FREE! Presentation issue of the new **PlayStation Strategies** magazine, featuring the full solution to Eidos' incredible **Soul Reaver**



issue 22 October 1999

extreme PLAYSTATION magazine



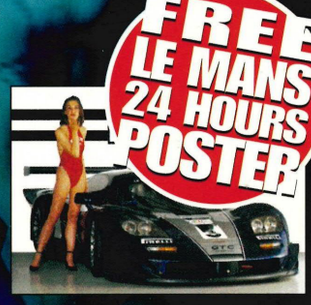
THIS IS exclusive PLAYSTATION 2!

We give you the facts!

- The Console
- The Games
- Price
- Launch date
- Internet access
- Accessories
- The future...

METAL GEAR SOLID: SPECIAL MISSIONS

Exclusive UK review of exclusive Konami's MGS add-on disc



TOMB RAIDER IV

In-depth exclusive on Lara's fourth nail-biting adventure



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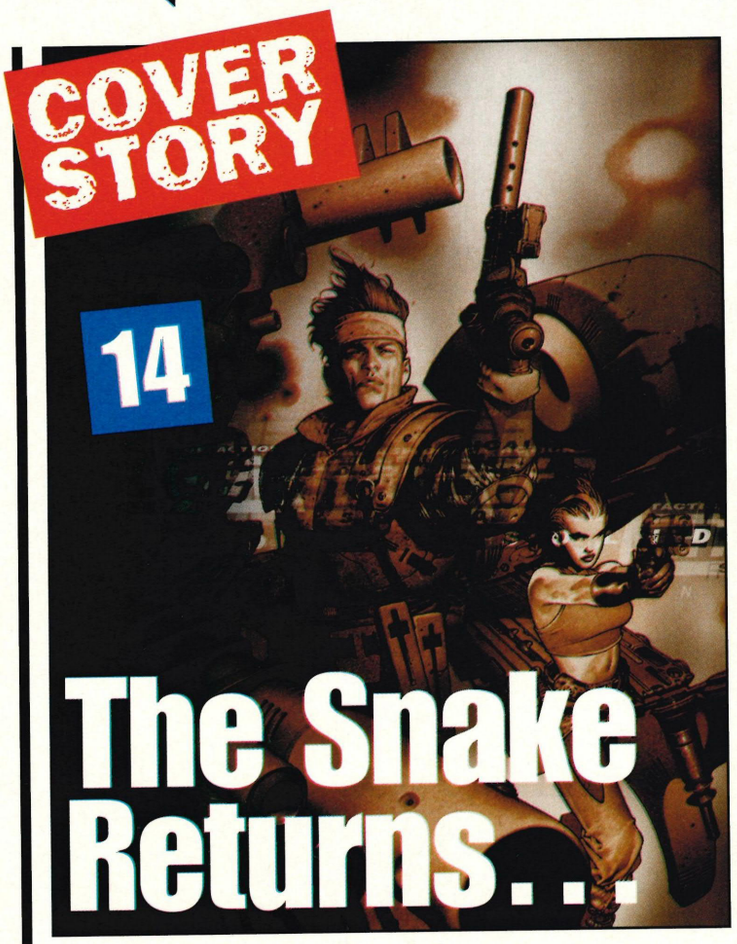
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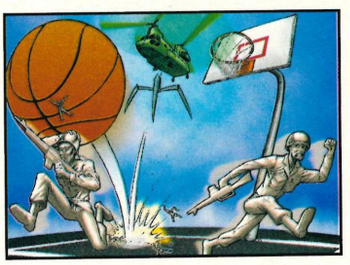
The Snake Returns...

We bring you an exclusive review on Konami's MGS: Special Missions and a detailed dossier on what Snake did before his battles with Liquid Snake and Metal Gear!

3DO Hits the PSX!

38

Trip Hawkins is nobody's fool. He founded Electronic Arts, then left to form the 3DO company. Their 3DO console was not a success, but their forthcoming batch of PlayStation games look set to take the UK by storm...





The PlayStation 2 is here!

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After all the rumours, lies and other such bullshit, Sony's second PlayStation console has finally been unveiled. Read about why it will take the console scene by storm, but without killing off the original PlayStation...

GAME GUIDE

Sled Storm 48

A game based on bob-sleds? Sounds like a recipe for a game hardly anyone will buy, but miss this one at your peril. It's one of the finest, fastest and funkiest racers in a long while...





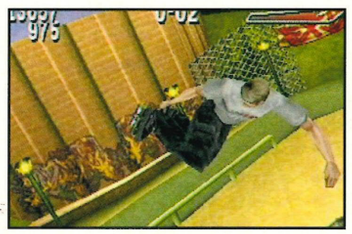
WIP3OUT! 44

Despite the stupid name (using a '3' instead of an 'E' indeed), the third game in Psygnosis' WipEout series is by far the best yet. Fast, exciting and action-packed, this is a fantastic future racer no driving games fanatic should be without...



Tony Hawk's Skateboarding 52

Who would have thought it? A game based on skateboarding scoops a 90%+ score. It's amazing just how playable this game is; Tony Hawk's is far more than just a specialist interest offering.







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Our all-new import section explodes onto the scene, with news and reviews from all over the planet!







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signals

At last! After all the waiting and speculation, the PlayStation 2 has finally been unveiled! Here at EPM we've kept you up to date with all the latest developments regarding the new console, but avoided printing rumours as fact and putting together 'artists' impressions' (ie. guesses) of what it will look like. How appropriate that we're the first to bring you the FIRST EVER genuine pictures of the PSX 2.

The new machine's really something. Never before in the history of videogaming has a new console or computer made such huge advances over what's already available. There isn't a console around today that can match PlayStation 2 for sheer power and versatility, and there won't be for years to come. Best of all, it's backwards-compatible so existing PlayStation owners can rest assured your consoles will be going strong even after the new one is launched.

There are some great games coming out between now and Christmas. In this month's EPM you can check out Tomb Raider: The Last Revelation, Final Fantasy VIII and ISS Pro Evolution, as well as full reviews of Wip3out, Metal Gear Solid: Special Missions and Activision's surprise hit, Tony Hawk's Skateboarding.

Enjoy the mag, enjoy the free poster and sample copy of PlayStation Strategies and let us know what you think of the new look EPM.



Ian Osborne
EPM Editor

editorial

exclusive

PLAYSTATION 2 UNVEILED AT LAST!

Sony's new PlayStation console is announced, and according to Ian 'number two' Osborne, it looks incredible...



You've heard the rumours. You've read the speculative guesswork in lesser PlayStation magazines. You've even seen artists' impressions of what it will look like, but these were pure invention. Only now, exclusively in extreme PlayStation, can you read the facts.

After literally years of speculation, Sony has at last unveiled it's new machine, and it looks set to take the world by storm. PlayStation 2 hits the stores in Japan on 4th March next year, with a UK release to follow in the Autumn. Do not underestimate the power of PlayStation 2. Sony is pulling out all the stops, putting out an incredible one million consoles in the first week.

Rest assured t re are some cracking games in the pipeline too. Over 200 games companies worldwide have pledged their support, and the new PlayStation is fully backwards-compatible, meaning you can play your existing PlayStation games on the new machine. At last you can upgrade your console without throwing away your entire games collection.

The suggested price of the PSX 2 in Japan is 39,800 Yen, which is the same as the launch price of the original PlayStation back in 1994. No UK price has been set, but the Jap price is around £235 in UK money. Remember, though, this is without UK tax. The games are expected to sell for around the same as current top PlayStation games, ie. around £40.

The PlayStation 2 really is a huge leap forward in gaming. The CPU boasts 128-bit power. Sony's unique Emotion Engine enables game characters to develop emotionally as well as moving around on command. This means computer-controlled characters can offer incredible AI too. Also, PlayStation 2 is compatible with DVD, a system for storing movies on CD. Thus you can watch DVD movies on your PSX 2.

The Second Coming...

So what does the games industry think of PlayStation 2?

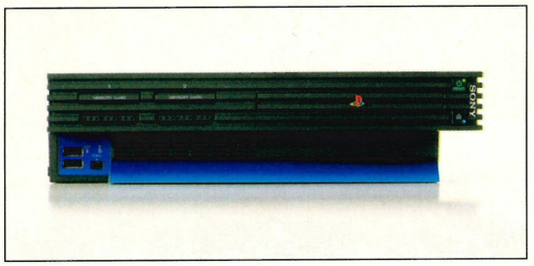
"PlayStation 2 is charting a path toward the future of networked digital entertainment", said Ken Kutaragi, President and CEO, Sony Computer Entertainment Inc. "Just as the PlayStation brought interactive gaming to an unprecedented mass market, PlayStation 2's combination of breathtaking digital graphics, superb sound and DVD video will open the doors to a new

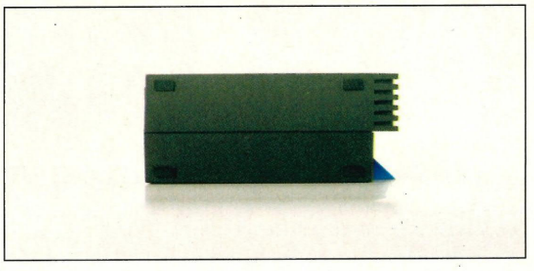
GREAT GAMES

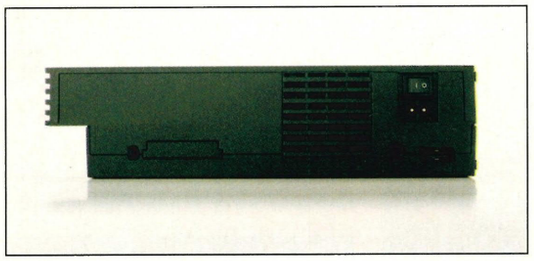
One of the first games to be released on the PlayStation 2 will be Gran Turismo 2000. We've seen a version up and running, and it looks incredible - the in-game graphics are every bit as good as the CGI intros on the original GT. Other confirmed early releases include Final Fantasy, Ridge Racer, Resident Evil, Street Fighter and Tekken games.

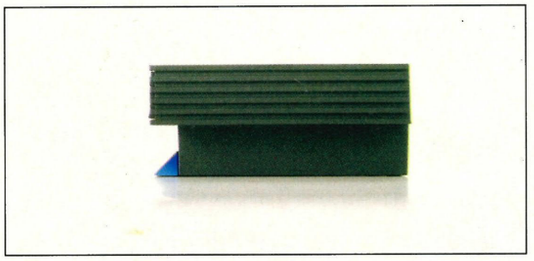












INTERNET ACTION...

The PSX 2 will connect to phone, cable and cellular phone modems for access to the Internet for web browsing, e-mail and modem multiplayer gaming. In 2001, an expansion module will enable you to connect to an ethernet network, offering secure transmission of all sorts of digital data. You can store downloaded information on a hard drive for later use.

computer entertainment experience in the home".

Sony's European head honcho Chris Deering agrees. "The vision and power embodied in PlayStation 2 will transform home entertainment forever. It's awesome to see just how visionary the designers of PlayStation 2 have been. PlayStation 2 is the future of home entertainment, bringing together interactive gaming, DVD Video and networking capabilities via the most powerful multimedia machine in the world. All other game devices seem limited in comparison, except for today's PlayStation whose great new software will play on both PlayStation platforms".

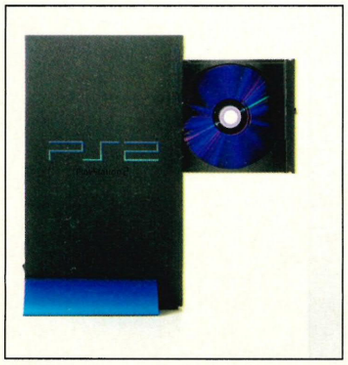
Charles Cecil of Revolution Software (Broken Sword, Broken Sword 2, Lure of the Temptress) is also excited. "Revolution has always embraced new technology", he said, "but the leap between the next generation hardware and current technology is so vast it requires a whole new approach to game design. The Emotion Engine will finally allow us to realise our creative vision - that of generating true feeling and emotional attachment within a game. With the next-generation PlayStation, we're limited only by our own imagination".

Over at Argonaut (Croc, Croc 2, Alien Resurrection) Jez San says, "The Next Generation Argonaut Game Engine was built especially for the new PlayStation, and incorporates advances in physics and rendering technology we've been working on for the last two years. We're gonna' make this machine hum".

If anyone knows about hi-tech coding, it's Lionhead Studios' Peter Molyneux, the man responsible for Bullfrog's Populous and Magic Carpet games. "PlayStation 2 represents an ideal platform for developing the next generation of computer gaming", he observed. "The leading edge graphics system is superior to anything else. PlayStation 2's emphasis on emotion enables us to produce unique titles worthy of this stunning hardware achievement. My dream has always been to produce visually stunning titles that have real depth and emotion. At last this dream has become a reality in PlayStation 2".

PlayStation 2 is truly a stunning achievement. The only real drawback we can see is that it only has two joypad ports (why not four?), and the UK price might be a little expensive, though the Japanese price is cheaper than anyone expected, so perhaps we shouldn't worry. The future really does start here...

by Ian Osborne



TECH SPECS

The technical specifications of a new machine are hardly its most interesting feature - it's the games we want. However, the PlayStation 2 looks so damned good we just had to tell you about it...

CPU	128-bit Emotion Engine
System Clock Frequency	294.912 MHz
Main Memory	Direct RDRAM
Memory Size	32Mb
Graphics	Graphics Synthesizer
Clock Frequency	147.456MHz
Embedded Cache VRAM	4Mb
Sound	SPU2
Number of Voices	48ch plus software
Sound Memory	2Mb
IOP	I/O Processor
CPU Core	PlayStation CPU+
Clock Frequency	33.8688MHz or 36.864MHz (Selectable)
IOP Memory	2Mb
Disc Device	CD-ROM and DVD-ROM
Device Speed	CD-ROM (24 times speed)
DVD-ROM	Four times speed

Make of that lot what you will...

STUFF...

It's a little early to be talking about PSX 2 peripherals, but a couple have been announced. The first is the Dual Shock 2 analogue controller. Here all functions except the Start and Select buttons are analogue, offering a greater degree of control. Now you can use a symbol button to, say, accelerate in a driving game and enjoy the same degree of analogue control as you would with a stick. Far more convenient. The Dual Shock 2 is fully compatible with the original Dual Shock, so your existing joypad isn't wasted.

Also on the way is a new Memory Card, this time with an incredible 8Mb capacity. It also boasts a data transfer rate up to 250 times faster than the current memory card. In the interests of data security for potential future network applications (see boxout), the memory card incorporates the authentication and encryption security system, 'MagicGate' (whatever that is).

NEXT MONTH

So much for the hardware - what about the games? Next month we bring you a comprehensive round-up of the titles in preparation for the PlayStation 2...



first sighting extreme

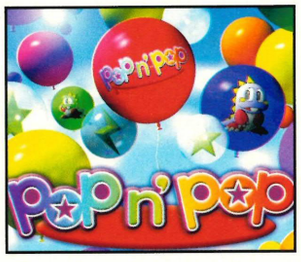
JVC GAMES STAMPEDE

More titles on the way...

JVC has several new releases in the pipeline, including updated versions of a few old favourites.

New Victory Boxing and Wing Over games are planned. The Victory Boxing series has been handed to a new development team, who aim to improve the graphics and polish the game engine. They hope to have it ready by Christmas, though this could slip. The new Wing Over game (which may or may not be titled Wing Over 3) offers you the chance to pilot a commercial airliner, with fighter missions also considered. The game engine is completely new, and will hopefully include a time accelerator, a device strangely absent from Wing Over 2. Finally, Pop-'n'-Pop (shown here) is a puzzler from Taito, the makers of the Bust-a-Move series. Few details have yet been released, but the PSX game is based on the coin-op of a few years ago.

JVC also intends to announce PlayStation 2 titles at the Tokyo Games Show, mid-September. Look out for full details next month.

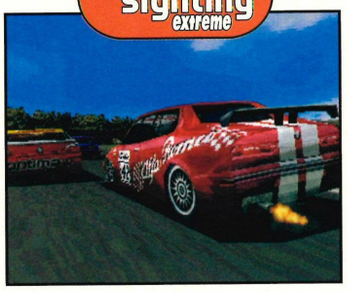


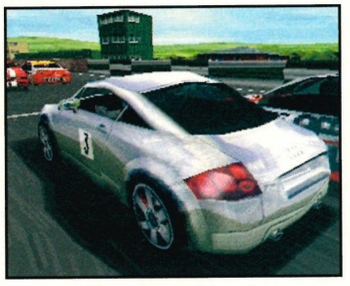
TOCA GOES GLOBAL

Codies' latest touring car game features tracks from four continents...

first sighting extreme







Codemasters has announced the latest game in the TOCA series, TOCA World Touring Cars, which features tracks from all over the world instead of just British circuits. The game offers courses based in Europe, North and South America, Australia and Japan, all modelled with the utmost accuracy. More than double TOCA 2's tracks are to be included, and courses already confirmed include Hockenheim (Germany), Buenos Aires (Argentina), Watkins Glen (America), Vancouver (Australia) and Suzuka (Japan).

A totally new development team has been hand-picked to make the third TOCA game the most accurate racer yet. Codemasters claims its unique Momentum Precision Engine offers the best car handling and crash characteristics yet seen on the PSX. Its new dynamic polygon deformation damage system makes collisions a real hassle for the reckless, and the tracks are ray-traced in real time for even more spellbinding televisual thrills.

Thirty genuine cars will be licensed, including models from Peugeot, Toyota, Renault, Volvo and Nissan.

According to Mike Hayes, Codemasters' Sales and Marketing Director, "TOCA World Touring Cars is the perfect game to appeal to an intercontinental audience". He could well be right...







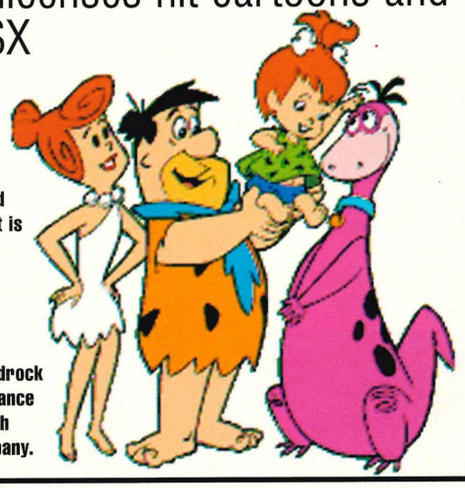
Your mission should you choose to accept it...

Paramount

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CARTOON CAPERS

SouthPeak licenses hit cartoons and films for PSX



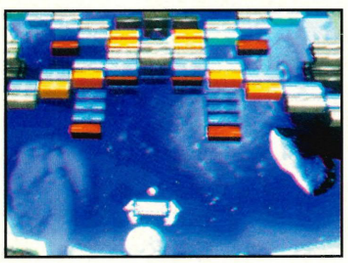
American games company SouthPeak is releasing three PSX games based on films and cartoons. Wild Wild West is an arcade adventure based on the Will Smith movie, while Dukes of Hazard offers 70s-style stunt driving action. On the cartoon front, Bedrock Bowling gives you the chance to go ten-pin bowling with Fred Flintstone and company.

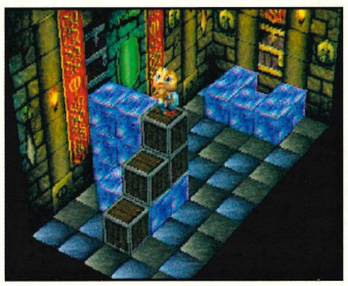
NO MORE INNER WORKINGS...

Glasgow-based developer goes bust

Respected PlayStation developer Inner Workings has ceased trading, and work on their forthcoming titles Spaced Out and Drone Supernatural has stopped. The company's assets (including the part-finished games) are to be sold to pay off creditors, but at present no buyer has been found for the two PlayStation titles.

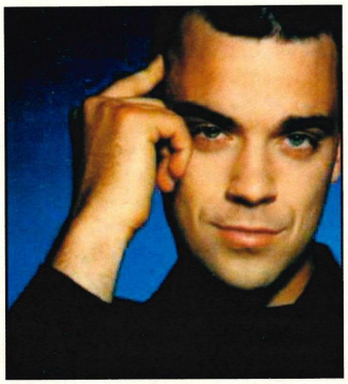
The games, covered in Issue 19's Signals section, looked quite promising. Drone Supernatural, a puzzle/RPG hybrid adopts a simple yet addictive approach to the genre, and Spaced Out is an Arkanoid update for the 90s. Let's hope someone, somewhere picks up these games before they're lost to the PSX forever.





FIFA 2000 GOING FOR A SONG (BY ROBBIE)...

Robbie Williams to provide (another) game soundtrack



The soundtrack for EA's forthcoming FIFA 2000 is to be provided by Robbie Williams. The ex-Take That singer will licence his forthcoming single It's Only Us for use in the game.

This isn't the first time a Robbie hit has featured in a PlayStation title. Let Me Entertain You was featured in Gremlin's Actua Soccer 3, and is also used in the forthcoming Le Mans 24 Hours.

COMPETITION

FIVE LUSCIOUS LARA FIGURES MUST BE WON!

Let's face it - you just can't get enough of Lara. Everyone loves her, with the possible exception of rival games publishers!

Anyway, Lara fans everywhere should check out the latest Playmates Lara Croft display figure. Standing six inches high, Lara can be removed from her stand and (to a limited extent) posed. Decked out in her jungle gear and overlooked by a huge Siberian tiger, the diorama makes an outstanding addition to anyone's shelf or window ledge.

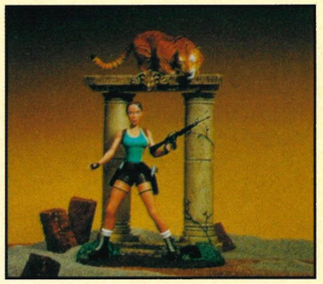
Playmates Lara figures usually retail for £16.99, but we've got five to give away. If you want to win one, just answer this simple question:

What's Lara's forthcoming Tomb Raider game called? (Hint - read this issue carefully for the answer).

Answers on a postcard to: Loveable Lara Competition, extreme PlayStation Magazine, 22 Strand Street, Poole, Dorset BH15 1SB

Answers which arrive after 27th October will be entombed...

Playmates





FFVIII TO SELL FOR £44.99

Final Fantasy VIII is expected to sell for £44.99 when it hits the shelves in October. This is despite Sony promising not to release any games for over £40. The reason for the price hike is believed to be the expensive development costs and the fact that it comes on multiple discs. The game is expected to be discounted by retailers, offering a price point well below £44.99 to those who shop around.

SONY HAND-HELD RUMOURED

With the 32-bit Nintendo Game Boy Advance due in the Autumn of next year, some believe Sony will find it impossible to resist releasing a hand-held of its own. The machine would probably be based on Mini-Disc technology.

KONAMI WIN AWARD

Konami's forthcoming ISS Evolution scooped the Game of the Show award at the recent ECTS videogames trade show.

TWO DISCS FOR GT2

Sony's forthcoming Gran Turismo 2, much expanded from the original, is likely to be released on two discs.

HOT UNDER THE DOG COLLAR...

Barmy American minister Mark Juvera has denounced Nintendo's Pokemon as the work of the Devil and urged parents to boycott the toys. Juvera, from The Grace Fellowship Church, Colorado, burned Pokemon trading cards and slashed at a Pokemon figure with a sword in front of a crowd of 85 children. Silly arse.

UBIK DELAYED

Cryo Interactive's Ubik, due for release this month, has been delayed indefinitely. The game has run into problems, and extra development time is needed for bug correction.

LE MANS DELAYED (AGAIN)

Infogrames' forthcoming Le Mans 24 Hours has been delayed once more. Originally pencilled in for a June release to coincide with the race, it's currently scheduled for November.

REVOLUTION IN KIDS' GAMES...

Top adventure games developer Revolution Software have set up a new label aimed specifically at the three-to-12 age group. Kids Revolution promises high-quality games which don't patronise the younger gamer.

"We take the children's market very seriously", says Revolution Managing Director Charles Cecil. "Kids are very sophisticated these days - it would be a huge mistake to palm them off with shoddy software".

Kids Revolution's first PSX release will be Mulan Activity Centre, published by Sony in late 1999.

EIDOS BRING OLYMPICS TO PSX

first sighting extreme

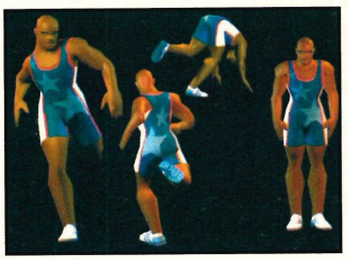
More multi-eventers in the pipeline as Eidos signs licensing deal

Eidos Interactive has signed a six-year deal with International Sports Multimedia, allowing it to produce videogames based on three forthcoming Olympics. The agreement covers the Sydney 2000 and Athens 2004 events, as well as the 2002 Winter Olympics in Salt Lake City.

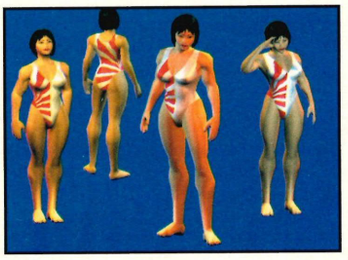
As of yet, only the Sydney game is in production. It's being developed by the Warwickshire-based studio Attention to Detail, famous for the Rollcage series. Later events are likely to appear on the PlayStation 2 as well as the PSX.

"We're absolutely delighted to be publishing games based on the biggest event in the sports calendar", said Eidos' Mike McGarvey. "Publishing a top-quality game will let people feel they're able to participate in the excitement".

Olympic videogames have been a little patchy in the past, but hopefully Eidos' efforts will win the Gold.







GADGETS

GET SOME FOUL-MOUTHED ABUSE...

If you're into South Park and enjoy being insulted by plastic figurines, these South Park vocalisers are for you. Featuring characters from the hit adult cartoon such as Stan, Kenny and Cartman, each figure comes on its own display base. Simply lift the character from its base to be treated to abuse using real voices from the TV show.

The South Park Deskmates are available from Virgin, HMV, Forbidden Planet and Clinton Cards, and cost £8.99.



MICRO MACHINES GOES FOURTH...

...And it's a whole new experience!

first sighting extreme

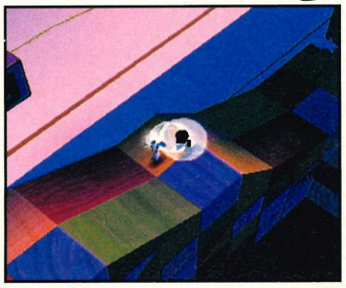


Micro Machines is back, and this time there's not a single miniature vehicle in sight. Instead the players control a curious humanoid creature called a Maniac, the tiny results of genetic experiments carried out by Dr Minimiser.

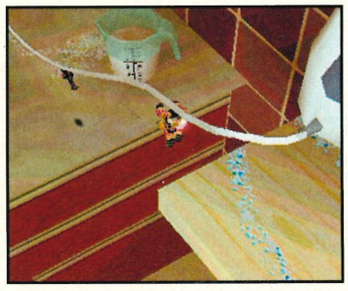
The good doctor aims to find the fittest and most competitive of his creations, and that's where the game comes in. The Maniacs must compete in a series of running races around household objects familiar to Micro Machines fans everywhere.



The game features a host of weapons from a Tornado to a Fireball Fart, eight Maniacs and four secret characters to unlock and multiple modes of play. Whether the running element puts a new perspective on the game or is just a gimmick remains to be seen, but the version shown at the recent ECTS show looked impeccable.



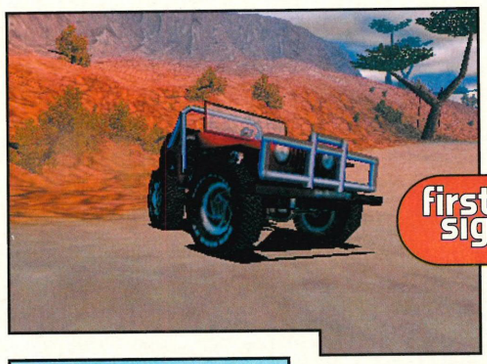


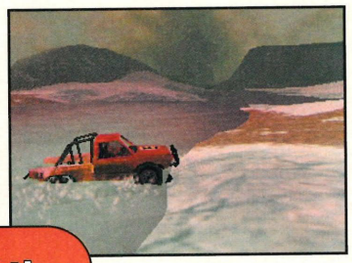


MUDDY MACHINES

Codemasters announce off-road racer

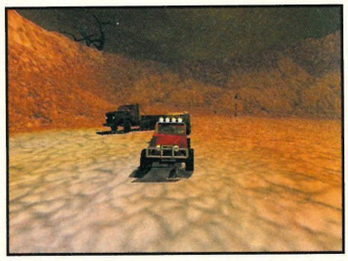
Along with the forthcoming TOCA World Touring Cars, Codemasters aim to extend their driving roster still further with Off The Road, a 4x4 racer developed by Hungarian coders Invictus.











first sighting extreme

Off The Road (working title) offers gamers a range of meaty dirt racers including jeeps, trucks and military vehicles. Competing against human or computer opponents, the Codies promise 'terrain guaranteed to put even the toughest suspension to the test'. These terrains allow players to race unhindered by boundaries or tracks, offering ground-breaking modes never before seen. Chase flagged gates in Jamboree mode, battle it out in Capture the Flag and there's even a Soccer Mode, where the cars replace the players and compete on a pitch which would disgrace Birmingham City.

Needless to say, weather conditions and differing terrain surfaces like desert, mud and ice are also featured.

Expect Off the Road (or whatever it will finally be called) early next year.

HAWAIIAN TROPIC - THE RACING CONNECTION

Why you find bikini babes at Le Mans

Every year for the last 20 years scores of bikini-clad girls have flocked to Le Mans, whipping up enthusiasm among the crowd and posing for photos with the cars and drivers. These are the Hawaiian Tropic girls, as featured on last month's cover and your free poster, and of course Eutechnyx' forthcoming Le Mans 24 Hours game. But what is Hawaiian Tropic and what's it got to do with motor racing?



Hawaiian Tropic is in fact a sun cream invented by Ron Rice in 1965. "I was head lifeguard at a Florida beach", he said. "Contemplating all the bodies lounging around, I realised what a lot of damage the sun was doing. That's when I had the idea for a new sun cream".

Ron is a great fan of motor racing, and as his company took off, he decided to compete in the sport, racing a Porsche. He soon gave way to drivers who are faster than himself, but his interest did not wane. Going back to his lifeguard roots, he took the most beautiful tanned girls he could find, dressed them in bathing costumes and let them pose next to the cars at the Indianapolis 500. The photographers snapped away, and the Hawaiian Tropic brand gained worldwide coverage.

In 1978 he sponsored the Dick Barbour Porsche at Le Mans, and the following year (still sponsored by Hawaiian Tropic) it came second, driven by Paul Newman, Dick Bardour and Rolf Stommelen. Ron Rice and the Hawaiian Tropic brand never looked back.

You can see more of the Hawaiian tropic girls, as well as enjoying some of the finest racing action around, in Le Mans 24 Hours which comes to the PSX in November.

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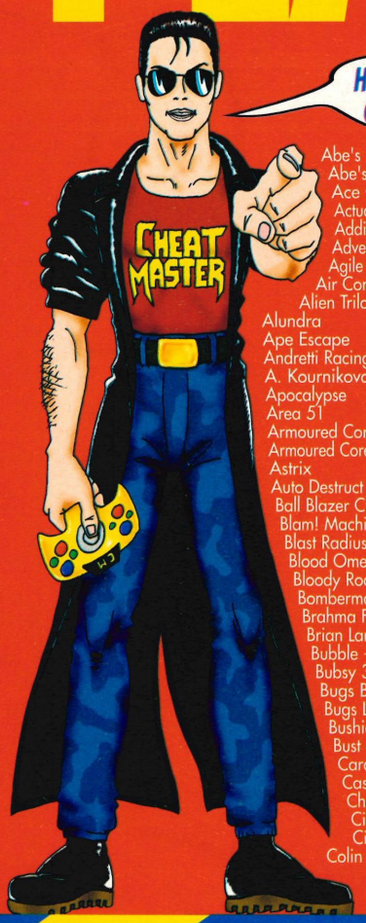
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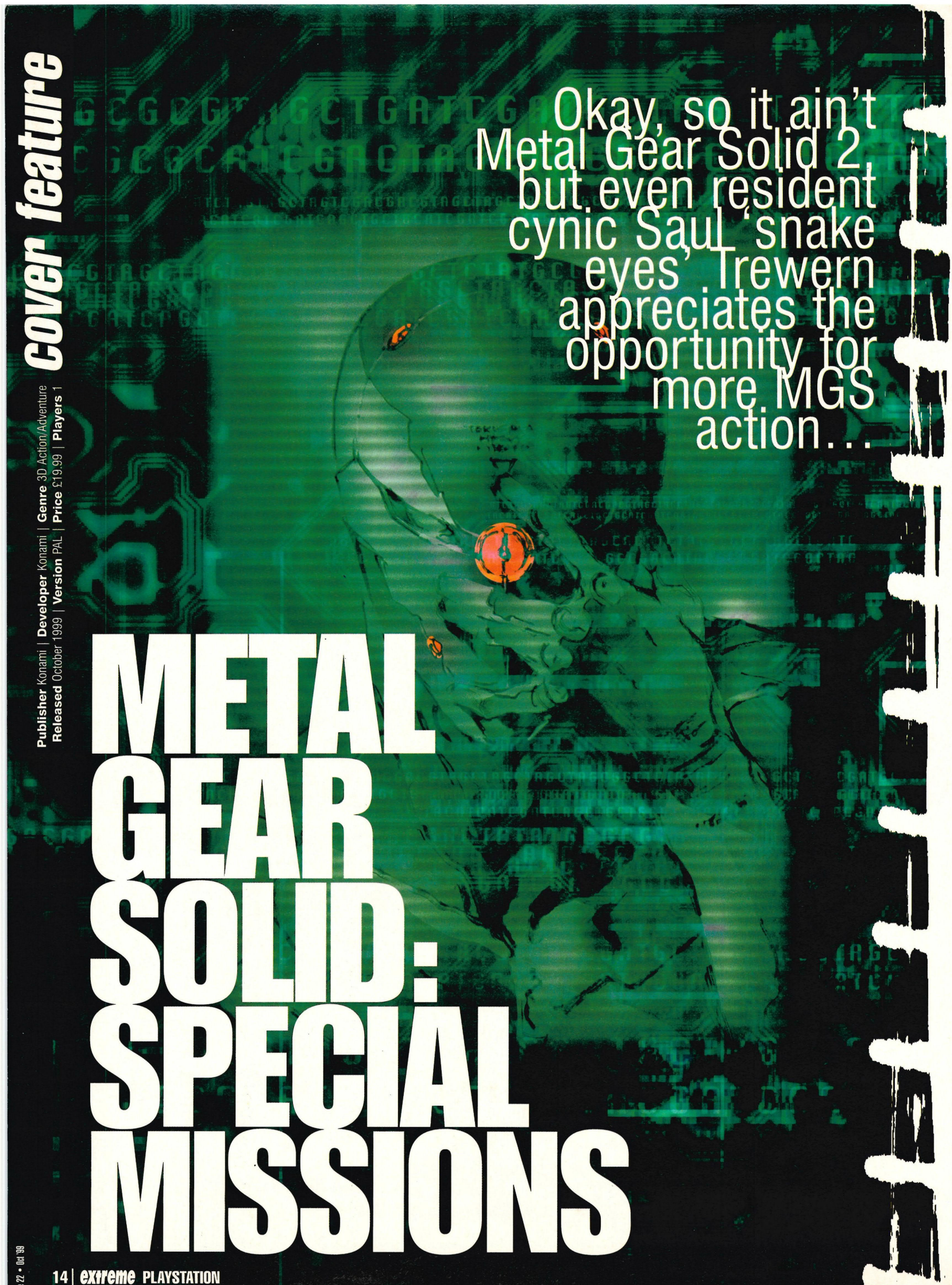
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All entries must be received by the final closing date of 30th November 1999.

