, though, and you need to use them straight away to gain some places. It's this type of skilful use of the weapons and power-ups that serves to infuriate your mates and make multiplayer Speed Freaks highly enjoyable and addictive. Don't worry, loners, it's still fun in one-player mode; just not as much.

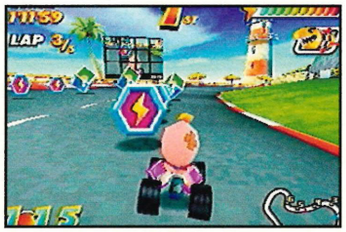
Turbo-Tastic

On top of collecting and using the power-ups, you also need to keep a constant eye out for turbo icons. The tracks are literally littered with these little symbols which fill up your turbo bar as you collect them. You can use your turbo at any time during a race

Shortcut Central...

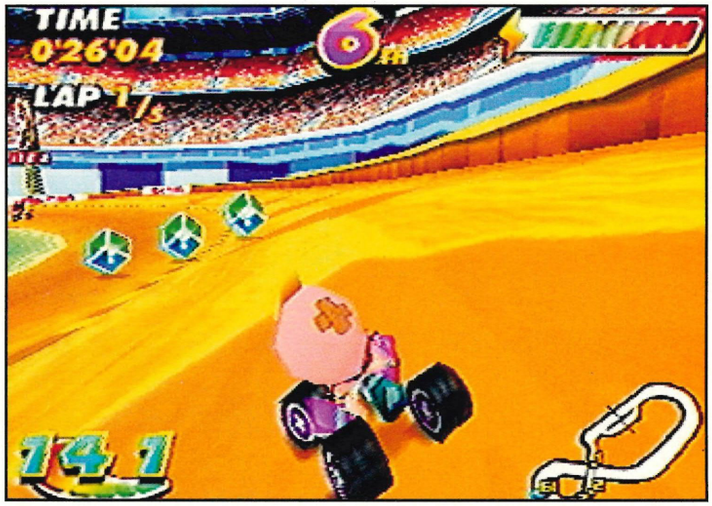
No racing game of this ilk would be complete without a shed-load of shortcuts, and Speed Freaks is no exception. However, some of the shortcuts in Speed Freaks aren't that short, but most do have an advantage, such as being straighter or less hazardous.

Racing action makes up for lack of depth in the driving engine



■ The turbo icons often appear in long lines, so keep straight to collect all of them.





■ Go past the crowd in last and you hear them boo at you.

as long as your bar is at least a little full. In fact, you find yourself almost constantly on the turbo button throughout a race as there are so many turbo icons around.

Which is actually a problem with Speed Freaks. The handling is too basic. I mean, you can hit turbo on all but the sharpest of corners without the danger of losing control. Cornering is just too easy. You simply turn into a corner and watch the car slide out a little, then straighten up again. I'm not saying the game engine isn't fun to play, just a little too simple for PlayStation owners. Nintendo fans would love it though (no offence intended).



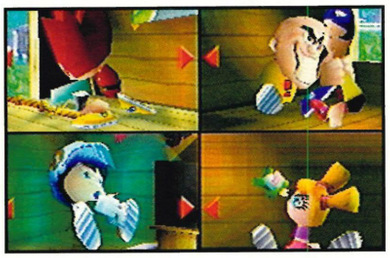


Customise...

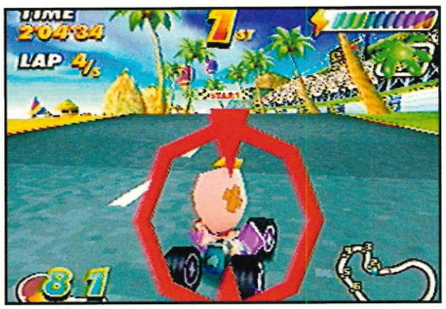
Speed Freaks doesn't come with a host of options, although one cool idea is you're able to make up your own tournament. However, you can only do this with one level of tracks and the down-point is that if you customise a level, you have to race on twice as many courses. So trying to leave out that tough track isn't necessarily a good thing.



Speed Freaks deserves to sit next to Gran Tursimo and TOCA 2 in the racing genre paddock



Still, the racing action makes up for lack of depth in the driving engine, as from start to finish the race is full of daredevil overtaking and high-speed crashing. Even if you dis-count the power-ups, there's no denying the racing is simply a whole lot of fun. In fact it's a relief to see a PlayStation racing game that doesn't take itself too seriously and just lets players get on with the job at hand, and on that front I'd have to give Speed Freaks a thumbs up.

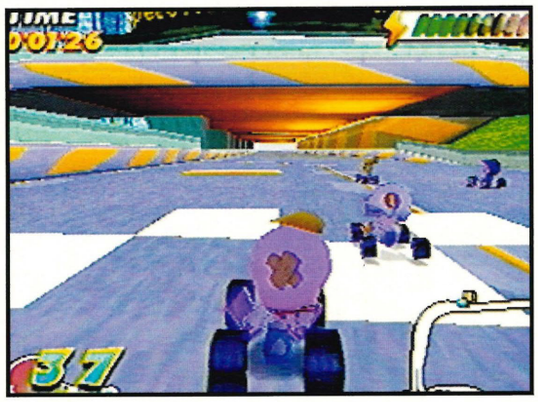


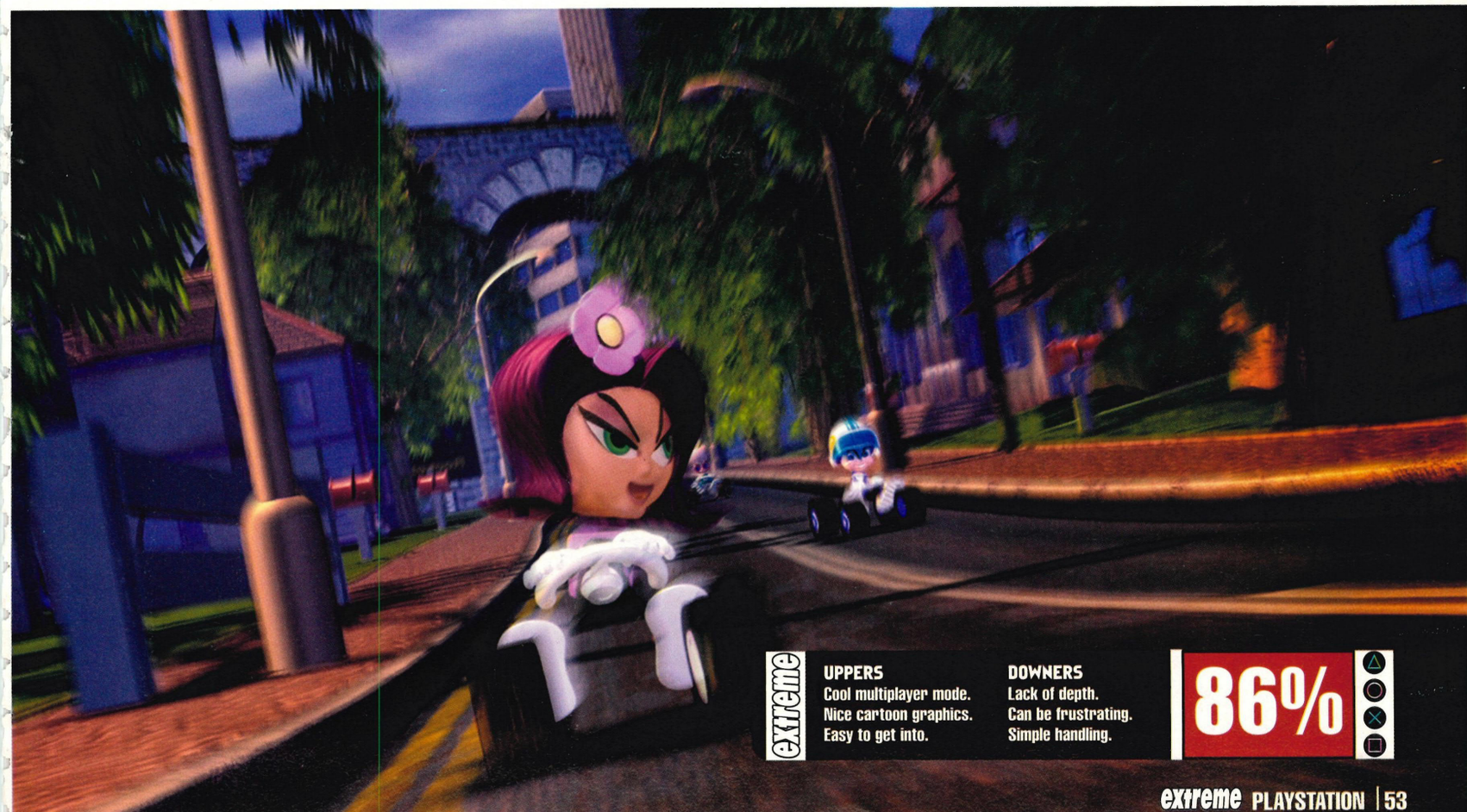
■ If this target appears, you hit turbo and get the hell outta there.

Speed Meek?

But is Speed Freaks better than Mario Kart? The simple answer is 'no, it's not'. It doesn't have the style, the panache and the brilliantness of Nintendo's classic racer. However, Speed Freaks is still the best cartoon driving game on the PSX. The colourful graphics are incredibly varied and eye pleasing, whilst managing to be extremely solid at a healthy pace. The gameplay is simple, but immensely enjoyable and the whole package is extremely polished. It's also got a top soundtrack and one of the best multiplayer modes on the PlayStation. Which is why, Mario beater or not, Speed Freaks still deserves to sit next to Gran Tursimo and TOCA 2 in the racing genre paddock.

Saul Trewern





extreme

UPPERS
Cool multiplayer mode.
Nice cartoon graphics.
Easy to get into.

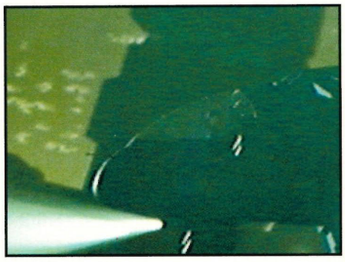
DOWNERS
Lack of depth.
Can be frustrating.
Simple handling.

86%

G-POLICE 2: WEAP

Publisher Sony CEE | **Developer** Psygnosis | **Genre** Flight Sim
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1

Saul joins the ranks of the Space Cops with Psygnosis' highly-polished sequel to the Bladerunner-inspired, G-Police...





■ A good example of the way the scenery builds.

The original G-Police, although not perfect, still stands as one of the finest PlayStation sci-fi games there is. It did, however, lack a certain spark which is why it isn't held with the same esteem as other classic PlayStation games. Graphically, though, it was groundbreaking (at least in its day) and it also offered a few nice and original gameplay touches. Such as the ability to control your high-tech rotorless helicopter with the left analogue stick and move your head to look around with the right stick. Groundbreaking stuff, which, incidentally, has been left out of G-Police 2. Doh!

Graphically, though, G-Police 2 improves over the original by offering an even more detailed Bladerunner-esque landscape that's brimming with a Ridley Scott-style atmosphere that has no equal on the PlayStation. Of course, with this much detail there's bound to be a down-point, but Psygnosis have done a superb job in masking it. Instead of attempting to fog the draw-in, in the distance, G-Police actually makes a point of it. 'How?', you may ask. By giving it a futuristic edge with the use of glowing green lines as the scenery appears. It doesn't sound like much, but when you see it in action it all becomes clear. This can also be tailored to your liking by changing the graphical detail in the menu screen. More detail means the game runs slower and less detail gives the game a little injection of speed.



Do Androids Dream...

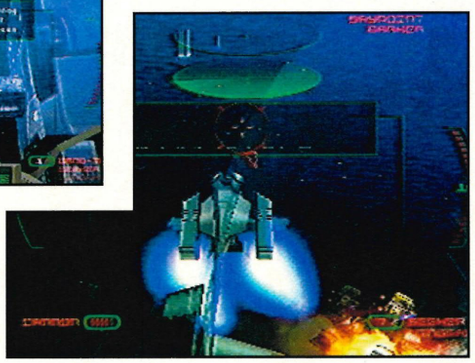
What of the gameplay, though? Well, it's basically the same as the original G-Police. The action takes place about two weeks after the plot of the original game. After the Nanosoft war, the dome cities of Kalisto are left in Chaos. Gangs

As far as sequels go, G-Police 2 is more than just 'more of the same'



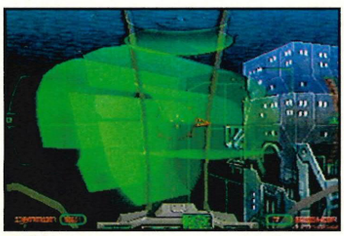




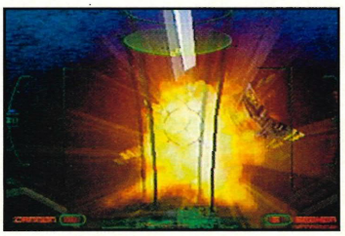


High-Flying Heritage

Psygnosis have a heritage in sci-fi that Asimov himself would be jealous of. WipEout 3, Rollcage, Blast Radius and Colony Wars all sit at the top of the sci-fi tree and now G-Police 2 offers even more of a film-like science fiction atmosphere. It's not just the in-game graphics and gameplay either; the superb rendered intro shows off a sci-fi sensibility that no other developer in the world could hope to match. Just take a look at these shots for proof...



■ There are some cool transparency effects on show throughout the game.



■ You want explosions? You got 'em.

ONS OF JUSTICE

have taken advantage of the lack of G-Police resources and anarchy is reigning supreme. You as a G-Police pilot are enlisted to help bring peace back to the city which is where the action kicks off.

taking out enemy vehicles, the action is surprisingly varied. Some missions involve protecting supply convoys, scanning buildings and escorting important vehicles. Every mission does come down to dogfighting with

plot twists, but G-Police 2 has plenty of twists to keep you on your toes during a mission. One of the earlier missions, for instance, sees you trying to track down a hacker who's deactivated the security systems at a

As far as sequels go, G-Police 2 is more than just 'more of the same'. The game is structured almost identically to the original G-Police, but the new details, vehicles and control system

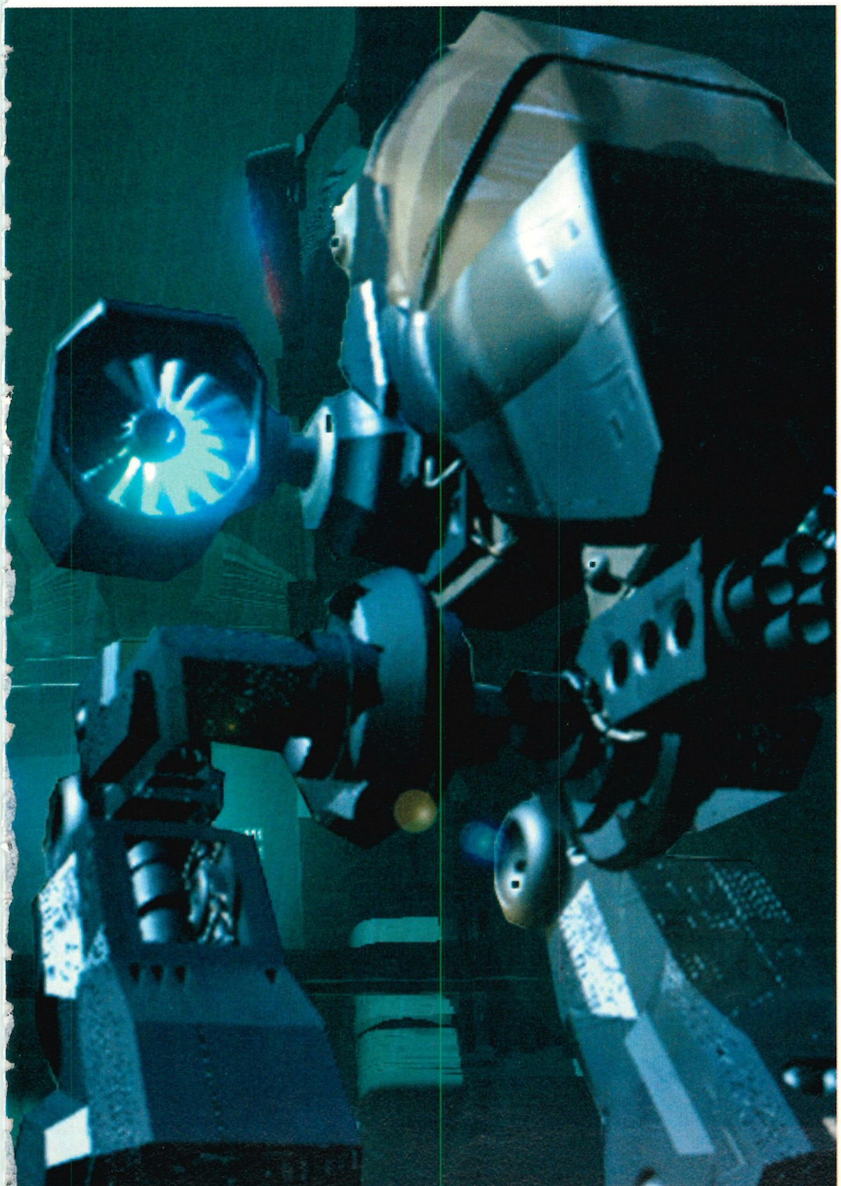
G-Police 2 has everything you could possibly want from a sci-fi action game...

The game is mission-based and although most of the missions involve you flying to different waypoints and

the enemy, but the primary tasks are always interesting. Something that you don't see much of in games is







Penal Colony. On being given the information from HQ, you go to a building thinking the hacker is holed up there. It's only after blowing it to pieces that you realise the hacker has given you the information in order that you do his dirty work for him. Twists like this do come as a genuine surprise (although not now I've told you), and add a filmic quality to the action.

...Of Electric Sheep?

Also adding to the variety in G-Police 2 is the fact that you're not confined to flying your chopper. There are four vehicles to control, including a cool ground-based mech-style robot. All of the vehicles have different control methods to learn, which gives the game an extra layer of depth. And although the controls for each vehicle are quite daunting at first, most utilising all of the buttons on the pad, you should find them surprisingly easy to get used to. It all feels very natural, which is something that can't be said about the original game.

overhaul makes G-Police 2 feel like far more of a highly polished product. The fast-paced shoot-'em-up action is backed up by a superb snaking plot too, and the variety in the missions and gameplay is commendable to say the least. In fact, G-Police 2 has everything you could possibly want from a sci-fi action game, which is why you'll be playing it for months to come.

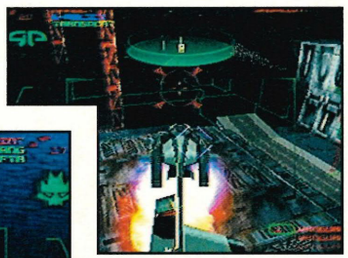
Saul Trewern



■ The outside view still retains all the HUD information you need.

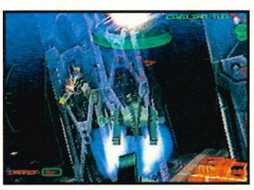








■ Tracking the enemy vehicles is much easier in G-Police 2 than the original game.



extreme

UPPERS
Graphically impressive.
Varied missions.
New vehicles.

DOWNERS
Very similar to original.
Too hard.
Very time-consuming.

92%

CAPCOM

Saul trawls his way through 13, yes 13 Capcom retro games. But is it unlucky for some or fond memories for all?

Publisher Virgin Interactive | **Developer** Capcom | **Genre** Compilation
Released Out Now | **Version** PAL | **Price** £29.99 | **Players** 1-2

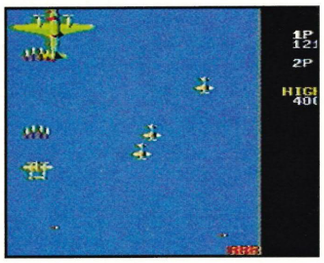
Retro compilations. The proverbial cash cow of the videogame world? Or welcome re-releases of classic games that oldies can't wait to play again, and those not challenged by yearage are eager to try? I'll leave that one up to you. But as far as Capcom Generations goes, there's not a heifer in sight. With 13 complete games spread over four discs, nobody can accuse Virgin of being silicon dairy farmers. And it's not even a case of quantity over quality.

Don't get me wrong, though; Capcom Generations isn't jam-

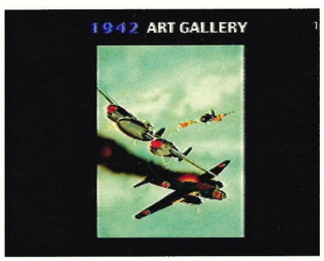
Disc 1

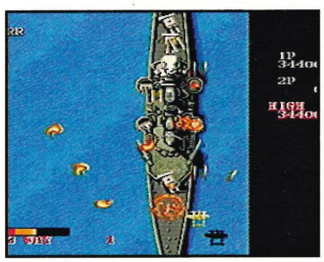
WINGS OF DESTINY

Wings Of Destiny focuses on the 1942 series of games, but before your eyes start to mist up with retrospective gooeyness, be prepared for the stark realisation that these games are not as good as you remember them. 1942 is a blocky, frustrating and ultimately boring air-bound shoot-'em-up that should really have stayed in the archives. 1943 offers a little more in the way of shoot-'em-up action, with the addition of new power-ups and extra weapons, but 1943 Kai is simply a tweaked bag of new missions using the 1943 game engine. Forget the original 1942 and head straight for 1943 and 1943 Kai for any enjoyment from this disc.











Disc 2

CHRONICLES OF ARTHUR

Things are looking up with Disc Two which contains Ghost 'n' Goblins, Ghouls 'n' Ghosts and Super Ghouls 'n' Ghosts. All three games are basically the same, but the stand-out title has to be Ghouls 'n' Ghosts for its acceptable graphics and smooth and addictive gameplay. Ghost 'n' Goblins is still good fun to play, but way too frustrating and Super Ghouls 'n' Ghosts actually goes downhill graphically. Which is odd. Still, all three games on this disc are well worth playing.









GENERATIONS

packed with highly playable games. In fact it's more of a mixed bag than Pete Tong's record collection. However, the games that stand out do so with pride. Ghouls 'n' Ghosts, Mercs, Commando and Gunsmoke are those games, and they would be sufficient to shift vast quantities of Capcom Generations on their own.

What you get, then, is four great games backed up by a couple of real duffers and seven playable, if not short-lived retro outings. And at only thirty quid, if you have any inclination for retro gaming, Capcom Generations is by far your best bet.

Saul Trewern

Disc 3

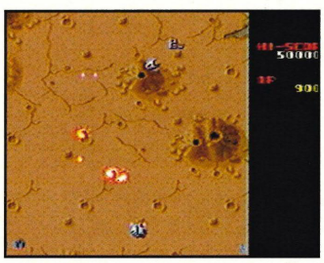
THE FIRST GENERATION

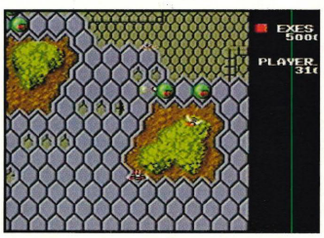
Disc Three is the proverbial black sheep of the family, with some truly awful games to laugh (or wince) at. Vulgus is basically 1942 set in space, and offers no more excitement than watching a House of Commons debate. Sonson, a side scrolling weirdy platformer, holds your attention for five minutes and the sub-Bomberman antics of Higemou should keep you playing for around ten. Exed Exes, another 1942 variant but based on insects, will be dumped immediately. In fact, this whole disc could easily have been left out of the picture without an eyelid being batted.

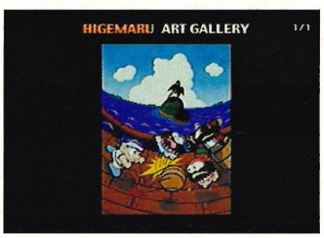












Disc 4

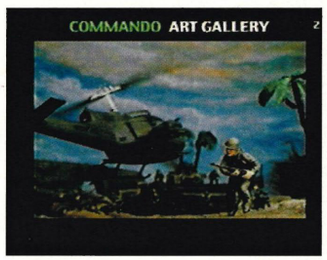
BLAZING GUNS





One disc containing three ground-based shooters of this quality is almost certain to be a winner. When the three games are Commando, Mercs and Gunsmoke, though, there's no doubt about it. Mercs offers a high-speed special weapons and vehicles romp whilst Commando steers from the extra weapons and vehicles and takes you into skilful, but fiddly gameplay mode. Gunsmoke throws you into a western scene as you battle to capture outlaws in a vertical scrolling showdown at noon that frustrates as much as it enthrals.







extreme

UPPERS
Ghost 'n' Goblins.
Commando.
Mercs.

DOWNERS
Exed Exes.
Sonson.
Vulgus.

73%

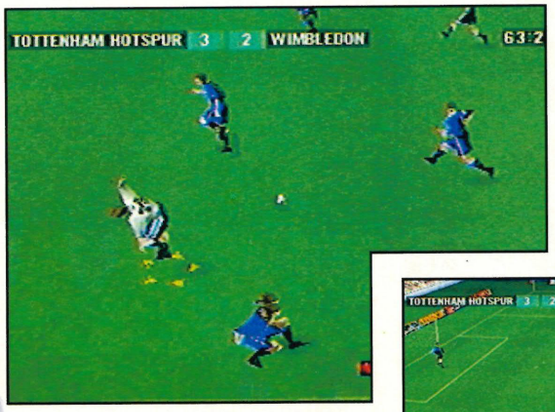
X-rated

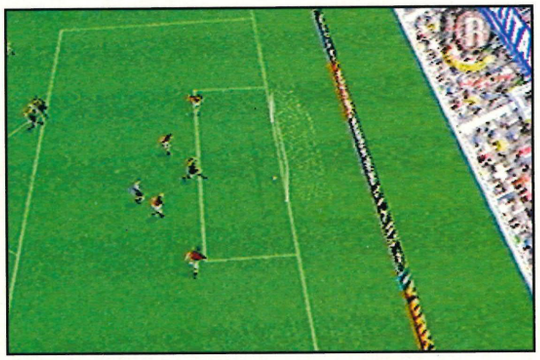
PREMIER LEAGUE

Publisher Electronic Arts | **Developer** EA Sports | **Genre** Sports Sim
Released September 1999 | **Version** PAL | **Price** £39.99 | **Players** 1-8

EA Sports. It's in the game. 'Or is that the bank?' asks Saul...







■ The reviews are very short but they offer a wealth of camera angles.





Indeed it is in the bank. And EA make no bones about it either. Premier League Stars is nothing more than a FIFA cash cow that squeezes the last few drops of gameplay goodness from the udders of the existing FIFA engine. Which means Premier League Stars, although nothing more than a stop-gap measure, is extremely fast-paced and playable. So if you can kick the big business cynicism into touch, there's nothing to say that, as a soccer game, Premier League Stars isn't up there with the best of them. Or is there?

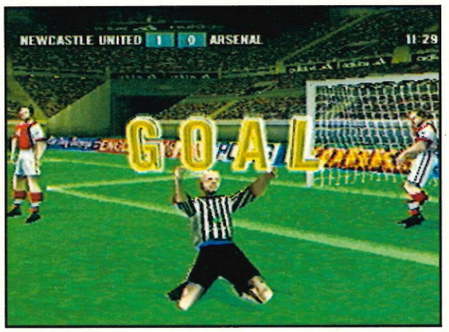
This particular version of the FIFA game (although not officially a FIFA title) is based on the English Premier League, so it's guaranteed to clean up. And that's basically about it, really. If you've played the last FIFA, you've basically played this. Okay, the front end is completely different and the music has moved on from Brit Pop and breakbeat to straight-up trance and house. In fact you've got to give EA credit for their foresight in signing up this year's Ibiza Anthem (bit early for that statement?) ATB's 9pm Till I Come, and other likewise-sounding Gatecrasher out-takes. Still, on hearing that melody for the fifth time on Premier League Stars, you start to wish they'd stuck with Blur. Nice try, though.

It's bound to play well, and it does

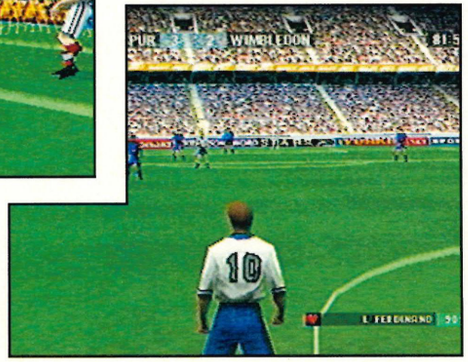
Ahead of the Game?

As for the game, well it's bound to play well, and it does, although it's not without its flaws. Which are, in fact, new to the FIFA gameplay. The biggest of these flaws is that the passing is almost too automatic, which might be great at first, but not when you want to get playing seriously. The problem is that the CPU always seems to pick your



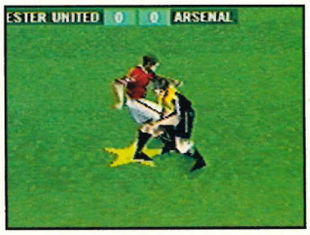


■ It's a goal!

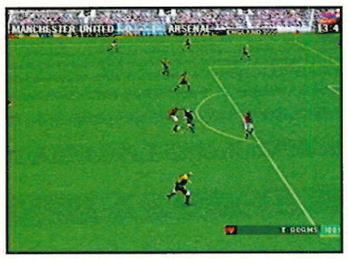


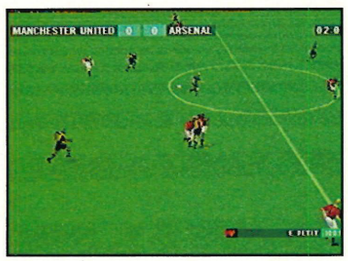
Special Skills

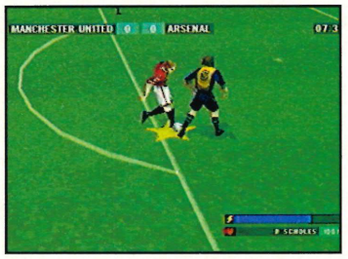
As in the last few FIFA outings, Premier League Stars has several special techniques for you to use. These are basically dribbling skills that are activated using the R2 and L2 buttons and hitting another of the main buttons. Everything from a ball flick to a fake dive can be achieved, but be careful as they take a while to master.



STARS







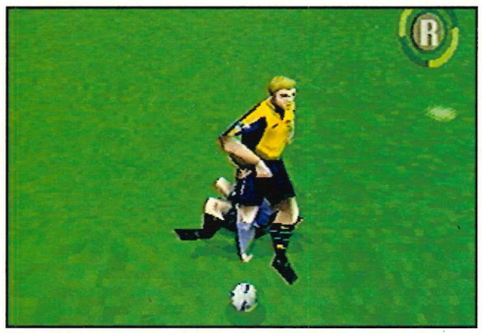
Super Sprint

Hitting the triangle button causes you to sprint and a yellow power bar to appear. Once the bar has depleted your player will stop sprinting and cannot sprint again until recovered.



nearest team-mate to pass the ball to, even if he's behind you and you're trying to push up or if he's heavily marked. This breaks up the flow of play considerably, and although not a regular occurrence, it does serve to annoy. The tackling is also a little flawed in that it can be very hit and miss whether you get the ball or commit a foul. Even the basic non sliding tackle is hit and miss. Seeing as these problems aren't so apparent in previous FIFA games, I have a conspiracy theory; perhaps this particular game wasn't as polished as previous FIFA outings so that people still need to get the forthcoming FIFA 2000. Which, by the way, is looking superb. Anyway, I'm off to meet Elvis Presley at the Lone Gunman pub. Or something.

With the flaws, and the cash-cow aspect, Premier League Stars simply can't mix it with the big boys



■ The close-up views, although looking cool, aren't exactly useable.

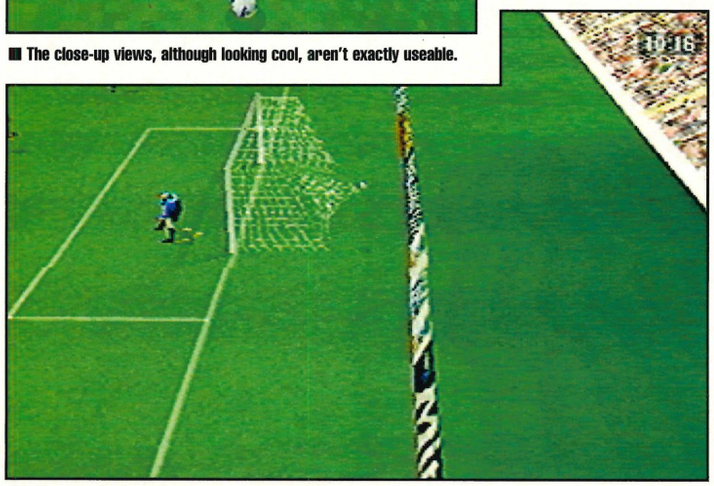


Arcade Simulation

Still, flaws and all, there's no denying that Premier League Stars is highly enjoyable, especially in multiplayer modes. The action is fast and frantic and the controls lend themselves to pulling off some superb manoeuvres. It is not, however, a real football simulation. More of an arcade game with simulation elements thrown in. This, of course, means that the entire market is taken care of, but it also makes for an easy learning curve.

Premier League Stars doesn't display a great deal of graphical finesse. In fact the visuals are at best average and at worst dismal. Although a soccer game doesn't rely on visuals, I would expect more polish than this from an EA Sports product. All the EA Sports usual options are here, though, and so is the overwhelming atmosphere they somehow manage to create in their electronic stadiums. With the flaws, and the cash-cow aspect, Premier League Stars simply can't mix it with the big boys. It's still a very, very competent football game, but my advice is to wait for FIFA 2000 if you're on the look out for another soccer game.

Saul Trewern



■ There's a nice effect when you hit the back of the net. Until you get close up.



■ It's not the winning that counts, it's the taking part. Honest.

extreme

UPPERS
Fast and frantic.
Lots of teams.
Basically good fun.

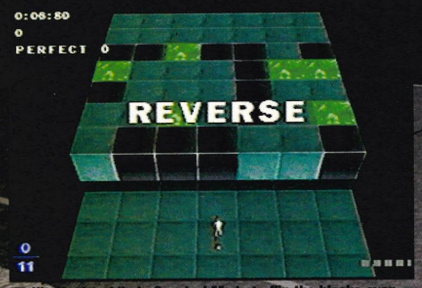
DOWNERS
Cash cow central.
Annoying ref.
Cash cow central.

78%

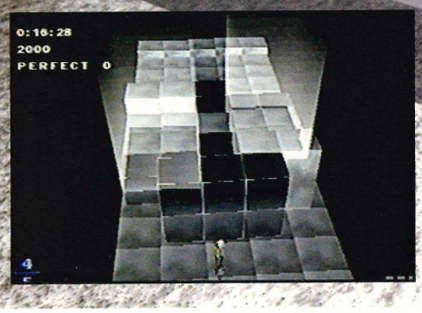
KURUSHI

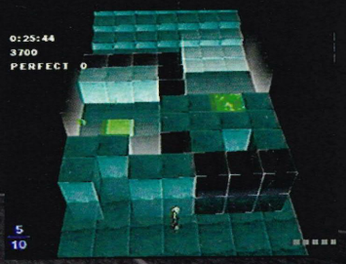
Publisher Sony CEE | **Developer** Sony CEI | **Genre** Puzzle Game
Released September 1999 | **Version** PAL | **Price** £29.99 | **Players** 1-2

With a title like that, they've done it now, haven't they? 'What if they want to make another sequel?', asks Saul...



■ Hit Circle while in Survival Mode to flip the blocks over.





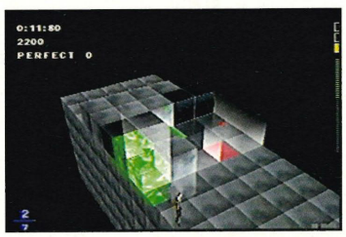




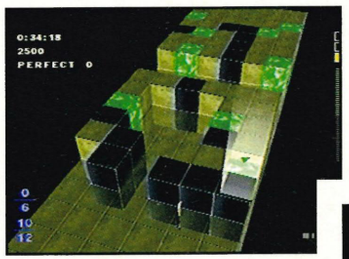
■ The puzzle creation section is relatively easy to use.

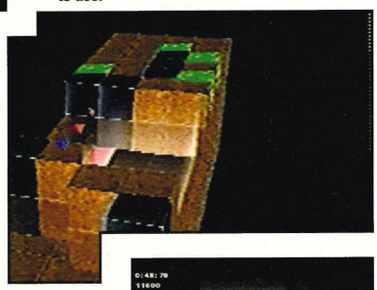
If you're expecting a brand new game from Kurushi Final, oozing original ideas and gameplay, you can forget it because it contains exactly - that's exactly - the same gameplay as the original Kurushi. Which isn't necessarily a bad thing. I mean, Kurushi ain't broke, so (ahem) why fix it?