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Okay, so it ain't Metal Gear Solid 2, but even resident cynic Saul 'snake eyes' Trewern appreciates the opportunity for more MGS action...

METAL GEAR SOLID: SPECIAL MISSIONS

Publisher Konami | **Developer** Konami | **Genre** 3D Action/Adventure
Released October 1999 | **Version** PAL | **Price** £19.99 | **Players** 1

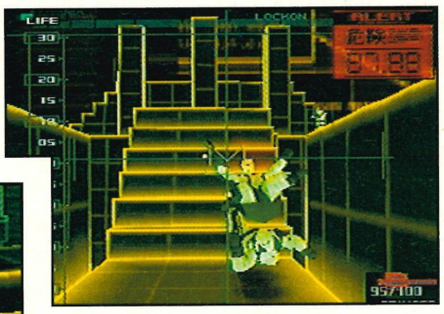


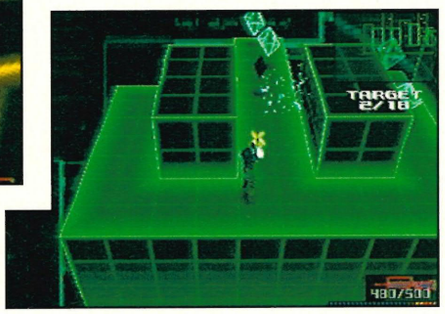
MORE VALIUM PLEASE

The sniper rifle was one of the most engaging aspects of Metal Gear Solid, and it's been expanded on for the Special Missions. You're set loads of different challenges, but most include shooting moving targets on certain platforms from different angles. Doesn't sound like much more than the original game, but when you get playing the sniper rifle missions it's hard to stop. You also get to take drugs to stop your hands from shaking, which is a nice touch. We don't condone the use of drugs by the way. Winners don't use 'em, you see.



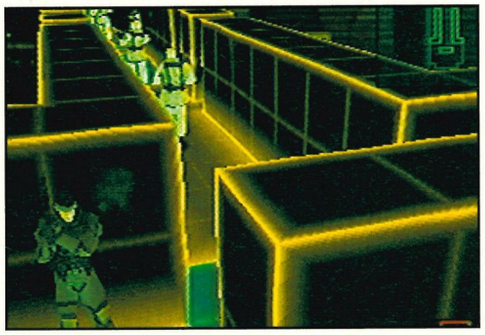
■ We're thinking of sending this snap to Razzle.





■ You get live as well as virtual targets to take on.

First things first - Metal Gear Solid: Special Missions is in no way a Metal Gear Solid sequel. It's a similar game to the Japanese Metal Gear Solid Integral (the import reviews you've seen don't give the full story, though) only with one huge gaping difference - Integral was cheekily launched as a full priced title in Japan, whereas Konami UK have decided to release it over here as an add-on disc for the



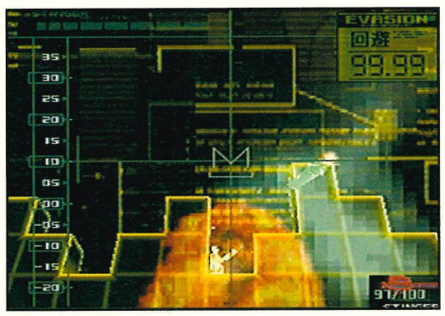
■ I think the odds may just be against me.

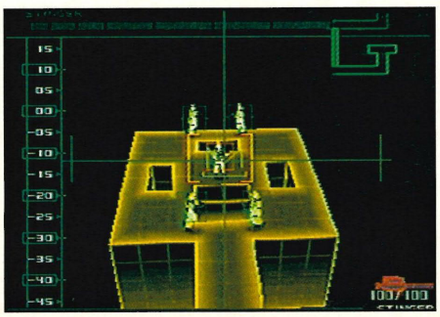
It's a highly playable game in its own right

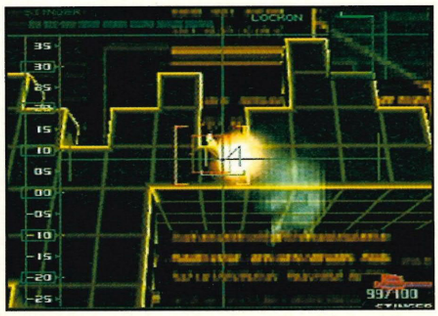
bargain basement price of £19.99. Okay, you need the original game to run it, but most discerning gamers have still got their copies of Metal Gear Solid. Haven't they?

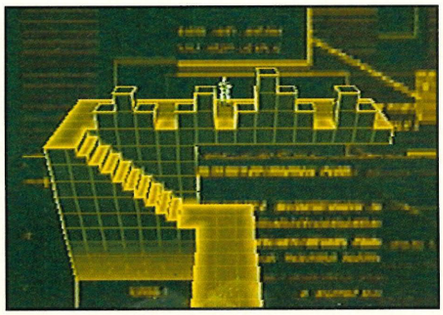
What does Special Missions offer you for 20 quid? I mean, why not spend the money on ten pints, or put it towards your extreme PlayStation subscription cost? Well, as I said, this isn't Metal gear Solid 2, so you won't see any improvements or extra bits to the actual game or story. You simply get over 300 new training missions. Before you turn the page mumbling things like cash-cow or rip-off, remember the price, and remember how enjoyable those training missions were on the original game.

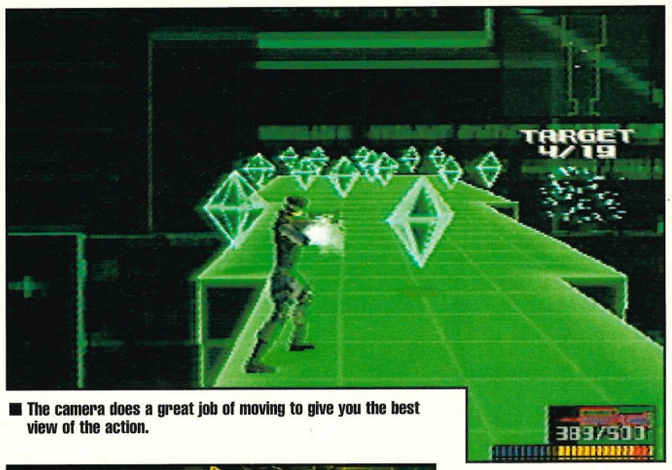
Many people were a tad (to say the least) disappointed with the length of the original MGS, so the VR Missions became a popular way of squeezing the last drop of gameplay out of a top game. MGS: Special Missions is the natural extension of those VR Missions, and have branched out to include weapons and combat training amongst many other things.



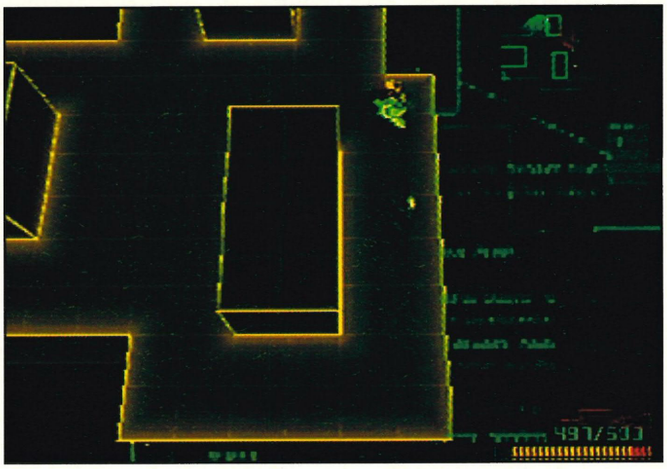


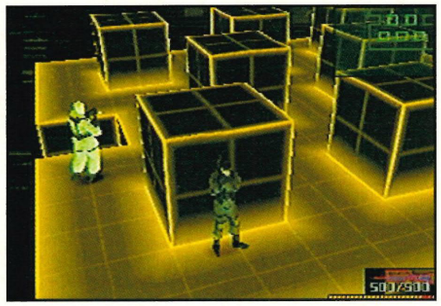






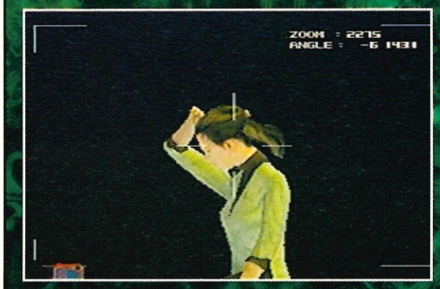
■ The camera does a great job of moving to give you the best view of the action.





DAVID BAILEY...EAT YOUR HEART OUT

One of the most interesting sections from the Mystery Mode in Special Missions is the photography section with your minx-like counterpart Meryl. Here you get to run around a Virtual Reality-style studio and take snaps of Meryl while she goes about her everyday business. You can get closer to her for better, more revealing snaps by completing more of the missions from earlier on in the game. There's some nice touches too - like when you try to take a snap of her crotch (well, you've got to, haven't you?), she crosses her legs to cover up. Shame she doesn't do a Sharon Stone Basic Instinct jobby, though.



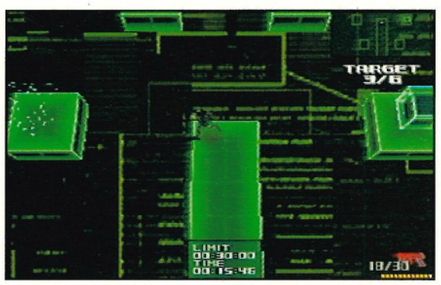


Puzzle Gear Solid

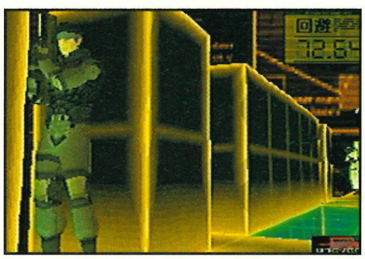
This, however, isn't apparent when you first load up. In fact, I wasn't sure if I had been sent the wrong disc, 'cos as far as I can tell the first three or four missions are exactly the same as the first few VR Missions in the original Metal Gear Solid. Get past these, though, and things really start to change. The virtual levels start getting bigger and the puzzles get tougher. The game sinks deeper into the depths of puzzle game territory than the VR Missions from the first game ever did, and believe it or not, this is no bad thing. Metal Gear Solid: Special Missions has turned out to be a cool combination of puzzle gaming, action and stealth tactics that, however mis-matched, manage to sit together in almost perfect harmony.

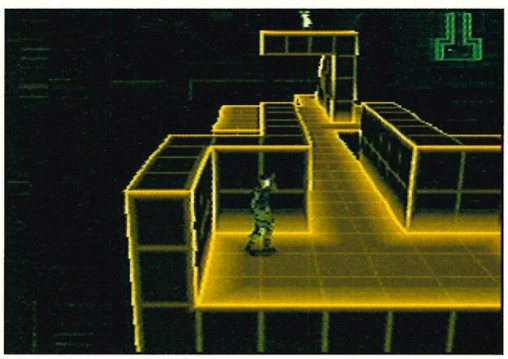
The main part of Special Missions comes in four sections: Sneaking, Weapons, Advanced and Special. The first section, Sneaking, contains just 15 maps and basically more of the VR Training from the first game. The idea is simply to get from A to B without being spotted or triggering off any alarms or sensors. The idea may be simple, but alas, actually getting from A to B isn't, and these 15 missions have you tearing your hair out, even in Practice Mode. Most of the missions actually have two modes of play: Practice and Time Trial. You

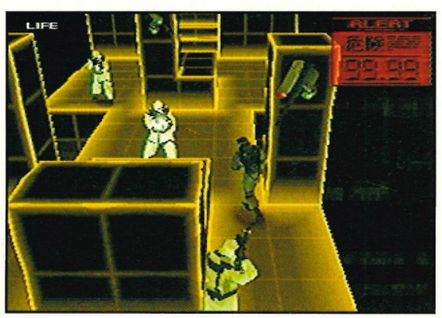
Metal Gear Solid: Special Missions has turned out to be a cool combination of puzzle gaming, action and stealth tactics

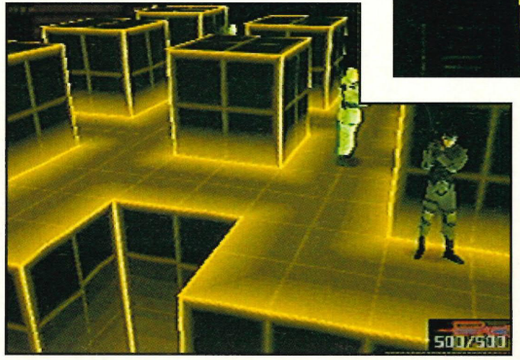


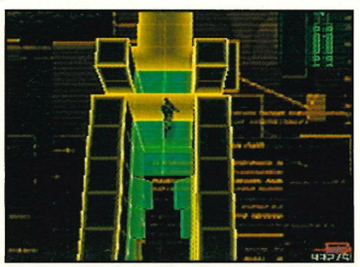
■ Some pin-point accuracy is required throughout the game.





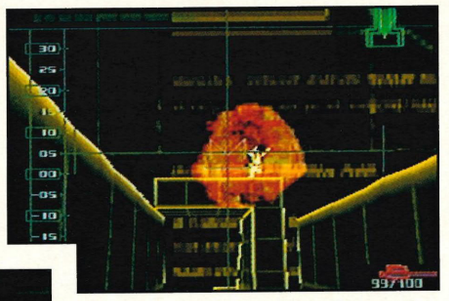




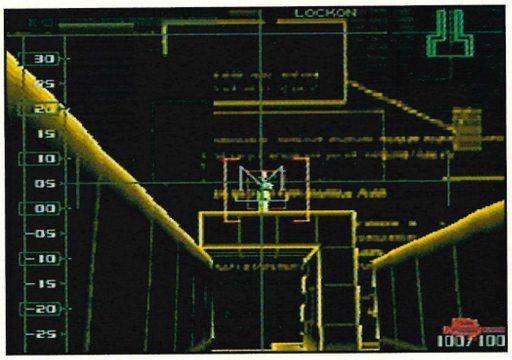


WHEN THE GOING GETS TOUGH

Metal Gear Solid Special Missions is one tough cookie to crack. Even the early levels in Sneaking Mode can cause you trouble, especially when you get introduced to the laser sensors that have to be avoided. When you come across these sensors you need to spark up a ciggie so that you can see the beams more easily. In fact, our Snake isn't much of a role model, with the drugs to stop him shaking as well as smoking fags. By the way, extreme PlayStation's new sister magazine, PlayStation Strategies, launches on 15th October and comes with a complete, exclusive and official guide to MGS: Special Missions, so if you're having trouble with this tough cookie, PlayStation Strategies will crack it for you (and it's edited by Saul 'gizza plug' Trewern - Ed).



■ There's a lot to be said for firing a Stinger rocket directly at an enemy's head.





■ Clearing the Advanced Mode is tricky but satisfying.

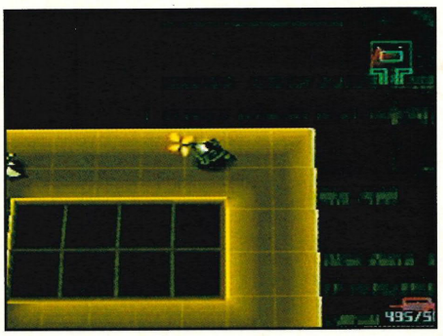


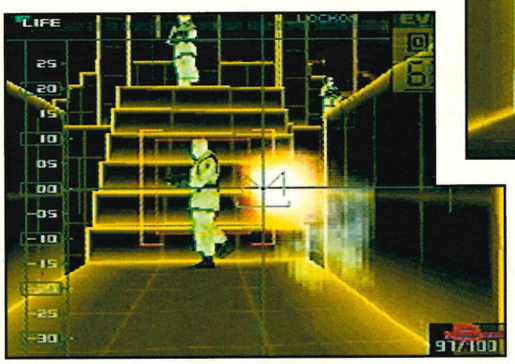
spend most of your time on Practice, but you have to complete the missions on Time Trial if you're to open up successive missions and areas in the game. This system works extremely well as it keeps you playing for hours on end, just to try and open up a few extra levels. And that, let's face it, is what a good game is all about.

Hardware Heaven

The Weapons section throws you into a whole new world of VR training with 45 brand-new missions that require the expert use of all of the weapons in the game. Things start off quite sedately with all of the weapons, but get a few levels in and you find yourself up against increasingly ridiculous odds. Take, for instance, the Nikita rocket launcher missions. The idea is simply to guide the missile to a certain target. However, as the levels progress, the targets become increasingly entangled in massive mazes you have to negotiate in order to pass the level. They're tough, but more importantly, great fun. Getting used to all the other weapons in VR Missions takes some time, but the feeling you get from inventive use of Claymores, steady sniper rifle shooting or simple machine gun blasting is second to none. The Advanced section takes the same format as the Weapons missions, only with another load of new maps and more live targets for you to take out.

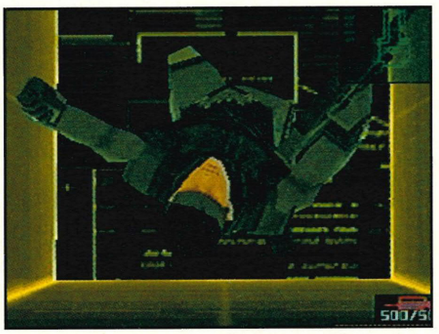
Completing the Sneaking, Weapons and Advanced Modes, however long it may take and however enjoyable it may be, is just a precursor to opening up the different sections of the Mystery Mode. This is where the Japanese design team have been given freedom to let their imaginations and sense of humour run wild. I don't want too give to much away about the Mystery Mode as it would spoil things, but I'll tell you that there are some very special missions, including a photo-shoot with the delectable Meryl and a one- and two-player Combat Mode. This just scratches the surface, as there is so much for you to uncover in Mystery Mode as well as throughout the game.



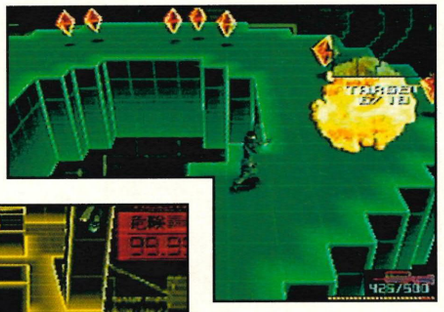


■ It's fun, but we wouldn't recommend firing rockets at such close range.

That combination of puzzle, action and stealth keeps you hooked into the early hours



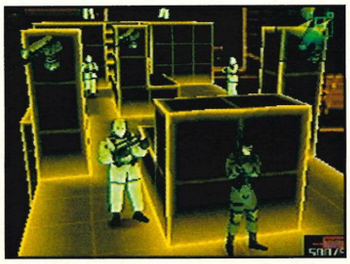
■ Watch out for trap doors on certain levels.

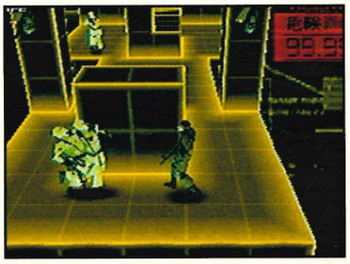


We Surveyed 100 People...

It seems that 99.9% of people who bought the original Metal Gear Solid thought that it was a fantastic game. And rightly so. It also seems that 99.9% of people who bought the original Metal Gear Solid thought that it was way to short. And rightly so. Konami has slightly redeemed this by giving us Metal Gear Solid: Special Missions for the budget price of 20 quid. Okay, so it's not a sequel, but six months after the original launch would be too soon for a sequel anyway. It's a highly playable game in its own right. That combination of puzzle, action and stealth keeps you hooked into the early hours just trying to open the next few missions. And that, as I said before, is what it's all about.

Saul Trewern

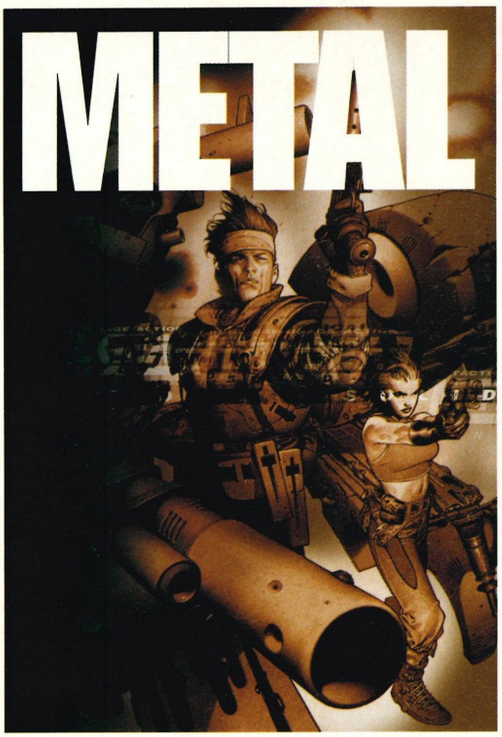




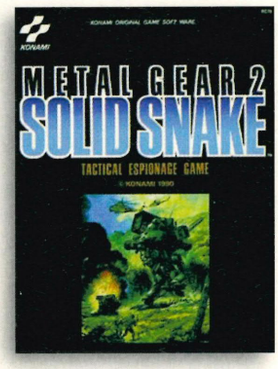
extreme

UPPERS	DOWNERS	
300+ Levels. Cool surprises. It's Metal Gear Solid.	Only VR missions. May get boring. Not a sequel.	91%

METAL GEAR SOLID:



Feel like you've seen Solid Snake before? His current incarnation is actually the latest of three, as Matt Leppard finds out...





Solid Snake's a man with a past - and not just a military past. While aged 29 in the game (he was born in 1970), some may be surprised to learn Snake's actual age is a somewhat juvenile 12, and he's been around three times before. So let's go all wobbly and take a trip back in time. Before PlayStation. Before SNES. Before Mega Drive. Even before Windows. Yikes!

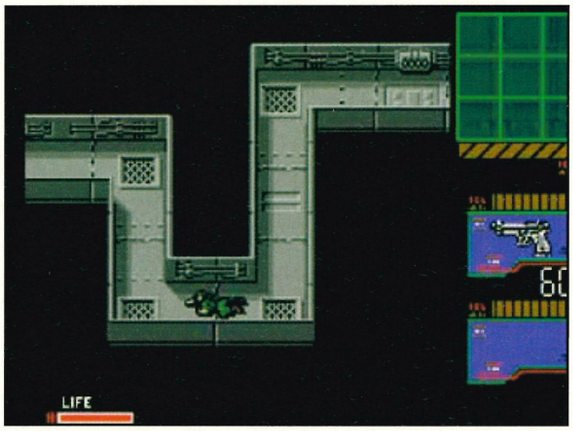
Note the block graphics and crude attempts at 3D - at the time, this was cutting-edge stuff

Way back in the Eighties, well before IBM PCs with Windows became the norm, there were a number of attempts to standardise computer systems. One such standard, and one that became rapidly un-standard, was called MSX. It doesn't matter what MSX meant, but it's important to us for one reason and one reason only. In May 1987 in Japan, Solid Snake was pulled, kicking and quite probably screaming, out of his mum and into the world of PC gaming.

The first MSX-based Metal Gear was a pretty basic affair by today's standards. But in those days of Miami Vice and Duran Duran, PC games were, dare I say it, rubbish. Metal Gear was different. Here was a man's man, prepared to die for his country while seducing his neighbour's daughter. Kind of like a rougher and readier James Bond, in fact.

The game is set in the late Nineties in a small country called Outer Heaven. Fox Hound sent one of its best agents, Grey Fox, to Outer Heaven to find out what was going on after rumours began to circulate about a new super-weapon being developed on the island. After several days, Fox Hound lost contact with Grey Fox. His last message was simply a muttered two words; "Metal Gear...".

To find out just what happened, Fox Hound sent Solid Snake to Outer Heaven to infiltrate the enemy's HQ. Ironically, at the end of the game, we find Solid Snake's biggest enemy was the man who sent him into Outer Heaven in the first place - Fox Hound's leader, Big Boss. Life, eh? Funny old game...



■ Metal Gear 2 was a dramatic improvement on the first version, and was huge both in game size and popularity.

CHARACTER WITNESS

That's the story, but who's who? Refresh your memory with our guide to the stars of MGS...



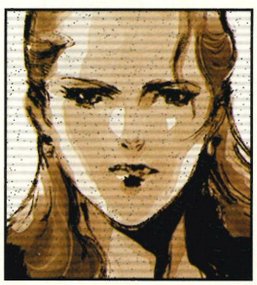
Name: Solid Snake
Age: 29
Nationality: American
Ex-Fox Hound member, 'The man who makes the impossible possible'.



Name: Roy Campbell
Age: 60s
Nationality: American
Ex-commander of Fox Hound, now civilian but still involved with Solid Snake.



Name: Mei Ling
Age: Teens
Nationality: Chinese
In charge of data interpretation and communication despite her tender years.



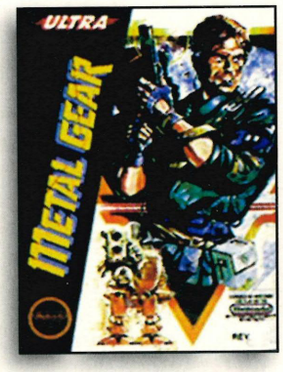
Name: Naomi Hunter
Age: 20s
Nationality: half-Japanese
Medical chief of Fox Hound, and in charge of gene therapy.

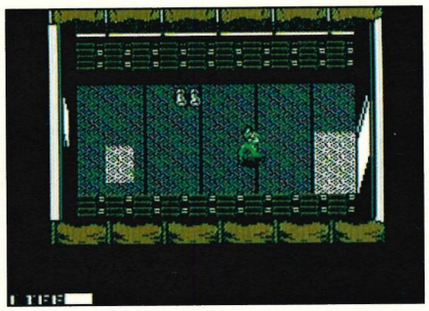


Name: Otakon (Hal Emmerlich)
Age: 30s
Nationality: American
Metal Gear project engineer; a weapons development genius.

A POTTED HISTORY







■ MG on the NES, still part of Konami's Ultra Games brand, ditched in the mid-Nineties.

A Solid Success

But you know the story, being a Solid Snake mastermind. What you want to know is what the game was actually like. Well, being top investigative journalists, we at extreme PlayStation managed to unearth some rare screenshots. Note the block graphics and crude attempts at 3D - at the time, this was cutting-edge stuff. But then so was Plasticine, once.

Capitalising on the success of Metal Gear, Konami decided to throw us another Metal Gear in July 1990 (imaginatively titled Metal Gear 2), also on the MSX. Metal Gear 2: Solid Snake was one of the largest games of its time - both in terms of popularity and size - despite having all the visual appeal of Fuzzy Felt.

In Snake years, the date for MG2 is 1999 and the next chapter in the Solid saga begins when a new nation known as Zanzibar Land is formed. While the rest of the world is doing the right thing and binning nuclear arms, the operatives of Zanzibar Land are out robbing nuclear disposal sites around the world. And if that's not enough, a scientist, Dr Kio Marv, gets abducted to Zanzibar Land while heading for the States for research purposes. Once again, Solid Snake is called into action, this time to the aid of Dr Marv.

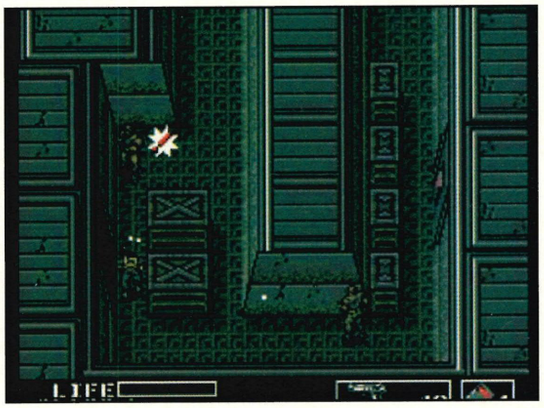
About six months after the MSX version of Metal Gear was released, a version was made for the Famicom (Japan's NES) with slightly updated visuals, new areas and improved play. The main story was exactly the same as the MSX version, but the game found its way to the US, thanks to the popularity of the NES. It was released as the first game under Konami's Ultra Games label and remains one of the most popular NES games ever.

However, for whatever reason, Konami didn't make MG2 available for the SNES, preferring to knock up a new NES game, Snake's Revenge, also released in 1990. The general consensus among experienced gamers, though, was that this was a poor relation of the original; more Solid Slow-worm than Solid Snake. Not that it was a bad game; it just wasn't Metal Gear, and is now regarded as a bit of a joke among those in the know.

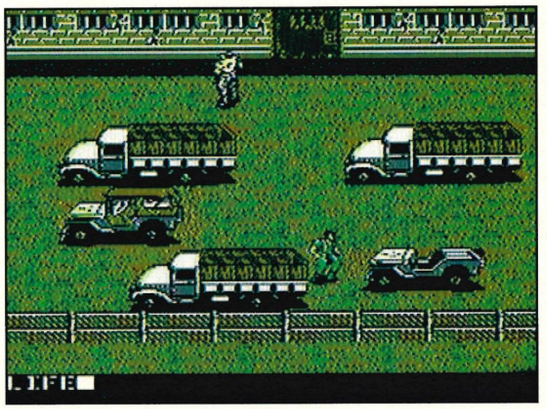
So there it is. The evolution of a man called Snake. So what happened between 1990 and 1998? Well, Konami's market share plummeted, with Capcom's Street Fighter 2, Sega's Virtua Racing and Namco's Ridge Racer setting new standards in gaming. Konami saw its share price drop drastically and had to do some serious strategy re-jigging. Thankfully, the company rode the chops, and at E3 in 1997, announced the future release of Metal Gear for the PlayStation. The rest is... well, you can guess.

Here was a man's man, prepared to die for his country while seducing his neighbour's daughter

Matt Leppard



■ Metal Gear on the MSX computer. Don't laugh - this was cutting-edge stuff.





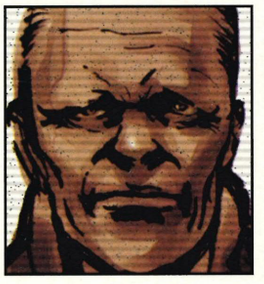
Name: Meryl Silverburgh
Age: Teens
Nationality: American
Roy Campbell's niece. Despite never falling in love, she's got a soft spot for Snake.



Name: Jim Houseman
Age: 50s
Nationality: American
Minister for the Defence Department, controls the whole operation from the Airborne Warning and Control System.



Name: Donald Anderson
Age: 50s
Nationality: American
The chief of the Defence Advanced Research Projects Agency.



Name: Kenneth Baker
Age: 60s
President of ArmsTech, very much a traditionalist in terms of military strategy and spending.



Name: Benedict Miller
Age: 50s
Survival instructor, gives Snake information on battlefield strategies.

● **Publisher** Titus Software ● **Developer** Smart Dog ● **Released** TBA

Roadsters Trophy

Ian 'one for the road' Osborne checks out Titus' promising road racer...

As mentioned in last month's news column, Roadsters Trophy (as it's now called) is an arcade/simulation hybrid racer in which you drive luxury road cars, betting on the outcome of the race to earn money for upgrades and new cars. We asked Titus' Marketing Manager John Turpin to give us the low-down on his forthcoming road racer...

What are your main inspirations for Roadsters Trophy?

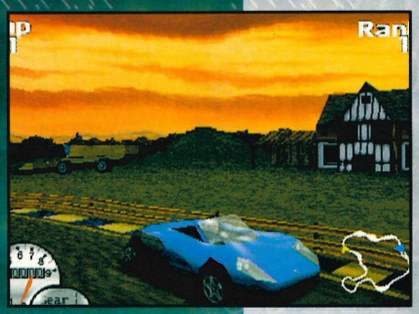
There are so many excellent racing titles on the PlayStation, it would be silly to restrict ourselves to one or two influences. We want to improve on what has gone before.

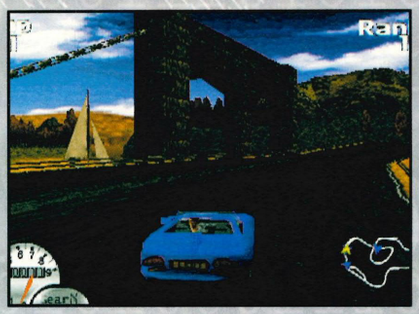
What are the main problems programming and developing the game?

Keeping detail and quality high while maintaining the amazing levels of speed and quality. Both tracks and vehicles are very well detailed, and reflection mapping on the cars is intensive on the system's resources.

How did you get that spooky lighting effect on the bodywork?

We used an in-house proprietary lighting system to create the reflection maps on the vehicles bodywork - how is a trade secret.





What changes are you planning before the game's released?

Handling will be optimised to give maximum performance and a realistic feel to the driving, and pop-up will be reduced.

How many cars and tracks are featured?

Thirty dream cars are available - all two seater, rear-wheel drive, convertibles. All cars have several engine configurations and user-modifiable parts which players can buy to create the ultimate racing car.

As the player progresses through the game, more vehicles with greater horsepower become available and new turbos and compressors are offered (at a price). Special tyres, racing exhausts and kits also allow the player to change gearbox ratios, and suspension stiffnesses are available to buy.

Ten tracks are available (also as mirrored and reversed versions), with varied surface types, locations and variable weather conditions. These vary from the sun-kissed beaches of the Caribbean to the dingy Docklands of London, offering the player the opportunity to hone their skills on all kinds of surfaces.



Are the cars and tracks licensed from real ones?

The tracks have all been designed and modelled from scratch. The principle behind them is to create the kind of ultimate arcade racing circuits that keep you coming back for more, time and time again, in a desperate bid to shave an extra second off your personal best. Licences for the cars are being sourced. We've just signed up the licence for TVR in the UK.

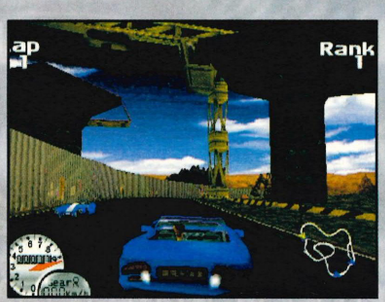
What's your favourite aspect of Roadsters?

The sheer exhilaration of knowing what it feels like to throw these magnificent cars around a track at break-neck speeds. There's also the great attention to detail, from the realistic tyre marks and weather effects to the 3D sounds which are triggered at certain parts of the track. Like a church bell or waterfall sound effect which comes into and out of earshot as you race by. This gives the title a further realistic dimension, drawing the player into this virtual environment.