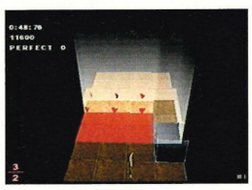
But what's the point of Kurushi Final if it contains exactly the same gameplay? Well, the obscure yet highly addictive mechanisms of the original game may not have pushed any limits, but it certainly garnered a huge amount of fans. In fact, it sold over a million copies, so a sequel is inevitable. Is it worth it, though? YES!



■ Avoid the black cubes or lose points.







History Repeats Itself...

If you played Kurushi to death and, like many, completed it, Kurushi Final should be next on your wants list. There are now four modes of play, nine characters to play as and a whole new mode that allows you to create your own puzzles. This means that you can test anyone's brainpower with your own fiendish puzzle creations.The most fun is definitely found in the Survival Mode, where you're subjected to an onslaught of moving blocks that have to be disposed of by laying mines. As the game progresses the block sequences and colours become faster and more complex, meaning you have to call on both your reactions and brain power. The other modes of play are based on the same principle, although don't prove to be quite as hectic as Survival Mode. Still, no matter what mode you play, remember that Kurushi Final is tough. far tougher than the original, in fact, so prepare yourself.

Kurushi Final may be a bit of a cash cow as no attempt has been made to add any original elements, bar the 'create your own puzzle' section which feels like an afterthought. However, if it's fast-paced, quick-thinking puzzle action you're after, Kurushi Final does it best.

Saul Trewern

If it's fast-paced, quick-thinking puzzle action you're after, Kurushi Final does it best

extreme

UPPERS
Highly addictive.
Great soundtrack.
There's nothing like it.

DOWNERS
Too similar to original.
Doesn't calculate IQ.
Very, very frustrating.

88%

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128-BIT TECHNOLOGY • ONLINE GAMING



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SONIC ADVENTURE

This is no kid's stuff!

SOUL CALIBUR

EXCLUSIVE REVIEW

Namco's Tekken-beater slashed open

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F1: WORLD GP
SHADOWMAN
POWER STONE
SEGA RALLY 2
STREET FIGHTER ALPHA 3
THE HOUSE OF THE DEAD 2
RESIDENT EVIL: CODE VERONICA
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POINT BLANK 2

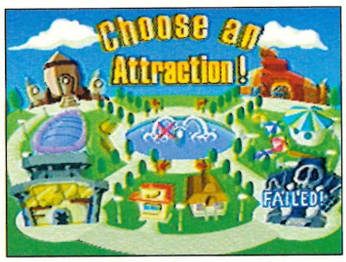
Publisher Sony CEE | **Developer** Namco | **Genre** Lightgun game
Released 27th August 1999 | **Version** PAL | **Price** £34.99 | **Players** 1-8

'Take that you filthy little mouse!' Dave welcomes the return of the game that uses fluffy animals to test your shooting ability...

As far as lightgun games go, bloodshed and death are very much the norm. Except, that is, with Point Blank games. The concept is brilliantly simple, as it gives you the challenge of shooting targets on a 2D background. No attempt is made to make the objects 3D, and this further emphasises how the high-quality gameplay alone can make the game as effective as any other of this genre. This game is both suitable and appealing to people of all ages, and those who already have the original will still enjoy this one.



■ One of the "bosses" within the Theme park mode

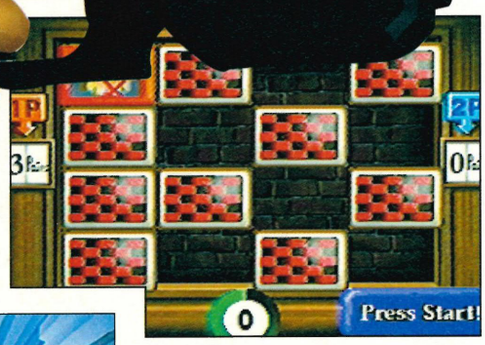


For those of you who have never played a Point Blank game, it is a hugely successful lightgun game involving screens with targets, decoys, and a time limit. As a player you must destroy a certain amount of targets, while avoiding bombs or differently-coloured targets, within a certain time. Failure to do this results in a loss of one of your three lives. There are bonus levels, final stages and four levels of difficulty.

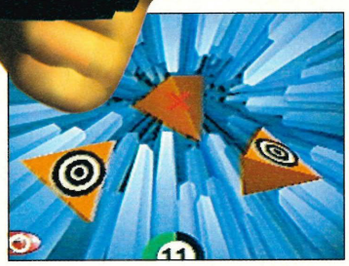
All the Fun of the Fair...

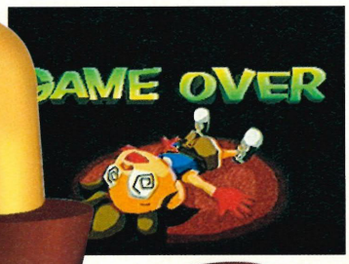
The first game was an excellent conversion of the arcade original, with identical graphics and quality of gameplay that had initially brought it success. This game is again an accurate conversion of the arcade sequel, with new puzzles and targets, all to be solved by a sharp blast from your gun. The challenge lies in creating new high scores, beating your friends or attempting new screens. The game lasts well because although completion isn't a problem - it's quite likely you'll complete it at some level the first day you get it - you can then go

Those who already have the original will still enjoy this one



■ While beginner level is easy, advanced and insane can be bloody hard at times







■ Your shooting skills will need to be up to scratch to ensure this sheep gets a haircut







■ In endurance mode each floor of the building is a new screen





■ Some of the old favourite screens are retained





on to different levels of difficulty, game modes or just try to beat your own records.

It seems to me the creators have identified the ingredients that made the first game so playable and built on them in the sequel, as indicated by the extra multiplayer modes. There is also an appropriate fairground-style soundtrack and some decent sound effects to maintain the light-hearted mood.

Within the game's 70 scenarios you can find roller coasters with targets flying around them, sheep that need to be shaved via bullets and different-coloured targets with a voice shouting, 'Don't shoot red!' or 'Don't shoot white!', demanding quick reactions and a steady aim from the player. There are also games that test your numeracy and spelling, so you can have fun and practise your maths and English at the same time. Isn't that great, kids?

The superb gameplay of the original is retained



■ Theme Park mode puts you inside a mini RPG



All Mode Cons...

This game features new game modes, such as Party Mode and Theme Park, as well as the Point Blank Castle and Training Mode. Theme Park allows you to participate in a mini-RPG adventure in which your shooting skills must be used to find the King's daughter, by completing the four areas of the park - Cosmic Drive, Super Bullet Train, Abyss Tours and Haunted House. Party Mode allows up to eight players to play at once, featuring Tournament, Team Battle and Turf War options. Within the Endurance part of the game you progress through levels of a building, each floor containing a screen that must be completed before advancement to the next level. You are given three lives and no continues.

This is not amazingly different from the first one, but then we wouldn't want it to be, would we? There are definite improvements made in this game, plus enough wacky screens to keep you entertained for ages. The new game modes such as Theme Park give the game an extra dimension, while the superb gameplay of the original is retained.

David Foggon

extreme

UPPERS
Fun with a gun.
Great party play.
No killing involved.

DOWNERS
No killing involved.
No new features.
Uh, that's it.

91%

X-rated

X-FILES

As the X-Files' first game finally makes its debut on the PlayStation, Dave asks whether it lives up to expectations, or is just another dodgy FMV title...



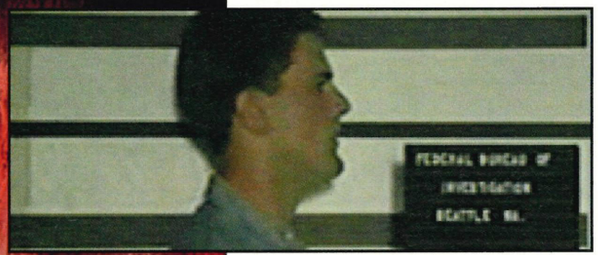
You are FBI agent Craig Willmore, assigned to the case of tracking down the missing Fox Mulder and Dana Scully and then finding out what they're up to. You have a variety of items to help you on your mission, and are teamed up with Walter Skinner. But can you trust him? Does he know more than he's letting on? Do we really care?

Finally the game which millions of 'X-Philes' have been waiting for arrives, but does this new VirtualCinema thingy actually work properly? Well, yes. Actually it works pretty well. This game will be a big seller even if it sucks, basically because it has big star power in that the game features major characters from the series. However, this game really is quite involving.

Point `n´ Click

Personally, I have reservations about the whole 'point and click' genre, because I find the game runs itself too much, often requiring little involvement from the player. Instead

I'm impressed by the decision to not make the player either Mulder or Scully













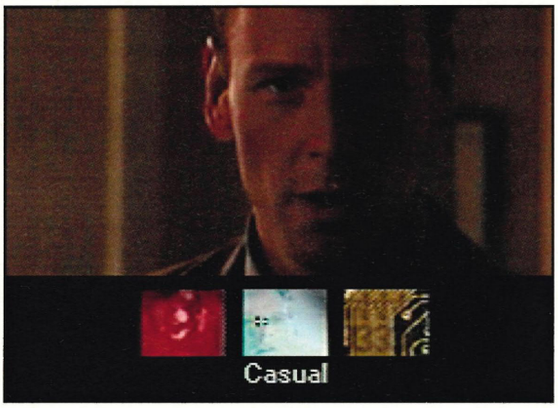


you click persistently until something is uncovered. However, this is a huge game requiring four discs and contains a great deal of still and animated action that requires huge input from the player. And you rarely find yourself clicking randomly, as the game directs you into areas of specific importance without actually giving you the answers. The camera movement is smooth and the sequences are generally well joined together. There is also a large inventory at Agent Willmore's disposal, which has to be used by the player to uncover clues and advance in the game.



■ The game boasts an impressive introduction



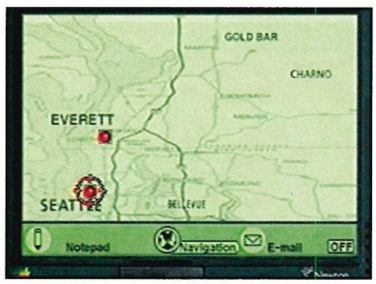


■ The option of three attitudes for your character determines your progress

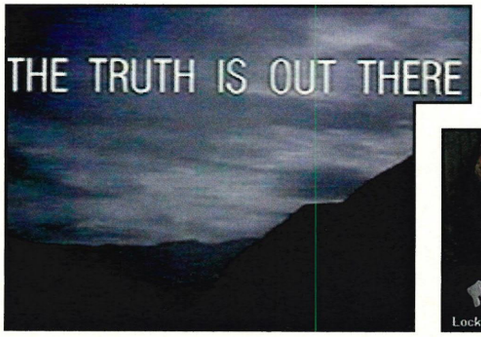
Finally the game which millions of 'X-Philes' have been waiting for arrives

Another clever device is the Attitude options of your character, in which you have to select a response to things said by other people. Your type of response changes how they perceive you and the direction of your mission. By appearing too confident or too vulnerable to certain characters, you can find yourself in trouble.

This is not one of those graphic adventure games in which completion is inevitable no matter how you go about it, because sometimes it is important to not ask a certain question or to use a certain tool at the appropriate moment. However, it can become quite irritating at times when you become unsure of what to do next, as slowly going through the large scenes searching for clues is quite laborious.



■ The map option is used to select destination



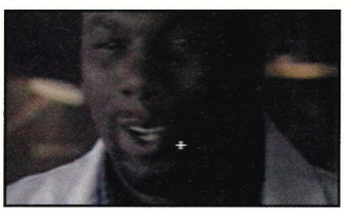


'X' Marks The Spot...

Although not entirely keen on this game format, I can see why the creators have used it. It's the most suitable medium for creating a realistic atmosphere and allows fans to do what they want - be in the show. I'm impressed by the decision to not make the player either Mulder or Scully, as this would have removed the element of mystery and made it impossible to still watch the stars in action. This probably is the best game type for the X-Files, as any other type, such as a first person shoot'-em up, would have removed its distinct identity.

This is a huge game that successfully immerses you in the TV show. There are aspects which can be annoying at times, but the directing and use of the real cast should keep you involved. If you enjoy graphic adventure games or you are a big fan of the X-Files, you will really enjoy this game, but if you're not too keen on either - don't bother.

David Foggon



extreme

UPPERS
It's the X-Files
Good FMV.
Keeps X•Files fans happy.

DOWNERS
Very slow-paced.
Can be awkward.
It's the X-Files.

79%

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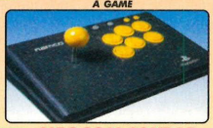

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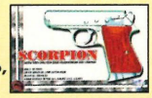

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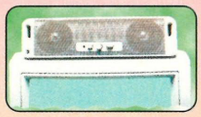
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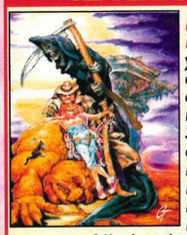
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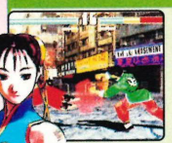




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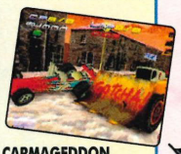


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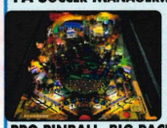
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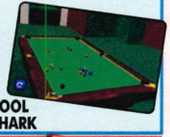



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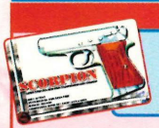
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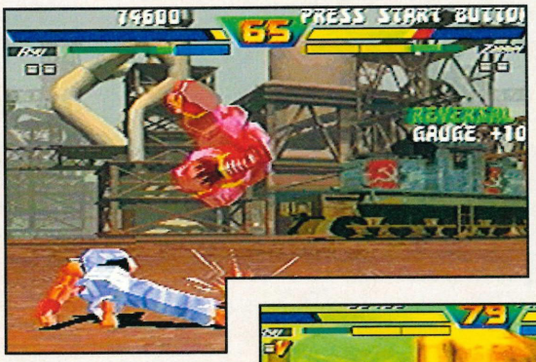
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STREET FIGHTER: EX+ALPHA

How does the forthcoming re-release of the only 3D Street Fighter game compare with other Platinum beat-'em up titles? Dave finds out...

Publisher Virgin Interactive | **Developer** Capcom | **Genre** Beat-'em-up
Released September 1999 | **Version** PAL | **Price** £19.99 | **Players** 1-2













I always regard Street Fighter as the benchmark for beat-'em-up games, despite more recent 'better' titles. I reckon this is because the original Street Fighter was the first proper fighting game I played. When it was released in the arcade in the late 80s, it attracted massive queues of kids that spilled out onto the streets (or was that just where I lived?).

Advertised as a 3D beat-'em-up, this edition of the Street Fighter series features 3D backdrops and KO sequences, but the majority of the gameplay is 2D through a 3D camera. The soon-to-be-released Tekken 3 Platinum runs in a similar way, but the action feels more involving as the camera rotates and changes position. With a title such as Street Fighter, though, aspects such as this seem almost irrelevant, as there is still a large base of die-hard fans devoted to the series.

This is an enjoyable and unique incarnation of the series

Punching Power

The game features eight of the original veterans - Guile, Zangief, Ryu, Bison, Chun-Li, Dhalsim and Sakura, while fresh interest is created by the introduction of 12 new fighters, each with their own set of special moves and super combos. However, after playing this game for a while, it seems to me that some of the new characters have similar powers to the originals. See Allen's Justice Fist and Rising Dragon and compare them with Ryu/ or Ken's moves. That said, Garuda and Akuma are new enough, with Garuda's Burst Tusk and Roaring Tusk moves unlike those previously seen in Street Fighter games.

There are more game modes than in the predecessors of the series, with two practice modes for those of you who find themselves hammering all the buttons and spawning the occasional move. There is also the regular arcade and versus modes, plus team battle (requiring five one-round wins for an overall victory) and a time attack with unlimited continues.

The Street Fighter legacy continues, but if you're after only one beat-'em-up for your collection, with Tekken 3 around the corner at just 20 quid you have to ask, 'is it worth the wait?' Personally I'd have both, but maybe I've got a soft spot for Street Fighter games. This is an enjoyable and unique incarnation of the series, and Street Fighter fans everywhere should snap it up.

David Foggon









extreme

UPPERS
3D works well.
Classic SF moves.
Classic SF Characters.

DOWNERS
Not fast and flowing.
Feels a bit clunky.
No side-step.

85%

Analogue Pad | Dual Shock | Memory Card

Publisher Sony CEE | **Developer** Sony CEE | **Genre** Arcade Adventure
Released September 1999 | **Version** PAL | **Price** £19.99 | **Players** 1

Dead heroes brought to life, evil wizards hell-bent on world domination and perplexing puzzles to ponder. Sounds like a recipe for a great game, doesn't it, Ian?

MEDIEVIL

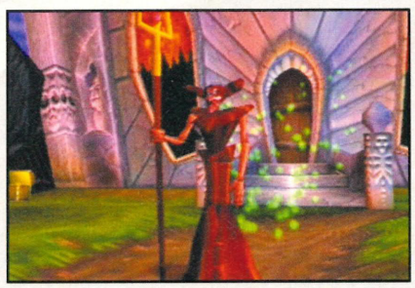
At last - a 3D action game which doesn't owe a debt of gratitude to Tomb Raider. There's not much running and jumping in MediEvil, and the baddie-bashing action is more swords and sorcery than pistol-packin' playability. The puzzles are a little more involved than pushing blocks and pulling leavers too. This is an arcade adventure par excellence, more Dizzy than Doom (anyone out there remember Dizzy?).

MediEvil isn't a game which takes itself too seriously. There are jokes aplenty, and the visuals manage to be cartoony without becoming kiddie. The hero, Sir Daniel Fortescue, is a mighty warrior who slew the evil wizard Zarok in hand-to-hand battle but forfeit his own life in the process. Or at least that's what the legends said. In fact, he was cut down by the first arrow of the battle and Zarok survived. The wizard's back now, and Sir Daniel has been raised from the dead to have a second go…

Going Equipped...