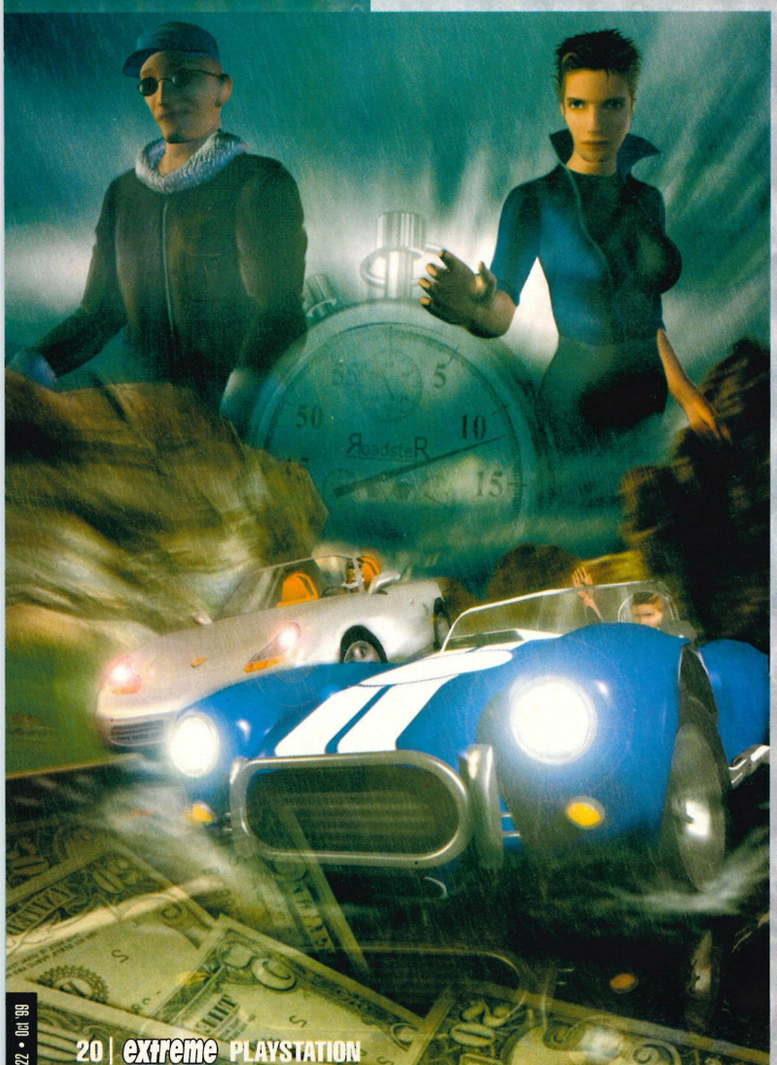
The game also features real weather effects, meaning the unsuspecting driver can get caught in a blizzard or downpour at any time. This affects his car's handling and may even force him to take to the pits for a change of tyres. The pit stops are interactive too.

With so many racers out there, what makes Roadsters Trophy stand out as a worthy title?

Roadsters Trophy is as playable as the top race games at the moment, and also includes the added detail of being able to place wagers on the outcome of the race. This allows the player to asses his/her own skills and gain a benefit from an accurate judgement. Graphically this title can hold its own, with vehicle reflections, animated drivers, multiple playing views and detailed tracks. The sheer number of top performance vehicles is also a bonus. Oh, have I mentioned the TVR licence?







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ECTS EXTRAVAGANZA!

This month's European Computer Trade Show played host to the best PlayStation games publishers from all over the world. EPM were there to see what they've got in store...



Sony Computer Entertainment

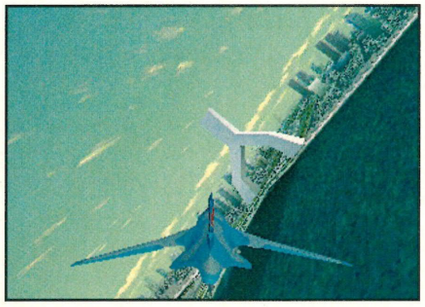
You can always trust Sony to put on a good show. It's got scores of top games on the way, many of which we've told you about already, so let's take a look at some brand-new ones and grab some updates on eagerly-expected favourites...

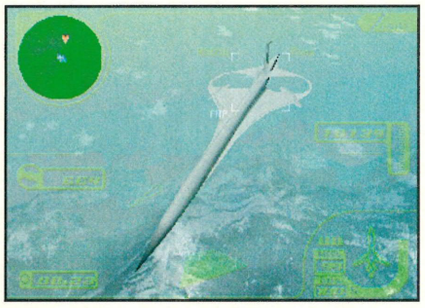
There aren't many flight sims on the PSX, so Namco's Ace Combat 3: Electrosphere comes as a breath of fresh air. Set in the near-future, governmental power has collapsed and two feuding superpowers control the Earth. Your task is to subdue the conflict, acting as an agent of Neo United Nations. The game features varied missions involving dogfights, ground attacks, high-altitude chases and strafing. Look out for this one in January.

The PlayStation has been crying out for a Mario Kart-style racer, and now we've several on the way, including two from Sony. Squaresoft's Chocobo Racing has been available on import for some time now, but it's due here in the UK next month. Each racer has his own unique vehicle and ability (the Chocobo rides roller skates). The inevitable power-ups take the form of magic stones. Secret characters taken from other Squaresoft games are there too.

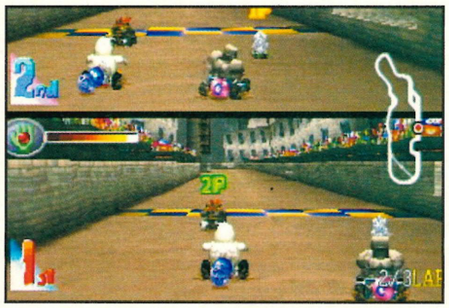
The second kart racer from Sony will be familiar to regular readers - Crash Team Racing is on its way this Autumn, and we've played an early version. The racers handle really well, sliding round the corners with ease, but don't expect to win your first few races. The opponents drive really well, and you must straighten every corner to get ahead. The power-ups are exciting too. If the final game is as good as the ECTS demo promises, this one's gonna' be a real corker.

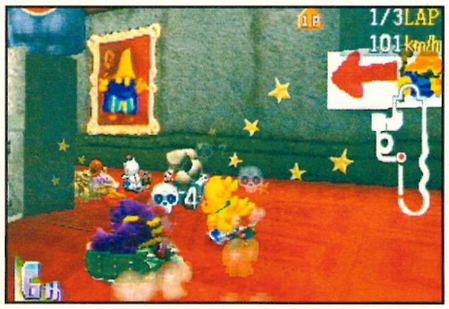
Ace Combat 3



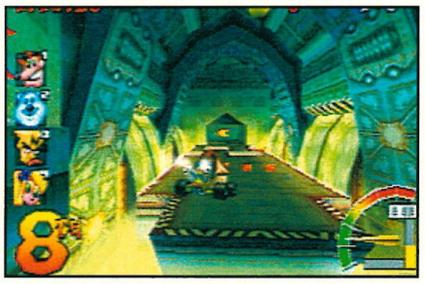


Chocobo Racing





Crash Team Racing

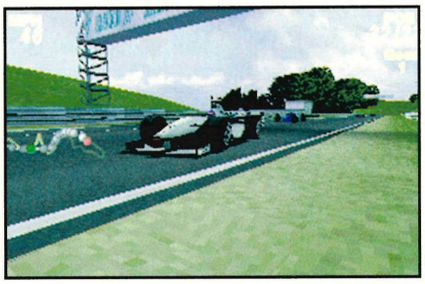




ECTS 99

F1 '99

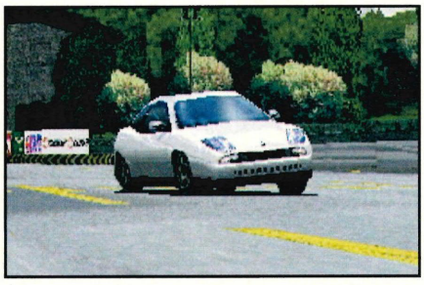




On the serious side of racing, Psygnosis' Formula One series continues with Formula One 99. The driver and track rosters are up-to-the-minute, even to the point of Mika Salo replacing the injured Michael Schumacher after Silverstone. Developed by Studio 33 (of Newman Haas fame), the '99 game sees the series return to the televisual atmosphere of the first two offerings. We've had a play on it, and it looks set to be the best Formula One game yet.

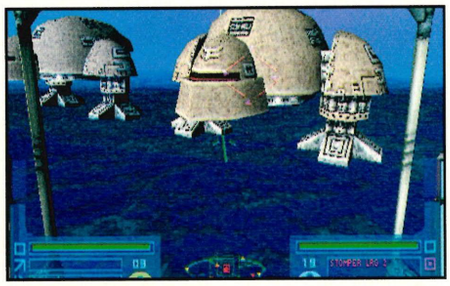
Gran Turismo 2 has been covered extensively over the last few months, but once again we've now played it. The graphics are (believe it or not) improved, with less pixelation on the cars, and the opponents' AI updated tremendously. The other drivers behave exactly as you would expect, taking the racing line but not driving so predictably they appear to be on rails. To overtake you must pick your spot, a refreshing change from games where the foes are merely mobile obstacles who drive slower than you but make fewer mistakes.

Gran Turismo 2





Colony Wars: Red Sun





The Colony Wars series continues with Colony Wars: Red Sun, set at the same time as the Vengeance war but at the other side of the galaxy where the League and the Navy have no presence. It's basically 'more of the same', but every aspect of the game has been polished and improved on. Just look at the screenshots - the game's not out until next spring, but they already look incredible.

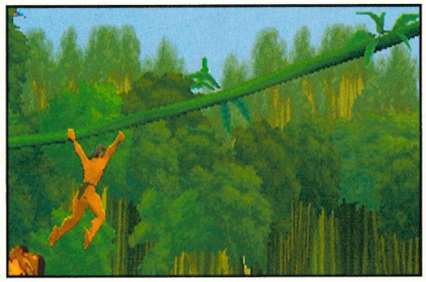
Another game we played for the first time at the ECTS is Disney's Tarzan. A cartoon platformer of the old school, it's unapologetically 2D but none the worse for that. You've plenty of jungle animals to face, and you get to play as Tarzan as a child and adult, as well as Jane and Terk. In the version we saw, it was a little difficult to distinguish the harmful animals from those who are just window dressing, but hopefully this will be cleared up in the finished game.

Finally, there's Tombi 2, the return of our scarlet-haired chum. Another arcade platform adventure owing more than a passing nod to the old Dizzy games, here you must rescue your friend Pansy who has disappeared. The new game boasts all-new missions, puzzles and weapons, improved animations and polished 3D graphics.

We'll look at more of Sony's exciting new line-up next issue...

Tarzan

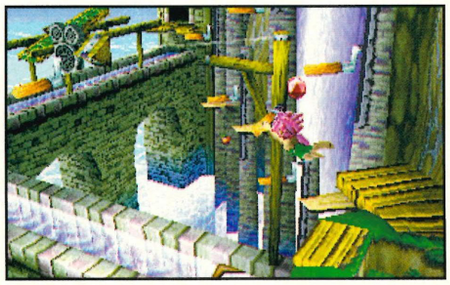






Tombi 2





Eidos Interactive

Just like this season's Formula One drivers' championship, the race for the PlayStation's Best F1 Game crown is wide open. Three teams are in the running - Electronic Arts, with F1 2000 (which we'll look at next issue), Psygnosis' Formula One 99 and Eidos' own super-powered racer, Official Formula 1 Racing '99.

You can't fault it for speed - it is developed by pace supremos Lankhor after all, but the graphics lack the televisual impact of Psygnosis' offering. They're a little too colourful at the moment, but hopefully this will change before the game's released.

The courses are modelled to minute detail, photographed inch by inch before being built. The AI is geared to the drivers' individual abilities, eg. Michael Schumacher is very good in the wet, Hill is a poor overtaker and (presumably) Villeneuve never finishes. Expect this one early next year.

Resident Evil 3: Nemesis needs no introduction. Following last issue's four-page overview, we've some more information on Capcom's latest zombie-fest.

The cut sequences are now there, and looking suitably gory. There are Hard and Easy Modes too - in Hard Mode you start with just a pistol, in Easy Mode you enjoy a fuller inventory from the word 'go'.

The plot involves mercenaries sent to Raccoon City to 'rescue the innocents' (or is it 'hide the evidence'?) after another outbreak of zombies. You can make your own bullets in the game, using three types of gunpowder which you can combine to create 13 types of bullet. The scenery is much richer now too, and a great leap forward from the previous Resi games.



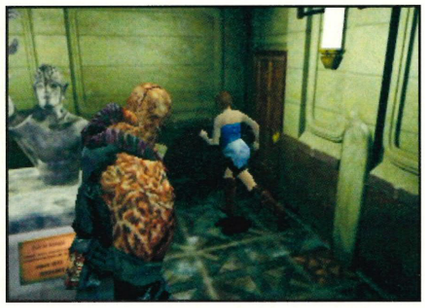
Finally, Fear Effect is an action adventure set on four CDs. You take control of three mercenaries looking for the leader of a very powerful Hong Kong Triad leader. The graphics are designed in an Anime style, and the scenery is made of 3D models shown using predetermined camera positions which change without taking control from the player. You play three different characters, each with their own unique style.

The eponymous Fear Effect is represented by a Fear Bar. If you get shot, the Fear bar increases. Shoot a foe and it decreases. Lose your Fear Bar and you're scared to death - literally!

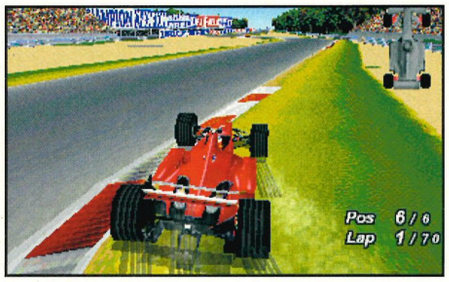
Resident Evil 3: Nemesis

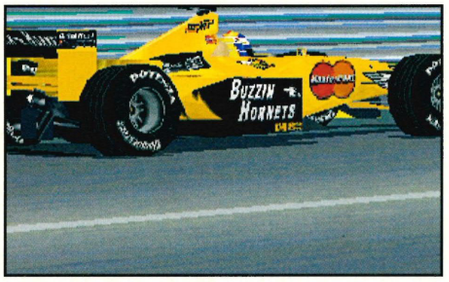


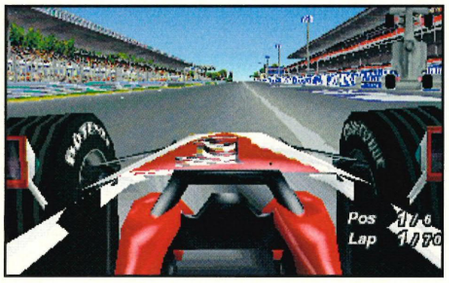




Official Formula 1 Racing '99





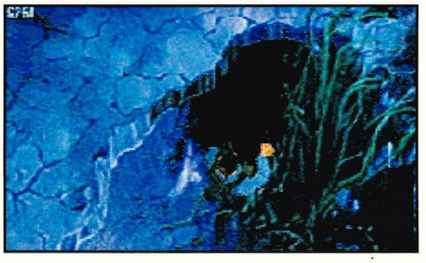




Fear Effect







Take 2 Interactive

Take 2 Interactive has a brace of top games under its belt, with Space Station Silicon Valley, Grudge Warrior, Martian Gothic and Railway Tycoon II all on the way. At the ECTS, though, Take 2 concentrated on two titles - Grand Theft Auto 2 and Thrasher: Skate and Destroy.

Grand Theft Auto 2 is the sequel to one of the most controversial games ever to hit the PSX. The crime theme is still there, with your guy drug running, joyriding and generally getting up to no good, but this time the atmosphere is much darker. Instead of the colourful, cartoony graphics offered by the first game, here they're harsher and more sinister. The game structure's changed too - seven warring gangs fight it out, so you're not the only scum-sucking criminal on the block. Earn their respect by doing jobs and taking out their enemies, but be careful when entering the turf of a gang you've dissed (sigh - don't you love all this street talk?).

Once again you can run around on foot and blast people, but this element's been beefed up to the point where it's almost stand-alone shoot-'em-up quality. There's now more to the game than just stealing cars and driving 'em, but you can do this too, and better than ever before. TWOC a fire engine and you can use its water cannon. Steal an ice cream or hot dog van and you can attract civilians with its chimes.

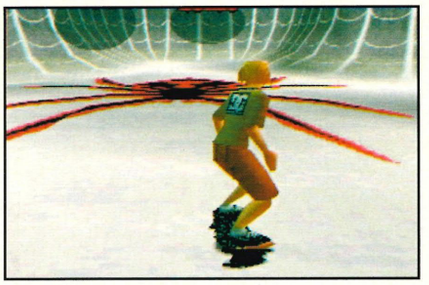
The first GTA game was criticised for not having enough save points, so this time you can 'get saved' just by driving into a church. You don't have to kneel before the altar and confess your sins - just hand over $50,000. As the game's set in America, this is just like the real thing.

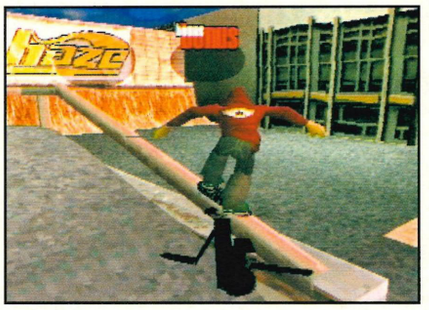
The game can support around 60 pedestrians and 20 cars on screen at once, so be sure of a busy ride. Find out more next month.

Thrasher: Skate and Destroy features motion capture from top pro skateboarders. Developed in conjunction with Thrasher Magazine, the game boasts all the action and attitude of real skateboarding. There are six playable characters, actual skate locations from cities all over the world including New York, San Francisco, London and France and a killer soundtrack 'spanning 20 years of authentic skate music'. Lots of rap and hardcore, then.

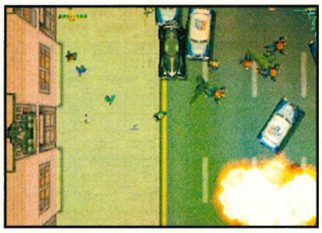
Thrasher: Skate and Destroy is looking pretty cool, but it will really have to cut some big air if it's to beat the brilliant Tony Hawk's Skateboarding.

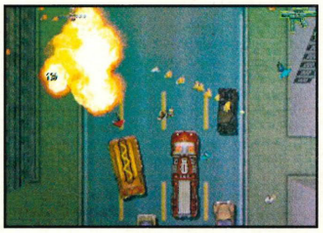
Thrasher: Skate And Destroy

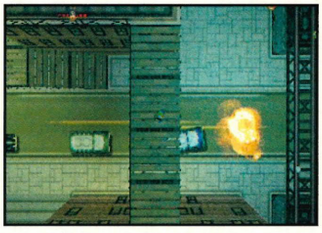


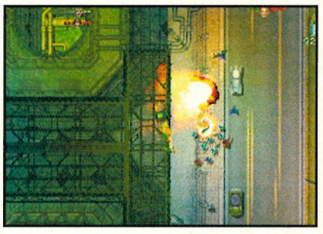


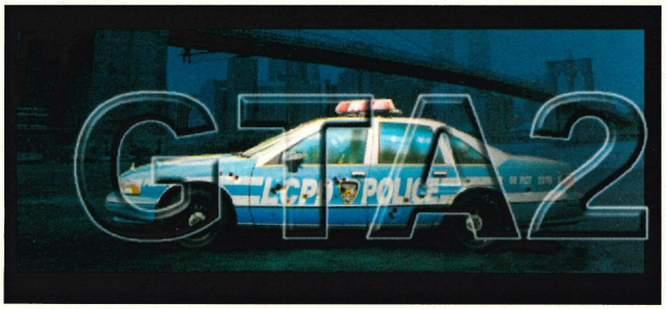
Grand Theft Auto 2







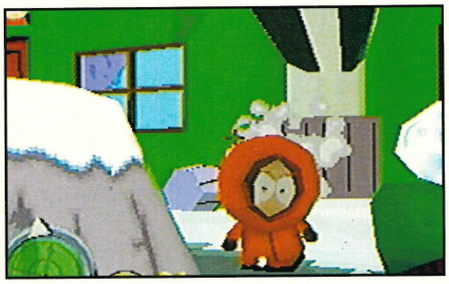


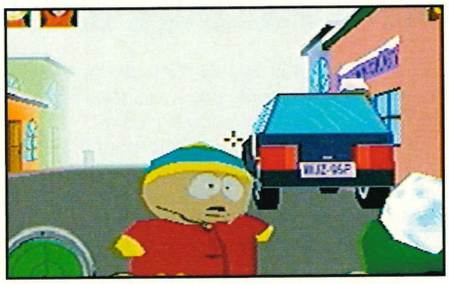


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ECTS EXTRAVAGANZA!

South Park

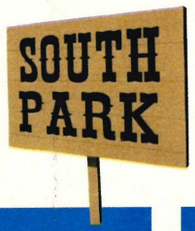




Acclaim Entertainment

As regular readers know, Acclaim has a trio of South Park games on the way. South Park is a Doom-style game featuring all your favourite South Park characters, complete with voices recorded by the South Park actors. You run around the town of South Park throwing snowballs at hapless foes using an own-eye perspective. Later you find cow launchers and sniper chickens.

We've had a play on this one and frankly, it doesn't look particularly promising. We can excuse the minimalistic graphics (it is South Park after all), but there's little to hold your interest at present. If Acclaim beefs up the interactivity, making the town itself more involving, maybe the game could yet prove fun, especially in multiplayer mode. Only our future review will tell...



South Park Rally is yet another arcade-style Mario Kart-a-like. Each character has his own distinctive vehicle, such as Chef's station wagon and Cartman's police tricycle. Tracks include Big Gay Al's Big Gay Animal Sanctuary and Downtown South Park. Look out for secrets, short cuts and gadgets including the Mexican Staring Frog and (of course) Chocolate Salty Balls.

Once again the soundbites are recorded by South Park creators Matt Stone and Trey Parker, and the emphasis is firmly on after-the-pub multiplayer fun.

The last of Acclaim's South Park trio is Chef's Luv Shack, a trivia quiz game with scores of bonus and sub-games. Look out for games such as Cartman's German Song, Beefcake and (ahem!) Spank the Monkey with Mr Mackey.

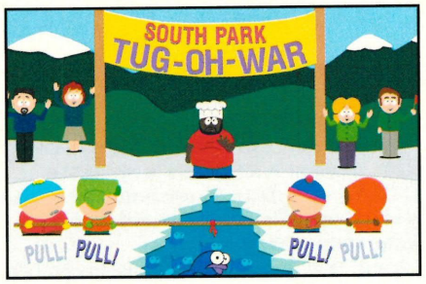
Like the other South Park games, it doesn't take itself too seriously, instead offering light-hearted apres-pub action.

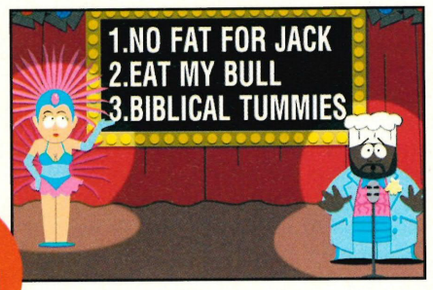
Expect South Park in October, with the other two appearing this Winter.

If South Park isn't your thang, check out Acclaim's other new release, Armorines: Project SWARM. Based on the Acclaim Comics, erm, comic centring on elite marines sent to save the world from invading insectoid aliens hell-bent on colonising Earth.

The game is a Doom-style offering with a lot in common with Acclaim's N64 smash Turok. Expect plenty of bug-blasting action and frantic firearms fun early next year.

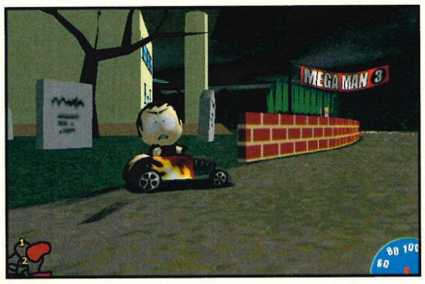
Chef's Luv Shack





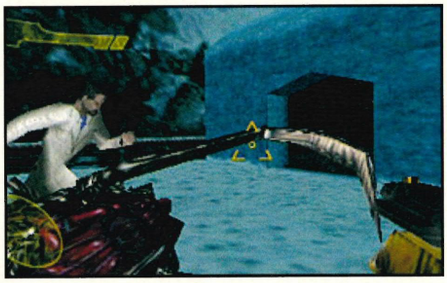


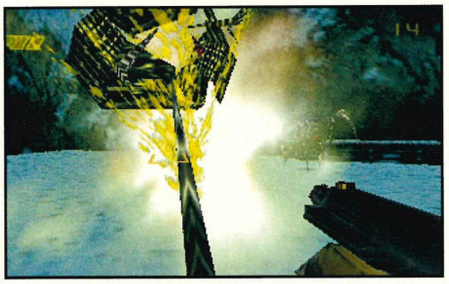
South Park Rally





Armorines: Project Swarm









Konami

Konami had a veritable brace of games on show, most of which we covered back in Issue 20's E3 feature, but three big ones were unveiled.

ISS Pro Evolution looks absolutely stunning. So stunning, in fact, that it won the 'Game of the Show' award.

The ISS series has long been the premier footie series on the PlayStation, and ISS Pro Evolution takes it a stage further with a host of new improvements. The matches are now even more fluid and true to life. Difficult to believe we know, but now you really do feel you're there. The pitches are bigger and player moves more comprehensive, offering more opportunities for wide-open play and inch-perfect passing. Controls are instinctive, offering a high degree of pick-up-and-playability, but there's enough depth and subtlety to keep you playing for months.

You can use your old ISS Pro '98 saves to update your teams, create your own players and indulge in four-player games and tournaments. Can soccer games ever get any better? Here at EPM, we can't wait till its November release...

ISS Pro Evolution





Multi-event athletics games have had a chequered history on the PlayStation. Even Konami's International Track & Field put in only an average performance, but the sequel, International Track & Field 2, looks set to put in an Olympic performance and at last claim the Gold.

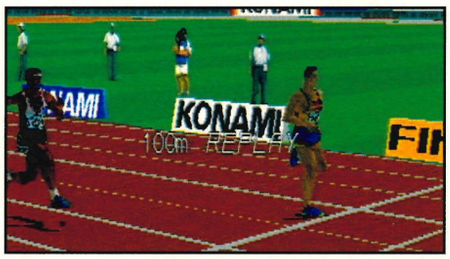
All the classic events are there, along with six new ones - canoeing, cycling, gymnastics vault, springboard diving, weightlifting and middle distance running. The button-bashing action is still there, with you rapidly pressing two buttons in succession to run/swim/pedal/whatever and a third to jump/throw/turn/whatever. The graphics are so realistic you can almost smell the sweat, and it's an ideal after-the-pub multiplayer event.

If International Track & Field 2 offers enough variety to keep you interested and not a single routine with a different graphic for each event, it could yet prove a winner.

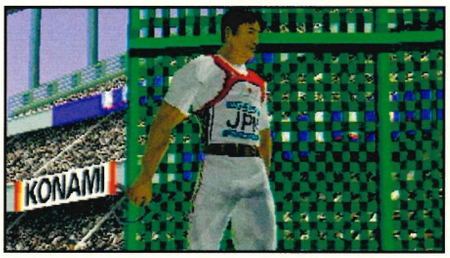
Like Track & Field 2, Hellnight is released in November. Konami offer a 'sinister, tension-filled 3D adventure' set in the depths of Tokyo's underworld. The player must solve a mystery involving demons and a strange cult.

Hellnight boasts 3D graphics and eerie soundtracks.

International Track and Field 2

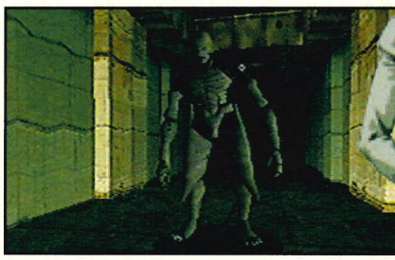








Hellnight







Don't be left in the

Sunsoft

Sunsoft is back with a quartet of games to be released from Christmas and into the new year. Master Blaster: Blasting Again is the sequel to the ageing Blaster Master. Driving a futuristic tank-like machine, you must once again journey into the bowels of the Earth and destroy the half-flesh, half-machine mutations that are chewing through its crust like woodworm, threatening to leave it a hollowed-out shell. This time you control Roddy and Elfie, children of the now-deceased Jason, hero of the first game.

Look out for Master Blaster: Blasting Again early next year.

Puma Street Soccer wasn't one of Sunsoft's greatest successes, but maybe Futsal Soccer Madness could fare better. Due next March, Futsal Soccer Madness features teams that range from the incredible to the ridiculous. Look out for Special Corps, Ninjas, Skinheads, Mummies and even Gorgeous Babes. These teams play dirty, with rugby tackles, knock-downs and even punches. Vinny Jones should be right at home, then.

Yeh Yeh Tennis, due this Winter, is very Japanese. Expect cute but tubby characters with outsize heads and serious attitude. There are 26 players on offer, as well as 33 surfaces, including sand. Better practice your volleys for that one!

According to Sunsoft, Yeh Yeh Tennis (where do they get these names?) boasts intuitive controls, strategy-based gameplay and a variety of shots to master. Could be a rival for the great Anna Kournikova's, then…

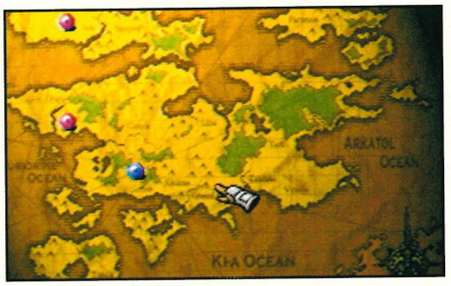
Last but not least is Sunsoft's inevitable RPG, Mappet Monsters: Crimson Eyes. Due this Winter, the version we saw is in Japanese (so leave the import shelf alone) but the storyline is as follows…

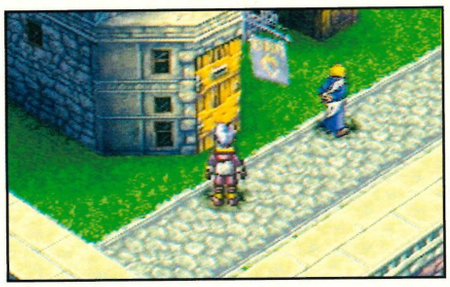
The Mappets protected their brave and noble kingdom for centuries, repelling invaders and serving their king. Originally puppets created by alchemist and magician Shillay, he breathed them to life to serve his good cause. Alas (there's always an 'alas', isn't there?), the king was overthrown by the inevitable bad guy Vorless, and you, as a Mappet controller, must - you get the picture.

The character design is by graphic novelist Kohi Sakurase, and they look absolutely stunning. As you progress through the game you compile the Mappet Encyclopaedia, revealing the world's secrets, and using the Mappet Metamorphosis System (!) to evolve your Mappets introduces a Tamagotchi-style element to the game. We can't wait for the English version…

Mappet Monsters: Crimson Eyes

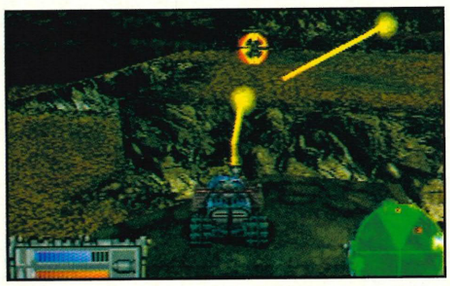






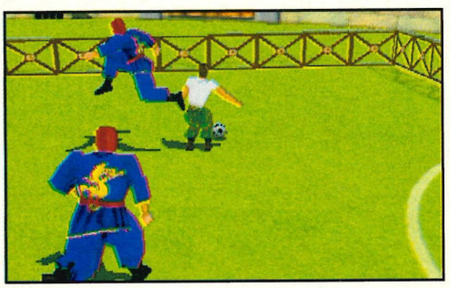


Master Blaster: Blasting Again



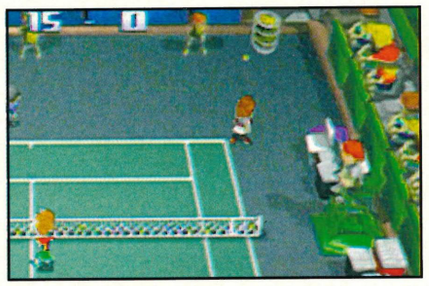


Futsal Soccer Madness





Yeh Yeh Tennis





Crave Entertainment

New kids on the block Crave Entertainment offered three interesting games. Killer Loop is a future racer in the WipEout mould. You choose from 12 different tripod glider-racers (!), representing three different race teams. The tracks are equally futuristic, with twists and turns to spare (the WipEout influences are also clear). The preview version of Killer Loop we played is looking pretty good, with top graphics (albeit with weird-looking craft) and virtually no pop-up, but it needs an injection of pace and better AI. Let's reserve judgement until we see it finished.

Killer Loop



Galerians



Fishing is a sport often neglected on the PlayStation. Not surprising really - how do you convert sitting on a bank for hours watching a float bob up and down into a videogame? Crave thinks it has the answer in Reel Fishing, which invites you to enter 'the fascinating world of Sport Angling' (their words, not ours!).

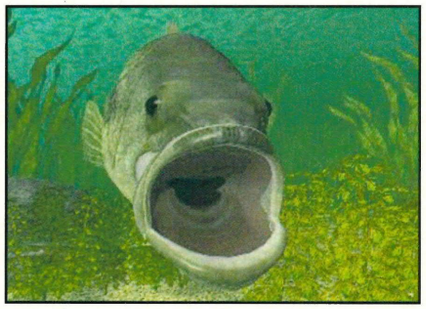
You can hunt for bass, trout, salmon and other sea and river fish, with photo-realistic 3D graphics and totally authentic sound. There are various playing modes on offer, such as training modes, leagues and tournaments. You can even put your best catches into your virtual aquarium and save them to memory card. Sounds fishy to us…

Reel Fishing certainly isn't short of options, but is it fun? This one remains to be seen - look out for our full review soon. We won't let it be the one that got away (ugh!).

Finally, Galerians is a 3D action adventure with the emphasis firmly on 'adventure'. Set in Neo-Tokyo, you play a young telepath called Rion who's trapped in a world of drugs, chimeras and nightmares. Careless of him, eh? He must lead the battle for good against evil through the high-rise slums of future Tokyo in one of the biggest adventures yet - it's spread over three CDs!

Galerians boasts an innovative magic system, cool battles and full character interactivity. It's not due for release until Spring 2000, but we'll keep you posted as to how it's coming on before then.

Reel Fishing



Anco

According to Anco, most football management games fall into one of two categories. For some, the game is heavily stats driven, with every factor of a player's skills and weaknesses covered. Match algorithms depend heavily on these stats. The second type of game has very little depth, but offers stupid amounts of detail to hide the fact, eg. setting prices in concession stands and selling advertising in the ground. Match results are decided by the stats using pre-set tactics drawn from a play bank.

Player Manager 2000, they say, is unique. Every match is 'played', with how the players react to each other and to the opposition being as important as the stats. The computer is constantly probing your defences and analysing your style of play, looking for weaknesses.

Only PC screens are available at the time of writing, but we'll show you what it looks like on the PSX as soon as we can.

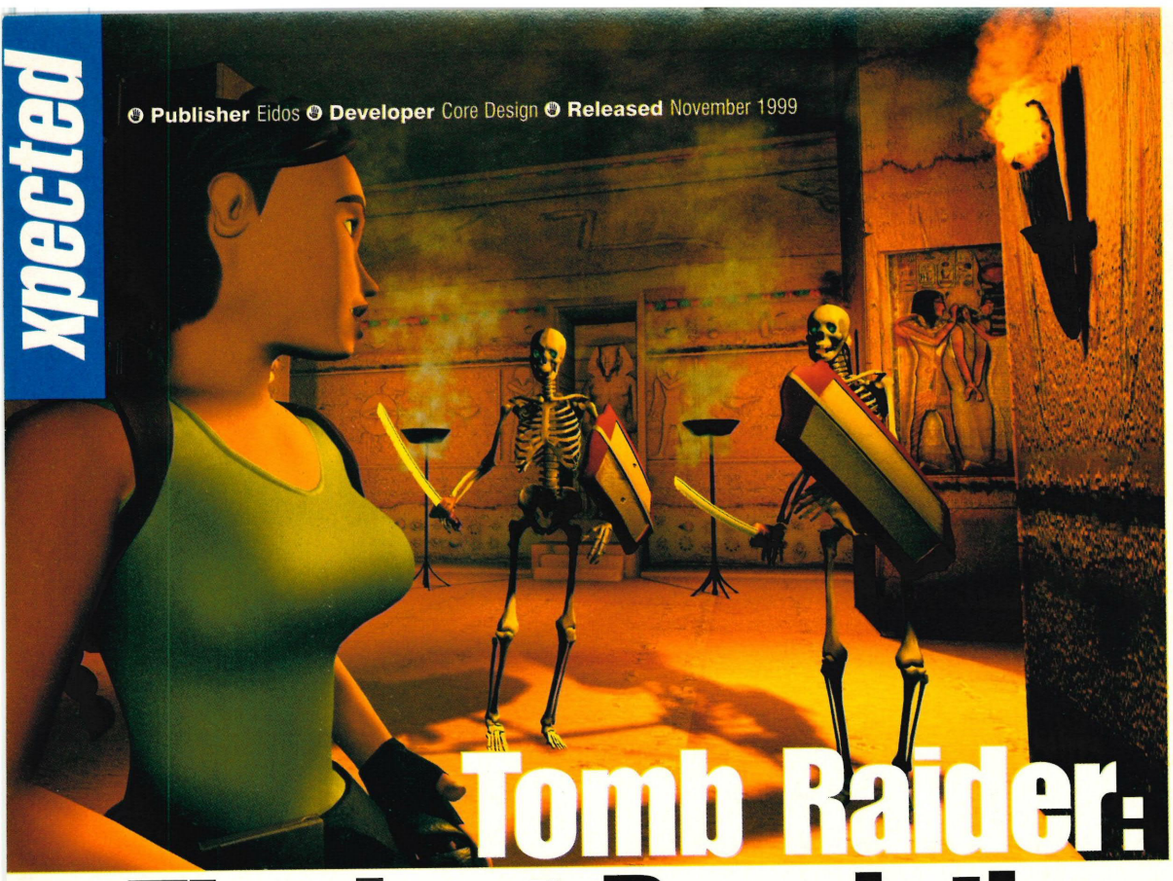
Premier Manager 2000

(PC Screenshots)





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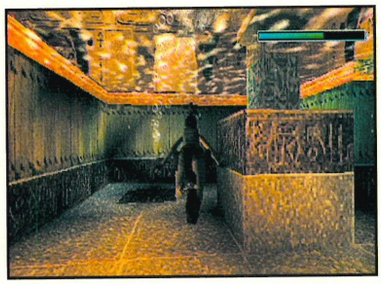


● **Publisher** Eidos ● **Developer** Core Design ● **Released** November 1999

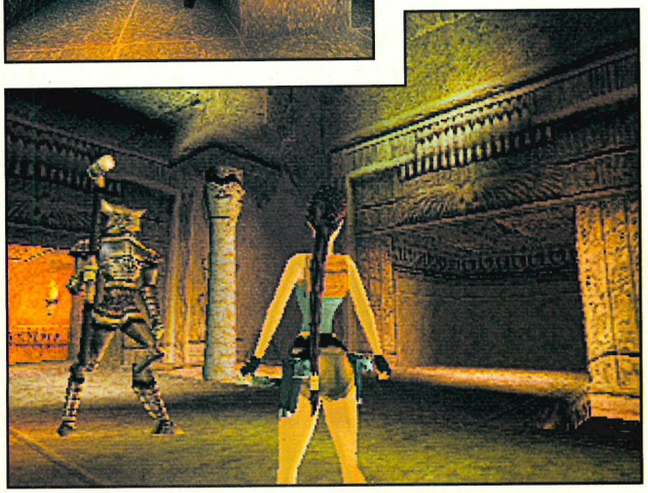
Tomb Raider: The Last Revelation

We have the technology to rebuild her - and the game ain't bad either.

The most dramatic and awe-inspiring adventure of all time! OK, so how many times have you heard that when a sequel to a game is slapped in yer face? Yet somehow you get the feeling the next instalment of Tomb Raider is going to be exactly that. Although lacking a demo of the game, the screenshots and storyline presented to us by Eidos certainly look fulfilling and driven by a compelling plot.



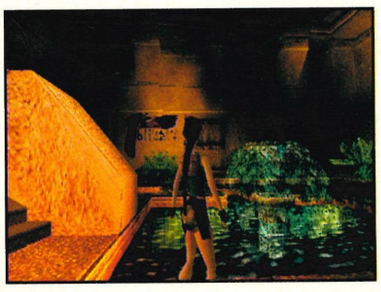
Lara Croft has traded her round-the-world ticket for an all-out, slap-up package tour in Egypt. At first, alarm bells sounded when this was revealed, with fears of a poor polished-graphics revamp on the cards, but the virgin tombs to be found in Egypt will soon see you with sand in your eyes and crying out for mummy (pardon the pun).



Technically, the graphics are more advanced, with a strong focus on theme and thickening plots all jammed together in heaps of cut scenes, eradicating the yawn-bearing loading screens. As hinted above, the story takes place in Egypt where mythology, mysteries and mayhem are lurking in many locations. You can expect many artefacts to uncover, though as in stories of old, curses roam rampant in these parts. You'll be pleased to hear that Lara has become wiser in her old age. Long gone are the days of wandering aimlessly through various levels in search of clues. All clues, collectibles and puzzle solving are found nearby.

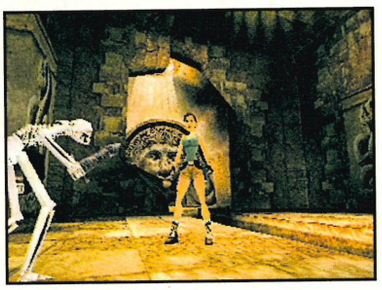
Sweet Sixteen and Never Been ...

Lara's mansion has been given a miss and replaced by a training level set in Cambodia that has to be completed before the game commences. This level details some history about Lara, introducing her mentor Von Cloy who has trained her since she was 16.



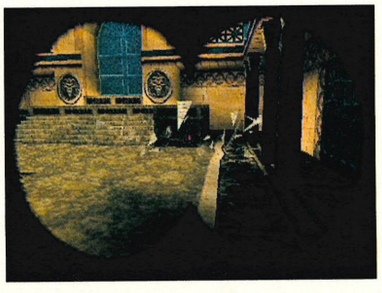






Although glimpses of Lara at sweet 16 are visual, there is no interactive usage of her at this age; still, a nice touch all the same.

The inventory passport is gone. It's not that Lara is so well known world-wide she doesn't need a passport; the whole interface has had a make-over and takes a similar approach to traditional adventure games such as Monkey Island, where items collected can be combined and put to use. Don't panic, though; many of the tasks are crystal clear, doing away with long hours cursing at the screen trying to figure out the solution. New goodies include the use of binoculars, laser sights and various forms of grenade. A new feature used is Lara's diary, which acts as a scrapbook of Lara's journey. It's a constant source of information to you, providing you with copies of inscriptions read, hints and clues if stuck and past memorabilia of friends and family, as well as clips of previous Tomb Raider episodes. Two vehicles are also at your disposal on certain stages; a motorbike with sidecar and a jeep. There also features a level that takes place on a moving train. As expected, there's some new fearsome opposition to deal with, benefited by the game's completely overhauled game engine and strong AI.





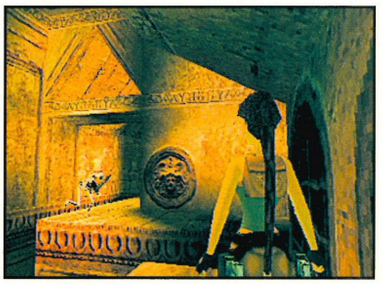
What Boyfriend?

Everyone's delighted by Lara's curvaceous architecture, but don't worry - she's still up for grabs. Jean-Yves is introduced as an old friend and pops up here and there throughout the game. Jean is also an adventure/archaeologist and when the pair meet, there's an X-files-style sexual tension between the two, but you'll be pleased to know nothing develops.

So if that hasn't excited you, wait till you hear about Lara's new voice and redesigned skin that also comes complete with the wet look when leaving pools, etc, though she won't be winning the Miss Wet T-shirt competition...









Publisher Infogrames **Developer** Team 17 **Released** November 1999

Worms Pinball

Worms with flippers!







What could possibly beckon our friendly (and not-so-friendly) platoons of Worms to resurface again, having conquered many territories of old? Perhaps some spring-loaded balls of steel and frantic flipper action will entice a worm out of any hole. Whether you're a pinball fanatic or simply chuckle at the slapstick antics of the infamous Worms, this game will attract all of the PlayStation world. As well as being undoubtedly the most realistic and accurate pinball simulation ever to appear, the humour and persistence of these wriggly characters will fulfill many hours of enjoyable gaming.

Worms Pinball has two pinball tables. The first (Pinball Addiction) is based on the classic game with all the expected features of loops, bumpers and bonus screens. The second pinball mode concentrates on the bizarre Worms universe, where you lead your team of worms to world domination. The clash between your posse and a bunch of opposing worms takes place within many sub-games such as Worm Kung Fu. You can duel with cowboy Worms and even annihilate entire planets. The game comes equipped with varied table designs, so you have optional angles in which to play, such as full screen or proportional table viewing.



Publisher SCi **Developer** SCi **Released** Early 2000

The Italian Job

'You're only supposed to blow the bloody doors off!'

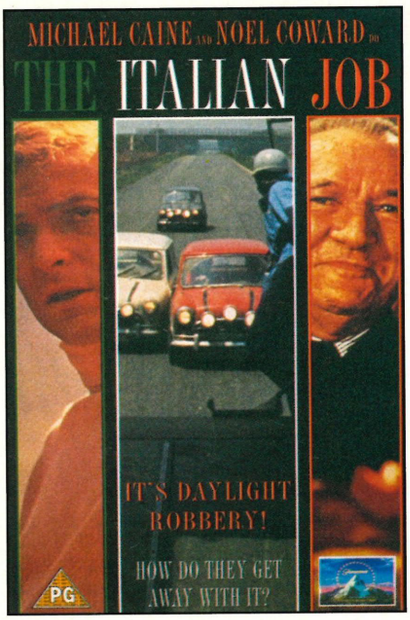


Not only does SCi have Carmageddon and Titanium Angels on the way, but it's now licensed the rights to The Italian Job.

Starring Noël Coward, Michael Caine and Benny Hill, The Italian Job is a classic movie with a real cult following. First released in 1969, it's still a fan favourite on video and always attracts good viewing figures when shown on the box, usually at Christmas along with the inevitable Mary Poppins, The King and I and Bond film.

SCi has yet to decide what form the game will take, but let's face it, the opportunities are tremendous. Starting in a prison where Coward and Caine are incarcerated, the film revolves around a bank job where our anti-heroes steal a coachful of gold. There are car chases aplenty with three Mini Coopers racing around Italy and a brilliant sequence at the end where the coach almost goes over a cliff.

"Apart from the fact that this is one of my all-time favourite movies", said Bill Ennis, SCi's Sales and Marketing Director, "its storyline and plot lends itself extremely well to videogames". We couldn't agree more...



Publisher SCi **Developer** SCi **Released** Autumn/Winter 2000

Titanium Angels

Hands up! Here comes a fiery futuristic redhead with a gun.

There's a storm brewing on future Earth in the shape of a black-rubber-suited redhead known to you and me as Carmen Blake. This 3D action adventure focuses on three alien races doing battle in alternative terrains. Your character, Carmen, is a real fiery sweetie from the breed known as The Kindred and always gets her man; part of being a bounty hunter, I suppose. However, this kindred is not a kind redhead at all. She roams the land in her spider-like assault vehicle Titan, looking for trouble.





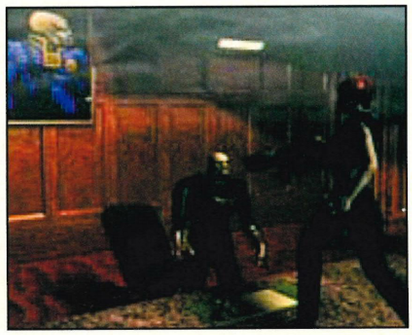
It may sound a little predictable, but isn't as there are several types of gameplay involving puzzle solving, platform action and nuke 'em-style play, along with tag team options for multiplayer. The weapons on board the Titan are quite scary and over the top, though this won't be a ride in the park thanks to a twisting tale and equally heart-stopping creatures to outwit or simply blast to bits. Sounds like a curious tale that will surely intrigue the masses.



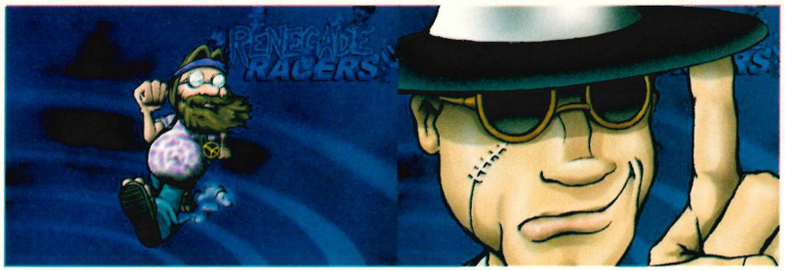








Publisher Virgin Interactive **Developer** Interplay **Released** Winter 1999



Renegade Racers

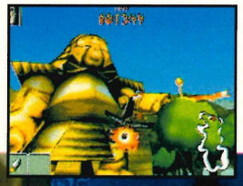
There's a little craziness in everyone, some more than others.

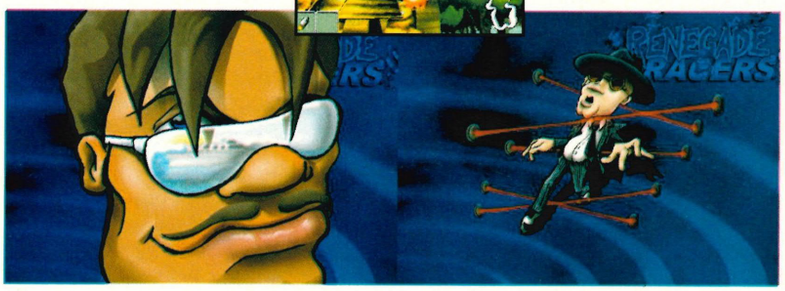
Buck Billionaire, that well - known renegade of diverse personality, has opened the roads of mayhem and invited the best renegades from various nations to battle it out burning rubber-style. Sounds quirky, but looks like a bundle of 3D fun for everyone.

Each character has specialist weapons, as well every craft having its own unique handling flaws. The real cruncher, though, must be that EIGHT players can participate at the same time, known as Party Play. The graphics are bright and enjoyable, with many pick-ups, in-game creatures and a perfected drive-anywhere feature. There are seven race modes to chose from, so may you never be bored again.









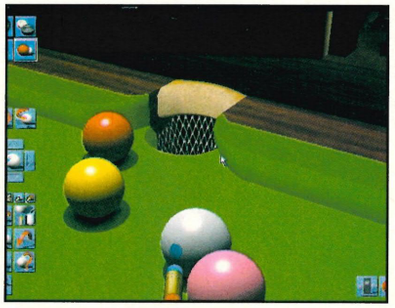
Jimmy White's 2: Cueball

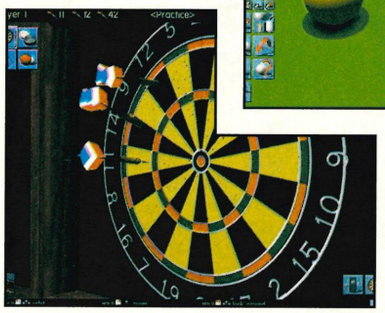
Chalk your cue and fill those pockets.

Jimmy White's Snooker was renowned for precision and realistic gameplay, so following closely in its footsteps comes a new and improved multi-activity production in Cueball.



If you were ready to enter the smoky snooker room and battle with the hustlers, then you're very mistaken. Cueball offers a leisure complex where everything inside is interactive. Yes, you can go and play snooker with smooth-scrolling graphics, but also American Pool, full 3D versions of draughts and darts, or play the one-arm bandits, Dropzone arcade machine and lottery number machines. As you venture through the various rooms, you smirk and groan at the constant humorous remarks which make a worthwhile, entertaining package.







Publisher Virgin Interactive **Developer** Awesome Developments **Released** November 1999

Publisher Virgin Interactive **Developer** Capcom **Released** December 1999

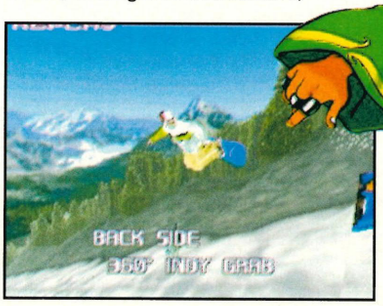
Trick 'n' Snowboarding or Frick 'n' Boring?

Trick 'n' Snowboarder

Hey dudes, snow's up again, this time under the renamed Jap version of more suitably named Tricky Sliders. To be honest, not having a demo of the game doesn't help, but viewing the screenshots and other literature left an impression of nothing much to write about, so we won't...

No, just kidding. If there's to be a surprise package to make Trick 'n' Snowboarder a household name, perhaps revealing the special hidden courses will help. Once you've accessed these sections, you can select, amongst other boarders, characters such as (cue drum roll) Zombie Cop from Resident Evil 2. (I kid you not). Other Resi characters are there too. However, employing such talents to make a game worthwhile is something of a gamble.







Publisher Sony CEE **Developer** Squaresoft **Released** 29th October 1999

Final Fantasy VIII

Is it a dream, fantasy or just an awesome game with outstanding graphics?



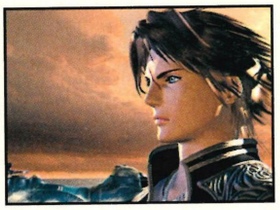




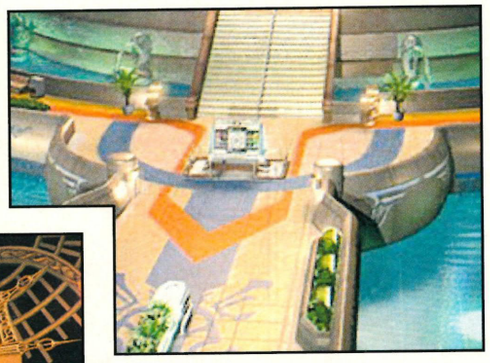
Over the years many of us have experienced the thrilling gameplay of the Final Fantasy series, with gob-smacking graphics and an intense storyline. So keeping within the realms of such a prominent title, there's no surprise that Final Fantasy VIII is more than a modernised sequel. Some may feel weak at the knees simply imagining what expectations lie in wait for Number Eight, and rightly so. The game is so chunky that four CDs are required.

The graphics are a pure masterpiece and probably the most spectacular to enter the world of PlayStation. However, where so many games fall flat on their face supplying quality graphics and little else, Final Fantasy VIII has masses of ever-digestible anecdotes, supported with seamless animation powered by a state-of-the-art new graphics engine. To keep the atmospheric condition alive, the game pumps out in Dolby Surround Sound and supports dual shock analogue controllers.





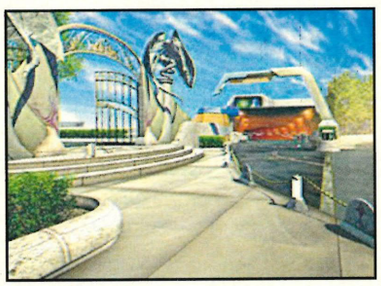




Up the Junction

The revolutionary 'Junction System' boosts an unprecedented character building module. This system permits the player to modify his characters' abilities, commands and attributes. Remember previous renditions of Final Fantasy? You had to earn or buy improvements to characters. Well now you survive on the weaknesses of opponents in battle, drawing every breath of life from them for your own needs. Like previous instalments, you summons creatures to aid your mission. This time they're titled as The Guardian Forces, and seeing these guys in action makes you feel relieved they're on your side.

Just when you thought it couldn't get any better, imagine being able to play mini sub-games. Throughout the world of Final Fantasy VIII a highly addictive card game can be found. The main objective is to interact with other characters throughout the game and win cards by duelling. The purpose? Well, having dealt or earned a good hand, you use the cards to upgrade weapons and many other inventory items. There are also 'rare cards' to be found representing the main characters, and these are much harder to find.





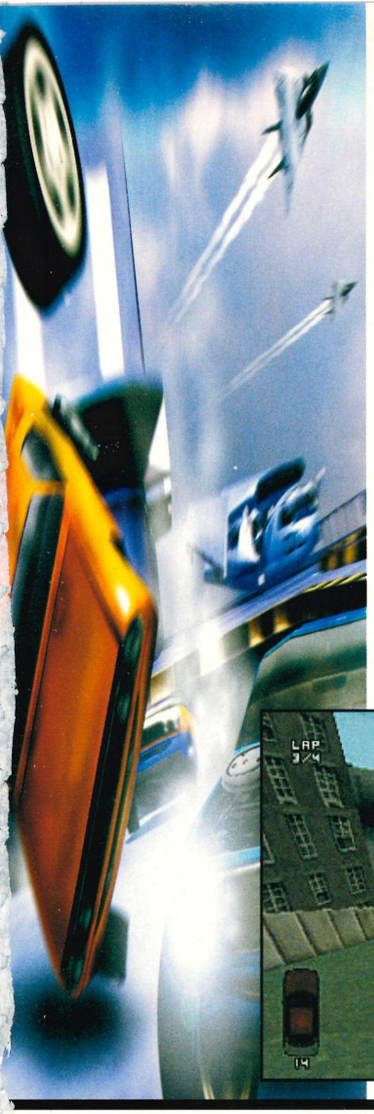
In Brief

The story is complex, but the animation clips keep you well briefed, so who are we to spoil the plot for you? The element of surprise and wondering what lies ahead are key features of the gameplay, but in summary, all is peaceful until certain forces invade the world. One lad, already feeling bitter and twisted, sacrifices personal beliefs in war and set his goal to save the world and the women he loves.

Final Fantasy VIII scored 96% in Issue 16's import review. Those who (wisely) waited for the English language version can look forward to a full UK review next month.







Publisher Infogrames **Developer** Pitbull Syndicate **Released** Autumn/Winter 1999

Demolition Racer

Demolition Derby step aside, something new's revving up a storm...

Pitbull have been on the PlayStation scene for a while now, having turned us all into road-raged ruffians with Test Drive 4 and 5. Now a new and improved graphics engine churns the guts of Demolition Racer, supplying the ultimate 3D driving game. But does precise driving matter in a game where carnage is the only tactic? Well, being able to steer the car on two wheels adds some originality, and can often get you out of a tight squeeze, literally. There are 12 tracks including Demolition Racing, Bowl Match, Suicide Racing, Career Mode, Stock Car Racing and Chicken mode, each racing 16 cars in total to create an insane clash of vehicles.



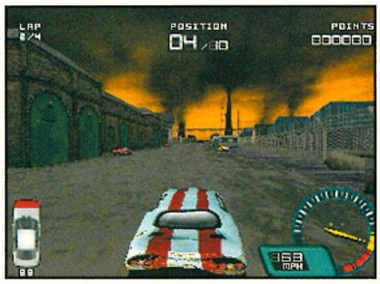




Special effects within the game are loud and in yer face. There's nothing like a good explosion, car bits flying around and flaming infernos to confirm your driving superiority over weaker victims.

The tactics are obvious: stay alive or else, but searching for hidden shortcuts and creating a garage-full of new and improved machines to test out makes Demolition Racer a fast and furious addition to throttle based games.





Publisher Lego Media International **Developer** Lego Media International **Released** Autumn 1999

Lego Racers

Push that pedal to the plastic!

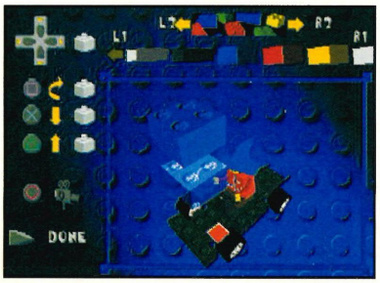
No more having to pry those Lego pieces apart with your teeth. The Lego Garage is a virtual area where you can build and construct both your characters and fully functioning machines. The graphics are very colourful and smooth-rolling, giving a total virtual impression of a plastic world.

Although aimed at the younger end of the market, Lego Racers is an addictive arcade-style racing game that has adults just itching for junior to go to bed so they can pick up the controller themselves.

There are 12 Lego System tracks to compete on, based on Lego's popular themes such as Pirates, Castle, Space and Adventurers. Familiar faces include Alpha Dragonis, Sam Grant, Rob 'n' Hood and Captain Redbeard. These characters are the greatest Lego racing champions, and each has their own unique driving attributes and personalities. To get the most out of your plastic hotrod, the circuits include power-ups giving special abilities like turbo boosts, oil slicks and grappling hooks. Recycling adds an interesting feature in the form of extracting pieces of Lego from the champion's car for your own vehicle, if you manage to beat him.





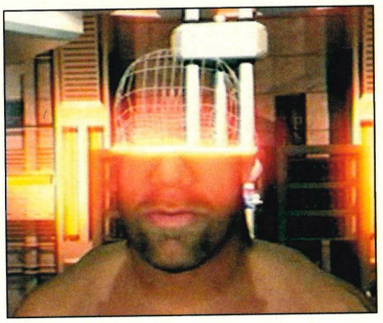




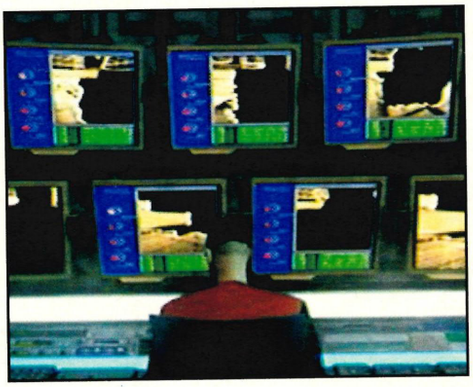


Publisher Electronic Arts **Developer** EA Sports **Released** October 1999

WCW Mayhem

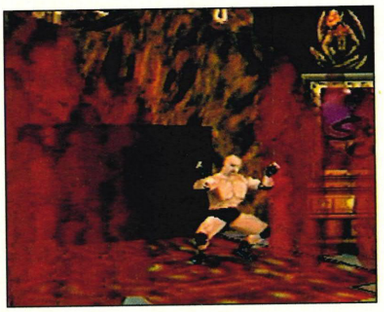


Prepare for some more grappling action with EA's latest wrestling title...



'Not another WCW game', I hear you cry. Well yes it is, and it's pretty much more of the same, with a few extras thrown in.

The game begins with a pretty good introduction that shows the scientific creation of the superstar wrestlers. The game itself features over 600 motion-capture scenes (more than any previous wrestling game), and 56 WCW superstar wrestlers to choose from. These include favourites such as Kenny Kaos, Bert Hart, Randy Savage and Bill Goldberg. All 12 WCW TV events are included, as are 12 PPV super-events. There are a variety of introductions for each of the characters, each with theme music. The action allows for wrestling outside the ring and into backstage areas.

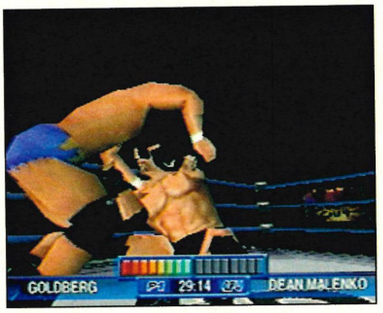




There is also commentary to accompany the live action.

Most interesting is the option of creating a wrestler of your own, with abilities and characteristics different to the others. There are two main game modes - main event and quick match.

The graphics are pretty blocky and you find poor collision detection between fighters, as you sometimes appear to be hitting an opponent, only to swipe right through him. This and the visuals in general need to be sharpened for the final version. Even so, this could still be the best WCW game so far.



Publisher Virgin Interactive **Developer** Capcom **Released** November 1999

Dino Crisis

Shinji Mikami's latest creation leaps onto the PlayStation in English!



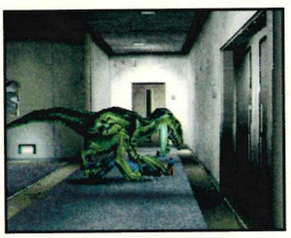












For those of you who don't yet know, this dinosaur version of Resident Evil is set in the near future on the island of Ibis. Twenty-nine-year-old professor Dr Kirk has developed a principle of Clean Energy, dedicated to providing new life for the starved planet Earth, suffering the effects of pollution. His experiments caused the island to become over-run with dinosaurs, ranging from velociraptors to pterodactyls. You take the part of Regina, assigned by the Special Forces to find and capture Dr Kirk, then escape from the island alive.

Apart from a similar menu and weapons choice, this game features blood trails from injured animals and people, cautious walking from Regina when danger is sensed and new character healing methods. Apart from featuring English text (which makes it a whole lot easier), the UK version features more dinosaurs than the Japanese import. There is more action and fighting, which makes it more interesting and challenging, while the whole thing may well run smoother in the final version. Great graphics and Resident Evil-style gameplay should make this a superb choice.

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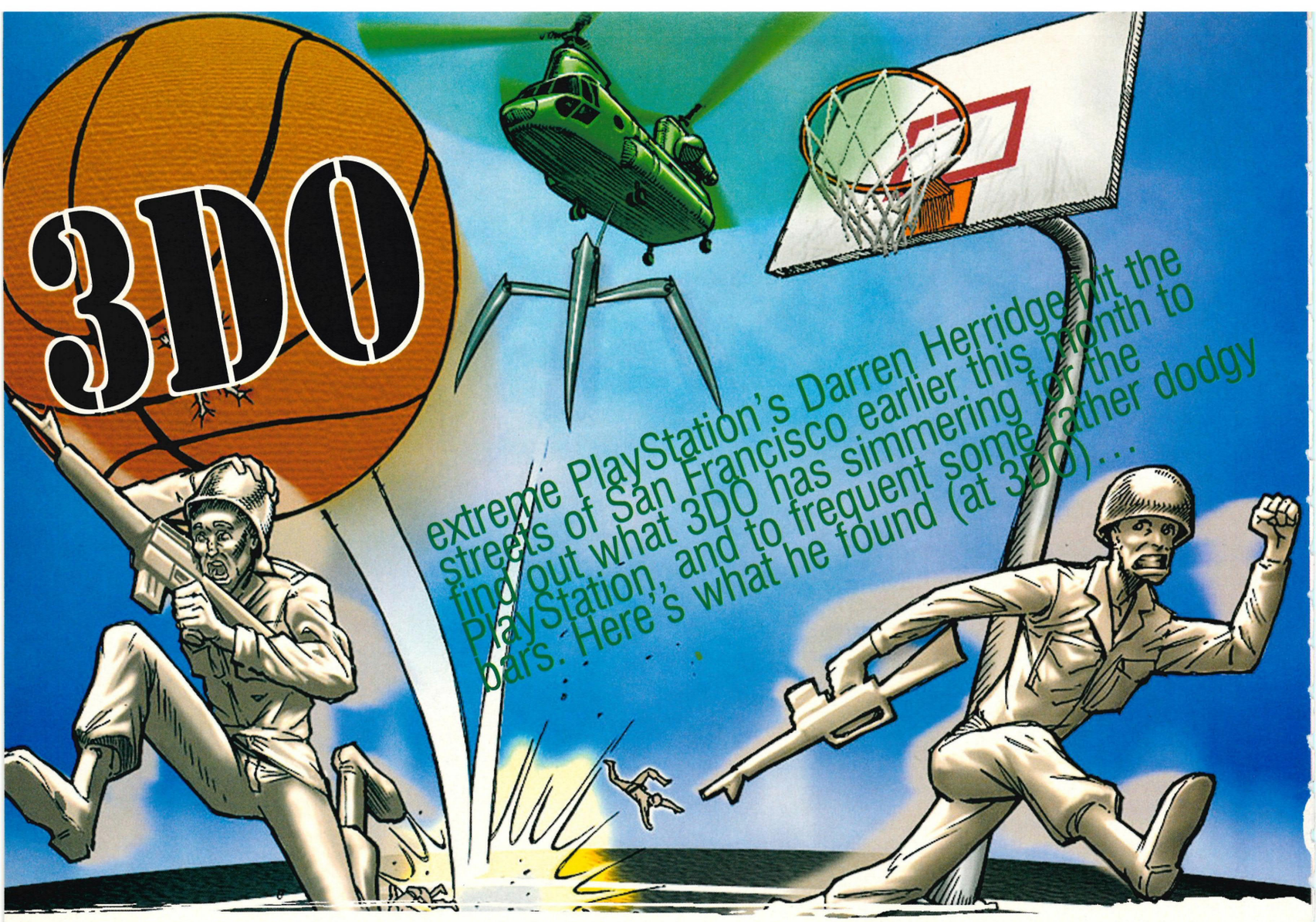
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BLAZE VIDEO GAME ACCESSORIES



extreme PlayStation's Darren Herridge hit the streets of San Francisco earlier this month to find out what 3DO has simmering for the PlayStation, and to frequent some rather dodgy bars. Here's what he found (at 3DO)...

FIGHTING FOLK!

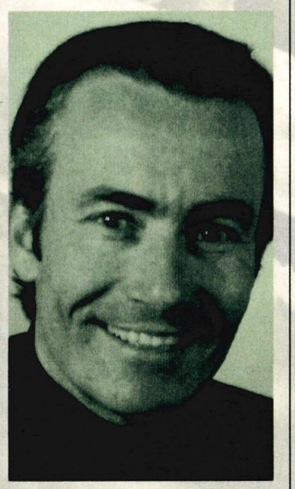


3DO'S ARMY

Trip Hawkins
Founder, Chairman & CEO

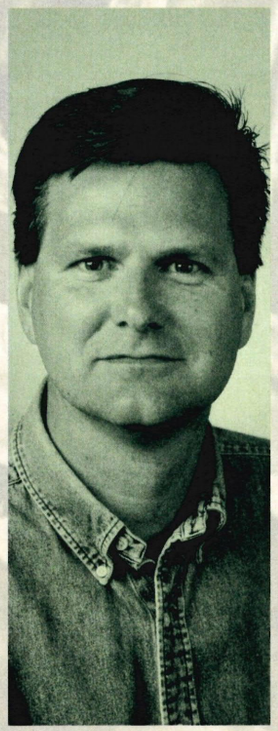
Trip Hawkins is Founder, Chairman and Chief Executive Officer of The 3DO Company. As founder of Electronic Arts in 1982, he was CEO for nine years and chairman of the board for 12 years. In only four years, competing with 135 rivals, Electronic Arts became the largest supplier of computer games in the world, achieving a consistency in profits and growth unrivalled in the industry.

In 1978, Trip joined Apple Computers as one of its first marketing managers. At that time it had 50 employees and had sold 2,000 computers in its history. Over a period of four years Trip helped develop and introduce many successful products, and Apple grew to 4,000 employees and joined the Fortune 500. Trip graduated from Harvard College with a degree in strategy and applied game theory, and an MBA from Stanford University.