There are plenty of monsters to mash throughout the game's incredibly varied 24 levels. As the game progresses you upgrade your equipment, picking up mighty swords, a club, a crossbow and more. New weapons are more than just better versions of the old ones - using the right tool for the job is an important element in MediEvil. Kill the required number of foes and you fill a chalice hidden somewhere in the level. This gives you access to the Hall of Heroes, where you exchange it for some heavy duty kit.



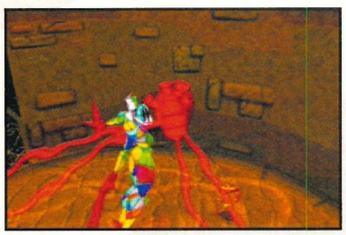


■ Zarok might get more respect if he took off that stupid hat…

Of course, the heart of the game is in the puzzles. These are always logical, but are often as intricate and involved as those you would expect in a point-'n'-click adventure. Whether you're making a cross in the blacksmith's forge or fixing a harvester to cut a course through the corn, you have to think rationally and use what you have to your advantage. Best of all, the combat and puzzle solving elements never get in the way of each other. You're never bored waiting for the next monster fight, but nor do your foes get in the way while you're trying to make progress with the puzzles. All in all, it's a brilliantly-designed adventure that's a joy to play.

Ian Osborne

A brilliantly-designed adventure that's a joy to play

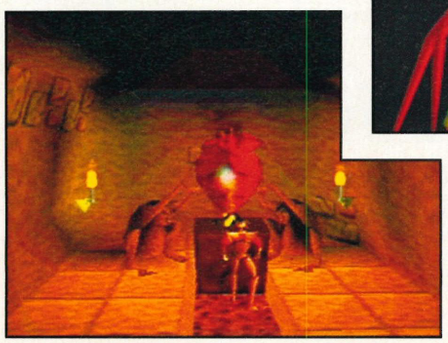


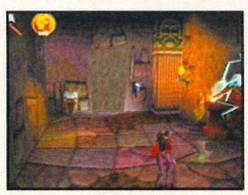
■ I've heard of a bleeding heart, but this is ridiculous.











extreme

UPPERS
Interesting puzzles.
Camera behaves itself.
Ages to complete.

DOWNERS
Frustrating baddies.
Zarok's stupid hat.
…that's it.

93%

PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM

X-rated

Farting aliens and intoxicating brews. Saul's ideal game, by the sounds of it...

ODDWORLD: ABE'S EXODDUS



Publisher GT Interactive | **Developer** Oddworld Inhabitants | **Genre** Platform Game
Released Out Now | **Version** PAL | **Price** £19.99 | **Players** 1-2



■ You need to get your Mudokon friends to help out.

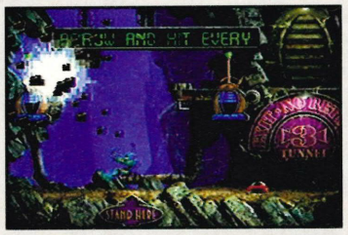


■ Have a drink on Abe.



■ The Mudokons aren't a happy bunch. They top themselves after the slightest provocation.





Comedy. Not exactly ripe on the PlayStation, is it? Unless you're with the Oddworld Inhabitants, the guys behind the Abe games, that is. The original game, Abe's Oddysey, was supposed to be the first of a whole Oddworld series. But the surreal and often puerile humour mixed with superb alien visuals and mind-bendingly addictive gameplay was so well received that the Oddworld Inhabitants came back with an Abe sequel - Abe's Exoddus. And what a corker it is.

Abe's Exoddus doesn't stray from the side-on puzzle-orientated gameplay of the original game, so if you liked Abe's Oddysey, you're guaranteed to love this. The Gamespeak from the first game has been built upon and Abe can now say more, which helps when leading your troubled Mudokon brothers to safety. This, and avoiding the Glukkon guards, is where most of the humour comes in. Watching the way all the characters in the game interact can be hilarious, and although some of the jokes may fall flat, overall Abe's Exoddus is the funniest game around.

A Bit on the Side...

It's also one of the best-looking games around. Okay, so the graphics are basically side-on two dimensional, but every screen has an incredible feeling of depth. Enter doors and you can be suddenly transported to a pathway way off in the distance. This, of course, is nothing special until you witness the way in which the cut scenes link the sections in an almost seamless thread. And what cut scenes they are - some of the best looking and scripted CGIs in the world, in fact.



Abe's Exoddus infuriates as much as it enthrals

Abe's Exoddus infuriates as much as it enthrals, but it's one of the few games with that overwhelming 'one more go' factor to keep you playing. And with the comedy and the new Platinum price tag, Abe's Exoddus, in my book, is a 'must buy'.

Saul Trewern



extreme

UPPERS
Superb storyline.
Superb Graphics.
Challenging puzzles.

DOWNERS
Similar to original.
Can be too tough.
Gamespeak is irritating.

92%

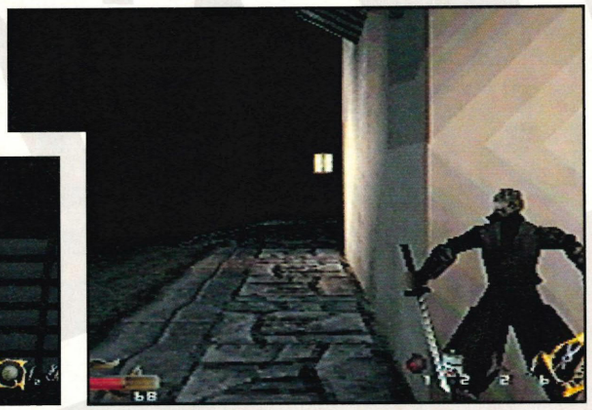
Publisher Activision | **Developer** Aquire/Activision | **Genre** Action adventure
Released September 1999 | **Version** PAL | **Price** £19.99 | **Players** 1

TENCHU: STEALTH ASSASSINS

Only the unseen survive... Dave gets to grips with the Platinum release of Tenchu, the ninja game in which cunning and stealth are as important as fighting ability.

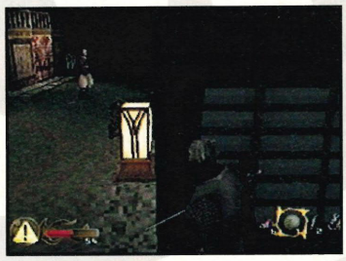


■ The camera switches to first person for aiming at targets.



Fighting game? Beat-'em up? Adventure game? Well, it's sort of all three, really. Tenchu combines the detail of beat-'em-ups with the ability to go anywhere found only in a 3D environment game.

This game serves almost as an ancient version of Metal Gear Solid, only without the first-person perspective. The player must be patient, quiet and observant. A key element that distances it from other games is the ability to move whilst crouching, allowing the player to creep up behind an enemy quietly before ruthlessly slitting his throat. There is also the 'sliding along walls' technique, keeping your character (Rikimaru or Ayame) out of sight and allowing them to peek unseen around corners.



Another useful and exciting device is the grappling hook, which is used to winch the character onto a rooftop. But the aspect that really makes the game is the Ki meter, through which the sixth sense of the ninja allows the ability to know an enemy's emotions. You can keep an eye on the Ki meter to see how aware of your presence the enemy is, whether they intend to attack you or whether they have called for reinforcements or not.

Hiding in Shadows

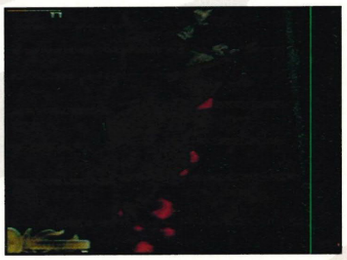
This is an involving game, because any attempts to waltz through the levels hacking everyone to death shortly results in your own violent demise. You have to be crafty and you must fully utilise all your items. It is also essential you select the right items for each mission, because if you select Coloured Rice and Poison Rice for the first mission instead of, say, Crimson Blade or Healing Potion - you're scuppered. Similarly, Coloured Rice is important for finding your way through the intricate maze of the second level.

The animation and movement of the figures are smooth and realistic, while the controls are responsive and easy to master. I particularly enjoy the variety of kills available, each dependent on how you approach your enemy and how swiftly you attack. When locked in a one-on-one battle, patience is also the key, as you must wait until the enemy has finished a combination of attacks before lunging in yourself.

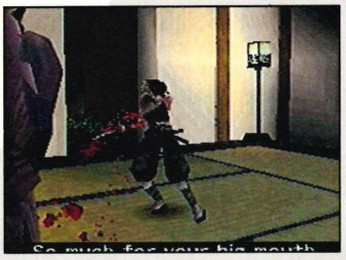
I strongly advise that if you haven't already, you should invest in this game, as it should keep you involved for quite some time. If swordfights and carnage are your cup of tea, this is the game for you.

David Foggon

I strongly advise that if you haven't already, you should invest in this game

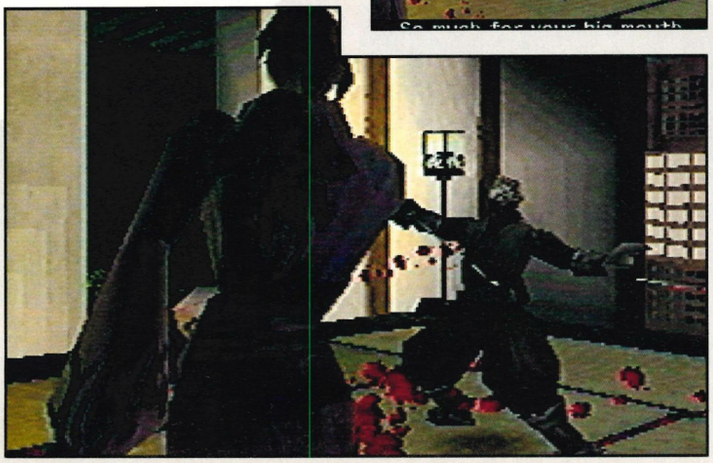


■ The game offers an interesting variety of deaths.





■ That reminds me - did I leave the oven on?





extreme

UPPERS	DOWNERS
First ever stealth game.	Too short.
Buckets of blood.	Easy to get lost.
Welcome change of pace.	Some annoying enemies.

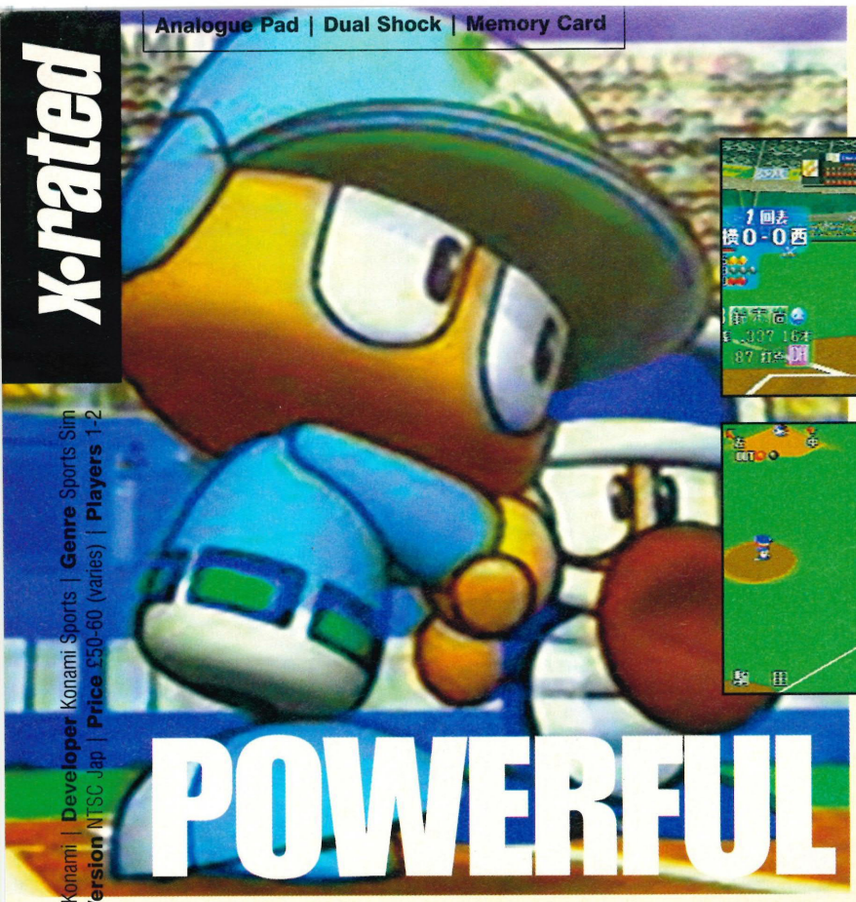
95%

PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM PLATINUM

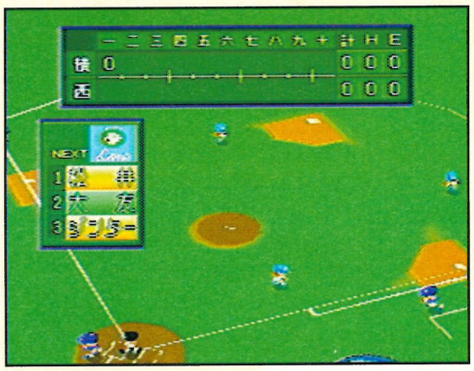
Analogue Pad | Dual Shock | Memory Card

Publisher Konami | **Developer** Konami Sports | **Genre** Sports Sim | **Players** 1-2
Released Out Now (import) | **Version** NTSC Jap | **Price** £50-60 (varies)

All import titles are available from PROJECT K (details available on page 77)

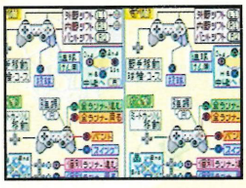








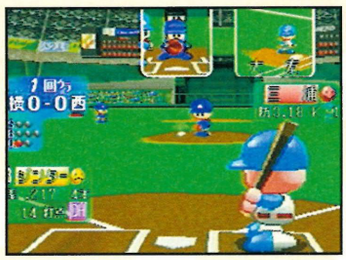




POWERFUL BASEBALL

Christian has a crack at glorified rounders, Tokyo style...

As baseball, videogames and painfully cute cartoon characters are three of Japan's prime cultural obsessions, the existence of this game is virtually an inevitability. Coming across as a kind of Smash Court Baseball, it seems a strange way for Konami's distinctly underwhelming 'Sports' brand to boost its lacklustre output, being focused almost entirely on satisfying the quirks of their native market. Strange behaviour from a company whose portfolio of titles spans from the sublime (Metal Gear, Silent Hill) to the ridiculous (er, this). Nonetheless, it's hard to dislike Powerful Baseball with any real degree of vehemence as it combines an actually rather detailed simulation of America's once most popular sport with amiable tubby-tummied players that boast the expected ocular gigantism





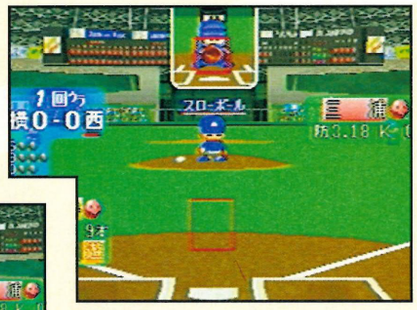
A loftily high language barrier prevents gaijin such as myself from all but skimming the surface of the numerable menus of sub-options and subtle nuances of tactics that are needed to make any real progress against the sharp CPU teams, but it's still possible to take a good swipe at the curveballs and pitch with reasonable degrees of depth. Actually connecting with the ball is a tricky matter, though, as the dynamics of the swing aren't fully clear, leading to the perpetually over-excited commentator yelling 'Shtrike!' with metronomic regularity.

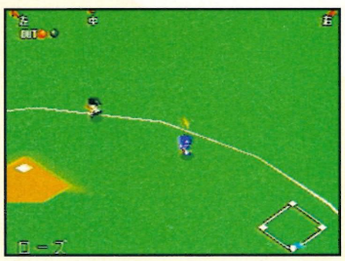
Window Shopping

Cut-out windows at the top of the screen show your shortstop behind the batsman (if pitching) and any players stood on loaded bases (so if they are creeping to the next plate, an alert pitcher can quickly toss the ball to the base and get them out), while hitting a fly ball flicks the camera out to a high and wide angle where you can control your fielders or runners, and it's here where the first signs of typically slapdash Japanese visual production values loom. The graphics go from reasonably smooth-limbed and prettily-drawn close-ups to a blocky and garish bodge job that's strangely reminiscent of that undervalued 1980s machine, the Amstrad CPC. Of course it was never going to be a graphical tour de force, but the flat-texture, two-frames-of-animation crowd look from some angles as is they're lying prone, for God's sake.

In the Land of the Rising Sun, it seems the visual goalposts are somewhat wider than they are here, methinks. Only the obvious latent depths of gameplay would warrant shelling out for this on import if you've got an Anglo-Jap dictionary handy, and even then a baseball enthusiast would be arguably better served by the surprisingly good Triple Play 2000.

Christian Slater









extreme

UPPERS
Cute Characters.
Instinctive play.
Colourful graphics.

DOWNERS
Hard Japanese menus.
Frustrating at first.
It's baseball

53%

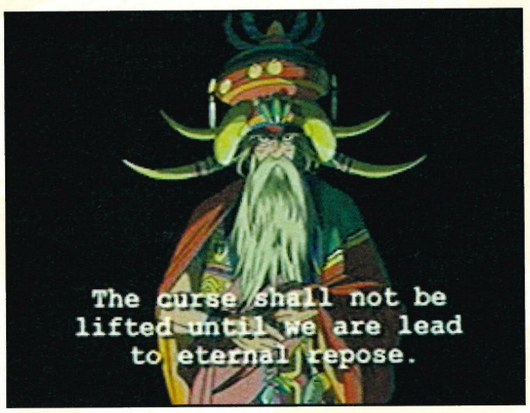
Publisher Crave | **Developer** Genki | **Genre** RPG
Released Out Now (import) | **Version** NTSC (USA) | **Price** £50 (varies) | **Players** 1

JADE COCOON

Quest forth ever further my brethren, as Christian 'I've got six hit points' Slater reclaims his noble birthright, or something.