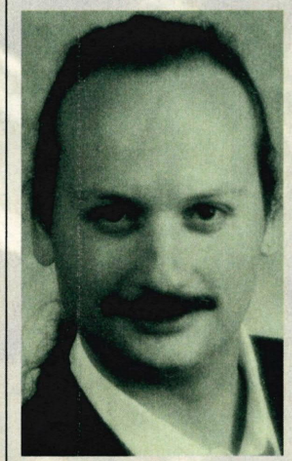
Steve Fowler
President, 3DO International

Steve Fowler joined 3DO in 1992 and is responsible for International Sale, New Businesses, Licensing, Software Manufacturing and Distribution, Quality Assurance, Customer Service and Information Technology. From 1990 to 1992 he served at Gupta Corporation as Vice President, Technical Services. Steve has held various senior management positions, including a six-year post as Director of Worldwide Services at Application Development Systems. From 1975 to 1984 Steve was also a guitarist, songwriter and manager of a successful Chicago-based rock band.



Richard J. Hicks III
Senior Vice President, Product Development

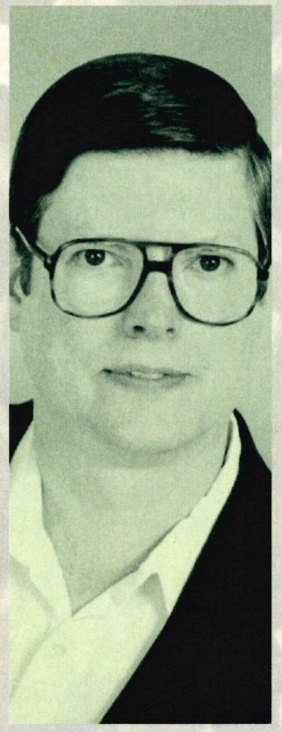
Richard Hicks joined 3DO in 1997 and oversees all product development, including top games such as Army Men and BattleTanx. Before joining the company, Richard started up the West Coast division of New Wave Entertainment. He combined responsibilities for day-to-day operations and managing development of the products, whilst also overseeing development for Electronic Arts. This included many leading titles including Road Rash, Road Rash II, Yeager Air Combat, Lakers Vs Bulls, Bulls Vs Blazers and PGA Tour Golf. During his time at EA, Richard won the Rookie of the Year, Fast Tracker, and Management Achievement awards. Prior to EA, he was co-founder and vice president of development at Dynamix, where he produced Arctic Fox, the first original game for the Amiga.



Bill Hindorff
Vice President, Product Development

In August this year Bill Hindorff, Atari Games veteran, joined 3DO. He brings with him over 20 years experience of the interactive entertainment industry and an impressive games personnel heritage. Whilst at Atari, Bill produced hits such as San Francisco Rush, Wayne Gretzky Hockey, Area 51 and the extensive RBI franchise.

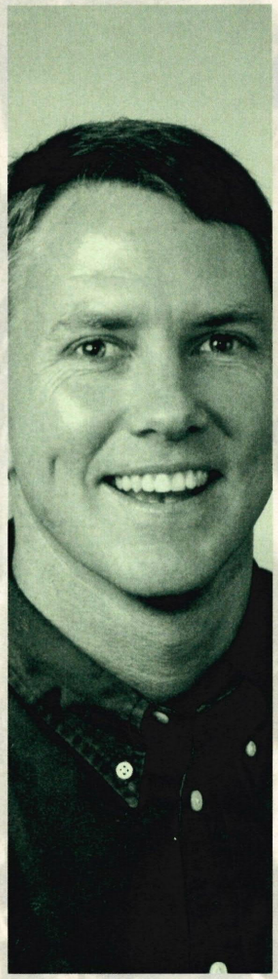
Bill's responsibilities at 3DO include Crusaders of Might and Magic for PC CD-ROM and the Internet RPG Meridian 59; as well as involvement in the development of the Mac version of Heroes of Might and Magic and Game Boy Colour products.

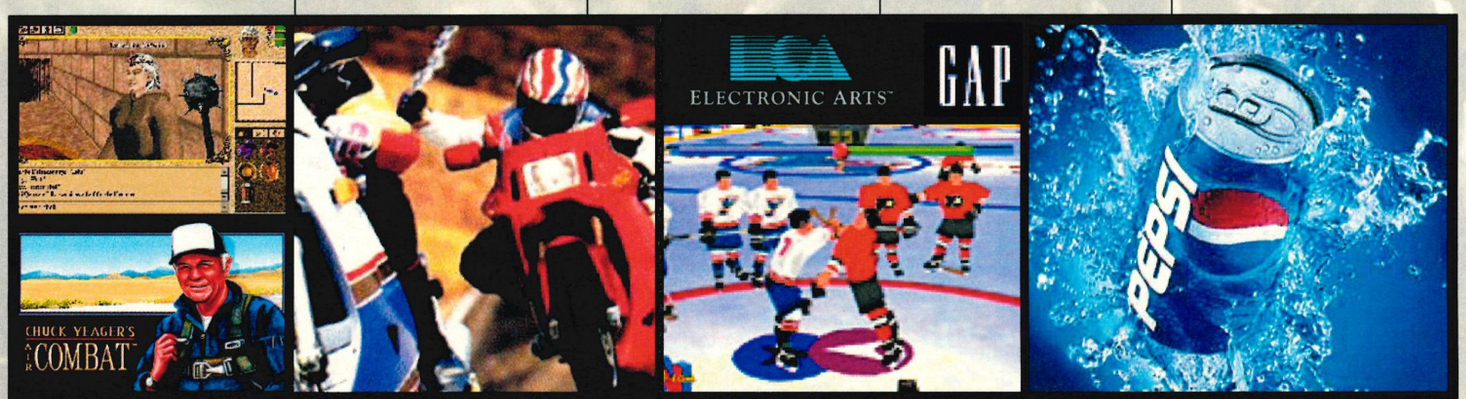


John Adams
Chief Financial Officer

After 14 years of successful financial management, John Adams joined 3DO in 1998.

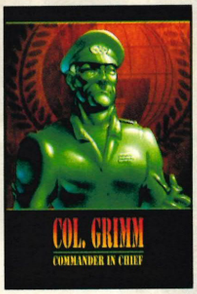
John served most recently as Vice President and Director of Operations for International Thomson Publishing. Whilst gaining a BA in Economics at Villanova University, he won the University Outstanding Leadership award as well as completing an MBA from UCLA.

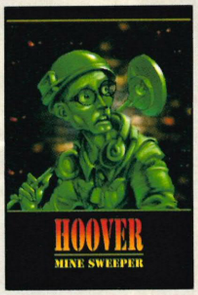




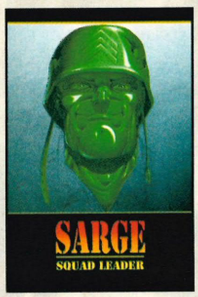


ARMY MEN: SARGE'S HEROES

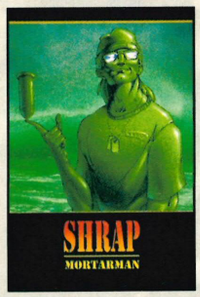


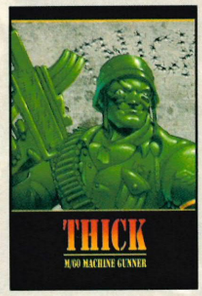




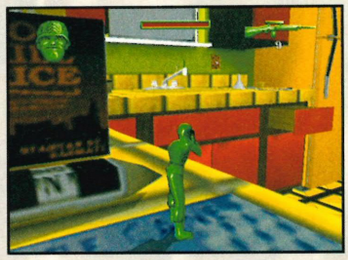


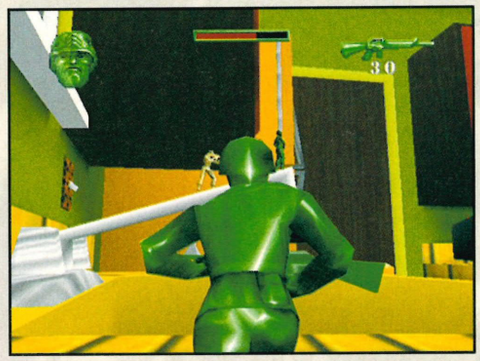






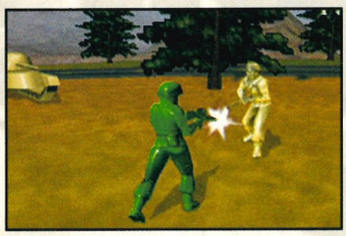
Made up of the Green and Tan armies, the ARMY MEN wage their war with passion and skill, fearful of only one thing: the dreaded meltdown. Players are given the opportunity to take Sarge, the hero of the Green Army, and his merry band of heroes through the Plastic World, where Sarge is life-sized, and the Real World where he is only two inches tall. The Real World is an oversized, intimidating environment that includes the kitchen, the hallway and the garden of the house where he and his men are kept. His battle against the Tan Army is a life - long struggle. With the use of Plastosheen™, Army Men's plastic soldiers look and shine like the real thing, yet move and fight with unreal clarity, bringing them to life, and ultimately to their death, in a wide variety of grizzly plastic-melting, decapitating and exploding 'man down' animations.





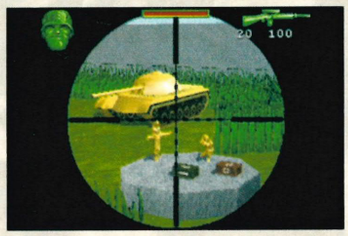
The game spans 14 different missions with up to five separate objectives in each. Players are taken into a variety of action scenarios that combine highly-compelling gameplay with a heavy dose of humour and personality. There are plenty of resources available - Assault Rifles, Bazookas, Flame Throwers (very handy), Shotguns, M-60s Machine Guns, Sniper Rifles, Grenades, Grenade Launchers, Mines (and Mine Sweepers), Mortars and, of course, the C-4. These help Sarge and his heroes through attacks across kitchen surfaces, through hallways, and into the garden - the 'Greener' way of life. For, if the Tan Army manages to secure the explosive Sky Rockets, horrific Magnifying Glasses or the dreaded Rubbish Disposal, the balance between good and evil could be shifted forever.











SIR, YES SIR!

Andre Emerson, producer of Army Men: Sarge's Heroes, takes extreme PlayStation behind enemy lines…

Do you have a fetish about mutilating toy soldiers?

I thought I had until I actually started here at 3DO. After seeing what the development team does to them, I look timid. There are some pretty disturbing images and battle scenes being recreated around the office. Let's just say that decapitations, amputees and full exit wounds are just the beginning of what's typically done to them. We all should keep an eye on our Technical Director, Dan Geisler. The things he's done to them are disgusting!

What's your favourite way of torturing a toy?

When I was real little, I had a tendency of ripping the tongues and ears off of stuffed animals; don't ask me why. I then discovered the combination of hairspray and a lighter to create a makeshift flamethrower in my teens. Also in my teenage arsenal was the inclusion of fireworks. I remember one fourth of July seeing how many bottlerockets it would take to get a GI Joe action figure launched into space. It didn't happen, but I was able to get my smaller and lighter Star Wars figures airborne. I also used to take my rocket and pellet gun and try to shoot down the little green plastic paratroopers with the sandwich bag-like parachute after tossing them into the air.

Which burn better in your eyes, Tan or Green soldiers?

By our standards at 3DO, Green is good and Tan is evil. However, from a sheer burning standpoint, the Greens burn much better. The contrast of fire and green just pops well during the melting phase.

Please explain Plastosheen, and the problems you encountered developing it?

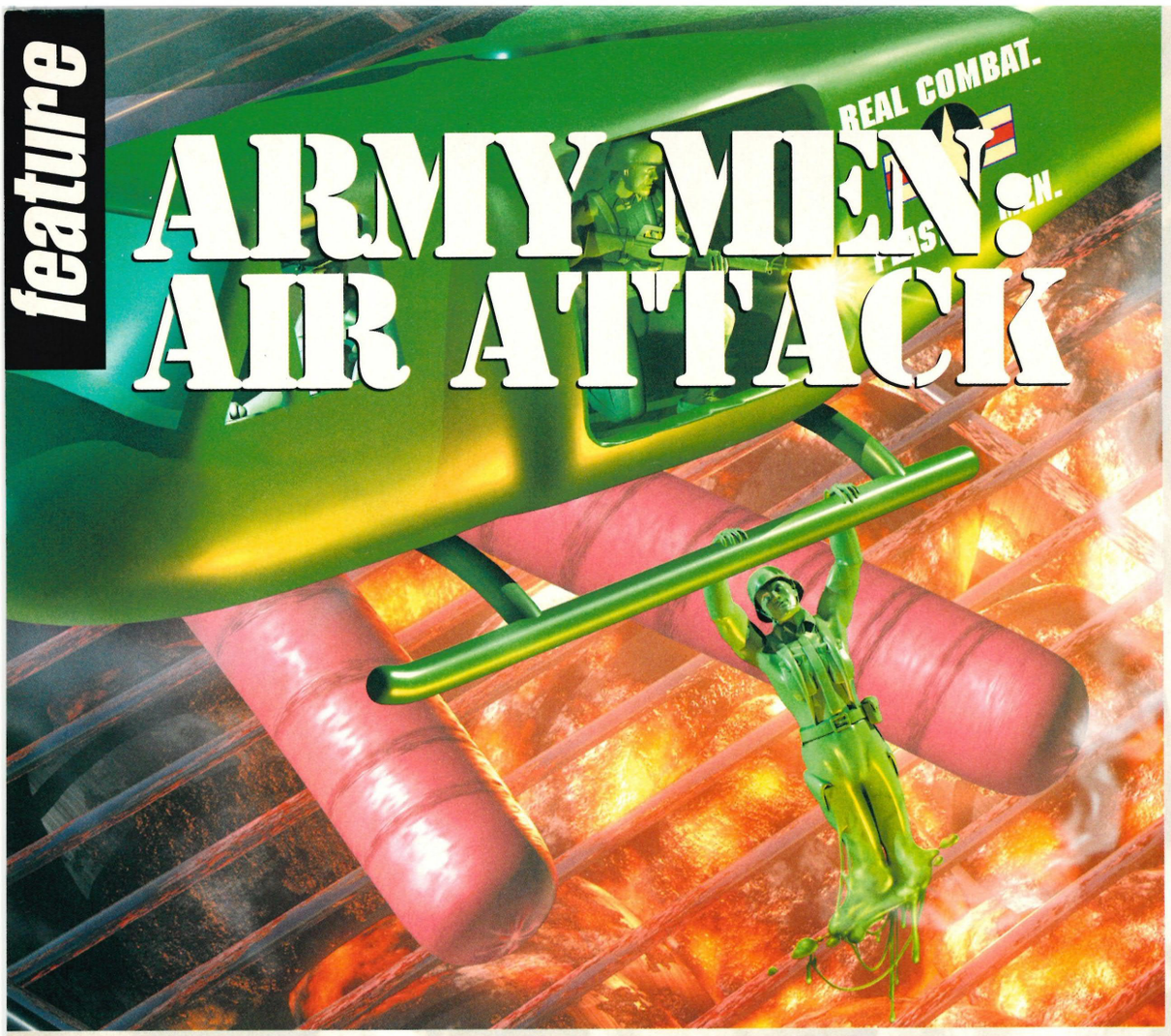
I'll use this explanation from our Technical Director, Dan Geisler to better describe this.

"To fully describe the Plastosheen effect, I'd have to switch into a Geek-Speak Factor Ten. So, to spare everyone the horror of that, the following definition is offered. Plastosheen (Plast O Sheen): A set of techniques for mathematically approximating the effects of light reflecting on a plastic material surface".

We took an engineer, Pete Wiseman, and locked him in a shack for four months and told him not to return until he has shiny plastic guys on screen with no performance hit. Lo and behold, Pete returned with his task accomplished. Not only were we able to get our Sarge character shiny, but all allies, enemies, tanks and helicopters as well. This was quite a feat and was essential if we were to really achieve a 'plastic toy' look for our characters.

Will the Tan army get the chance to take revenge on the Green army in a sequel?

I am a fan of Dungeon Keeper, so to me evil is good sometimes. An Army Men game that gave the player a choice to play as either Green or Tan would be fun. As far as a sequel, nothing has been announced. However, the team is extremely anxious to further build upon the various characters established in Army Men: Sarge's Heroes, so I wouldn't bet against it.



ARMY MEN: AIR ATTACK

In this action adventure, Army Men: Air Attack takes you on an air adventure with helicopter squadrons of Apaches, Super Stallions, Chinooks and Hueys through six new worlds ranging from Real World to Plastic World. Included are the beach, a campsite and an arctic mountain fortress. Captain has the chance to team up with Sarge and other well-known characters from the Green Army to complete 22 missions. All this hardware is ranged against the disablement of the plastic-melting hot-pot, extinguishing deadly firecrackers, destroying remote-controlled cars transporting enemy troops, as well as the real world dangers of bees, fire ants, the dreaded lawn sprinkler and, most significantly, defeating the evil Tan Army. Promising to be perceptive and accurate, with stunning camera angles and an aerial view of the action, the game advances at breakneck speeds. Co-operative play and death-match are amongst the multi-player options.

PSYCHO KILLER

extreme PlayStation delves into the sordid depths of Kudo Tsunoda's mind - Senior Director of Army Men Air Attack.





Firstly, does your with obsession with plastic cause any problems in your personal life?

My girlfriend definitely finds it interesting how much time I spend at home melting and destroying plastic toys. She's a doctor and probably does not find my penchant for destruction as amusing as my friends at work. It has taken her a while to understand that if she comes home and I am sitting in the middle of the driveway surrounded by plastic toys, lighters, lighter fluid, and fireworks, that I am in fact working and not just some sick, deranged lunatic. I don't think her parents really understand, though. They have advised their daughter to get away from me as fast as she can.

Can you remember the first time you had the compulsion to torture an innocent toy?

I think everybody who, as a child, used to set up little battle scenes with plastic war figures eventually felt the compulsion to add more 'action' to the scene. I know I used to fire bottle rockets at them, strap firecrackers to their backs, drop cherry bombs on them, set them on fire, stick them in ant holes, the works. We have tried to capture as much of this childhood fun in Army Men: Air Attack. At least this way, kids' parents don't have to worry about the house getting burned down!

Ants play a big part in Army Men; what research have you done into the species?

We have worked extremely hard to make sure all of the insect behaviours in our game mimic those in real life. For the ants we imported several hundred ant farms and did various experiments to see what natural ant reactions occurred. For instance, every morning when I came in to work, I would pick up an Army Men toy, dip it in honey and drop it in an enormous ant farm with over 1,000 ants in it. We would sit and watch the ants swarm all over the Army Men toy, eating greedily. We also dropped various food products to see which of the ants were most attracted to and then used those items to lure the ants around the levels in Army Men: Air Attack. I can still remember the day we dropped in the half-eaten chicken leg. The ants went crazy. Just a note, no actual insects were harmed in the creation of Army Men: Air Attack. They were treated extremely well and then released into the wild as soon as our Ant Behaviour AI Engine was complete.

Why do you hate the Tan army? Surely, there's good in every toy?

Personally, I love the Tan army. Without the Tan there would be no battle with the Green Army. With no battle between the Green and the Tan there would be no Army Men games. With no Army Men games, there would be no Army Men: Air Attack. If there was no Army Men: Air Attack I would not get the joy of knowing we have brought days of gameplaying joy and happiness to millions of people all over the world. I don't know if I could go on without that.

Did YOU design the hideous plastic-melting pot featured in Army Men: Air Attack, where blameless plastic soldiers are melted alive?

The hideous plastic melting pot was the result of an all-team psychotic routine that involved using hand-held blowtorches to melt huge piles of Army Men into a big black cauldron. Since the plastic re-hardens so quickly, we were fooling around seeing how much Tan liquid goo we could create. As soon as we had a nice big puddle of goo, the next logical step was to start dipping Green guys in the Tan goo. A cool mission is born. Most of our 'design genius' came from all the things we did to the Army Men when we were in the office messing around.

CRUSADERS OF MIGHT & MAGIC



A 3D action fantasy thriller that challenges players in the tradition of the Might and Magic series, Crusaders of Might & Magic is entrancing and addictive. The player travels through a world of intimidating quests, fierce battles, complex puzzles and grotesque monsters. Drake, orphaned and a loner, hardened by exposure to a life of battling with the scourge that destroyed his family as a boy, is engulfed in the midst of a new Crusade. He must join forces with the High Guard trying to rid the lands of the Legion of the Damned. Drake must combat his way through five distinct realms with the aid of swords and sorcery. From the gloomy depths of Duskwood to the spires of the Citadel, Drake must use all sources to become more powerful to eventually confront the leader of the dead





MERLIN MADNESS

Dave Downing, producer of Crusaders of Might & Magic, spells it out!

What were your previous projects before Crusaders of Might & Magic?

I began my career as an assistant to Chris Roberts as post-production co-ordinator on Wing Commander III PC. I was then the Associate Producer for Wing Commander IV PC, Producer for Wing Commander IV PlayStation and then Producer for Wing Commander: Prophecy, PC.

Have you encountered any major problems while developing Crusaders of Might & Magic, and how have you overcome them?

We have had a great number of challenges on this project. This is a new team with lots of varied experience, but we've never worked together before. We've built a new engine and tools for this project which is always fun but risky, and this is a totally new game design which is very ambitious. Most of these challenges are not things you overcome, you work through them. You build a team by working together, playing together and through that you learn each others' strengths and weaknesses. There is no easy way to design a game while building the engine and toolkit at the same time. Both sides have to adapt to each other. If you don't have time to implement a technological feature, then the design has to adapt to that and find creative ways to work within the constraints of the engine.

If you could possess any spell from the game what would it be?

Man, I would love to be able to throw a Lightning Bolt.

Are all your team Might and Magic fans?

Yes, most of us are. We've been playing M&M VII a lot since its release.

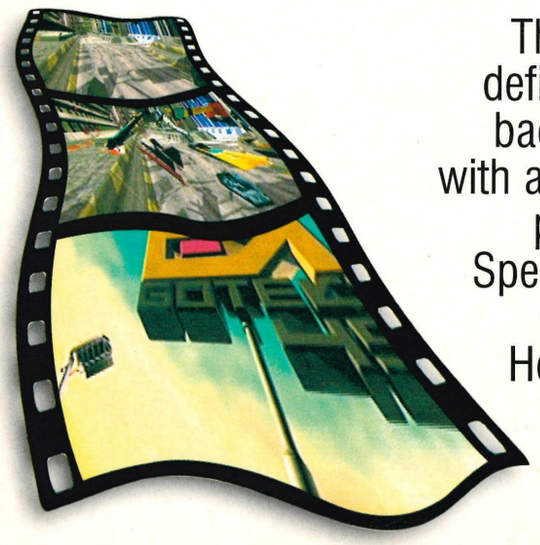
What do you feel is Crusaders of Might and Magic's unique selling point gameplay-wise?

Our most unique game element are the Weapon Talismans. As you collect the Talismans, you're able to apply them to your weapon of choice. This feature allows you to strengthen your weapons appropriately to the different types of enemies you face, each with unique classes of magical power.

Memory Card | Analogue Pad | Dual Shock

Publisher Sony CEE | **Developer** Psygnosis | **Genre** Driving Game
Released Out Now | **Version** PAL | **Price** £34.99 | **Players** 1-2

WIP3OUT



The game that defined 'cool' is back, complete with a stylish two-player mode. Speed-merchant Greg 'wiped' Howson has a gander...

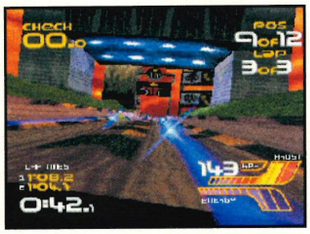
There can't be many us who haven't experienced the techno-driven, future racing thrills of WipEout. Whether it was the ground-breaking original or the 'plenty more where that came from' sequel, it's likely that most PlayStation owners have caught the futuristic speeding bug. Always more than just a racer, WipEout felt unique. Its combination of style, tunes and tightly-honed control helped launch the PlayStation as well as improving the hand-eye co-ordination of a generation. Now, after a quick brush-up in the garage, Wip3out is here to test those cornering skills once more.





History Lesson

WipEout was released in 1995 to rapturous applause. It combined futuristic racing, speedy blasting and top tunes, and did much to turn gaming into the credible and fashionable pastime it is today. The sequel, WipEout 2097, was a step forward with the biggest improvement being damage that caused destruction to your ship. No longer could you bang your way around the course without any thought for the consequences. 2097 appealed to more skilled gamers, but it meant newcomers faced a steep learning curve. Wip3out aims to appeal to both, with steady early courses followed by manic challenges in the later levels.











■ On your marks, get set...

Psygnosis has wisely adopted an 'if it ain't broke' policy, which has paid off



■ Like Blade Runner, but faster.

Immediate impressions are positive, as graphically things are exceptionally smooth and finely detailed. The fab intro alone sets the scene, with the use of the hi-res mode meaning everything looks crisp with little pixellation. The speed of your craft is superbly realised on screen as the background whizzes by with little of that annoying pop-up. If you get a chance to glance around as you thunder along (and that's unlikely) the backgrounds are expertly drawn, serving up a great atmosphere for each individual track.

Horses for Courses...

Talking of tracks, there are eight new circuits to test your skills on. These include Sampa Run and the Vegas-inspired Mega Mall. They are all well designed with a superbly-judged difficulty curve. Remember the first two WipEout games?





Remember the hours of practice needed to become an anti-grav racer expert? Well, that practice isn't wasted here as you need all your skills to succeed in the later challenges. However, the control and early tracks have been tweaked to allow WipEout virgins the chance to learn the ropes. Newcomers can dive straight in and enjoy the racing without having to practice for a week, while veteran speeders aren't disappointed by the later challenges.

So, Wip3out offers better graphics and new tracks, but what else? Well, how do three more teams, seven new weapons, several fresh challenges and, best of all, a split-screen two-player mode grab you? Yes, finally you can compete against flesh and bone. No more immaculate CPU circuits and predicable opponents. Now you need to prepare for races against your mates, who won't take an attack lying down. The introduction of the two-player mode is the biggest addition to the WipEout series and fears of slowdown and graphical glitches are unfounded. Unlike some multiplayer racers, where there is a distinct tacked-on feel, here the courses and weapon design are perfect for two-player action.

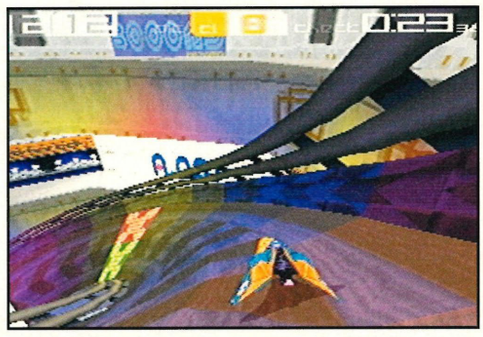
Multiplayer, like the rest of Wip3out, is boosted by the improved control system. This is mainly due to the use of the analogue stick and force feedback. The analogue control is perfectly suited to the twisty speed paths and can help you in shaving seconds off your best times. Also, the shoulder button has been utilised as a small turbo boost. Used liberally, this can be a great help but it does simultaneously lower your shield - such is the fine line between winning and losing.





Built for Speed

WipEout has always been about speed and design, with another vital feature being the weaponry. Again this has been enhanced to include seven new ways to hinder your enemy. These range from offensive items such as Plasma Bolts and Mines to more strategic adversary blockers such as the Force Field. The handy new rear view is essential for some of these, and is also a great way to show off the speed and graphics during the game. As before, you need to combine driving (hovering?) and blasting skills to

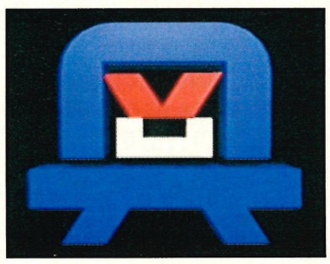


■ Sexy design.

Delicious Designs

Notice those sexy team logos? The grey options screen with groovy text? How about the odd character on the starting grid? The design for Wip3out is so distinctive that you know that much time has been lavished on it. Those responsible are Designers Republic, a group of rowdy northerners who think nothing of displaying their creative wares in the WipEout series. Despite sounding like a fashionable communist country, these guys and gals have heavily influenced the success of the series. Long may their old-school Japanese style reign. Lovely...





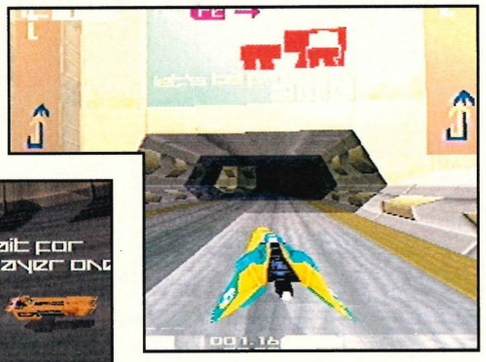


■ Follow those vapour trails.

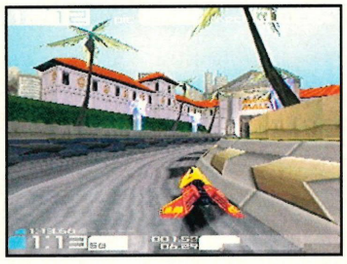


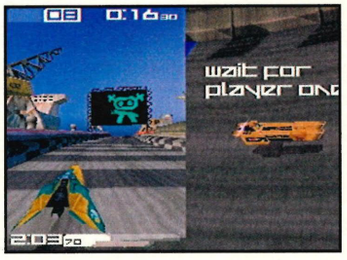


■ Get that shield on.









have any sort of success. One particularly welcome addition in this third instalment is the use of individual vapour trails. This makes enemy targeting much easier and therefore much more useful.

And yes, the music is as pumping as you'd hoped. DJ Sasha and friends provide an uplifting soundtrack as you hurtle through the cityscapes. Music is so often overlooked in games, but in Wip3out it's an integral part of the proceedings. Zooming through the circuits would not be the same without the high quality techno backing. Whilst not as varied as 2097, the soundtrack to Wip3out is equally impressive.

If you get bored of plain racing or tire of the two-player, which is highly unlikely, you can indulge yourself with the juicy added Challenge and Tournament Modes. The Eliminator Challenge is perfect for wanton destruction, as it requires you to demolish your opposition during the race if you want to progress to the next circuit. There is no option to go into the pits on this level, so hits really count. Long-term glory can be yours in the Season Mode, which contains that addictive quality of all in-depth league set-ups.

You can't talk about Wip3out without mentioning design. Stylish fonts and minimalistic colours are not common in the gaudy videogames world, and it's a shame that more companies don't follow this example. From the box packaging to the race sequences themselves, the classy design impresses. Trivial as it may sound, this stylised look actually adds to the game, helping you get more immersed in the action, even if it can be a bit hard to read on screen. Who said style had to be practical?

Graphically things are exceptionally smooth and finely detailed



If It Ain't Broke...

So, is Wip3out worth buying? Although there are no truly radical changes, except maybe the two-player mode, the answer is undoubtedly 'yes'. Purists may have demanded an entirely new experience, but Psygnosis have wisely adopted an 'if it ain't broke' policy, which has paid off. All the changes in Wip3out are enhancements which take the basic concept and expand it subtly. The main reason to purchase this is the two-player mode. All those skilled and scarred players, arguing over who is best, now have the opportunity to settle their disputes once and for all. The crystal-clear, super-fast graphics are more than just icing on the cake, as although WipEout may be the granddaddy of futuristic racers, it is looking better than ever, putting its competitors to shame. The new tracks and ships help make the WipEout universe a more welcoming place for newcomers, and there is really no excuse for not sampling the finest future-race action the PlayStation can offer.

Greg Howson

Music Masters



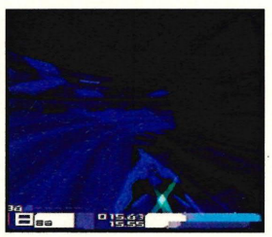
What do Chemical Brothers, Underworld, Leftfield and Sasha have in common? Yep, these purveyors of quality techno/dance music have, at one time or another, been involved with WipEout. The soundtrack to Wip3out is co-ordinated by DJ Sasha who, along with chums like Orbital, creates another top-notch racket for you to race along to.

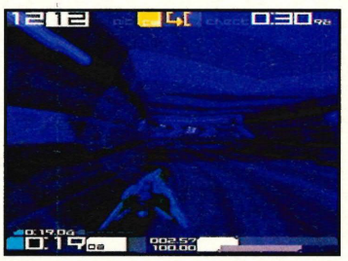


■ One-on-one racing action.











extreme

UPPERS	DOWNERS
Two-Player WipEout! Gorgeous looking. Very, very fast.	Text hard to read. Last WipEout on PSX. Nothing REALLY different.

91%

Memory Card | Analogue Pad | Dual Shock

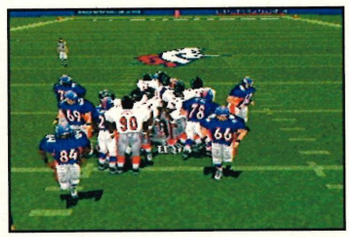
Publisher Electronic Arts | **Developer** Tiburon | **Genre** Sports Sim
Released Out Now | **Version** PAL | **Price** £39.99 | **Players** 1-4

MADDEN NFL 2000

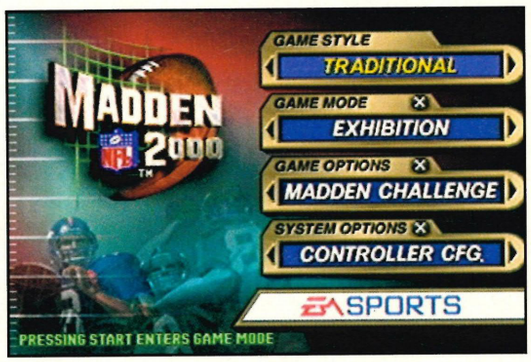
Courageous armour-suited warriors or contact-fearing pansies? Yes, Madden is back with more Stateside shenanigans. Greg 'hup! hup!' Howson has a look at the version for 2000.

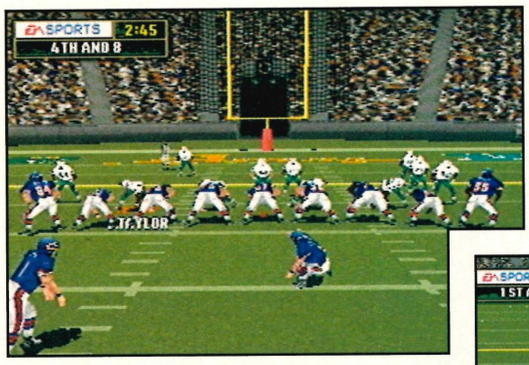


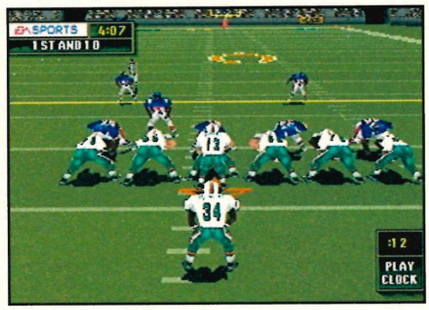
■ A few decisions to be made then?



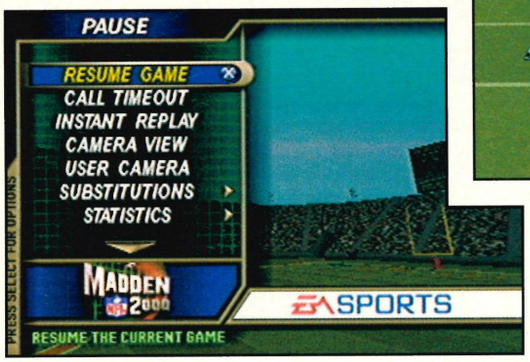
■ These are hard men - in pads.