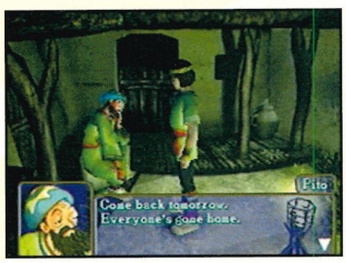


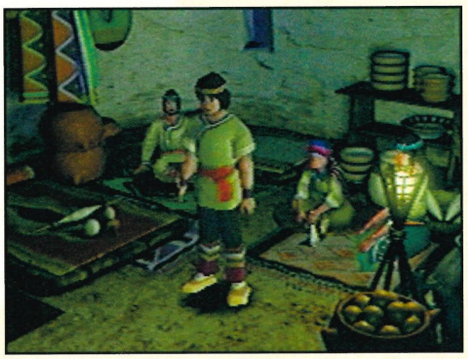


It may have a title that sounds like one of the Karma Sutra's euphemisms for a lady's front bottom, but unsurprisingly Jade Cocoon is an all-too-familiar imported beast: The epic Japanese-flavoured Role Playing Game.

I don't know about you, but I reckon the videogame RPG is strangely equivalent to the 'Bollywood' film phenomenon, boasting a similar reliance on die-cut plots and well-worn mock heroic situations depicted with wavering visual dexterity, while the glacial progress of the story inevitably stretches on ad infinitum into numerous cloned sequels. Bought massively in their home territory and by a dedicated foreign audience via hotly sought-after imports, the only real difference is the unfortunate lack of singing and dancing in the videogames.

Enough with the iffy cultural analysis then, and let's turn our searchlight of truth onto the game, which is replete with the usual Saturday morning kid's cartoon guff about Divine Spirits and suchlike. The club foot of traditional Japanese narrative means the structure of the story follows the same path as innumerable other RPGs - your fresh-faced young hero character begins his adventures in a village, unknowing of his heroic destiny until demonic forces pile in and kick off big-style, naturally abducting his girlfriend.





A Ham Role, Please

While most of the location travel decisions are taken on plain menu screens with pretty (if rather static Myst-esque) backdrops, the close-in interaction is depicted in an actually quite tidy Resident Evil fashion, with fully polygonal characters shaded in real-time that look arguably superior to the ridiculously delayed FFVIII. Manipulating the environment does descend to the dreaded 'walking up to every object and pressing X' syndrome, however, while combat adopts the time-honoured turn-based style of Final Fantasy, which can be viewed as either a reliance on a trusted and proven system of resolving melees or a damn laborious and alienating mix of repetitive rigmarole and blind luck, depending on whether you're a (wait for it) fan of the genre or not.

It appears being willingly stuck in a rut is an inevitability in RPGs nowadays, a videogame style that seems determined to keep its head planted firmly in the sand and ignore the innovations that go on around it, instead harking back to the limitations of their paper-and-dice forebears. A bit of graphical icing and blurry visual frills doesn't validate the existence of Jade Cocoon and the many other kissing-cousin games that sit in this malnourished genre, and this certainly isn't worth shelling out for unless you are the type that blinkerdly doesn't care about the numerous shortcomings. Letters on this subject are of course, welcome.

Christian Slater





extreme

UPPERS
Cool graphics.
Good storyline.
Interesting characters.

DOWNERS
Unoriginal.
Slow at first.
Christian reviewed it.

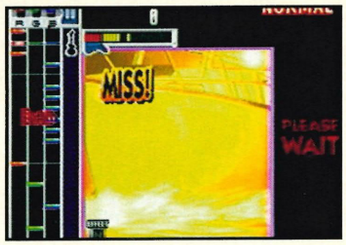
62%

X-rated

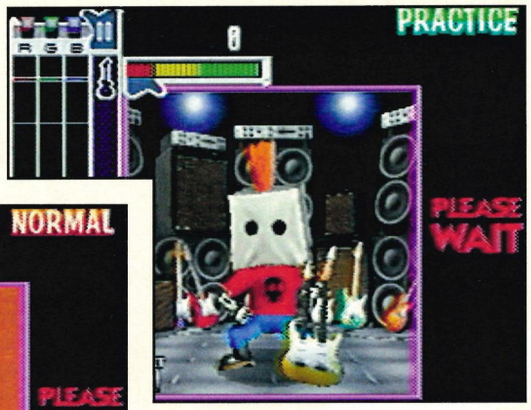
Publisher Konami | **Developer** In House | **Genre** Rhythm Action
Released Out Now (import) | **Version** NTSC (Jap) | **Price** £50-60 (varies) | **Players** 1-2

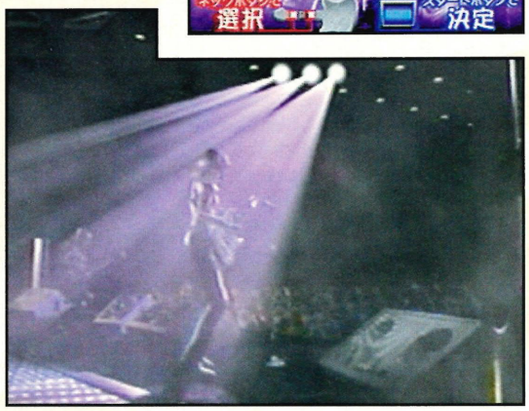
GUITAR FREAKS

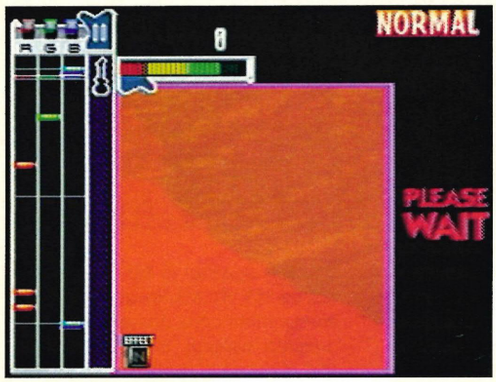
It's time to squeeze into some jet black denims and order a bottle of Newkie Brown, 'cos Konami and Christian 'poodle perm' Slater are ready to ROCK!





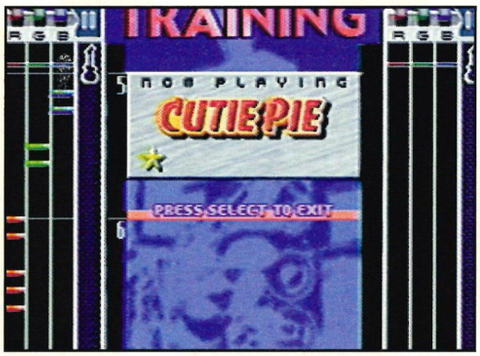






As Beatmania reaches its fourth incarnation in Japan (a craze that will most decidedly NOT be repeated on these shores when Konami decide to get their finger out and release it), it seems the white trainers of old school guitar-based rock have been clamouring for a an axetastic version of the same, free of all that nasty rhythmic eclecticism and suchlike. Hence we have Guitar Freaks, a re-jigged version of the hopelessly frustrating DJ game with the superfly samples replaced by a multitude of powerchords, strums, licks and riffs that would keep Wayne and Garth happy for days.

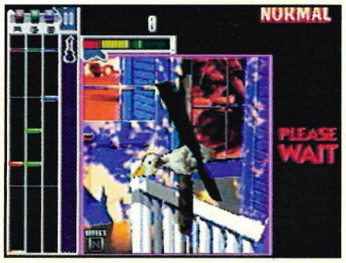
The basic format of the game remains unchanged, with a vertically-scrolling series of icons representing the various keys on your joypad that must be hit in time with the tune when they enter the final segment of the column, creating chains of melody or chugging rawk dissonance. Miss too many of the hits and the game comes to an abrupt end, a regular occurrence let me tell you, as unlike before you can't just muddle through towards the end of a song creating an awful yet entertaining cacophony, a cruel and needless adjustment in my opinion.











God Gave Rock and Roll to You...

The range of tunes in Guitar Freaks is as wide as in its dope cousin, with the expected gamut of unlovely thrashing tunes balanced by a surprising variety of six-string styles. These include laid back Dick Dale-esque Californian surf rock, plucky kool kat jazz, an oikish UK punk tune and a bizarre and utterly impossible beatbox-driven number that sounds like a robotic Steve Vai on crystal meth.

The very necessary practice mode sees a metal box-headed chap holding your hand through various beginner riffs, explaining the finer points of picking and wailing (activated by the shoulder buttons, analogue sticks or the scratch wheel on the handily compatible Beatmania pad). As with the first game it can be an acquired taste for many, with a cruelly high rate of accuracy required for success, notwithstanding the unrelenting cascades of hopelessly intricate notes that seem to flit by far too fast to take in. Progression requires a Jedi-like dedication to studying and recalling the tunes that demand patience beyond the scope of most. For those who have caught the Beatmania disease and have to scratch that itch, this provides a differently flavoured experience whilst remaining essentially exactly the same, but for the quick-thrill masses I'd suggest sticking to something less sadistic.

Christian Slater

extreme

UPPERS
Variation on Beatmania.
Cool sounds.
Uses BM's controller.

DOWNERS
Ridiculously hard.
Extremely hard.
Erm - did I say it's hard?

72%

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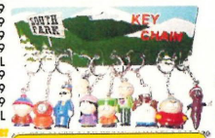
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DRIVER

DRIVING GAMES

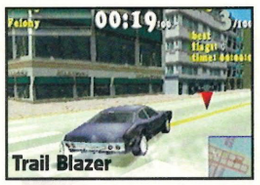
Pursuit
As soon as you're in control of the car, press and hold Accelerate for the best start possible. Using the Burn-Out button for acceleration is also possible. While in pursuit, keep as close to the target car as possible and react to his every move.

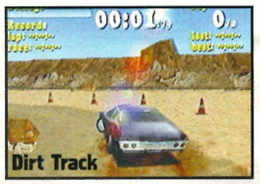
Occasionally the target car starts to turn into a road, and then quickly changes direction. The closer you keep to him, the less chance the target car has to do this. Ram into the target car whenever possible as you are limited to 2:16 minutes to complete this task. Driving alongside the target car and slowly pushing it towards the curb greatly increases damage, and is the safest approach. Ramming into the car as it turns a corner also provides extra opportunities as it forces the target car temporarily sideways and out of control.

Getaway
This is very similar to the Pursuit Mode, except you're driving the target car and need to evade the pursuer. If you played the Pursuit Mode, you should know what driving tactics work well. Driving in a straight line is the easiest option as you eventually out-run the pursuer, but the further you drive the greater the chance of running into more police cars and even a roadblock.

Remember to use other cars and solid objects to deter the pursuer by driving as close to them as possible. The following police car will not always turn as quickly as you (especially when close), and occasionally smashes into something or someone.







Cross Town Checkpoint
On starting the Cross Town Checkpoint Mode, check the map to see where the first checkpoint is located, and then drive to it as quickly as possible. There are various checkpoints to reach that are only displayed one at a time. The locations of the checkpoints vary depending on the city you have selected, but are generally easy to find and reach without any interference from the law.

Trail Blazer
To successfully complete Trail Blazer Mode, follow and hit the red triangle markers that lead you through the streets. This is one of the more demanding tasks and requires plenty of practice as you need to learn the layout. You only have 20 seconds to collect all 100 markers, as well as deal with road traffic.

Survival
For this mode, simply keep away from the police cars for as long as possible, while keeping your car damage as low as possible. Use the same tactics used for getaway to keep enough distance between you car and the law. Remember to use the map for early planning, and to see the locations of all nearby police cars.

Dirt Track
Within Dirt Track Mode there are four tracks to choose from which range from easy to hard. Start with the easiest one then gradually work your way through them. There is also a Practice Mode to improve your lap times and to help master each track.

UNDERCOVER

DRIVING TEST
Before you can get your first job in Undercover mode, you need to impress the boss...

Burnout
Begin by pressing and holding ● to perform a burnout. Once it's crossed off, release ● and press ✖ to increase your speed for the next task, the brake test.

Brake Test
Continue to speed off and wait until you approach the opposite wall before pressing and holding ■ until you come to a halt to successfully complete the brake test. Sometimes it is possible to complete the speed test after the burnout, if you can reach the speed required before having to brake for the wall.

Reversing 180
Press and hold ■ to begin reversing. As you are near the centre of the garage, quickly press left or right to swing the front of the car around then as it reaches half way, press the D-Pad in the opposite direction to straighten the car up while releasing ■ and pressing ✖ to accelerate away.

180
You should be now speeding to the wall where you first began. As you near the wall, press the D-Pad to the left or right while pressing and holding ▲ to start a handbrake, but before the car comes to a halt, press and hold ● to complete the 180, and continue into the 360.

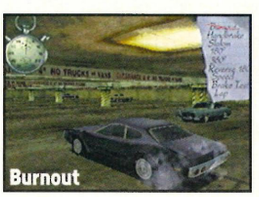
360
Continue to hold the D-Pad in the direction used to perform the 180, while continuing holding ● to spin the car around. Continue to hold these buttons until the 360 task has been completed.

Handbrake
Speed back across to the opposite wall, then as you approach it press either left or right on the D-Pad then press ▲ to perform a handbrake. Sometimes it is possible to complete the handbrake task while performing the 180, but only if you managed to gain enough speed.

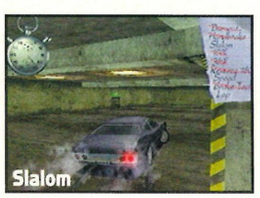
Slalom
Drive over to the row of pillars on the left or right and begin to weave through them while avoiding contact with the pillars and stationary cars. When you reach the last pillar, drive around it and head back through the pillars to successfully complete this task.

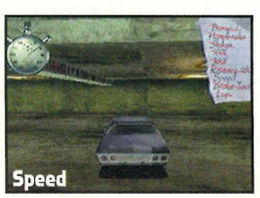
Lap
Once the slalom has been crossed off, continue to drive around the outside of the garage while avoiding the pillars and cars. You may need to release the throttle in order to negotiate you way through the corners safely.

Speed
If you where unable to complete the speed task during the brake or lap tasks, simply drive for the furthest wall at maximum speed after completing the lap task. Remember to use ■ as a brake as you near the wall.









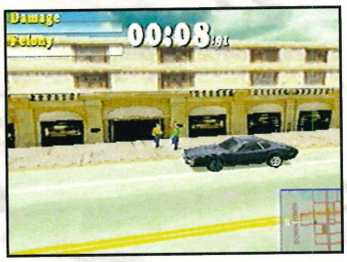
MIAMI

The Bank Job

From the Motel, head to 1.1 where you must pick up the bank robbers. You have 1:19 minutes to reach this destination, but must not get there too soon as this quickly increases your felony rating. If you have time to waste, position the car so that it is facing east when you stop so that you are facing in the correct direction. Once everyone is in the car, proceed to the lock-up at 1.2 where you complete this easy mission.

Hide the Evidence

From the starting position at 2.1, you must take the car to the breakers at 2.2 while avoiding the police. You need to make sure that the police are not following you as you reach your destination.







Ticco's Ride

From the motel, you have 1:15 minutes to head north to 3.1 where Ticco is waiting. You must also arrive without being followed by the police. Once Ticco is in the car, take him to where he wants to go, location 3.2.

The Clean Up

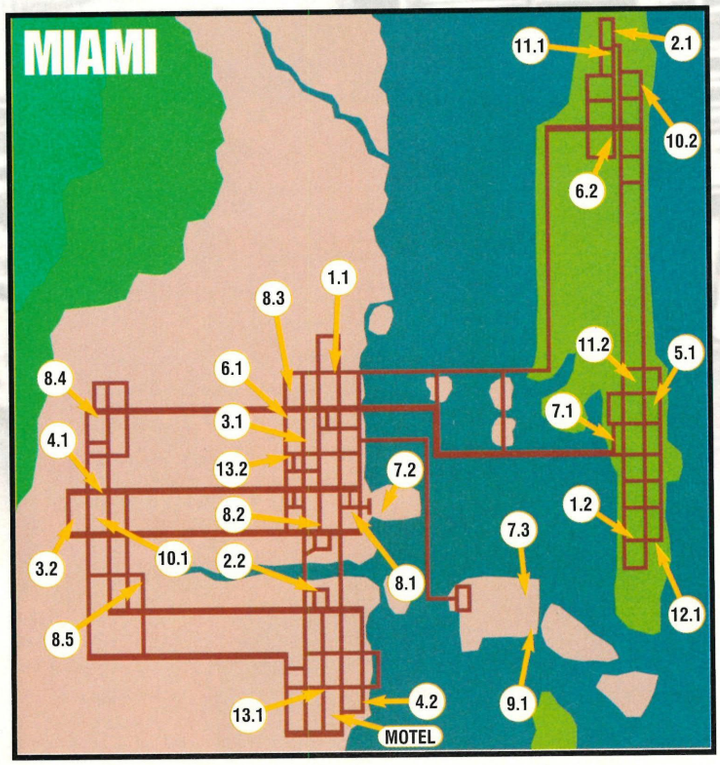
From motel, you have 2:00 minutes to go and pick up the car at 4.1. Make sure that you are without the police when you arrive. Once you have the car, exit the garage and quickly proceed to 4.2.

Tanner meets Rufus

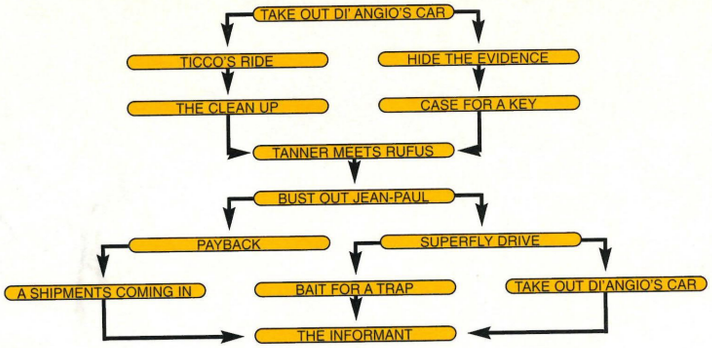
From the Motel, carefully make to 5.1 within 2:15 minutes to meet Rufus, where you get your next job. Make sure you are not being followed by the police when you arrive.

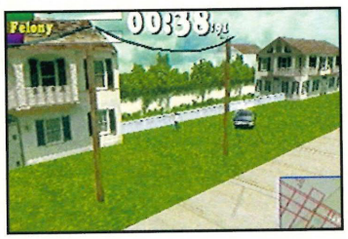
Bust out Jean-Paul

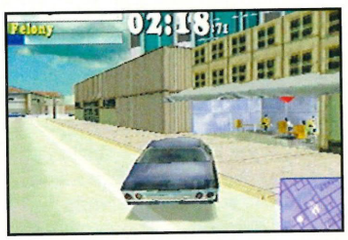
Starting from 6.1, you see an armoured police car drive past to the north. It's your job to chase and ram the police car until it has been completely damaged within 2:05 minutes to successfully free Jean-Paul. For the best results, pull alongside the police car and constantly push it to one side. Once Jean-Paul has been released, take him to 5.2 within 1:55 minutes. Note: If you manage to stop the police car in the west side of town, it makes it harder to reach your next destination in the east side of town within the given time limit.



Mission Structure







Case for a Key

Starting from the motel, carefully drive to 7.1 within 2:00 minutes where you receive your next task. Once you have your orders, make your way to the marine at 7.2 within 1:33 minutes to make the exchange. From 7.2, you then need to driver to 7.3 within 2:20 minutes in order to catch the speedboat. Note: when you reach the end of the road as you approach the island and speedboat, simply drive straight through the boxes and between the buildings until your reach your destination.

Payback

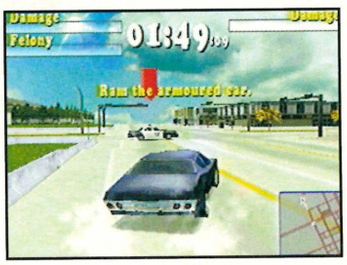
From the motel, quickly make your way north to 8.1 and ram through the restaurant window. Once the damage has been done, reverse out and proceed to the second restaurant at 8.2. Quickly continue to 8.3 for your next ram raid then proceed to 8.4 for the fourth restaurant, and then 8.5 for the final target.

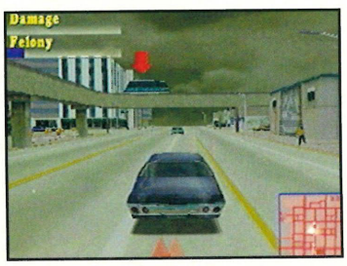
A Shipment's coming in

Exit the motel and make your way to the docks at 9.1 within 2:45 minutes where you meet the shipment. Once you have it, quickly make it back to the motel without being followed by the police.

Superfly Drive

Take the car from the starting point at 10.1 as quick as you can to 10.2 before the police get a chance to stop you. Try to use the direct route as you need to arrive at your destination within 2:45 minutes, and there's no time to spare. You also need to keep damage to a minimum as the car may be refused.





Bait for a Trap

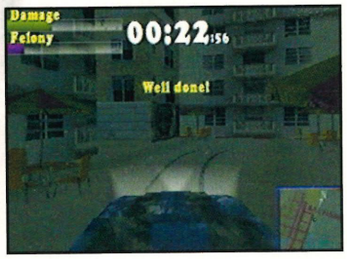
From Motel, you have 2:35 minutes to reach 11.1 and smash into the car that's parked at the side of the road. You have to be quick as time is tight. Use the long, narrow road to the north of the city for the best approach. Once the car has been struck, proceed to 11.2 where you find a car park.

Take out Di'Angio's Car

At the start of this mission, Di'Angio is positioned on the opposite side of the road. Chase after him and repeatedly ram him, you have 2:00 minutes to successfully complete this task. Remember to follow him closely so you can anticipate his every move.

The Informant

Quickly exit the motel and head north to the start of the tram track at 13.1 where you begin to chase Jesse. Without wasting any time, you must follow the tram (as shown on map) without letting it get too far out of range. When the tram eventually reaches the end of the track at 13.2, get ready to stop on the marker.



SAN FRANCISCO





The Casino Job

From the Motel, proceed south through the town to the Casino at 1.1. You must stop outside within 1:10 minutes. Once everyone is in the car proceed to the warehouse at 1.2, without being followed by the police.

The Briefcase

Starting from the Motel, you to make your way to Levy's place at 2.1. Once you have hit the marker, you need to turn around and head west to Sonoma Liquors at 2.2. From Sonoma Liquors, continue Russian Hill at 2.3. You must reach Russian Hill within 3:30 minutes from the start of this mission. Proceed from Russian Hill to Mauflins at 2.4 without being followed by the police then head to 2.5 to make the exchange within 3:15 minutes. Now head to 2.4 to make the drop and complete this mission.

Visit to the Mall

On this mission you have 1:40 minutes to drive across town to 3.1 where you have to pick up some shoplifters from the Mall. As soon as they are in the car, drive to the yard at 3.2 without being followed. Carefully drive through the gap in the wall to reach the marker.

Guns in the Trunk

From the Motel, you have 3:20 minutes to drive around to 4.1 where you car is loaded with guns. Once you are back behind the wheel, proceed to Fisherman's Wharf at 4.2, but don't get followed by the law.

Scare Him

Starting from 5.1, wait for the guy to climb into your cab then speed off and drive as recklessly as possible to freak him out within 1:00 minute. This can be achieved by driving dangerously around the town, or by simply performing a continuous burnout.



Cosy to the Chopper

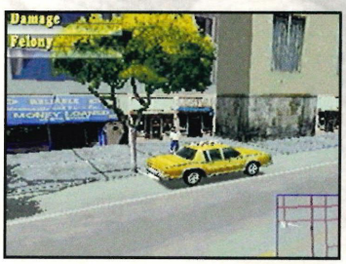
This is a short and very quick mission where you must collect drive Cosy, who's waiting at 6.1 within 40 seconds, then drive him to the chopper to the south at 6.2 within 2:22 minutes. The roads are wet during this mission, so you need to allow for early braking and turning.

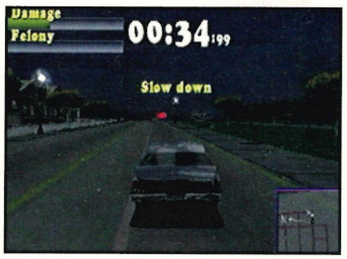
In the Pick-up

Carefully exit the garage at 7.1 and drive to the drop off point in the alley at 7.2. The crate in the back of the pick-up explodes if seriously damaged, so you must ensure a smooth ride at all times. You must also arrive without being followed by the police.

The Chinatown Pick Up

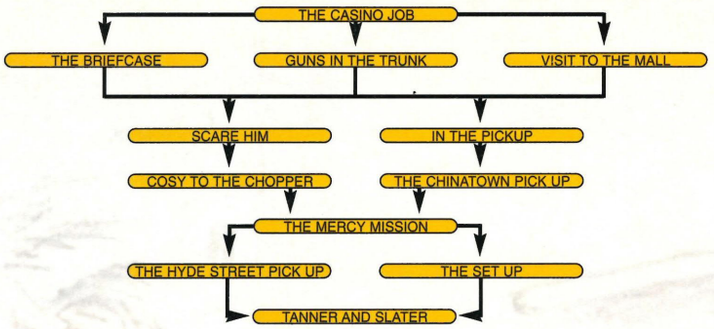
Simply exit the Motel and make your way to 8.1 within 2:00 minutes, using the most direct route. Once everyone is in the car, proceed to the Crib at 8.2 to successfully complete this mission. Remember not to arrive at the Crib if you are being chased.







Mission Structure





The Mercy Mission

Make your way to the call box at 9.1 within 1:15 minutes from the Motel, where you receive your first set of instructions. Proceed to the next call box at 9.2 to receive more instructions. You must now continue to the third call box at 9.3 within 1:40 minutes.

The Hyde Street Pick Up

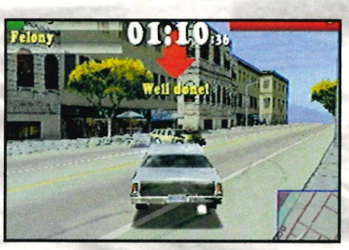
This is another easy mission where you are required to collect and then drop off. Drive to 10.1 within 1:45 minutes to meet Ross who arrives by tram, then take him to Castaldi at 10.2. The marker is located in an underground car park. Make sure that you are not being followed before you enter.

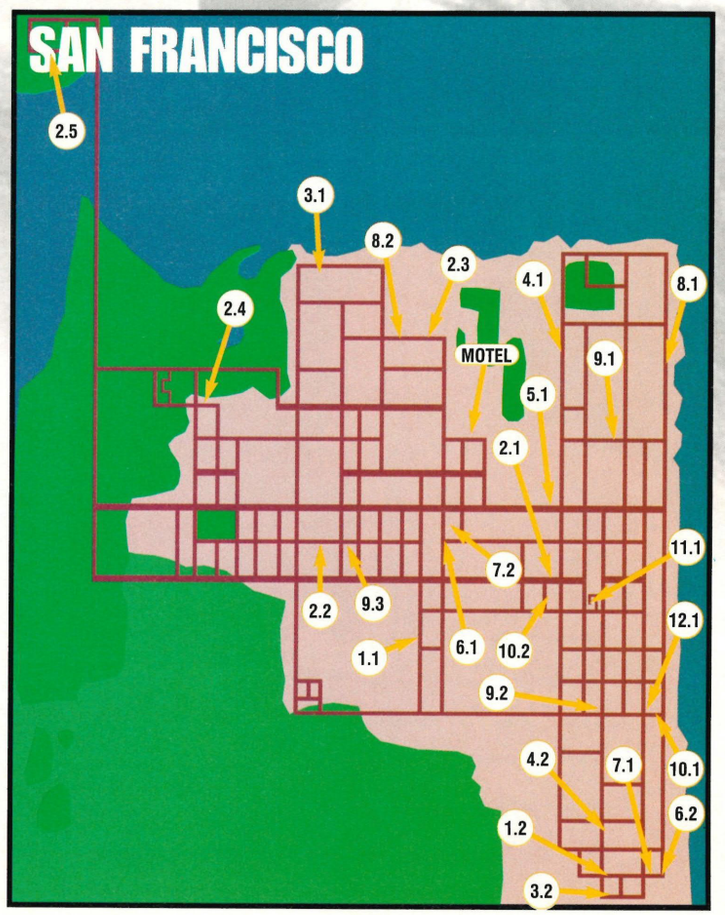
The Set Up

From Motel, make your way south to the car park where the marker 11.1 is located, within 1:30 minutes. Ente the car park using the entrance to the left as this allows for a more direct route. After discovering that it is a set up, exit the car park while avoiding the police cars, then return to the motel without being followed.

Tanner and Slater

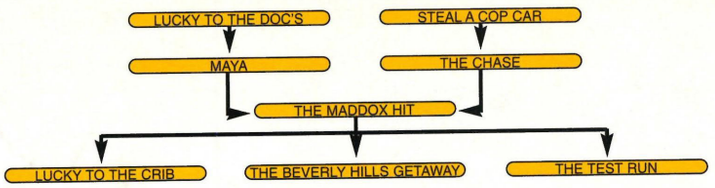
For the final mission in this city, you must repeatedly ram Slater's car until it is totally wrecked. Try to keep on his tail and all times, and ram him each time he corners. You will start from 12.1, and will have 1:00 minute to complete this task. Remember to keep as close as possible to him at all times to avoid losing your target.

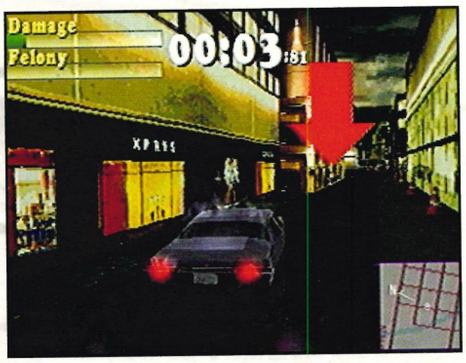




LOS ANGELES

Mission Structure



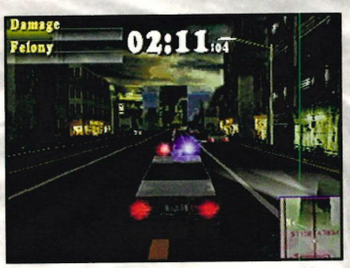


Lucky to the Doc's

From the starting point at the motel, quickly proceed to 1.1 and collect Lucky. You must reach him within 1:00 minute. Once you have collected him, continue the docks at 1.2 within 1:49 minutes without being followed be the police to successfully complete your first mission for Los Angeles.

Steal a Cop Car

Quickly drive the police car from 2.1 to the lock-up at 2.2 within 2:45 minutes. Make sure you don't damage the police car too much or it could be mission over, and keep the police off your tail.



Maya

Head north from the motel to collect Maya from 3.1 then drive to the Hospital at 3.2 as quick as you can as you only have 1:14 minutes to get there. Don't worry too much about the police, just follow the fastest route there while avoiding the traffic.

The Chase

From 4.1, you must speed after Duval and stop his car within 1:38 minutes by continuously ramming into it until his damage bar is full. As soon as you start this mission, cut across the first left corner for an unfair advantage, and remember to allow for the wet and slippery road conditions when cornering.

The Maddox Hit

Start this mission with a U-turn from outside the motel then head into the car park at 5.1 within 1:41 minutes, where you collect the hitmen. Once you have them, exit the car park and continue to the Chinese Theatre at 5.2 within 2:10 minutes. After the hit has taken place, drive to 5.3 while evading the police, make sure you lose them before entering the garage.



Lucky to the Crib

Make your from the motel to 6.1 within 1:00 minute to collect gangsters, then continue east to your second destination at 6.2 without being followed by the police. Once the shooting has finished, drive to Lucky's garage at 6.3. It's important to keep your felony rating as low as possible to avoid running into police roadblocks as near your final destination, which you must arrive at without a police escort.



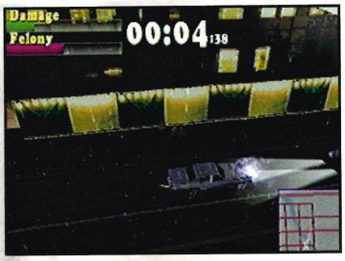
The Beverly Hills Getaway

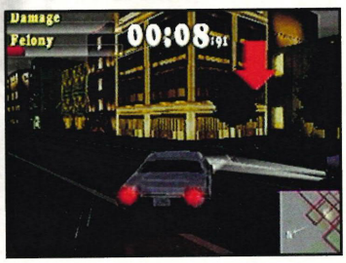
From the motel, head to 7.1 within 1:00 minute then once the car has been loaded, proceed to the lock-up at 7.2. As you approach the lock-up the police is waiting for you, so you need to head for the safe house at 7.2, but make sure you arrive without being followed. As you head east along the long straight road there are plenty of police roadblocks to avoid if your felony rating gets too high.

The Test Run

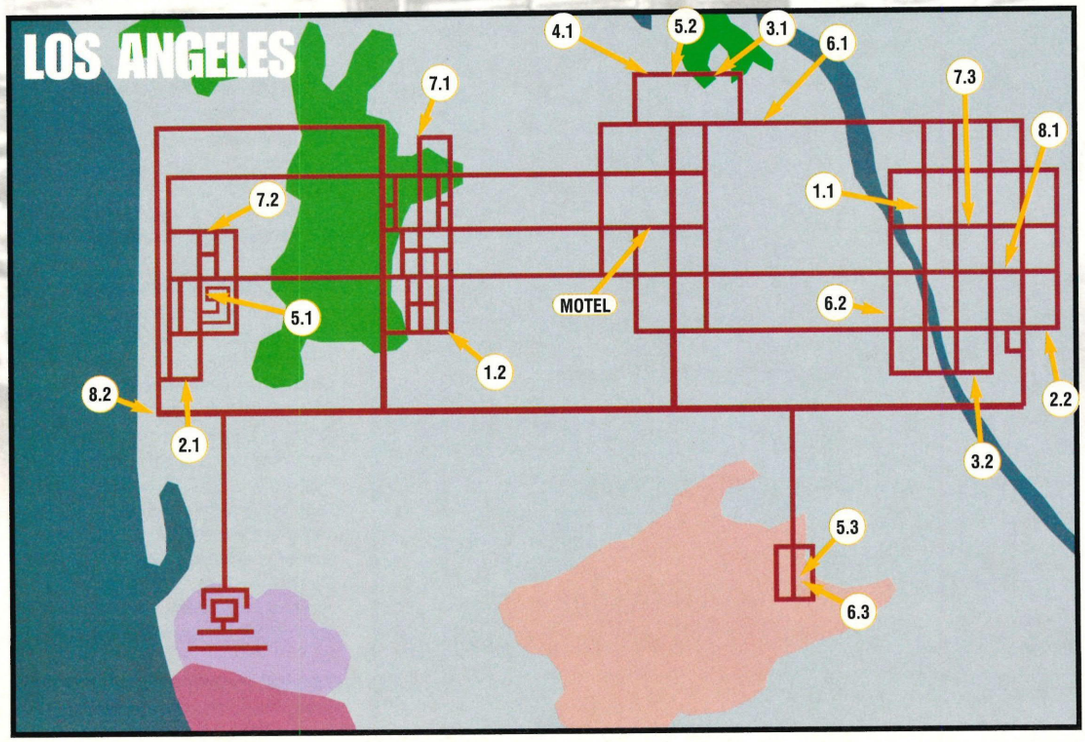
Use the most direct route to drive from 8.1 to 8.2 as quickly as possible. It doesn't matter if you arrive with the police close behind you, but you need to watch out for the slippery conditions when cornering.





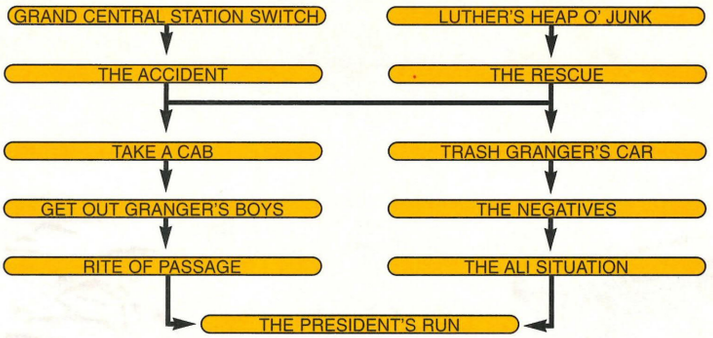


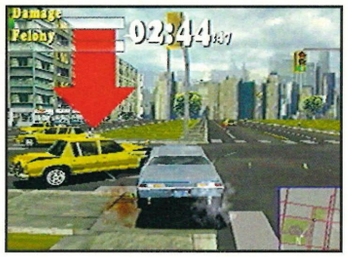




NEW YORK

Mission Structure





Grand Central Station Switch

Starting at the motel, head to 1.1 within 3:20 minutes where you meet your contact, then head to Grand Central at 1.2. After making the switch at Grand Central, head back to 1.1 where you complete this first mission. During the drive back to 1.1 you're tailed by various unmarked black cars who you need to lose before arriving.

Luther's Heap `O Junk

This is another simple mission where you are required to take the car to the junkyard. The car is already severely damaged, so you have to take extra care to avoid attracting the police, and hitting other cars or objects. Once in control, carefully drive from 2.1 to 2.2.