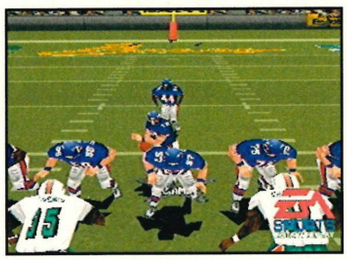
Another year, another Madden game. Yes, the portly American is back with the tenth instalment of the grid-iron series. Much like FIFA, each version of Madden brings incremental improvements, all wrapped up with impressive EA presentation. Madden 2000 is no different, with the most notable change to '99 being the speed of gameplay.

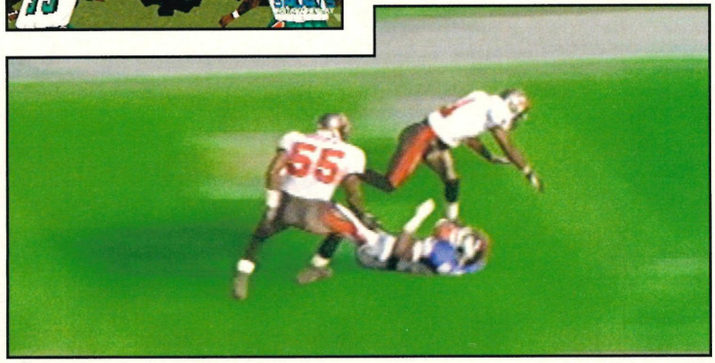
Compared with their sluggish predecessors, the players in 2000 zip around the turf, making the stop-and-start action more fun. Whilst not the polygon beauties we hoped for, the players look better and are all realistically shaped. So, for example, the centres are lard-filled stoppers who aim to block the lithe wide receivers from touchdown glory. You really feel the crunch tackles as your quarterback tries valiantly to escape from the on-rushing giants. Unfortunately, most of the sound is disappointing as, despite Madden's authentic tones, the crowd sounds like a malfunctioning vacuum cleaner. It's hard enough to score a touchdown as it is, without the addition of a muted crowd response which is tough and much improved from previous versions, most noticeably by an enhanced AI. Other decent additions include the chance to manage your 30-year career (Franchise) and the ability to replay and alter crucial moments from real-life classic games (Great Games).

Madden NFL 2000 offers a fast and in-depth American football experience

Overall, Madden NFL 2000 offers a fast and in-depth American football experience. Of course, one big question remains. Namely, whether it's worth buying if you own an earlier version. The answer depends on how much you love the sport, with unbelievers (ie. most of us in the UK) likely to remain unswayed. However, if you find yourself daydreaming of 40-yard passes and planning tactics on the train, then Madden 2000 is worth a punt.

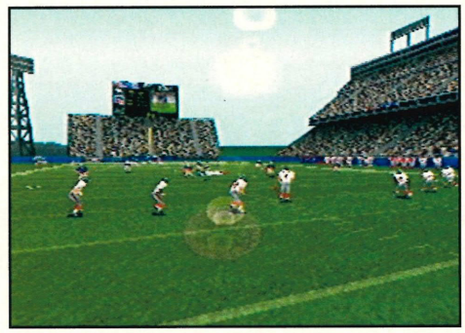
Greg Howson





38, 24, 67...

Gameplay-wise, things are much as before, with 'X' controlling most of the on-field activities. Passing has been made even smoother and, as expected, there are numerous tactical decisions to be made before a ball is thrown. Any grid-iron aficionado will tell you this is where the game is won and lost, so beginners face a steep learning curve. If you can't get a friend interested, the computer opponents offers a challenge



Grand grid-iron goings-on.

extreme

UPPERS	DOWNERS
Speedy and detailed play.	Nothing really new.
All the teams.	Pathetic crowd noise.
Crunching tackles.	It's American Football.

87%

Memory Card | Analogue Pad | Dual Shock | Multi Tap

SLED STORM

Publisher Electronic Arts | Developer EA Canada | Genre Driving Game
Released Out Now | Version PAL | Price £34.99 | Players 1-4

Brace yourself for some thrills and spills with EA's exciting new Snowmobile adventure. Dave 'snowball' Foggon finds out how this one differs from the snowboarding sims...





■ Take your marks...and prepare to kill rabbits.

Prepare to be very impressed. Sled Storm is an original and involving racing title - the kind that doesn't let you walk away after a session of playing. This is because there are so many angles on the game to keep you interested, such as the tricks, times, overall scores, vehicle upgrades and basic competitive gameplay. Even if these factors are eventually not enough to keep you interested, the four-player mode means that after a few bevvies you and your mates can slog it out against each other for hours.

Sled Storm is a combination of the snowboarding-type game and a driving simulator. The graphics are generally of a high standard, and although they can be rough in places, they run smoothly to give an accurate race feel. The game incorporates different race conditions, such as varying weather problems, while you may also be required to travel through snowdrifts, mud and ice, or blast through areas to discover shortcuts. This is one element of the game that makes it particularly interesting, as many of the tracks have a variety of routes that can be taken; more, in fact, than the highly successful 1080° Snowboarding on the N64. Also successful is how the game combines the requirement to win races with the need to complete tricks, within the same mode. Players are awarded points for winning races, but also high scores for tricks and hitting signposts or animals. The points are then used to upgrade the vehicle in a variety of ways. Through this method, it is possible to save up enough credits to progress through 400, 600 and 800cc series.

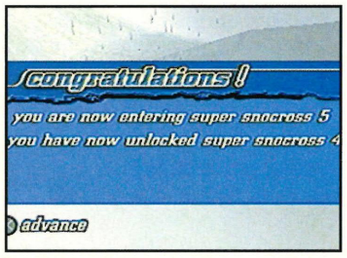


Sled Storm is an original and involving racing title...

Snow Joke...

The game has 12 tracks to satisfy your thirst for variety, including two tournament modes - the Super SnoCross and Open Mountain, plus some secret courses that can







■ You can jump really high in these snowmobile thingies.

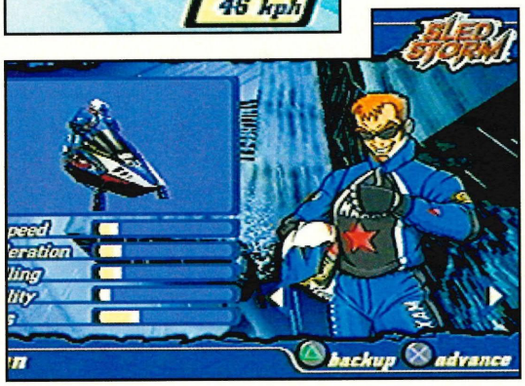


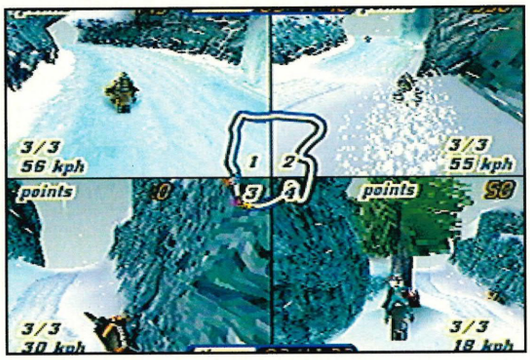
The Quick and the Sled...

There are six characters in the game, each with their own distinct identities and abilities. Stylish and fashionable, Ryan is good at performing tricks and is also reasonably quick. His main weakness is his stability. Tracey is a foxy action girl who can accelerate well and reach high speeds, but she has problems with tricks. Then there's Gio, a tough guy from New York who is very fast and capable at tricks, although he does have problems with handling and stability. He struggles in thick snow and hard terrain. Travis is brilliant at tricks, acceleration and handling, but his vehicle is extremely unstable. Nadia has mastered tricks with ease and she is confident with her handling. However, she can only reach average speeds. Finally, there is Jay, a surfer/snowboarding dude who is by far the best at tricks. This makes up for him being poor at everything else. In addition to these, there are two bonus characters who can be accessed after success in the game.

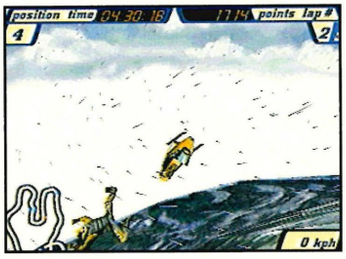








■ The split screen works well and multiplayer is great fun.



■ Oh shit.....

Want a racing game with a difference? Here it is. Thinking of buying a snowboard sim? Buy this little gem instead

be unlocked by progressing past them in the tournament. In addition to this, there are options to race the same courses through fog, at night or backwards in Mirror Track Mode.

The only reservations I have about this game are the ease at which your Snowmobile can tip over and the sometimes jumpy brake button, which is either too sensitive or not responsive enough. Even with these examples I'm struggling to find major problems, although the one main area of weakness is the lack of imagination on the tracks. Apart from one or two, the tracks are generally quite similar, although there is only so much you can do with snow and ice, I suppose. They can sometimes reveal gaps in the programming, as walls and cliffs become transparent, but not often.

In contrast, the game boasts some excellent features, such as the need to take the racing line to beat other racers who are initially faster than yourself. There are a variety of multiplayer games, involving two-player horizontal/vertical split screen or four-way split screen. If necessary, it's possible and also quite enjoyable to knock opponents off their vehicles or onto hard terrain. There are no rules, other than the winner is the guy who completes three laps first. The multiplayer game allows the same gameplay as the single-player offering, only with the satisfaction gained from putting one over your friends. The running of the game manages to stay quite smooth despite a busy screen, although it can be susceptible to the occasional jump.



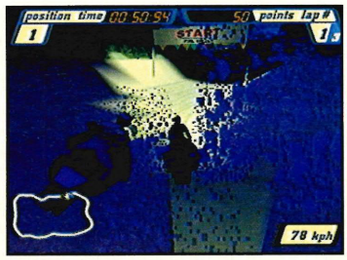
■ After unlocking a certain number of day levels, you go back through them at night.





■ One of the many shortcut routes hidden in the game.





Keeping Cool...

Personally, I'd rather have this game than any of the Cool Boarders series, by a long shot. There are far more elements to keep you interested, plus the whole presentation and game layout seems more logical. Normally with racing games you find that unlike 'start and finish'-type games, they're less immediately involving but generally longer lasting. Sled Storm, on the other hand, amazingly combines both a deep interest at the start (because of the challenge of upgrading) with a long lifespan. Want a racing game with a difference? Here it is. Thinking of buying a snowboard sim? Buy this little gem instead.

David Foggon



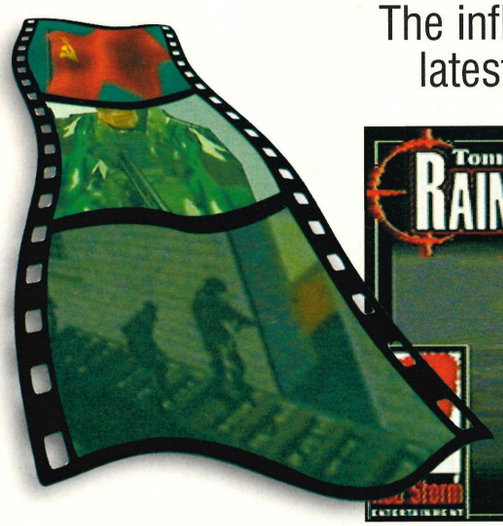


extreme

UPPERS	DOWNERS	
Fast game engine. Upgradable sleds. No pop-up.	Boring-looking menus. Lifeless characters. SnoMobiles topple over.	90%

TOM CLANCY'S RAINBOW SIX

The influx of espionage games continues with Red Storm's latest offering. David 'hit 'em for six' Foggon investigates





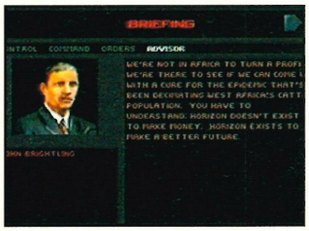


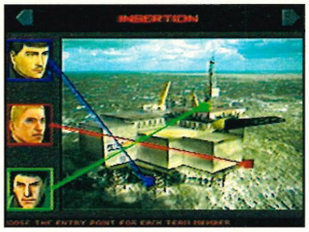
Publisher Take 2 Interactive | **Developer** Red Storm Entertainment | **Genre** First Person Action
Released November 1999 | **Version** PAL | **Price** £39.99 | **Players** 1

Mission Planning

This gives you the option of preparing the operatives under your control for each specific mission. Each of the 20 characters you can choose from has his own abilities and problem areas, so bearing in mind the context of your mission and the health of your characters, you can choose appropriately. There's also the opportunity to choose appropriate weapons, devices and even clothing for the characters. These also need to be carefully selected for the mission.









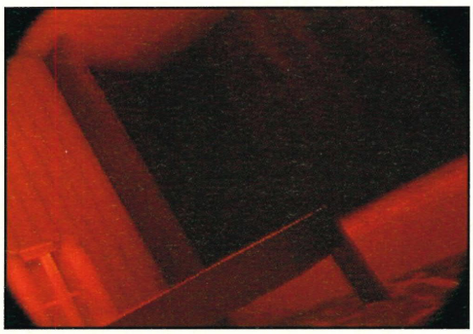
As the world is put under threat from a gang of deadly terrorists intent on capturing important politicians and using them for extortion, you must select a group of able operatives to carry out the rescue missions. The introduction describes the present-day post-Cold War situation, with the world free from the risk of nuclear apocalypse. However, terrorism has become an international industry with the security forces of each nation too weak to solve the problems.

Each mission starts interestingly, with the option of choosing from a variety of weapons and devices for each of the characters you have to control. It is important you choose weapons that are appropriate to the mission, such as explosives for missions involving blocked doorways and silenced Berettas for indoor operations.

This game had the concept to take it a long way

Special Ops

The game gives you the option of choosing from 20 operatives from the special forces, trained for anti-terrorist action, to use in 17 missions. There's also the opportunity to plan and anticipate the moves of your team members through the 3D maps of each scenario. These can range from infiltrating seized buildings, disarming explosives or rescuing hostages from threatening situations. The characters feature over 200 individual moves accompanied by more than 250 sound effects. Interesting elements include the ability to speak using

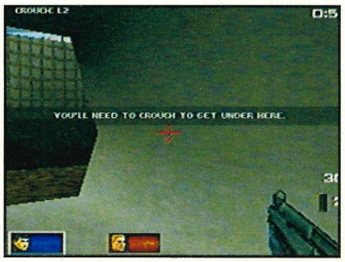


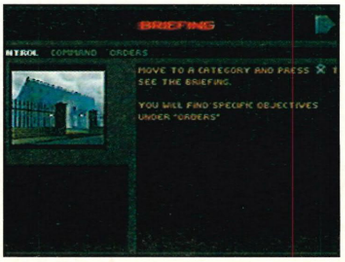
■ A death scene similar to James Bond.



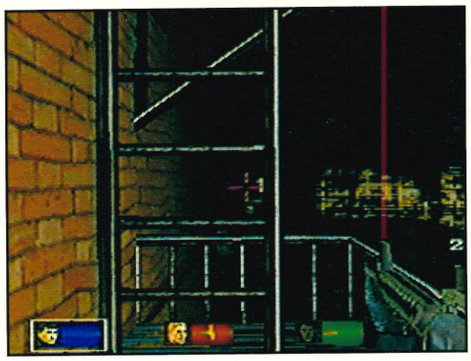


■ The backgrounds are unrealistic and boring.















■ Your colleagues open fire on a vicious leaf.

an operation button, and the possibility of multiplayer gaming.

Enough about the good points. Despite having great potential, this game still manages to fall well short of expectations. The graphics are generally quite simplistic and scenarios too basic to be of any interest. The horizons are not engineered to give a sense of distance, as in games like ShadowMan, but have the 2D appearance of wallpaper. The enemies you encounter are extremely bad in their presentation, seemingly based on the cardboard cut-outs from the Point Blank games. Their animation and movement is sudden and twitchy, while their behaviour is highly unrealistic. Sometimes they can shoot you from balconies and from a distance, but they also miss you from point blank range.

Control Freak

The control method for the analogue joypad is very awkward, requiring you to use the left stick for forward/backwards and the right for left/right. The aim of the gun is also too twitchy to accurately target the enemies, although this scarcely matters as even when aiming a few feet away from them, blood still flies from their head. Doorways and trapdoors are also very difficult to get through, as standing over a trapdoor for ages and not falling down can be annoying to say the least. To its credit, Rainbow Six can become quite playable once you get into it, but the control method and aim continue to hinder to your progress.

This game had the concept to take it a long way, which was better utilised in the PC version, but this one ultimately disappoints. The control method is just too annoying to get used to completely, and the shooting sequences are too unrealistic. Play Metal Gear Solid first and you feel as sick as a parrot with this attempt.

Despite the faults, Rainbow Six has some nice touches that make it just a little bit different, but it really is a second-rate game. I just can't help wondering how it might have turned out if Red Storm had concentrated on the action gaming more.

David Foggon



■ Once you've found them, you have to guide hostages to safety.

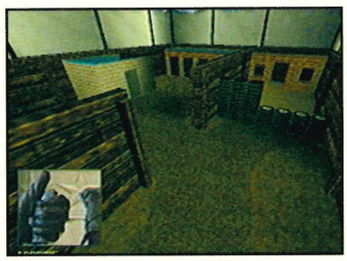


■ That really doesn't look like fire.

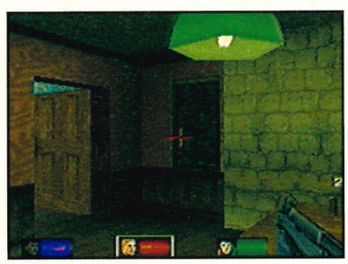


■ Have some of that!

Play Metal Gear Solid first and you feel as sick as a parrot with this attempt









extreme

UPPERS
More espionage action.
Plan your missions.
20 characters.

DOWNERS
It's no Metal Gear.
Poor graphics.
Annoying controls.

66%

TONY HAWK'S SKATEBOARDING

Publisher Activision | **Developer** Neversoft | **Genre** Sports Sim
Released October 1999 | **Version** PAL | **Price** £39.99 | **Players** 1-2

Skateboarding's changed since Saul 'thrasher' Trewern last sat on his board and bombed down a hill at the local play park. Find out why...







If you've ever witnessed professional ramp or street skating, you already know the mix of fast-paced four-wheeled action and phat air-bound acrobatics are the perfect ingredients for a game. As of yet, though, nobody has ever managed to capture the anarchic spirit or spectacular action of this X-Game sport to great effect. Things are about to change with Tony Hawk's Skateboarding - a thrash metal, hard-grinding, gnarly beast that's about to devour PlayStations the world over.

What if you don't like skateboarding? No problem, because as well as being as realistic as it's possible for a skateboarding game to be, it's also a great arcade game. Tony Hawk's Skateboarding is based on street skating, so rather than being confined to certain ramps or skateboard parks, you find yourself tearing up the concrete in clichéd but incredibly skater-friendly places such as shopping malls, schools, warehouses and the good old street. Each of the nine levels is dauntingly massive, and strewn with obstacles, ramps and phat air opportunities, as well as moving vehicles and surfaces to grind and slide.





■ He ain't no hero. He's zero!



■ Some of the bails (crashes to the non-cool) are extremely realistic and painful. Especially if you connect with a moving vehicle.

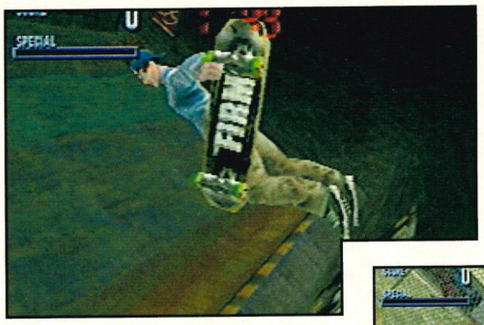


Phat Chance

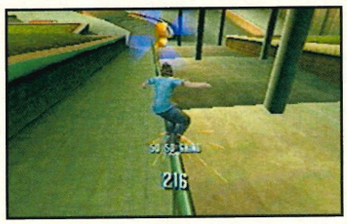
Within a level you have to collect a certain amount of videotapes to gain access to the next area. This is where things become interesting, as Tony Hawk's Skateboarding does not follow the racing game route - there's no start or finish line. In fact there's nobody to race against and in no way a set route. You're allowed to go anywhere you like within a level and complete as many tasks as you can in the allotted time of two minutes. Which is not enough, as many of the levels are so huge you couldn't traverse them in that time. You get as many goes on a course as you like, though, and within those two measly minutes you have to complete as many tasks as possible in order to win the tapes.

The tasks include getting a set number of points by going all-out for tricks and stunts on the ramps and jumping surfaces provided, finding all the letters to make up the word SKATE, grinding five set surfaces, finding hidden tapes and generally being a cool skater. These tasks can be completed in any order, but don't expect to complete all of them in one session. You generally need to concentrate on one task at a time to build your tapes up. Even when you move on to the next, you can always go to any of the previously-opened areas to try and get more tapes. Tapes also serve to help you get better equipment, so learning the tricks and courses is a 'must' if you want to go deeper into the game.

You hate skateboarding? No problem, you'll love Tony Hawk's...



■ If you get airsick, maybe you should give Tony Hawk's a miss.



■ A long grind is always satisfying.







■ Try and score some points on the basketball court of the school level.

Tricks And Turns

Of course, all this innovative game and level design would have gone to waste had controlling your skaters (of which there are ten) wasn't such an immediate and long-lasting joy. Before I got my hands on the review copy, I was lucky enough to play a demo version that consisted of just one small skatepark. I played this demo for weeks due to how much fun it was simply to control my skater and learn all those spectacular stunts. It didn't matter that I was confined to just one area, as there's enough gameplay simply in the control to last for weeks anyway. When I got the full version to play, implementing everything I already knew into the new courses and areas was immense fun, and even now, over two weeks later, I can safely say I'm enjoying Tony Hawk's just as much as I was when I first played it.

Actually controlling your skater is a simple case of holding X to power your jump and letting go to actually jump, hitting Square for a kick trick and Circle for a grab trick. You don't even have to worry about moving the board forward, as you can set it to do this automatically. The two main trick buttons can be used in conjunction with each other and joypad movements to produce some astounding tricks and combos, which are mostly possible in real life, although you won't believe it when you see it. However, I don't believe skaters can really jump as high as they can in the game!

Tony Hawk's Skateboarding is definitely the best-looking game of this type around

Uh, Wizard!

Graphically, Tony Hawk's Skateboarding is definitely the best-looking game of this type around; it's even better than Sony's own Cool Boarders 3. The animation is what makes Tony Hawk's so eye-pleasing. All the skaters' movements are animated with a fluidity that's rare even in the massive-budget football games. The tricks look fantastic and the game runs at a hefty pace without any slowdown, although a little bit of clipping does occur on occasion.

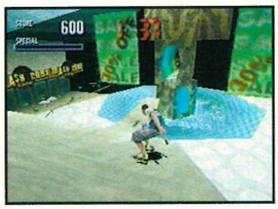
The soundtrack also deserves a mention as American pop, rock and thrash metal is generally not my cuppa, but I have to admit to tapping the odd toe to most of the tracks on offer. There's also some cool grunts, moans and crunches when you crash.

For what is obviously a minority sport, Neversoft and Activision haven't cut any corners in their effort to make Tony Hawk's Skateboarding as near-perfect as possible. The result is one of the most playable games I've had the pleasure of reviewing in some time, which is mostly down to the feel of the controls. The huge levels and innovative game design certainly help, though. So do the sound, graphics and a superb two-player mode which basically means Tony Hawk's has it all. So you've got every reason to go and buy it now. What? You hate skateboarding? No problem, you'll love Tony Hawk's...

Saul Trewern







■ The camera always moves to find the best viewing position.







■ There are several two-player games. This is Graffiti, where you have to tag obstacles before your opponent.



The Skate Board...

There are ten characters to choose from, who are all real-life skateboarders. Each of them have different attributes, and there isn't one real, all-round best skater so you find yourself trying all of them out. They all have their own range of boards that can be accessed by collecting extra tapes. Each time you access a board you find it turns better and handles better in the air, which should allow you to pull of some far more spectacular stunts.

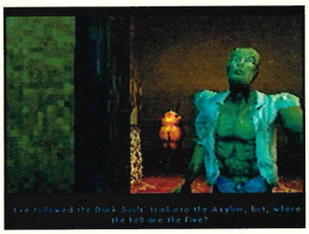
extreme

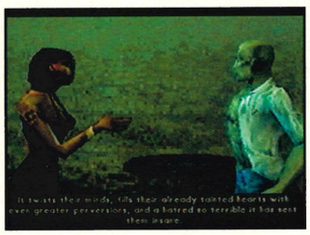
UPPERS	DOWNERS	
Fantastic animation. Natural controls. Spectacular action.	Some clipping. Won't appeal to all. That's it.	92%

Publisher Acclaim Entertainment | **Developer** Iguana Software | **Genre** 3D Action Game
Released Out Now | **Version** PAL | **Price** £39.99 | **Players** 1

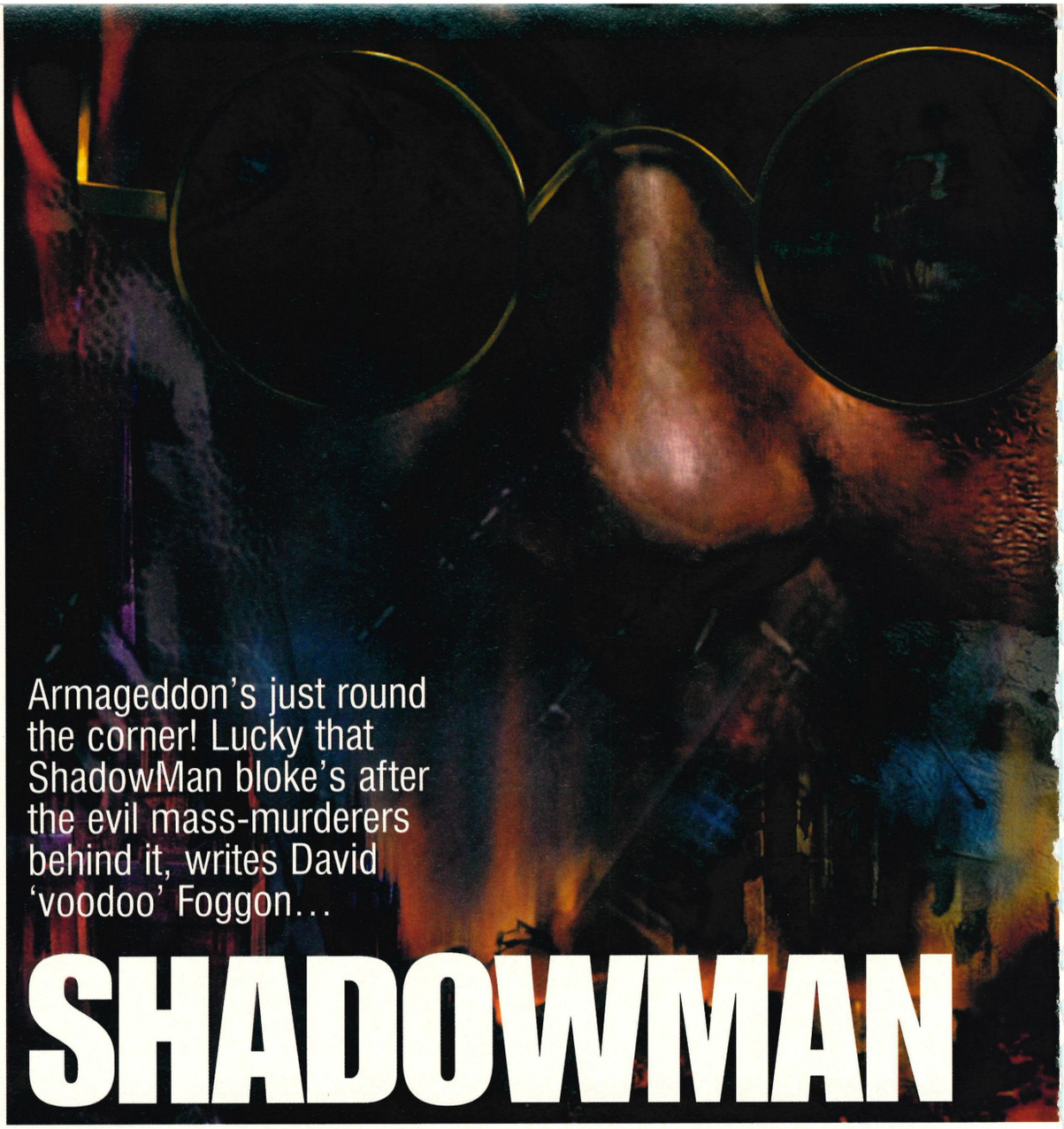
The Sequences

The intro sequence to this game is quite jumpy and is not as refined in its appearance as games like Soul Reaver. However, it still manages to maintain a chilling atmosphere and sets the scene for the rest of the game. Initially we're landed in 1888, with Jack the Ripper contemplating his crimes. He's then interrupted by Legion who, complete with a blood-stained face and shirt, persuades him to join the Deadside and attempt to one day walk the Earth with the dead. There are several other similar sequences in the game, which offer important clues for advancement. These give the opportunity to return to Nettie or the snake to seek advice.









Armageddon's just round the corner! Lucky that ShadowMan bloke's after the evil mass-murderers behind it, writes David 'voodoo' Foggon...

SHADOWMAN

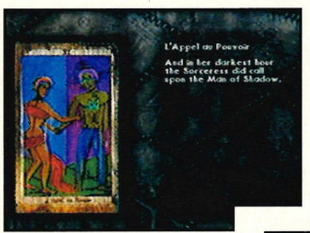
You probably weren't aware of this, but there are actually two forms of existence - Liveside (which we define as life), and Deadside, a deep and violent world where EVERYONE goes when they die. Oh, bugger.

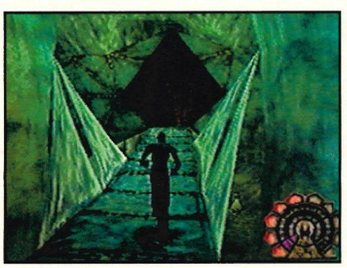
Thankfully, some blokey called Mike LeRoi is trying to atone for his sins by slipping into the Deadside, killing the bastards behind it and making the whole experience somewhat more pleasant for scaredy-cats such as myself. Based around the concept of Voodoo mythology, when transported to Deadside, Mike becomes ShadowMan - giving him extra strength and powers, such as his normal handgun changing into an evil-destroying weapon. His powers are granted to him by Nettie the Sorceress, who implanted the ShadowMask into his chest.

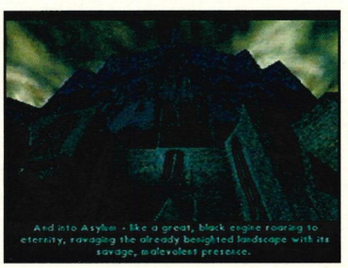
After having a nightmarish vision of the dead walking the earth, Nettie sends ShadowMan into Deadside to combat the evil. By using her voodoo powers, ShadowMan is able to teleport between locations using a teddy bear (honest). His inventory is initially quite sparse, but can develop as he gathers other useful tools such as the Asson.



■ Don't shoot at this ugly little blighter - he's on your side.









■ Door handles have yet to be invented in Deadside.

In Control

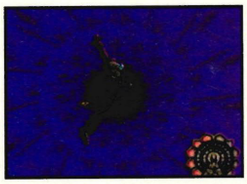
Okay, okay - the story's obviously well thought through, but is the game actually any good? Well, the movement can be quite tricky to get used to at first, especially when going round corners or through doorways, when ShadowMan appears to get caught on the walls/doorways without actually touching them. ShadowMan's response to your button-pressing is quite sluggish, especially when compared with Soul Reaver, where the controls are far easier to master. There are also other faults in the programming, such as how you or monsters sometimes become partly obscured by walls and therefore 'invisible'.

Not as good as it could be, but good nonetheless

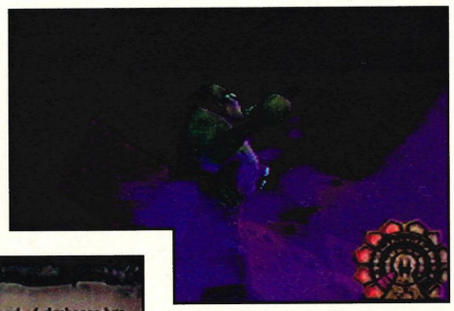
The graphics are quite varied and well presented, with interesting and large backdrops and some nice lighting effects. That said, they



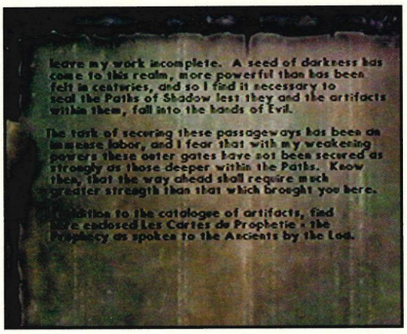




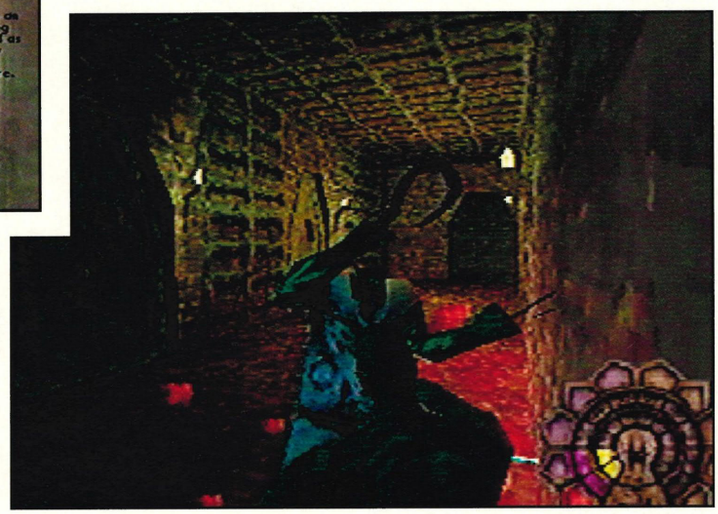
■ The teleport device in operation.



■ Friday nights got pretty mental down the Deadside clubs...





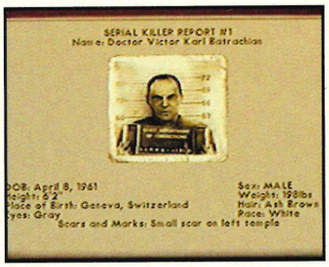


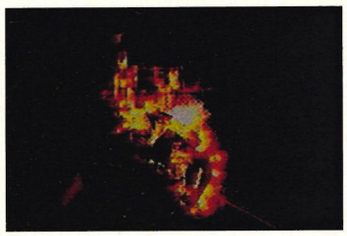
The Inventory

ShadowMan can access a range of weapons and devices he discovers as you progress through the game, starting with the Shadowgun and progressing through other weapons such as the Asson. Other items include Nettie's File with information on the murderers, the Prophecy of the Armageddon, a collection of Cadeaux which must reach 100 to increase the health capacity and a teddy bear. This bear is used to teleport to different locations, such as the Marrow Gates, Prophecy Chamber or Louisiana.

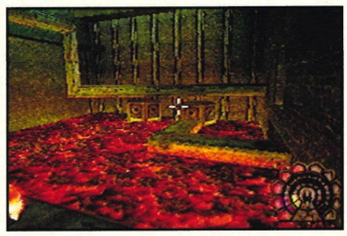






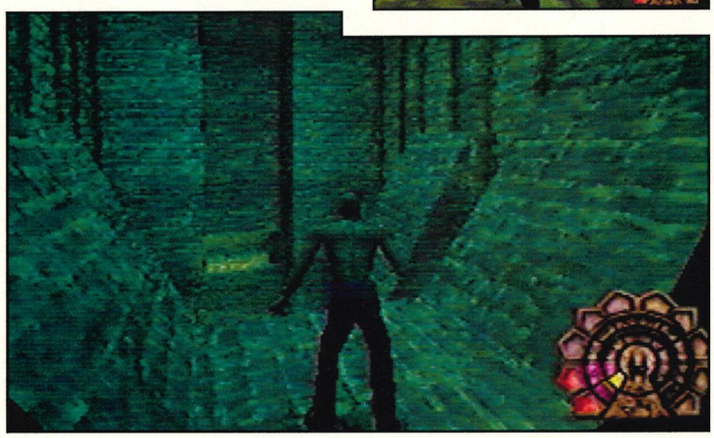


■ Don't tell me - 'don't tread on the lava', right?



■ Judging the leaps onto platforms can be tricky.





can also be quite rough in places, but as you become involved in the game this matters less and less. They are clearly of a poorer quality than Soul Reaver's visuals, which is a shame because the settings and designs are quite imaginative and better utilised on the Nintendo version.

This looks like it could be a very big game, partly through the amount of secrets I have discovered and doors left unopened early on (I've also not confronted the five murderers). The informative and chilling introduction gets you involved right from the start, and I particularly like the way the programmers have counter-balanced the horrific theme and settings with humour in the CGI exchanges between ShadowMan and the snake. This allows the game to provide a more cinematic experience, not only lightening any pervious tension but also enhancing the impact of anything that follows.

Horrible Happenings

Despite its faults, this game is still thoroughly enjoyable and addictive. Get used to the control method, work round the sometimes annoying camera view and you're rewarded with a decent game. Despite the jumpy intro sequence, the game maintains a cinematic horror theme throughout, with a variety of monsters and contrasting locations ranging from the scaly effect of Deadside to the blood-stained white walls of the Inner Asylum. The monsters themselves cannot be killed by just blasting them; they require tactical awareness, as with certain monsters you need to avoid being on a certain ground level and with some you have to keep your distance.

This is no Soul Reaver, but it's still a thoroughly enjoyable game that keeps you deeply involved from start to finish. If you're after just one chase perspective game, you'd be better off with Tomb Raider III or Soul Reaver, but if you've played them already or want a more chilling, disturbing experience, give ShadowMan a chance. Not as good as it could be, but good nonetheless.

David Foggon

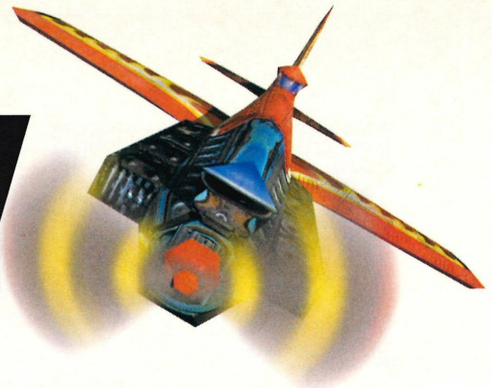
The movement can be quite tricky to get used to at first

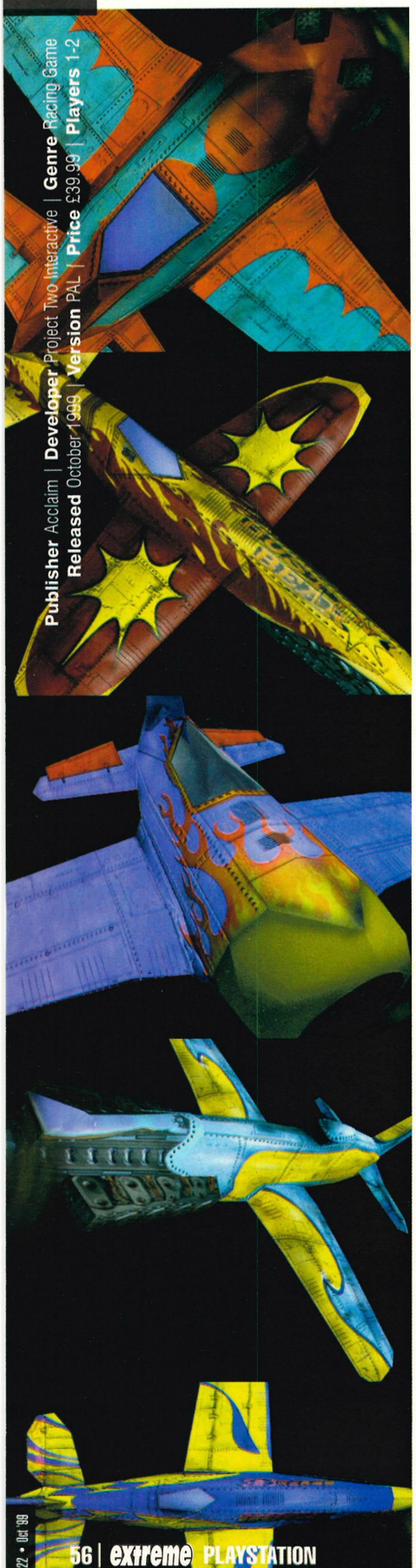
extreme

UPPERS	DOWNERS	
Atmospheric settings. Lots of doors. Nice idea.	Graphics quite rough. Gaps in programming. Not that original.	82%

Memory Card | Analogue Pad | Dual Shock | Link Cable

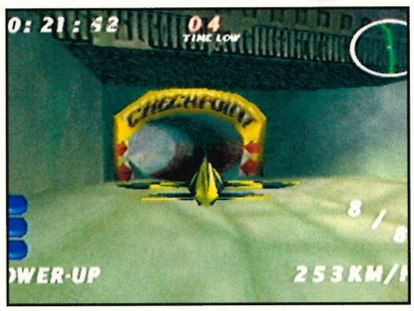
PLANE CRAZY





Publisher Acclaim | Developer Project Two Interactive | Genre Racing Game
Released October 1999 | Version PAL | Price £39.99 | Players 1-2

Wanna be the craziest speed freak around? Greg 'Biggles' Howson couldn't resist this offer.



Racing fans are a spoilt bunch. We've had cars, bikes, and futuristic hovercraft all vying for attention and now we're given planes. Not proper planes of course, but a hotch-potch mix of cartoony propeller-driven flying things.

Despite being airborne, the aim is the same as for every other racing game, namely to speed around the tracks and win. Throw in the use of WipEout-style weapons and things look very promising. Then you start playing and it all goes horribly wrong.

Actually, before you start in a race you want to spend a spare minute customising your plane with coloured wings and body parts. This feature, one of the best points of the game, also includes a naming facility, which increases your loyalty to the plane. And anything that encourages patience is welcome as you enter the game proper. You see, Plane Crazy was obviously designed with prospective 747 pilots in mind. Not because you have to study a thick manual or don fancy headgear, but rather due to the tough control system.

Flying Low...

Perseverance is rewarded by a sense of achievement, but anyone less than fully committed suffers a frustrating time, especially as the ups are available but, unlike said classic, you wrestle with the controls too much to worry about fully using the weapons. The two-player mode is only available via link cable, so even multiplayer is an effort.

You've got to give Project Two some credit for attempting a new slant on the racing genre. However, the poor controls, crude visuals and tame sound all deter you from getting airborne. Persistent aviation fans, unconcerned about looks, will get some racing pleasure but to be honest you'd have to be plain crazy to buy this.

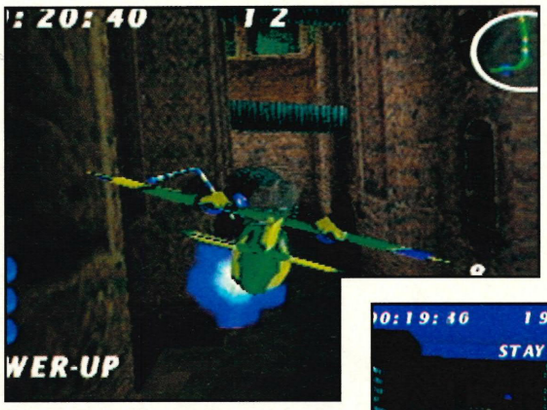
Greg Howson

You'd have to be plain crazy to buy this

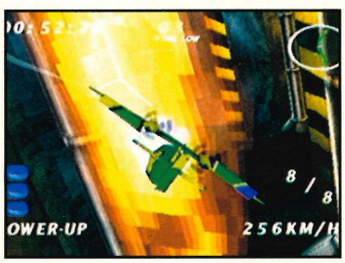
game doesn't warrant the effort. From the 'off', the graphics appal. Breaking polygons and freak fogging are evidently part and parcel of plane racing, with all the long tracks suffering. At least the explosions are impressive, in an 'exploding Death Star' kind of way. In a similar vein to WipEout, power-

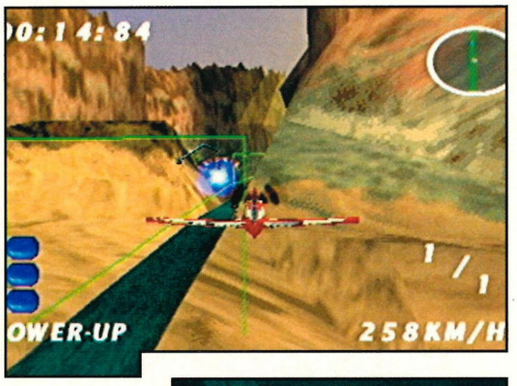


■ I wanna fly in the air.

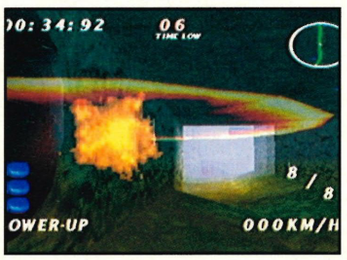


■ Up, up and away.









■ Explosions are common occurrences.

extreme

UPPERS
Painting your plane.
Naming your plane.
Explosions are nice.

DOWNERS
Plain ugly.
Plain frustrating.
Plain-ly not worth it.

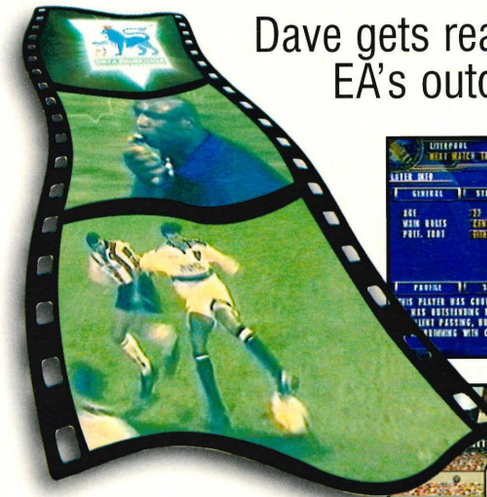
44%

Memory Card (15 blocks)

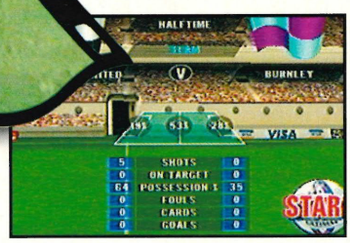
Publisher Electronic Arts | **Developer** EA Sports | **Genre** Strategy Sim
Released 1st October 1999 | **Version** PAL | **Price** £39.99 | **Players** 1

THE FA PREMIER LEAGUE FOOTBALL MANAGER 2000

Dave gets ready for a bit of time travelling with EA's outdated footie management game...







■ Sky TV-style match statistics provide you with info on the game.



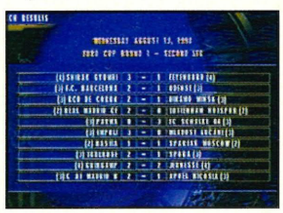
■ This Name Entry Mode searches for players in the top four English divisions.







■ The quicker game version, with a percentage bar and goals from other games.



Get ready for a serious buzz - the thrill of managing your favourite team. The excitement of having all that power and money at your disposal. Just sit in the comfort of your own home and soak up the pressure of life in the FA Premier League...

Can someone please explain the relevance of the number '2000' in the title of this game? I assume it has nothing to do with a year, because this offering from EA begins just before the 98/99 season. Apart from this error, the game is really not that bad. With real players and the option of buying from abroad, the game boasts many of the major clubs and names. You are given financial and coaching roles, plus the option of watching the match from a grandstand view.

Giz a Bung...

The game has many of the elements that constitute a decent football management game, such as a fairly large selection of players and a reasonable balance of player responsibility. That said, the search facility can be quite long-winded and annoying to use, while many of the famous names have their positions incorrectly labelled, such as Paul Ince at left back.

I'm very disappointed by the inability to change the team orders during the game, so you can't score two goals and then tell your players to defend. The text is also too blurred to read at times, while the pricing of players is sometimes highly inaccurate (see Michael Owen at just £4.7m and Temuri Ketsbaia at £9.2m). Apart from this, there is very little interaction between yourself and the board and no short-list facility for your most wanted players.

It just can't compete with the likes of LMA Manager

This could have been a decent game, but for some reason they decided to make it a history lesson instead of an up-to-date footie management game. Shame, that. It still manages to provide an entertaining and fairly stimulating challenge, but it just can't compete with the likes of LMA Manager.

David Foggon



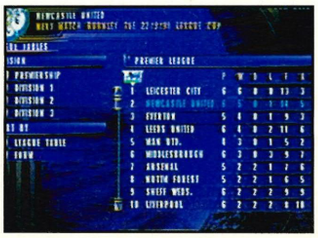
■ Scan through clubs to find the player you're after.

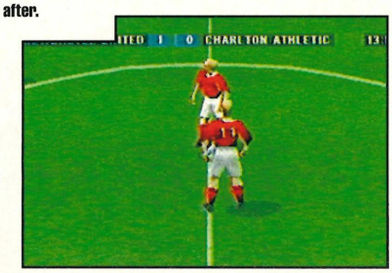


■ You get a variety of goal celebrations.

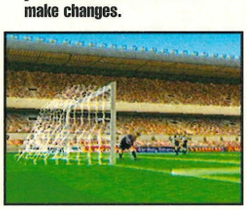


■ The normal Game Mode allows you to watch the action and make changes.









extreme

UPPERS
It's football!
Players slogging it out.
Gray and Tyler.

DOWNERS
More of the same.
Older than George Burns.
Gray and Tyler.

68%

Memory Card | Analogue Pad | Dual Shock

DESTREGA

Publisher Sony CEE | **Developer** Koei Co Ltd | **Genre** Beat-'em-up
Released 6th October 1999 | **Version** PAL | **Price** £34.99 | **Players** 1-2

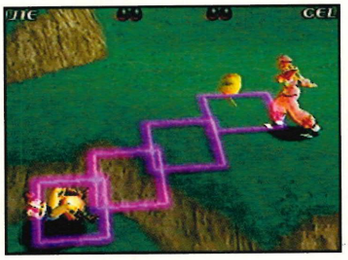
David 'sacred spells' Foggon's no joypad juggling relic, but is Destrega a magical experience or a mouldy fake antique? Read on...

Destrega is based on the concept of some ancient relic that becomes uncovered, unearthing magic powers that, under the leadership of the Prime Minister, are used by some evil 'relics' to attack a village of people. The main heroes of the story (Strega) also have magic powers for some reason, which they use to challenge the 'relics' and avenge the villagers. This is basically a beat-'em-up with story sequences, limited combo moves and a weak storyline.

This is the Reliant Robin of the gaming world, and you'd find it very difficult to confuse such a weak offering with a decent game. The story sequences are far too long and boring, animated by backdrops so jumpy they appear to be dancing to the inane soundtrack. Some of the characters have lips that move during speech, but some don't. The graphics are generally very basic; sometimes the screen is filled with just a character, floor and no background. You also get the impression that the actors had about as much enthusiasm for the game as I do - they basically didn't give a shit. The movement of the characters during fighting sequences is twitchy and the Defend button is not responsive enough to actually defend yourself from oncoming attacks before they hit you. The best way to win seems to be to just blast them more than they blast you. The attack methods are as uninspiring as the storyline itself, so at least the game is consistent.



■ Anjie displays her weird bird thingy...



The game is basically very easy

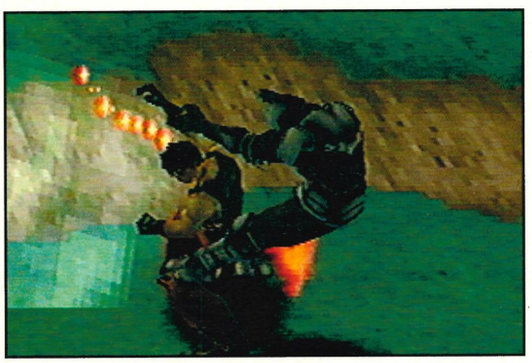
Easy Life...

The game is basically very easy - in order to defeat a foe you just keep running around them so they can't hit you, and fire at them. For some reason you don't need to





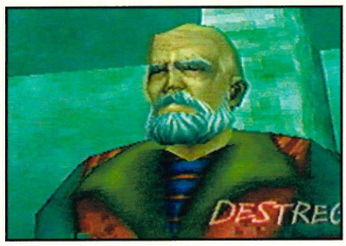
■ Exactly how do they stay in there during fights?



■ It was always a big mistake to stand behind Gradd after curry night.



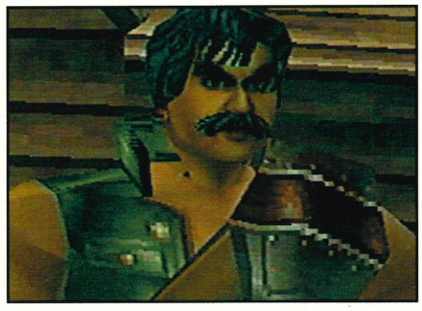






■ Some of the graphics look almost 16-bit.





is the amusing way the green bloke (I think he's called Cougar) runs around. Buy it for this reason alone - not because it's amazingly funny, but because there are basically no other reason to buy it.

To its credit, there are a variety of game options such as Practice Mode, Endurance, Two-Player Vs, Time Attack and Team Battle. Despite this wide range, you still get bored quickly. The backdrops are highly unoriginal and bland, while the music sounds like it's from some Brazilian soap opera. In fact the whole game is reminiscent of some sort of dire foreign TV drama - crap story, acting so wooden Roger Moore would be jealous and sets that look like they're made of cardboard.

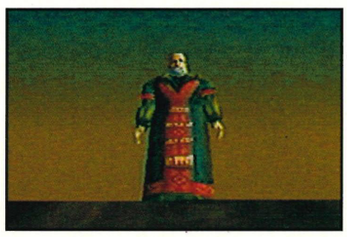
Seriously speaking, I think it's quite insulting that the makers are hoping people part with hard-earned cash for something that's over by lunchtime. If you're seriously loaded, you could buy this game purely to laugh at its badness, but it's not even funny in that sense; just bad. Very bad.

David Foggon

aim your weapons; they nearly always hit the intended target. Having played this game on difficulty setting Normal for just over one and a half hours, I have completed it already. The press release advertises 'over an hour of linking voice-overs' as a feature. This means that the actual playing took me just over half an hour to complete. I could attempt it on Hard setting, but sadly this is the sort of game that I struggled to enjoy the first time, so I really can't be bothered again.

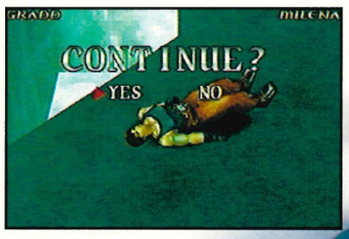
One of the only positive aspects that can be drawn from this offering

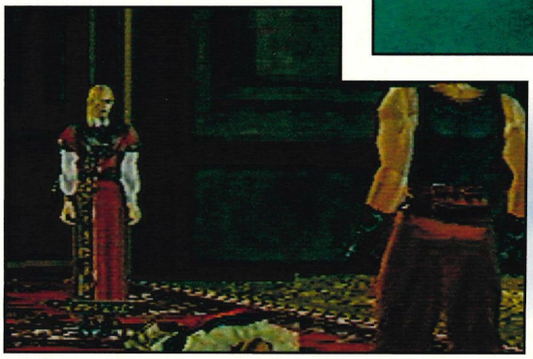
It's quite insulting that the makers are hoping people part with hard-earned cash for something that's over by lunchtime



■ Another incredibly detailed and imaginative background (not)...



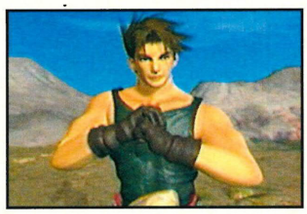




■ The story sequences are extremely tedious.

Key Characters

Gradd
He's the main character who lives in the mountains, for some reason passing the time by searching for metal. Armed with his special powers, he blasts rock looking for metal.



Milena
It's my guess that the makers recognised their game smelt quite badly, so threw in this girl with large waps in an attempt to make it more attractive. She is the daughter of the former Prime Minister, and cousin of Princess Anjie.



Celia
Adopted by nomads after losing her parents in the 11-year war, she accompanies Rohzen as he travels through Ipsen seeking other Strega.



Zauber
The big cheese - Prime Minister of Ipsen. He plans to take control of the whole Empire. He's responsible for restoring power to the relics, and he aims to use them to destroy the Strega.

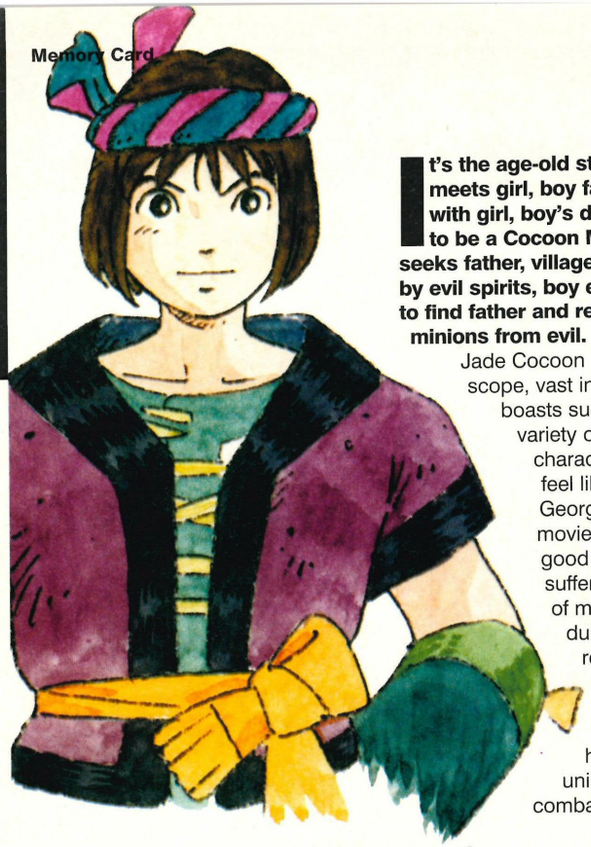




extreme

UPPERS	DOWNERS
The little green bloke. Ummmm... Anyone?	Incredibly boring. Ridiculously easy. Shite.

28%



Publisher Crave Entertainment | **Developer** Genki | **Genre** RPG
Released Out Now | **Version** NTSC (USA) | **Price** £39.99 | **Players** 1

If you go down to the woods today, you'll meet myths, monsters and cocoon-spinning wizards. Just another day in the New Forest for Matt 'on a role' Leppard, then...

JADE COCOON

It's the age-old story. Boy meets girl, boy falls in love with girl, boy's dad turns out to be a Cocoon Master, boy seeks father, village gets plagued by evil spirits, boy enters forest to find father and release forest minions from evil.

Jade Cocoon is ambitious in scope, vast in size and boasts such a wide variety of foes and characters you soon feel like an extra in a George Lucas movie. Those are its good points. It also suffers from the sort of mind-numbing dullness and repetition that gives RPGs a bad name. Gameplay is hampered by unimaginative combat situations and the dialogue between the characters is so desperately inane that you yearn for one of them to drop dead rather than speak another word.

You play Levant, a young man born to a long line of Cocoon Masters. His father, Ricketz, another Master, disappeared into the forest years before story begins (presumably for some more interesting and less irritating company), and his whereabouts are still unknown. The problem is that the people of Parel - where the story is set - are being terrorised by terrible monsters as the result of a curse, and the Locusts of the Apocalypse have struck as well (talk about bad luck), leaving many of the villagers in a deep and endless sleep.



■ Mahbu waves some of that Nagi magic. Wonder if she can make a rabbit appear.

zzzzZzzzzz...

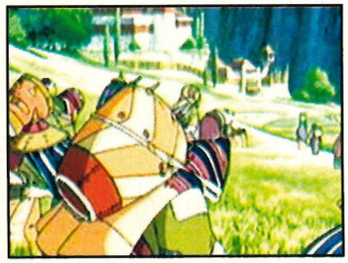
Thus, as is explained in painfully long conversations with the village dwellers, you, as the Cocoon Master heir apparent, are sent into the forest to find your father and make it all go away. And leaving behind your fiancé as well. Well, they never said being a Cocoon Master would be easy...

Confused? You will be. In terms of story, character and gameplay, Jade











Cocoon borrows heavily from Zelda on the N64. Vast tracts of the disc have been used up in pointless animated sequences, dream scenes, chit-chat with the locals and repetitive fight situations. The characters seem to have been directly copied from some dreadful Japanese Anime-style cartoon, dubbed with samey, all-American voices.

in order to progress through the game, and this can be pretty taxing on the eye and brain. Not only that, but considering you play a Cocoon Master, the patronising attitude of your in-game mum grates on the nerves, as does the local idiot-boy whose sole purpose in the game has to be to get right up your nose.

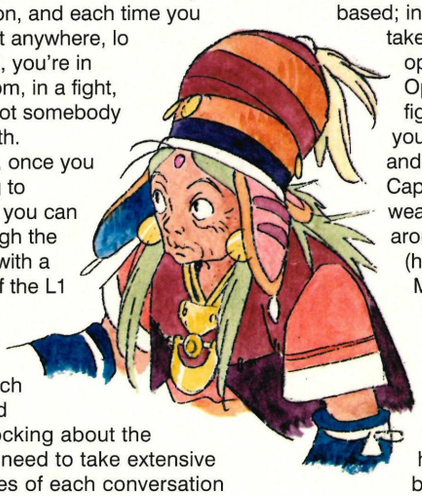




The pre-rendered backdrops are breathtakingly beautiful

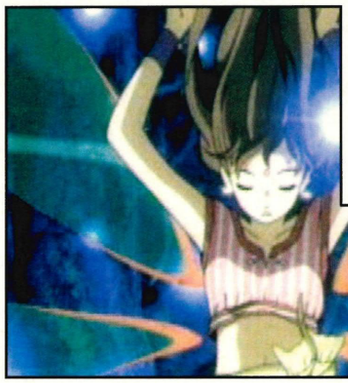
Controlling Levant is, initially at least, an exercise in deft hand-eye co-ordination, and each time you seem to get anywhere, lo and behold, you're in another room, in a fight, or you've got somebody to natter with. Fortunately, once you start talking to somebody, you can scroll through the sentences with a quick tap of the L1 button.

The trouble is, with so much folklore and legend knocking about the place, you need to take extensive mental notes of each conversation



Fight Night

In Jade Cocoon, combat is turn-based; in other words, you take a turn, then your opponent has a go. Options in these fights include, as you'd expect, Fight and Retreat, plus Capture, where you weave a cocoon around your enemy (hence Cocoon Master) - and Use, where you make use of anything you've picked up, like more life. Unfortunately, this form of fighting is highly restrictive - basically, all fights end up the same, with you attacking your opponent, then him attacking you, then you attacking him, and so on until one of you is dead. Usually him - losing one of these battles is very difficult.





■ Levant plays his flute and all the monsters appear. It was never like this for James Galway.

Okay, so I've been pretty scathing about Jade Cocoon, but it does have its good points. Some, anyway. Despite everything, the game is playable and you can't help but get involved in all the legend and myth. While gameplay is slow, difficult and predictable, the inclusion of the dream sequences, dialogue and FMV do offer some variation on the walking-in-the-woods theme, and the pre-rendered backdrops are breathtakingly beautiful.

But even for an RPG, this is dull, dull, dull. Okay, so you don't expect thrills and spills aplenty, but more work could have gone into jazzing up the combat, dialogue and gameplay. Basically, Jade Cocoon looks amazing from a distance, but close up reveals itself to be something of a plodding idiot. One for the kids. And American kids at that.

Matt Leppard



Jade Cocoon looks amazing from a distance, but close up reveals itself to be something of a plodding idiot



■ Jade Cocoon's beautiful pre-rendered backgrounds make you yearn for leafy glades. Or something.

It Must Be Love...

A Cocoon Master is a hunter who summons Forest Minions - ie. the baddies - by playing his Zelda-like flute. And whether you like it or not, unlike the usual rather tall order of imposed celibacy, in Jade Cocoon you've got to get hitched. No ifs, no buts, you're getting wed. Luckily, there's a cutie named Mahbu who's got the hots for you. Rather than just a bit of fun, this is essential as Mahbu is a member of the Nagi, and in order for you to use the cocoons you weave, you must be married to a Nagi. No bachelor life for you, then...



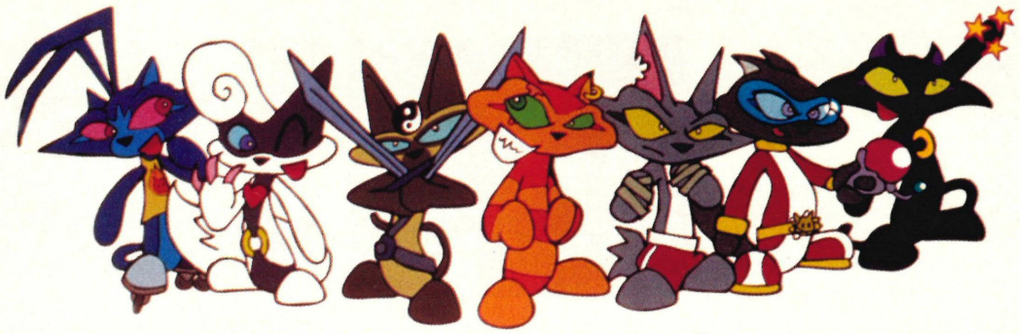
extreme

UPPERS
Huge game.
In-depth story.
Great characters.

DOWNERS
Predictable.
Repetitive.
Annoying.

60%

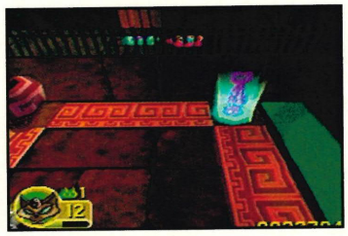
Memory Card (1 block) | Analogue Pad | Dual Shock | Multi Tap





■ Multiplayer allows four players to compete on a single screen.

RAT ATTACK









Publisher Mindscape | **Developer** Pure Entertainment | **Genre** Save-'Em-Up
Released September 1999 | **Version** PAL | **Price** £39.99 | **Players** 1

'Equipped with some gadgetry of a strange alien design' - David 'out of this world' Foggon takes a look at Mindscape's forthcoming platform adventure, featuring the Scratch Cats, 'eight loveable mischievous characters'. Hmmm...

The fairly widespread publicity of this game could be positive, but could also be detrimental to its success. Although public awareness for a game is always good for the publishers, being told how fantastic a game is going to be can sometimes lead to disappointment.

However, this is a platform game with a difference, as it combines aspects of puzzle gaming with platform gaming, requiring the player to use tactics to trap rats. Normal platformers require only an ability to master the control methods and time them well, but in Rat Attack you become unstuck after the first 'house' zone if you don't employ tactics to avoid the dogs and masses of converging rats.

Cat Scratch Fever

This game is not a platform in the sense of starting at one point and progressing to a finish, as the levels within each area are fixed settings, shot through a moving 3D camera dependent on the position of your character. By using a trapping device, you're required to catch a certain number of rats before they destroy the room by knawing on it, and then 'eraticate' them. You have to empty the 'eraticator' to fully destroy the rats, and while running around them you have to avoid being hit by them or various predators.

Features include special moves, obtained after collecting a certain amount of bonus coins, cheese power-ups to distract nearby rats and various health/fast modes to be found. The best way to obtain bonus coins is to collect three or more rats before standing on the eraticator, sometimes resulting in an eraticator boost. Look out too for bonus coins, shields, catatonic (health), cat nips (speed boost), rat freeze and random. There are also treasure chests to be opened and power-downs to be avoided.

If you're expecting this to be a regular platformer, Rat Attack will surprise you. Completion of the first

Cool Cats

Hai Jinx: The only Japanese cat naturally has an ability in the martial arts. Part of the Buddhist Cats at the Japanese Monastery, he's disciplined and focused.

Sparky: Interested in tarot cards following a birth in a freak cosmic alignment, Sparky remarkably maintains a jolly exterior whilst seeing the darkest secrets of the universe. What a clever cat!

Manx: A big tough cat from the Bronx, USA, Manx has a short temper but remains loyal to the cause.

Muffy Dupont: Originating from Chateau Chinon, France, Muffy is a cat burglar - literally.

Smokey: This Swiss moggy is the most organised of the bunch, and she's also a dab hand with an atom scrambler! Her love for cheese fondue makes her the smelliest pussy around.

Bob Cat: A tough boxing cat from England; naturally metalwork is his favourite hobby. Bob Cat lets his hands do the talking instead of his mouth.

Pearl: Loud and outspoken, she can run fast but is currently being held hostage.

Professor Rex Julius: the man (or cat) behind the Scratch Cats. A bit of a genius apparently, he invented the eraticator.



■ Be wary of the dog whilst catching the rats.

Pretty good - but simply not diverse enough



■ The end-of-level bosses are quite easy to defeat compared to the levels.

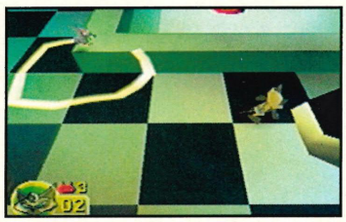












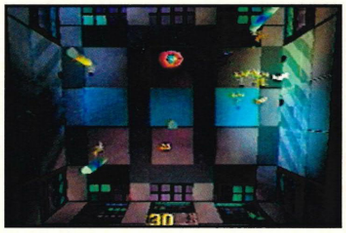
■ Keep your eyes open as rats come from two or more directions.



■ Stand over the eraticator to watch the little beggars get zapped.



■ You get whole new levels for Multiplayer Mode.



three stages is easy; in fact, you'll probably manage this the day you get it. But the game becomes harder as you progress, and the challenge lies not just in how long it lasts, but obtaining the highest score. By improving your time, efficiency or amount of bonus objects collected, you can increase your score significantly and the leaderboard reflects this.

nature of the rat-catching business quickly becomes a bit dull and I'm not sure I'd bother to complete it myself.

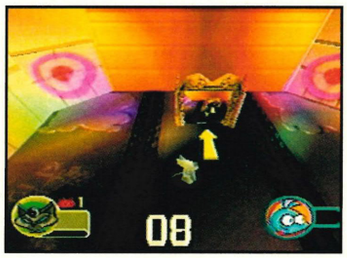
The graphics are appropriately 'cartoony' - bold and strong, with simple but effective settings (though some of these are guilty of lack of imagination). There is also an appropriate soundtrack, although you may find this bloody annoying after a while.



This game is a breath of fresh air...

Kiddie Kapers

It must be said this game is more suitable for kids, as the repetitive



The department in which this game really fulfils itself is multiplayer, allowing four people to play at once. There are four Multiplayer Modes to this game: Rat Chase, Beat the Clock, Score Chase and Handicap (for use in Rat Chase). Rat Chase allows each player to choose a cat, designated with his/her own colour of rat. They must destroy all rats of their colour, and try to prevent opponents destroying their own rats.