The Accident

Starting at 3.1, drive the police car out of the alley and into the target car as it passes by. Continue to follow car as close as possible while ramming into it when possible, try to hit the target car each time it turns a corner to spin it out of control. You need to cause the accident within the given time limit.

The Rescue

From the motel, head to 4.1 within 2:40 minutes to make the collection. The time limit is generous, so concentrate on keeping your felony and damage rating down. Although there are police cars there when you arrive, you must not be followed when you get there. Once everyone is in the car, you're chased by the surrounding police cars and must quickly make your escape and head 4.2. Avoid using the main road to the north as there are police roadblocks you can't drive around.

Take a Cab

This mission is relatively easy as long as you avoid other cars and the police. Simply drive from 5.1 to 5.2 without damaging the car too much. Fortunately there is no time limit to complete this mission, but the car damages easily, so you need to take extra care.

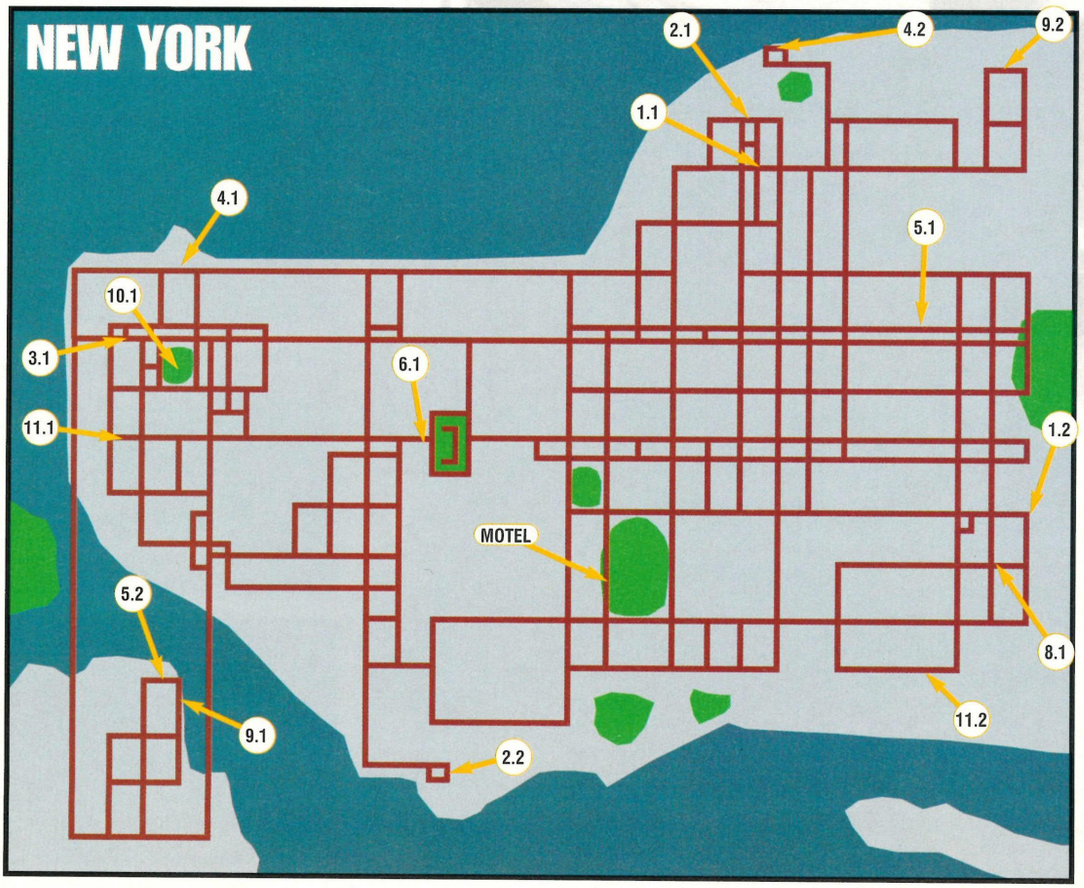
Trash Granger's Wheels

Starting from outside the Motel, take the most direct route to 6.1 where Granger's car is located. As you approach the monument in the centre of the square, drive along the foot path instead of the roads to reach Granger's car before the nearby police get a chance to intervene. Once Granger's car has been wrecked, quickly return to the motel before the police wreck your car. Don't worry about arriving at the motel while being followed as it doesn't matter.









Get out Granger's Boys

After starting at motel, drive along the road until the Granger's first car appears on the radar. Once it is visible, drive straight for it and ram into until it is wrecked then check the radar again for the Granger's second car. Continue to wreck the next two cars within the 3:00 minutes time limit, and remember to keep away from the police as they slow your progress.

The Negatives

Starting from 8.1, chase after the target car and continuously ram into it until its damage bar is full. Remember to cut corners when possible, and to ram into the target car as it turns into corners to send it out of control. You must completely wreck the target car within the given time limit.

Rite of Passage

For this mission you have drive through the city from 9.1 to 9.2 within the 4:00 minute time limit. You have to use the most direct route and drive as quick as you can, as time is tight. Don't waste time trying to avoid the police, and remember to watch out for the wet road conditions.

The Ali Situation

Drive from the Motel to 10.1 to collect Ali within 2:00 minutes. Once she is in the car, quickly return to the Motel while avoiding all police cars. Don't hang about on this mission as time is short.

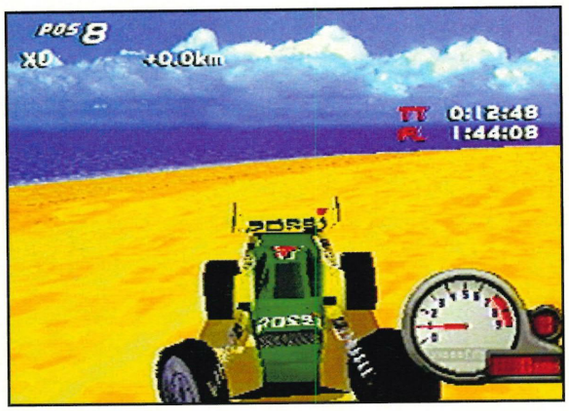
The President's Run

For this final and hardest mission, you must drive the President from 11.1 to the 11.2 where you complete the mission. This is not an easy task to complete as the police cars are much faster and ram you every step of the way. Driving cautiously while trying to avoid being detected can sometimes prove to be effective, but not as much fun. The best method is use the most direct route, and don't slow down for anyone.

Congratulations - you've completed the game and opened the cheats.

Your problems solved...

TIPS CLINIC



Matthew Stevens from Leicestershire needs some new life breathing into TOTAL DRIVIN'.

Moscow
On the Options Screen, use the R1 button on Controller One to tap out the rhythm, 'Jingle bells, jingle bells, jingle all the way' and you're given access to all six of the tracks.

Switzerland
As above, but instead tap 'Doe, a deer, a female deer' from The Sound of Music. You get all six Switzerland tracks.

Secret Tracks
Moscow 2
Pick the all-red team (Ahmed). Towards the end of the race you see a ramp. Jump off it and bear left to jump over the barrier. On the left side of the large building you see the gold-coloured level warp.

Egypt 1
Pick any team and start the race. Drive over the three wooden bridges. On your right you see an old Egyptian building. Drive over to it by reversing and clipping onto the start of the raised area. The level warp is behind the building.

Switzerland 1
Pick the all-red team (Ahmed). After the second of two tunnels you see some people on your left, standing in front of cottages. Take this at speed and you can drive up the lip of the road, onto the grass. Behind the cottages you find the extra level warp.

Easter Island 2
Start the race with any team. After the lava tunnels you come to a double bend in the jungle. At the end of it go right, off the track and onto the grass just before the road block. Follow the grass to a small beach. Drive along the beach until you find the level warp.

Hong Kong 5
Use any team. On the dirt road, go to the second bridge. Go under instead of over it to find the warp.

Scotland 3
Use any team. Just before you get to the dark section, climb the rocks on the right. Keep going, and behind the black and white chevrons you find the warp.

Daniel Fearn from Eastwood, Australia needs help with COMMAND & CONQUER: RED ALERT.

Cheat Mode
Click on the team buttons (symbols) on the tool bar using the ● button to enter one of the following cheats:

Instant Victory
● ■ ■ ● ▲ ●

Nuclear Attack
● ✕ ● ▲ ■ ▲

Money
■ ■ ● ✕ ▲ ●



Steve Philips from Leeds has got some cheats to help Mr George from Braintree past those tricky sections in ODT.

Upgrade Current Weapons
Pause the game, then press R1, L1, R2, L2, ⇦ ⇨ ⇧ ⇩

Full Energy
Pause the game, then press ⇦ ⇨ ⇦ ⇨ ■

Full Ammunition
Pause the game, then press ⇦ ⇨ ⇧ ⇩ ● ■

These pointers for WILD ARMS should help ease the pain for Mr WJ McGuinness, of Birmingham.

In the De la Metallica stage, after using the watch to open the door, climb the stairs to the right, making the time go back an hour. Each time you climb the stairs and search the door, use the watch again until the door is open. In the next puzzle area, as you read books, they disappear. There's a Magic Encampment Symbol here for your convenience. You then find a locked door with the clue, 'Knowledge and treasure go hand in hand'. Five bookshelves are above this, five treasure chests below you. Open chests corresponding to sentences about searching or looking. If the chests are numbered one to five, left to right, open chests three and four. Then open the chest that tells of people tearing apart the land looking for the future, and then the one about the foolish woman who opened the box of desires. Return to the door and it opens. Follow the path of books, read all eight and Jack acquires a new Fast Draw Technique. In this room you're asked a series of questions. Follow this path:
1. Left
2. Right
3. Right
4. Left
5. Right

After this you can exit to a new area. Follow the pathway to Duras Drum, who rewards you with the Hades Rune for completing the labyrinth. You then warp out of the book and back to the Secret library, before returning to Vassim's Lab to heal Rudy.



THE CRITICAL LIST

These readers need your help...

Stephen Lipton from East Yorkshire needs help with **Cool Boarders 3**. He's struggling to get onto the Everest, The Alps and Avalanche courses.

Gildo Dominguez from London would like to know how to complete fatalities, have infinite credits and have invincibility in **Mortal Kombat 3**. Any ideas?

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365C5CB85955
Infinite nuclear bomb
865C5CAE59BB
365C5CB75955
Infinite unknown weapon
865C5CB459BB
365C5CB65955

Blam!Machine Head
Infinite Energy
865F4C1C594F
Infinite Flame Thrower
8662772C594F
Infinite Rockets
86627730594F
Infinite Big Rockets
86627734594F
Infinite Laser
86627738594F
Infinite Small Bombs
8662773C594F
Infinite Big Bombs
86627740594F
Infinite Flash Bombs
86627744594F

Bloody Roar
Infinite Energy Player 1
66565758597E
1F800198EA80
FFFFFFFC0038
8040801F1A3C
98015A370000
40A780EA1A3C
00389A400070
1A4000000000
04005A270800
400310000042
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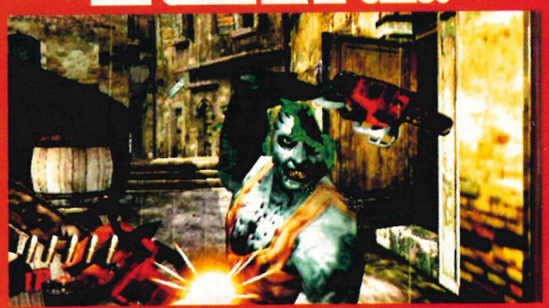
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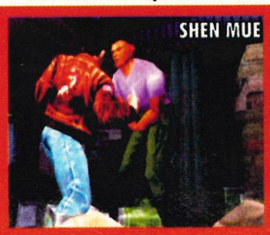






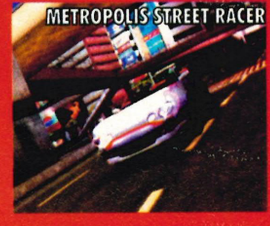


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EXCHANGE

EPM Says:

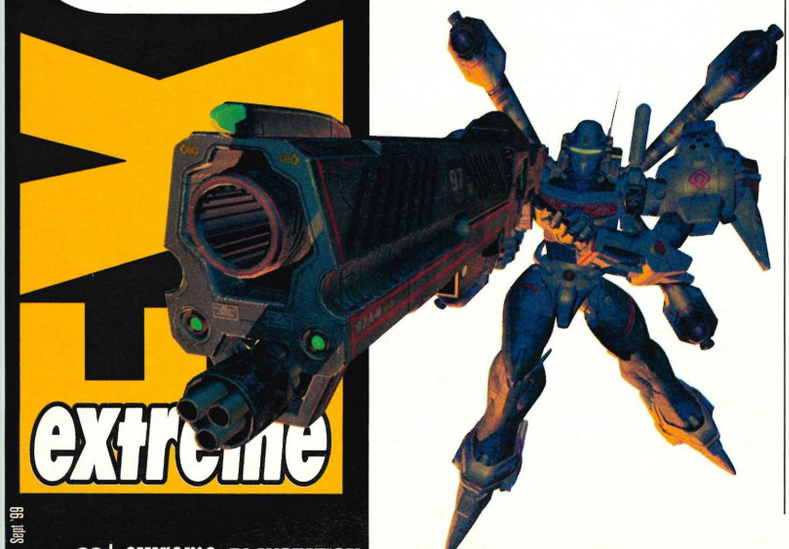
Is the PlayStation dead? 'What?', we here you cry. Well, put it this way; the 23rd September 1999 sees the UK launch of Sega's new 'wonder' console, The Dreamcast. What does this mean for the PlayStation? After all, the Dreamcast is 128-bit whilst the PlayStation packs a measly 32-bit. The Dreamcast is also Internet compatible, allowing (for the first time ever) affordable Internet gaming for the masses. Sounds like top stuff doesn't it? Don't fear, though, 'cos powerful as the Dreamcast may be, a console is only as good as its games, and from what we've seen so far, the Dreamcast has nothing on PlayStation. Okay, so the graphics may be a little flashier, but 95% of current Dreamcast games lack one important element. Gameplay. Until Dreamcast developers can get this right then, the answer to the question 'is PlayStation dead?' has to be a resounding 'no'. Have any of you guys and gals played Dreamcast games? What do you think of them? Drop us a line at the usual address...



SHOCK SHOCK

I'm going to get a PlayStation very soon and I don't know whether to get a Dual Shock or an Analogue PlayStation. Please can you help me to decide, because I don't know the difference between the two.
Aaron Seekings, Norfolk.

EPM: The difference isn't in the PlayStation, it's in the joypad that comes with it. Go for the Dual Shock version, as they're much better than the basic Analogue Pads.



QUESTIONS QUESTIONS QUESTIONS...

I saw EK's letter in Issue 18 about being able to play import games on my PlayStation without a chip. My PSX has a 'B' before the serial number, but what exactly is a disc swap? And I also saw Matty's letter (Issue 18) about there being no Robot Wars game. There are in fact two - Shadow Gunner and Omega Boost.

One thing puzzles me is why are some full-price games (excluding import) more expensive than others? For example, Tekken 3 is £44.99 and Bomberman is only £29.99. Why is this? And why not do a World War II flight sim for PlayStation? It's already out on the PC (and we don't want the PC being better, do we!?). And why do game developers always copy ideas from other games, TV programmes comics or films? Why not, just once, try to make an original game? Why not follow in Sony's footsteps with their Kula World? What if the Government banned the words, 'Why not?'. Then what?
Sean, Dublin.

EPM: Jesus Sean, slow down a minute. Right, disc swap; go to the music screen after loading your PlayStation up without a disc. Place a UK disc in it and wait for the track numbers to appear (you need a piece of Blu-Tack on the button to the top-right of the disc tray). Now put in your import disc and exit the music screen. The game should (and we stress 'should'), automatically load up. As for Robot Wars, it seems you have the wrong end of the stick. Matty wasn't talking about a game with robots at war, he was talking about the TV series Robot Wars. Tekken 3 and other big titles are more expensive because people will by them anyway. No we don't want a WWII flight sim on the PlayStation. Leave that to speccy PC twats. And finally, in answer to developers copying ideas, it's just the way it is. If you lot buy their unoriginal games, developers will keep making them. Why not indeed?



BLOCKBUSTING

Thank you for such a good magazine. The cheat/walkthrough books are a great help to me. The reason for my letter is at Blockbuster, I have had a few good buys - second hand FIFA 99 (£10). But I object to paying top prices for second-hand goods. I refer to Gran Turismo at £19.99 (second hand), when anybody interested knows that the game is sold at Platinum prices (new, with manual). If they sell games, they should at least keep up with the price changes.
Allen Place, Bristol.

EPM: To tell the truth, Allan, this sort of thing happens at a lot of non-dedicated shops that happen to sell games. The companies just don't have the back-up and experience to keep up with the price changes constantly. And games aren't exactly top of the list for head office. Which is why you should always keep up with what games are coming out on Platinum, so as not to get stung. However, it has to be said we have spied some superb bargains at our local Blockbuster, so it's not all bad.

STAR LETTER

HOW SWEET

Buying pirated games or chipping your PlayStation is bad news. They're sold by unauthorised outlets and the money you give for them doesn't go towards charity work, humanitarian causes or further research and development into PlayStation games. This may sound harsh, but it's not, it's a simple fact. Pirated games are sold by dubious characters - you're just making things worse.

Getting your PlayStation chipped is a good way to invalidate your warranty. It may seem like a good idea at the time, but when it goes pear-shaped (and it will go all pear-shaped), you won't be able to get PlayStation [Sony: Ed] to repair it and you have to fork out for a brand-new PlayStation. All because you were too impatient to wait for an official European release date. Idiot.
Allan Spendlove, Dublin

EPM: We totally agree with you on the piracy front. It is a total waste of time and in the end, a chip definitely messes up your PlayStation. However, Allan, there's something we feel we have to put you straight on. The proceeds from official (not pirate) games sales do not, in any way, go towards charity or humanitarian causes (unless it's a special charity pack). You have far too rosy a picture of the world, mate. Which is why we're sending you that copy of Driver you wanted, because you're just so sweet.



■ Lara Croft. Is this the last time we see her in Exchange? Hope so.

ZZZZZZZZZZZZ

I've had my PlayStation for three years now but I've only just started reading EPM. I've found it to be the best PlayStation mag on the shelves.

After reading Joshua Hart's letter I had to write in and disagree. Mr Hart thinks Ms Lara Croft is 'extremely ugly' and, oh yes, 'errrr, yuch ugly', so EPM was right in saying 'zzzzzzzzzzzz'. Is Joshua an alien? Some sort of inhuman creature, maybe? And in the last issue Tom A had an idea for a game; well it's already out, it's called Sim City 2000.

Can I thank Capcom and Virgin Interactive for hours of gameplay? They have me hooked on Resident Evil 2. It's the best game I've played, all the violence all the gore is great.
Jamie Falconer, Ayrshire.

EPM: We only replied with a 'zzzzzzzzzz' 'cos we really couldn't give a toss about this 'is Lara Croft a babe?' business. Okay? Also if you go back to Tom A's letter you may detect a hint or sarcasm in its title and our reply. Dim City, anyone?

DODGY VIRUS

I'm writing in to warn readers of your illustrious magazine about buying games that you haven't seen reviews for. There's usually a good reason for games to be in the shops before the magazines get them. Or so it seems. Anyway, I found out the hard way by stupidly buying a copy of Virus from my local game shop without first seeing a review. It is an absolute steaming pile of poo. Something which your magazine told me, only too late. I'm not blaming you, as I know the game company must have held it back until after it hit the shelves so they could trick people like myself into buying the game. Sorry I said 'game', I meant 'steaming pile of poo'.

I'm furious that this sub-standard bollox is even allowed to be on the shelves in the first place. The company behind it must have known it was below crap. They must have known that Virus was nothing more than a gutter whore. So why bother? Why not just cut your losses? Why take £30 out of my pocket for something that is worth nothing? I will never, ever, buy a Cryo game again.
Pissed Off, Portsmouth.

EPM: You're right, Virus is pathetic. There's nothing more we can say, as that we feel for you, we really do. Oh, and if you haven't seen a game reviewed in extreme, wait until you do before parting with your cash. You know it makes sense.

DRIVER TOO

Hey Dudes! How's it hanging? I just though I'd drop you a line and say how great Driver is. Who would have thought that being a getaway driver would be so much fun? Who would have thought being a criminal would be so much fun? I've spent hours playing through this high-speed crime-fest and have finally completed it, so I was just wondering if you could tell me if there's going to be a Driver 2.
Kieran Wyatt, Dover.

EPM: There's no firm news on a Driver sequel yet but it's rumoured. Anyway, does a bear shit in the woods?

I AM WRITING...

I'm writing to you not only because my friends think you're the best, but because I know you're the best. I've been collecting magazines since I first got my PlayStation in August 1997. Out of all of them, extreme PlayStation has to be the best.

I think you will agree with me if I told you that Tekken 3 is one of the, if not THE best beat-'em-up on the PlayStation. But I think the makers copied some of their characters. On Sky Moviemax I watched a film called The Quest starring Jean Claude Van Damme. Straight away I knew they were from Tekken 3. But then I realised there was a possibility that they copied Tekken 3, so I checked the TV guide to see when it was made. 1996. Two years before Tekken 3 was made.

Some of the characters in it don't look the same (like Jack's character, though he does look big). Other characters, like Eddy Gordo, are (apart from the clothes) exactly the same. He even has the same technique where he bounces around swinging his arms and legs.
Adam Brown, Gravesend.

EPM: The thing is, Adam, most of the characters' fighting techniques in Tekken 3 are based in some way on real-life martial arts, so you're bound to see similarity in the movies. Check out Law; is he not similar to Bruce Lee? It doesn't mean Tekken 3 copied Enter the Dragon does it? As for Eddy Gordo, well believe it or not, the way he fights does actually exist. It's a Brazilian form of martial arts that mixes fighting and dance moves, and it's called Capoeira. We're sure Namco had better influences than some second-rate Van Damme movie for Tekken 3 anyway.

PEARLS OF WISDOM

It's spanking, it's brilliant,
It's extreme PSX,
Flick through the pages,
And read a fab magazine.
Chris Wood, Selby.

**EPM: Shelley is alive and well,
But your poetry stinks like hell!**

Why don't PlayStation make a game based on sex?
Daniel Hartley, Reading.

EPM: Why indeed.

I saw something on the Internet about PlayStation 3...
Steve by e-mail.

EPM: Shut up.

Can you play PlayStation games on the Dreamcast?
Seb, Hartlepool

EPM: It'd be better than playing Dreamcast games if you could. Seb, don't be so thick.



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

A light gun with a laser pointer, some brand new joypads and a cool competition to win what has just become our favourite third-party pad. All in this month's stuff...

FALCON LIGHTGUN

By: Blaze
Released: TBC

This new lightgun from the boys at Blaze is something of a stormer; only problem is the thing that makes it so unique may not make it to these shores. What is so unique about it, then? Well, it's got a real laser targeting system, that's what. You can use a genuine laser pointer to pick your on-screen targets before firing. If you've ever wanted to behave like a member of SWAT, this really could be your chance.



The problem is some do-gooders are saying that the laser pointer isn't safe. Bull, we know, and Blaze are trying to get it straightened out, so there's hope yet.

The Verdict 8/10

Laser pointer or no laser pointer, there's no denying the Falcon is a nifty little lightgun anyway. It comes with a power adapter that, as well as powering the laser pointer, gives the gun one hell of a realistic kick back. the Falcon looks realistic too, and the handgun feel is just about right. It's also extremely accurate although, as usual, not quite as precise as Namco's G-Con. It's G-Con compatible, so you can play all your favourite games with it. We'll let you know about the laser sight as soon as we know. If Blaze manage to get it through, expect the score to jump to a perfect ten out of ten.

WIN A VIPER JOYPAD

We've got five Viper Pro joypads to give away. Just answer the following question correctly and you could be in with a chance of winning...

Q. Infogrames released a game called Viper last year. What type of vehicle did you control in it?

A. Tank
B. Sinclair C5
C. Helicopter
D. Motorbike

Answers on a postcard to:
Viper Competition
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ANALOGUE JOYPAD



By: Gamester
Released: Out now

This isn't a new joypad it's just a facelift for Gamester's well received Analogue Joypad. The Colours available are Orange Fruity (orange), Coast 2 Coast (Blue) and Spring Fever (Lime). Although the names sound like a range of new ice lollies, the pads actually look very cool. How do they play, though?

Perhaps if it didn't arrive the same month as the Viper pad, this Analogue Joypad would score a little higher. It's not that it doesn't play or feel right. It's just that we've seen just how good a third-party pad can be. The best feature on this pad has to be the analogue sticks, which are very smooth and responsive. The digital pad and buttons are both up to the job too, and it has the usual auto-fire and slow motion gubbins. Overall, though, the Analogue Joypad just doesn't feel completely right, and in the end, that's what it's all about.

Verdict 7/10

VIPER PRO JOYPAD

By: Blaze
Released: TBC



Once out of the box you can see the pure quality of this new pad from Blaze. Hold it in your hands and start playing and you know you've got one of the best third-party pads around. It feels great and plays just as well.

The rubber grips on the handles make it fit snugly in your palms and you feel like your holding a very substantial piece of hardware. It's also got all the usual third-party pad bumph like slow motion. If you're into that sort of thing.

Unlike most third-party pads, the buttons and sticks aren't an afterthought to the overall design of the pad. Both analogue sticks have a very smooth movement and the new style digital pad is second to none, although it's a little tricky to play with on beat-'em-up games. The buttons have a little bit of a spongy feel, but this doesn't affect the way you play the games and doesn't actually feel all that bad. The only problem, and the reason the Viper doesn't get ten out of ten, is we feel the shoulder buttons are just a little too far away from a natural-feeling position. It's not the end of the world, but definitely noticeable. Nevertheless, the Viper is one of the best joypads around.

Verdict: 9/10

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.

extreme GAMES DIRECTORY

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.
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.

A

B

Title	Publisher	Genre	Issue	Score	Comment
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.
Bugs Bunny: Lost In Time	Infogrames	Platform Game	#20	53%	This useless platformer is a complete waste of a promising licence.
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…
Chessmaster II	Mindscape	Strategy Game	#20	79%	As a chess sim it couldn't be better, more could be done to make it a game.
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!**

WEB SITE OF THE MONTH

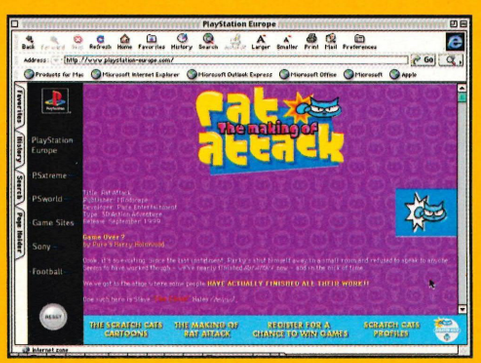
www.playstation-europe.com/scratchcats

The Scratch Cats website features news and preview information on the forthcoming Rat Attack game, starring the Scratch Cats. The main features of this site are the online cartoons, known as Webtoons. Accompanied by slightly irritating music, the cartoons work similar to a mime format, with clear visuals and sound effects but no speech.



There is also behind-the-scenes information on the making of Rat Attack, which features screenshots and news on the game's development.

Another item of interest is the cat profiles, providing a background to the characters and giving an insight into the variety of cats available. There is also the opportunity to win prizes related to the Rat Attack game and the Scratch Cats.



Title	Publisher	Genre	Issue	Score	Comment
Dino Crisis	Capcom	Action Adventure	#20 IM	86%	Great Res-Evil-with-dinosaurs action, but puzzles impossible unless you speak Japanese.
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.**
Dreams	Cryo Interactive	Platform Game	#20	31%	Pandemonium wannabe, cursed by dodgy graphics, boring gameplay and illogical characters.
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...**
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.
FA Manager	Eidos Interactive	Strategy Game	#20	68%	Not baaaad, but hardly earth-shattering. A bit like Bristol City.
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.

Title	Publisher	Genre	Issue	Score	Comment
K					
K1 Arena Fighters	THQ	Beat-'em-up	#4 RU	44%	Kickboxing sim with foes so thick they throw punches while you're miles away.
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.
L					
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.
M					
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.
N					
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.

CHART ATTACK

ChartTrack

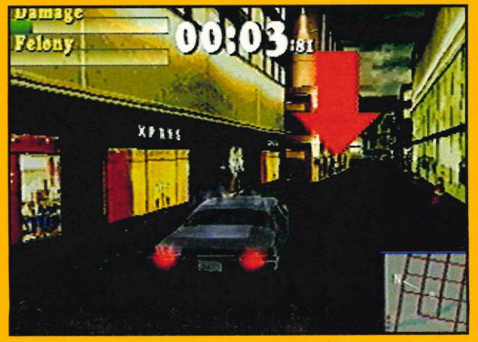
Compiled by ChartTrack

All Formats Charts - August 1999

1: Driver	EPM #19, 93%
2: Syphon Filter	EPM #19, 93%
3: Silent Hill	EPM #20, 83%
4: Gran Turismo (Plat)	EPM #18, 95%
5: Colin McRae Rally (Plat)	EPM #19, 91%
6: Star Wars Ep. 1: Racer	(N64 only)
7: Abe's Exoddus	EPM #11, 75%
8: Tomb Raider 2 (Plat)	EPM #16, 95%
9: V-Rally 2	EPM #19, 95%
10: Crash Bandicoot 2 (Plat)	EPM #16, 90%



Excellent month for the PlayStation - only one game in the All Formats Top Ten (Star Wars Episode 1: Racer) is unavailable on Sony's box of delights (our version was cancelled). It's also good to see the charts dominated by such high-scoring games. Only two failed to make the 90% mark, and even then Abe's Exoddus was re-scored at 92% for its forthcoming Platinum release. Keep it up - support the best games, and the games will get better.



THE BARGAIN BIN





PRO PINBALL: BIG RACE USA

What a waste of money. A full priced PlayStation pinball sim with only one bloody table on it. How could they have been so stupid? They did an excellent job of creating accurate ball physics, the table's well designed and packed with fascinating features, and some of the multiball and skill shot elements are outstanding, but one table? Puhleeez - you need at least three for a decent game of pinball.

If Pro Pinball: Big Race USA was a waste of money at £40, though, it's worth a look at £15. Don't pay any more, though. Even at Platinum prices a one-table pinball sim isn't acceptable.

Title	Publisher	Genre	Issue	Score	Comment
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.
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.
Omega Boost	Sony CEE	Shoot-'em-up	#20	75%	Wonderful-looking blaster, but let down by repetitiveness and lack of power-ups.
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 99	**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.
R/C Stunt Copter	**Virgin Interactive**	**Software Toy**	**#20**	**92%**	**Fantastic simulation of flying a remote controlled helicopter.**
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.**

Title	Publisher	Genre	Issue	Score	Comment
Resident Evil 2	**Virgin Interactive**	**Action Adventure**	**#20 PL**	**93%**	**The most violent and gruesome game ever? An all-time classic.**
Resurrection: RoR 2	Acclaim	Beat-'em-up	#4 RU	20%	Sluggish characters and slow loading times render this one almost unplayable.
Retro Force	Psygnosis	Shoot-'em-up	#16	67%	A blaster from the old school, but with late-nineties graphics.
Return Fire	Warner Interactive	Strategy Game	#17 RU	88%	This capture-the-flag offering provides great strategy action.
Revolution X	Acclaim	Light Gun	#6 RU	31%	Rescue Aerosmith in this light gun blaster. Only for die-hard fans of the band.
Ridge Racer	Sony CEE	Driving Game	#15 RU	88%	Direct port from the arcade coin-op. Small, but perfectly formed.
Ridge Racer Revolution	Sony CEE	Driving Game	#15 RU	87%	Basically Ridge Racer part two, but with improved graphics, link-up and more courses.
R4: Ridge Racer Type 4	Sony CEE	Driving Game	#17	88%	Desperately unrealistic but a cool arcade drive nonetheless.
Riot	Psygnosis	Sports Sim	#16 RU	71%	A violent future sports sim in the Dead Ball Zone mould. If only it wasn't so hard…
Risk	Hasbro	Strategy Game	#17 RU	69%	Based on the boardgame, the console version offers new modes.
Rival Schools	Virgin	Beat-'em-up	#14	86%	Colourful fighter filled with fresh ideas and Japanese totty.
Road Rash	Electronic Arts	Driving Game	#15 RU	80%	Graphics are a little 16-bit, but it's still a hot and violent motorcycle racer.
Road Rash 3D	Electronic Arts	Driving Game	#8	82%	3D update of the respected 16-bit bike racing and combat game.
Robotron X	GT Interactive	Shoot-'em-up	#5 RU	70%	Update of ancient classic which retains the heart of the original, but lacks its addictiveness.
Rock and Roll Racing 2	Interplay	Driving Game	#15 RU	21%	Lousy PSX update of a SNES classic. Terrible gameplay insults the original.
Rogue Trip	GT Interactive	Driving Game	#11	81%	Futuristic taxi driving game. Great car combat and some seriously crazy characters.
Rollcage	**Psygnosis**	**Driving Game**	**#16**	**92%**	**Who said there's no such thing as an original driver? Fast, furious and above all, fun.**
R-Type Delta	**Sony CEE**	**Shoot-'em-up**	**#17**	**92%**	**A fine update on one of the best blasters of all time.**
R-Types	**Virgin Interactive**	**Compilation**	**#9**	**90%**	**Retro at its best - two classic blasters in one. Sure they're old, but who cares?**
Rugrats	THQ	Action Adventure	#15	81%	Faithful to the cartoon, and great for kids. Controls awkward, though.
Running Wild	**Sony CEE**	**Sports Sim**	**#16**	**90%**	**A fresh variation on the racing theme - it's a running race between animals!**
Rushdown	Infogrames	Sports Sim	#12	34%	Rushed Out, more like. A dodgy sports sim with some disastrous flaws.
Sampras Extreme Tennis	**Codemasters**	**Sports Sim**	**#16 RU**	**91%**	**One of the most playable tennis sims on the PSX. 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	Action Adventure	#20	83%	Gruesome shock horror offering which entertains, but isn't the blockbuster we expected.
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.

BONUS GAME OF THE MONTH

Game: Ape Escape
Bonus Game: Various

Besides being the best 3D platform game the PlayStation can boast, Ape Escape also contains the best bonus games. Period. There are three bonus games all together, all of which, with a little tweaking, could form the basis of their own stand-alone games. Honest.

To access the bonus levels you need to collect tokens in the main game, which takes some doing. However, once you have enough tokens, the rewards are well worth the effort. The first bonus game is a cool rocket-powered skiing game, the second a boxing game that utilises both analogue sticks and the last, and most difficult to access, is a cool asteroids-style offering. All three games are immediately playable and great fun too, so if you've got Ape Escape, make sure you work hard to get those bonus game tokens.



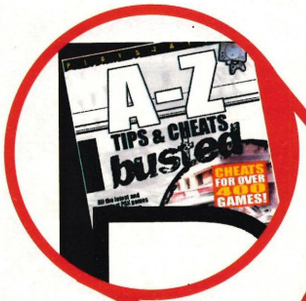


Title	Publisher	Genre	Issue	Score	Comment
Tekken 2	**Sony CEE**	**Beat-'em-up**	**#4**	**94%**	**Second only to its sequel in the beat-'em-up stakes, this one's a cut-price killer.**
Tekken 3	**Sony CEE**	**Beat-'em-up**	**#20 PL**	**90%**	**The best beat-'em-up ever, though it's showing its age a little.**
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.**
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 CEE	Music Game	#20	89%	Copy the button combos to make Lammy play guitar. Great, but short.
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.
Virus	Cryo Entertainment	3D Action Game	#20	27%	Yet another dodgy Tomb Raider rip-off. Take our advice - avoid.
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 Attitude	**Acclaim Entertainment**	**Beat-'em-up**	**#20**	**90%**	**The best wrestling sim on the PlayStation. Excellent 'create a grappler' option.**
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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Quay Magazine Publishing Ltd
22 Strand Street
Poole
Dorset
BH15 1SB

Tel: (01202) 679000
Fax: (01202) 679002

Subscriptions & back issues
The subscription rate for 13 issues is £26 (UK), £35 (EU) & £65 (World)
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Distributed by
Seymour Distribution

Cover artwork supplied by Eutechnyx

Thanx & Respect to:
Jay Sharples,Stuart Ledger & Martin Bramall @ Infogrames
Susie Hamilton @ Core Design
Jonathan Fargher @ Psygnosis
Jason Stapleton @ Interplay
Nick Grange, Simi Belo @ Electronic Arts
James Beaven, Michele Marchand @ Activision
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