Beat the Clock and Score Chase are similar, only with time limits and points targets, respectively.

Handicap allows for differences in ability when playing Rat Chase.

This game is a breath of fresh air compared to many existing platform titles, but I'm concerned about whether the enjoyment will be short-lived, as there are only so many times that you can get pleasure from running around after little rats. There is more to this game than you'd think at first, and kids could well be entertained for a long time, although the rest of us might find it repetitive after the first few levels. Pretty good - but simply not diverse enough.

David Foggon

extreme

UPPERS	DOWNERS
Great fun for kiddies. Lots of rat-catching action. Cheerful soundtrack.	Only for kiddies. You just catch rats. Don't mention the music.

74%



COMPETITION!

Five lava lamps and an exclusive Scratch Cats PSX must be won!

'What have lava lamps got to do with the Scratch Cats?', you might ask. Bugger all, but who cares? They're cool. Not only have we got five lava lamps to give away, but one lucky winner will take away an exclusive Scratch Cats PlayStation.

What do you have to do to stand a chance of winning one of these top prizes? Just answer this simple question:

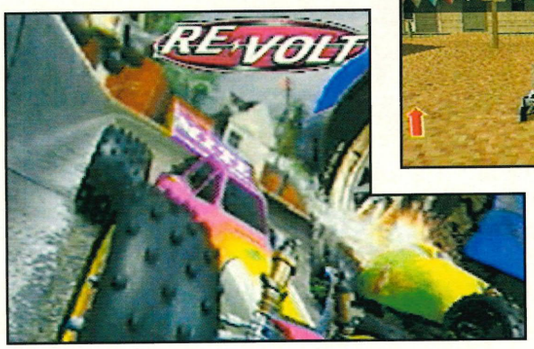
What's the weapon the Scratch Cats use to capture the rats called?

Answers on a postcard to:
Cat Scratch Fever Competition,
extreme PlayStation,
22 Strand Street, Poole,
Dorset BH15 1SB

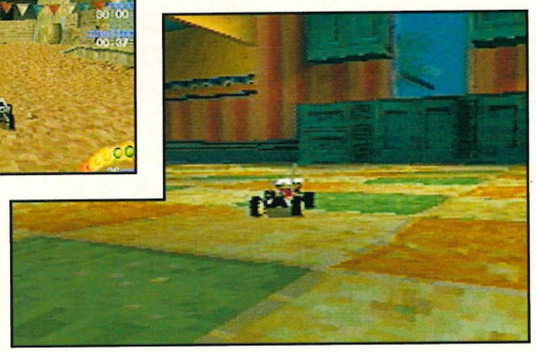


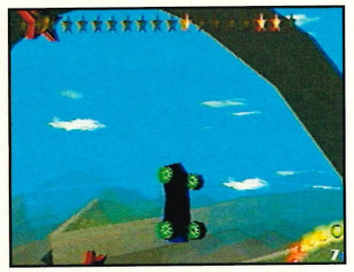
Entries which arrive after 27th October will be used to line a cat litter tray.

Memory Card | Analogue Pad | Dual Shock | Steering Wheel | Multi Tap









■ Stunt Mode? I'll give you Stunt Mode...



Publisher Acclaim Entertainments | **Developer** Probe | **Genre** Driving Game
Released September 1999 | **Version** PAL | **Price** £39.99 | **Players** 1-4

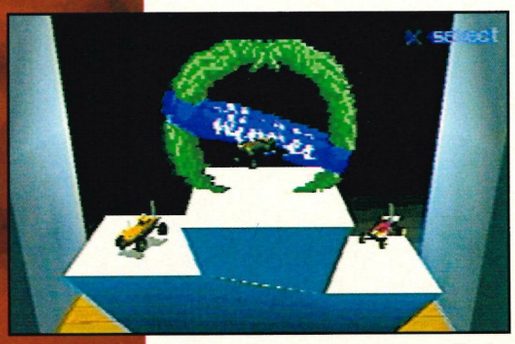
Time to swap the smell of burning fuel for the metallic odour of overheating batteries, as Dave 'by the wire' Foggon revs the engine of his R/C car and discovers how this new novelty racer from Acclaim handles...

RE-VOLT

Re-Volt is a racing game built around a similar mould of toy cars as Micro Machines V3, only this time you pilot a radio-controlled car. The concept behind this game, although similar to existing titles, should make it interesting and add dimensions normal racing games don't have. But sadly it doesn't. The makers have clearly not capitalised on the potential that this game could have had. The physics of how a miniature car behaves have not been accurately incorporated, and aspects that could make this stand out from other racing games have been overlooked.

For your own sanity, don't bother with this pile of pap

Instead of incorporating an element of the twitchy controls found in a radio-controlled car, the controls are ridiculously over-sensitive; one touch of a directional button is almost enough to send your car in a 180-degree turn. The controls don't get any easier the more you play it either; they continue to infuriate and frustrate,

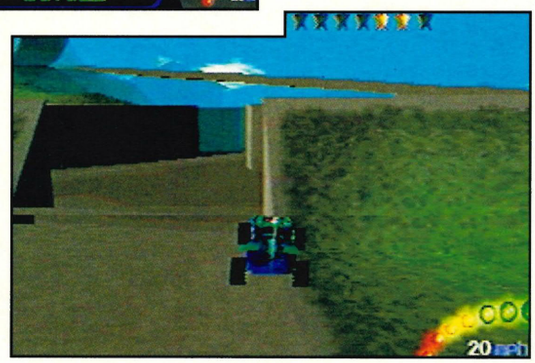


■ When you win the tournament the graphics for the trophy sequence are simply awful.

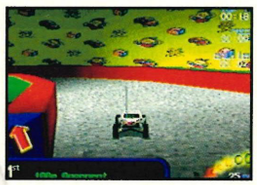








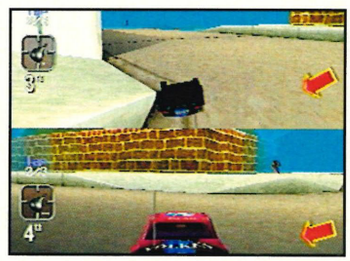




particularly through the tunnel sections. The whole technique of controlling the vehicle could have been better devised too, as the analogue controllers could have been used to control the car like a real-life radio-controlled car - up/down lever for forwards/backwards, left/right for - well, left and right. When combined with the generally twitchy gameplay, poor animation, awful signposting and frequent pop-up problems, this could well be a contender for the Most Annoying Game of the Year award.

to the finish, such as through drains, houses, alleyways, etc. This element has also been overlooked, apart from one or two short-cuts that give you very little advantage over cars taking the normal route.

This game does have certain qualities going for it, such as the ability to create your own tracks by placing different sections in different places, rotating them or repeating them. This is the most interesting aspect of the game - a grace that saves it from complete disaster. There is also a Practice Mode, three levels of Tournament Mode, extra courses to be unlocked, a Stunt Mode, Time Trial and Multiplayer Mode. These aren't altogether successful, as the Multiplayer Mode has even more jumpy animation than Single Player Mode, while the Stunt Mode is unrealistic and almost as infuriating as racing.



■ The Two-Player Mode is confusing and difficult to use.

This is a very poor game that promised so much more

The Art of Kart...

Similar to games such as Mario Kart and Speed Freaks, the game includes power-ups that can be used to either temporarily boost your own performance or hinder your rivals. However, these are generally uninspiring and boring, as are most of the tracks. The graphics are too basic and settings sparse, while each track seems to take an age to load up. I had hoped that on such as game there would be a variety of routes to take



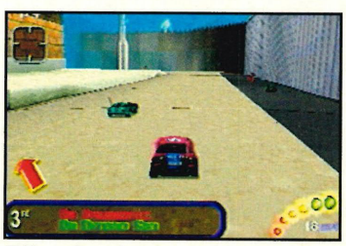
■ The tracks do get more interesting as you progress, but not much.





■ You have to jump off big ramps to catch the stars.

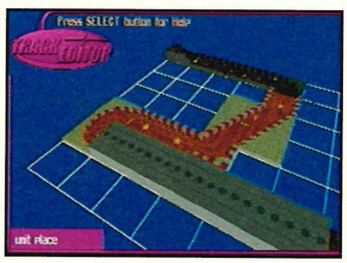




■ The early tracks are too simplistic and boring.

Flat Batteries...

Despite the faults, there is a challenge to the game that keeps you moderately interested and a certain degree of playability. There are quite a few courses, and many of them need to be unlocked (which I struggled to do due to the bloody annoying signposting and tunnels), but many of these are slightly altered versions of other courses (cop out), basically rewarding you with very little for your hard work and patience.

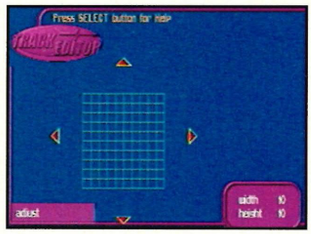


This is a very poor game that promised so much more. It is just about playable, but there is no reason to bother with this when so many better games exist for the same amount of dosh. If a kiddie's car theme is your thang, why not check out Micro Machines V3? Or you could invest in any other brilliant PlayStation racing game, such as Gran Turismo, Max Power Racing or Colin McRae Rally. Either way, for your own sanity and the health of those around you, don't bother with this pile of pap.

David Foggon

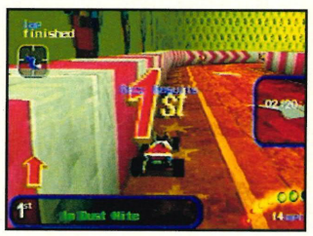
Track Editor

This option gives the game at least one interesting aspect, as by placing different track sections on the grid you can build up your own little course. There's the option of altering the size and shape of the grid you build on, and also a variety of corners or track sections to lay down. These include dips, humps, tunnels, ridges and chicanes. I do feel that there could have been more track types, colours, sizes and obstacles (such as bridges and short-cuts). It would also have been nice to be able to build your own backdrops, but never mind, eh?









extreme

UPPERS
A decent idea.
Lots of tracks.
...You've got me.

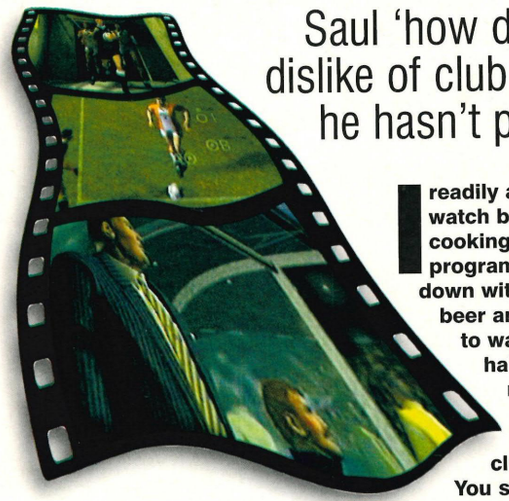
DOWNERS
Poor graphics.
Over-twitchy controls.
Boring tracks.

42%

LMA MANAGER

Publisher Codemasters | **Developer** Codemasters | **Genre** Football Management
Released 1st October 1999 | **Version** PAL | **Price** £39.99 | **Players** 1

Saul 'how does he manage?' Trewern admits to having a healthy dislike of club football, but we reckon he's a closet fan. Why? 'Cos he hasn't put LMA Manager down since it landed on his desk...

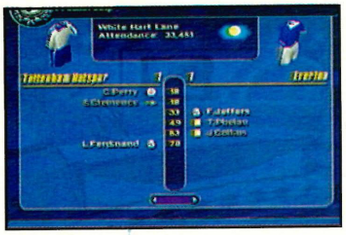


I readily admit I'd rather watch back-to-back cooking, vet and hospital programmes than settle down with a few cans of beer and a pack of Doritos to watch an hour and a half of 22 grown men running around a field in shorts and kicking a ball. At club level anyway. You see, I'm just not interested in, say, a team from Manchester that contains more foreigners than Englishmen taking on a London team with all foreigners. The whole thing is an aimless, pointless exercise in making a few people, very, very rich and I'm just not being sucked in.

International football? That's a different matter. At least there's a point in rooting for your country, even if they aren't exactly contenders.

Anyway, why have I just launched such an attack on football? What place have my views on soccer got here in this review? Simple really - to illustrate how relentlessly addictive, engrossing and enjoyable to play LMA Manager is. Codemasters' first ever football management game has had me hooked from the word 'go'. So it's got to be doing something right.





■ An in-depth match analysis section helps you see how your team did.

The Lad Done Well

LMA Manager is based on the English Football League and is the first management game to include all the correct stats and players for the 1999/2000 season. Of course, as you well know, this is of no interest to me, but after embarking on my new career as manager of Tottenham Hotspur (that'll get up some noses), I couldn't help but slowly fall into the football trap. One-nil to LMA Manager.

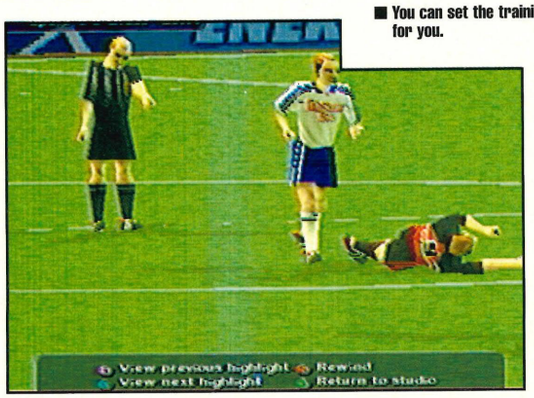


Attention to detail is half of why LMA Manager is so playable





■ You can set the training or get your coach to do it for you.





To the non-football fan, a management game is no more than a set of numbers to play around with, and although sometimes this can be engaging (see Premier Manager), it never goes beyond being just a game. LMA Manager, however, manages to bridge the divide between non-football fan gamers and the general football fan. It makes you want to know what's happening over at Highbury, why (in the game) Man Utd aren't at the top of the league or how come Newcastle United are doing well. Be prepared, though, as you could soon become a bastion of football knowledge.

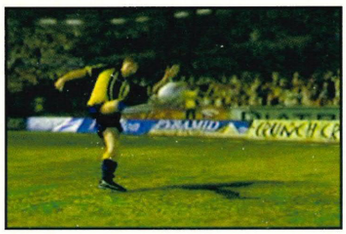
The Hand Of Cod-emasters

Codemasters' games are renowned for their attention to detail, and LMA Manager is no exception. In fact, attention to detail is half of why LMA Manager is so playable. You have all the usual options expected from a football management game: team selection, strategy and formation, transfer market, finances, general staff and stadium options. Within the main areas, though, you find a plethora of sub-options and menus. Take, for instance, the in-depth transfer market section. Here you



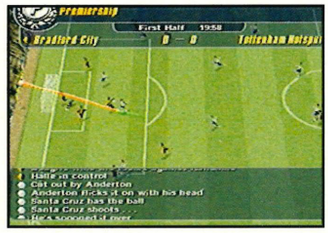
■ The play can be stopped to make team changes whenever you like.





Visual Stimuli

Gremlin's Premier Manager '98 had the luxury of being able to use the Actua Soccer engine to depict the match action visually, and it worked a treat. Codemasters don't have the same luxury because they don't have an existing football game to pilfer. However, the system they've used offers an even better treat. When you first see the match screen it's not exactly impressive - the players are minuscule, the commentary comes up in a text box and the action is slow. However, it's the epitome of functionality, allowing you to tailor it to look and play as you want, as well as offering a real insight into how your team is playing. Now as far as I'm concerned, this is enough, but not for Codemasters, as the match highlights section offers a full-size superb looking replay of the key moments of the match. The highlights aren't very useful to playing the game, but they look cool and add a nice shine to what is already a highly polished game.









you years in the game to secure players such as Michael Owen or Ronaldo.

The team strategy section also offers a depth that cannot be beaten. Everything from formation and general strategy to kick-takers and even shooting distance can be set to your liking. However, you're not offered the chance to totally personalise your team by moving single players around. This is about my only gripe with LMA Manager, though, so it looks like two-nil.

Top Of The Table

The mass of options and unrivalled depth of LMA Manager would be nothing if controlling them was not as user-friendly and intuitive as it is. Rather than move a mouse-style pointer around the screen, LMA Manager simply uses the shoulder buttons to work a series of easy-to-use menus. Of course, there are calls for other button presses and use of the D-Pad, but the control system is still the best I've ever come across on this type of game. Three-nil, then.



Undoubtedly the best football management game ever

Talking about LMA Manager over a two-page review has barely given me time to scratch the surface of what is undoubtedly the best football management game ever. Okay, I didn't have to attack the game of football itself, but I think you get the picture now - you really don't have to be a football fan to enjoy this incredibly addictive game. A football management game won't be to everyone's liking, but if you've got the slightest inclinations to don a sheepskin overcoat and make more excuses than the rail service, LMA Manager is definitely the game for you.

Saul Trewern

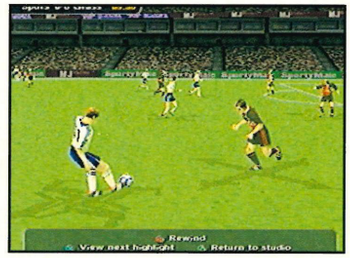


■ You even get to sort out the club sponsorship deals.



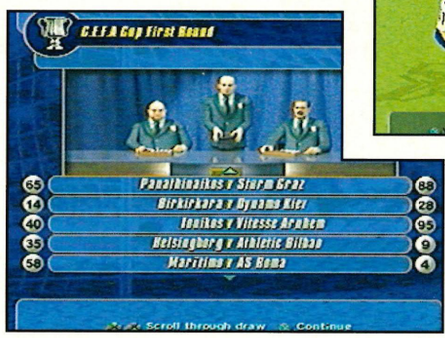
■ You get messages at the start of each day by e-mail.







■ The after-match report comes in the form of a sports programme, although there are no voice-overs.





extreme

UPPERS	DOWNERS
Highly polished. Superb controls. Great match visuals.	Very time consuming. Won't appeal to everyone. ...What can I put here?

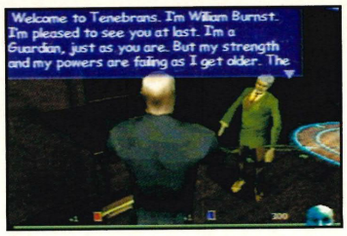
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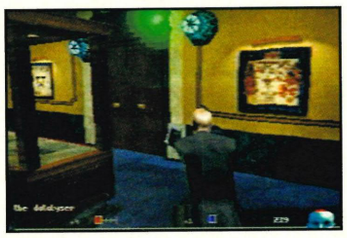
X-rated

THE GUARDIAN OF DARKNESS

Publisher Cryo Interactive | **Developer** Cryo Interactive | **Genre** 3D Action/Adventure
Released Out Now | **Version** UK | **Price** £29.99 | **Players** 1

RPG elements, spells, ghosts, action, adventure and Cryo. 'Recipe for Success, or disaster?', asks Doug 'dark destroyer' Williams...





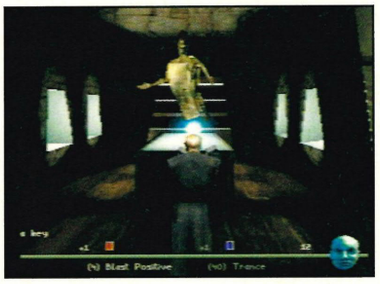


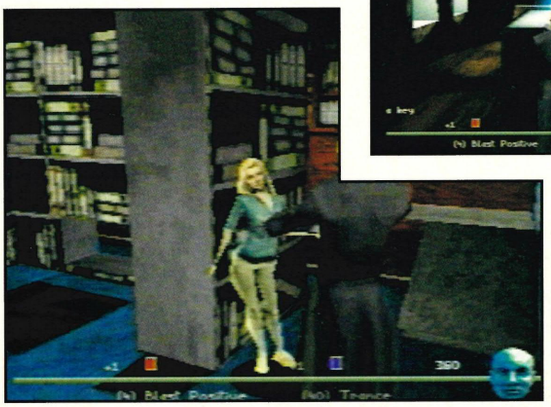
■ You can always expect an extremely polished intro CG from the boys at Cryo.



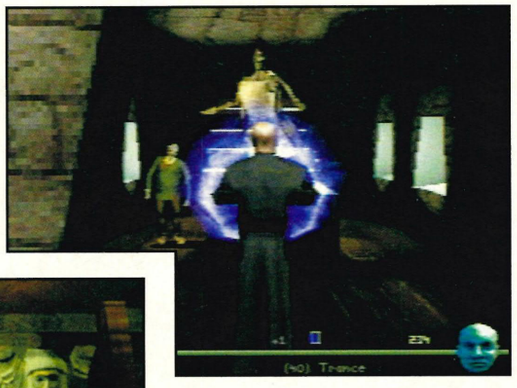
Being a fair, unbiased and un-prejudiced sort of fella (he is, honest -Ed), I'm not going to let my judgement become clouded by a factor that should send The Guardian Of Darkness to its doom before I even start playing; we didn't get a copy until it hit the shelves. However, after discounting this would-be prejudice and playing the game, I can safely say that The Guardian Of Darkness really is a bunch of arse.

For all accounts and purposes, though, it shouldn't be. The storyline sets you off on a mythical, and almost Ghostbusters-like plot with you working for an organisation determined on getting rid of all the nasty spirits in the world. To do this you have to find clues as to what spirits are lurking in certain areas and ways in which to manipulate the objects and spirits to thwart them. Which is all well and good, until you start playing and find exactly how poorly implemented nearly all of the ideas are.





■ Hey lady, what's a nice bird like you doing in a game like this?



The Guardian Of Darkness is no more than another wasted opportunity

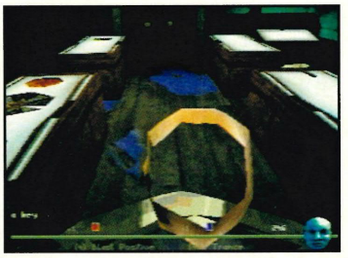
Guardian Of Arse

The game takes the form of a text - and speech-based action adventure with some RPG and spellcasting elements thrown in for good measure. Which is the first problem. The Guardian Of Darkness spreads itself too thinly and comes out with all of the elements looking close to dismal. If Cryo had stuck to one or two ideas, then maybe things would have looked better. As it stands, the text and speech sections are hideously boring, the action sections are lifeless and the spellcasting pointless and over-complicated.

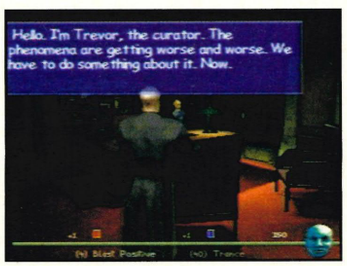
The ridiculously shoddy visuals don't help things either. I thought this type of graphical clipping and scenery deformation had been left with the first generation of PlayStation games. The control is no better, offering a boring, awkward and totally unrewarding experience that makes you wonder if playing is worth the effort. And to tell the truth, it really isn't.

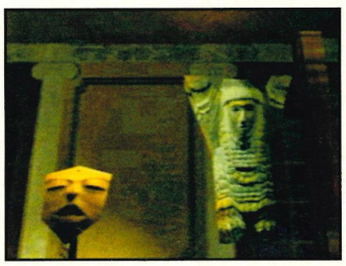
The Guardians of Darkness has some great ideas and had it been in more capable hands, I'm sure it could have turned out a well above average game. In the end, though, The Guardian Of Darkness is no more than another wasted opportunity.

Doug Williams



■ 'Scuse me mate, have you noticed that gaping hole in your head? Is it s'posed to be there?'





extreme

UPPERS
Original Ideas. That's it.

DOWNERS
Ideas poorly implemented. Shoddy visuals. Tedious gameplay.

35%

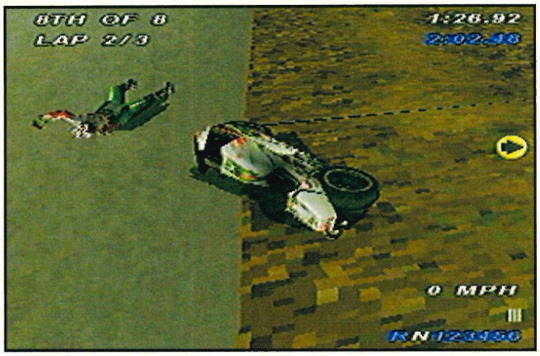
Memory Card | Analogue Pad | Dual Shock

Publisher THQ | **Developer** Interactive Entertainment | **Genre** Driving Game
Released Out Now | **Version** PAL | **Price** £39.99 | **Players** 1-2

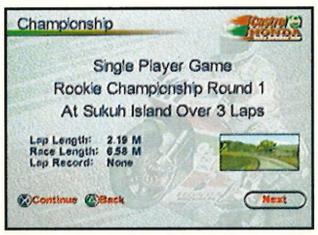
CASTROL HONDA SUPERBIKE RACING

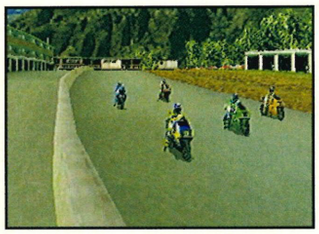
Is this the first bike game on the PlayStation to really shine, or a wheelie woeful experience? Ian 'skidmarks' Osborne dons his helmet...



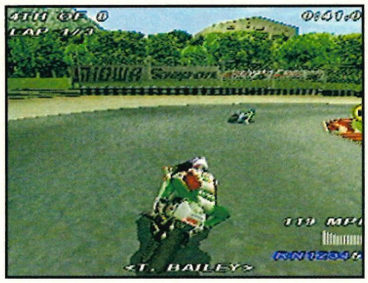


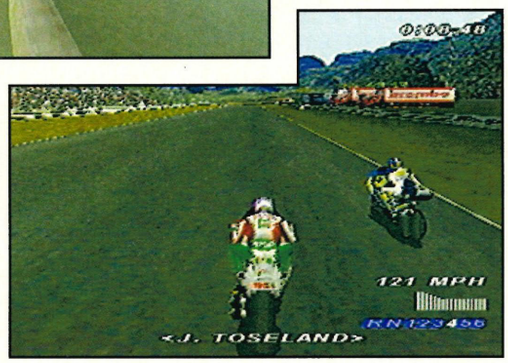
■ Does he realise he's no longer on his bike?





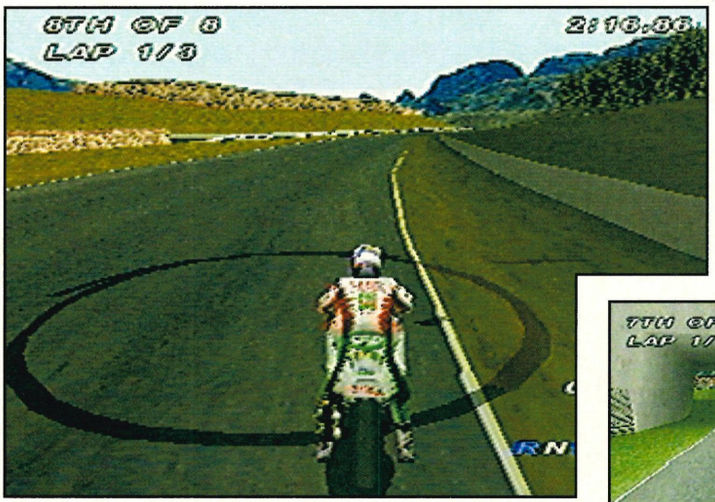






You can't fault it for options. Six skill levels, variable race lengths, optional tyre wear and crash damage, helpful extras like steering assist and skid prevention - the list goes on. Still, opulent options do not a good game make - how does Castrol Honda Superbike Racing play?

Quite well actually, but it's nothing to soil your racing overalls over. The basics are there, but it lacks that certain something to make it stand out from the crowd (not that there's much of a crowd of PSX motorbike games, but we'll let that pass). Take the crashes, for example. In real life these are stomach-churning affairs - even when watching on TV your heart's in your mouth. Here your bike just falls over and slides. On the rare occasions when your guy remains in the picture, he seems to hold his riding posture, holding invisible handlebars and parting his knees as if his nuts were aching.



■ You can do some cool Hells Angels-style doughnuts...

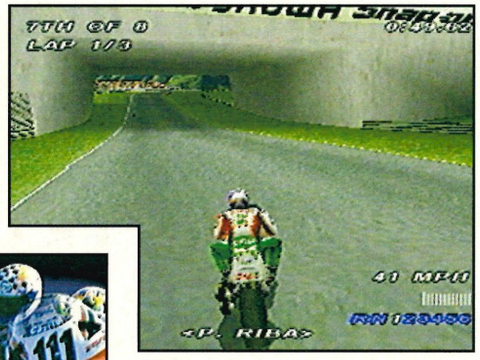
Keep On Track...

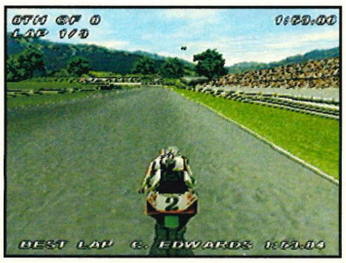
The tracks are well designed, demanding you keep the racing line and make intelligent use of the brakes (essential in a simulation-style racer), though you can come last and still set the lap record (aaargh!). They're pretty bland graphically, though, and even with the simplifying-but-performance-reducing assistances switched off, drifting off the tarmac and onto the gravel or grass has little effect. Worse still, you just don't get that adrenaline-pumping feel as you cane it down the straights, that knot in your stomach as your knee almost touches the ground on the bends, that rush of excitement as you pass another racer. What's here's good, but it lacks speed, polish and pizzazz. It's so workmanlike its jeans hang over its arse.

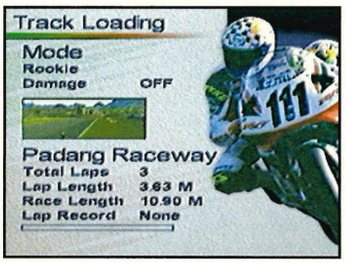
It's just not thrilling enough to compete with the best four-wheeled racers

Castrol Honda Superbike Racing is far from disastrous (it's actually quite good fun), but it's just not thrilling enough to compete with the best four-wheeled racers.

Ian Osborne







extreme

UPPERS	DOWNERS
Good track design.	No spark.
Intelligent racing.	No passion.
Wealth of options.	No pizzazz...

70%

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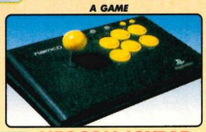


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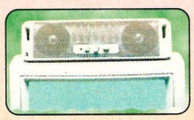
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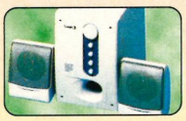
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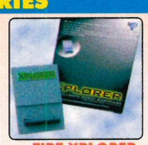
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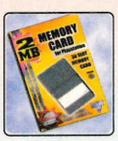


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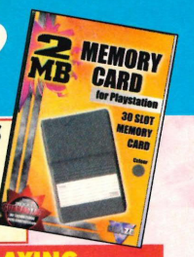
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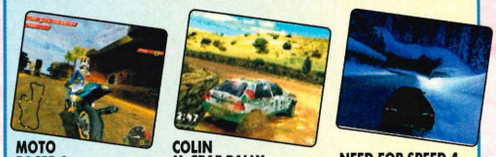
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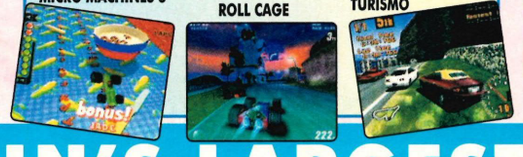
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ARCADE SHOOTERS



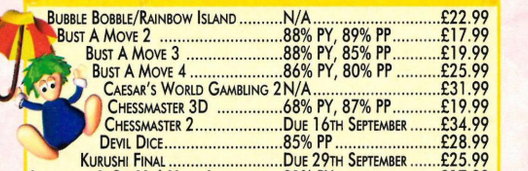
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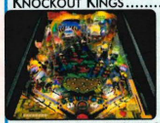
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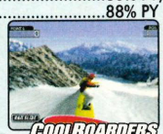




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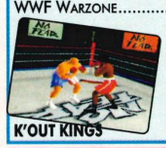
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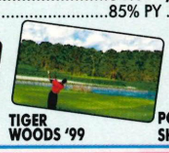

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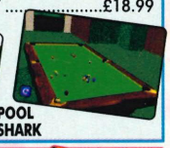



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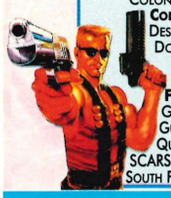


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SPYRO THE DRAGON

Publisher Sony CEE | **Developer** Insomniac Games | **Genre** Platform Game
Released November 1999 | **Version** PAL | **Price** £19.99 | **Players** 1

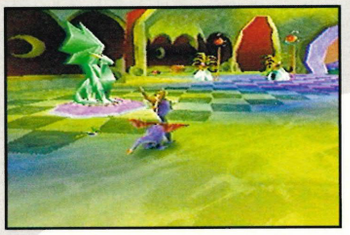
With his second outing in the pipeline, does Spyro's first adventure still breathe fire or just drag-on? Ian 'hot & horny' Osborne investigates...

Spyro, eh? Generally regarded as one of the best platformers on the PSX, the adventures of everyone's favourite little dragon is a superb technical achievement, and a right good game to boot.

So what's so good about it? For a start, look at the six worlds on offer. Each is distinct, though not particularly varied. Individual levels can be accessed by finding gates in each world's 'home' area, and you can move to a new world zone once you've completed certain tasks in the last, eg. rescuing a set number of dragons turned to stone by Gnasty Gnorc, collecting a certain amount of treasure or retrieving dragon's eggs stolen by fast-running blue thieves. Plenty of freedom there.

There's plenty of freedom allowed by the game environment too. It really is fully 3D, with complete freedom of movement, unlike, say, Crash Bandicoot where you enjoy 3D movement but follow pre-set paths through the stage. Here you really can wander around at whim, limited only by Spyro's physical powers.





■ Look for the stone dragons - you must free them.

The heart of Spyro the Dragon is undoubtedly exploration

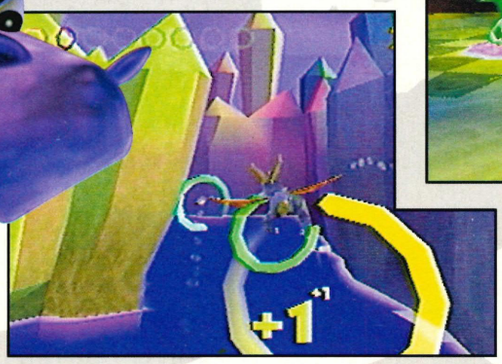


Dragon Power!

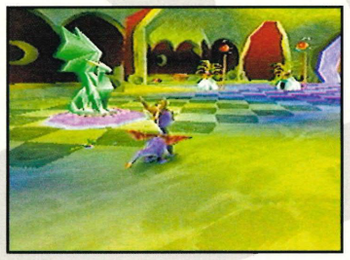
And what powers they are. He can run, performing a charging attack if he makes contact with an enemy while running, jump, glide and breathe fire. He can also take a look around him moving just his head, and the shoulder buttons ensure you can move the camera to wherever you like for that all-important jump. He's also got a little firefly to protect him (he takes up to three hits for you) and collect nearby treasures, taking some of the frustration out of object gathering. Revive his energy by feeding him butterflies - aaahhh! It's easy to miss a baddie while charging and then lose sight of him, but other than that, the controls are instinctive.

The heart of Spyro the Dragon is undoubtedly exploration. Find that stone dragon and free him, work out how to get to that elusive platform, look for the way to get to the level exit. Because of the wide-open levels and high ground offered, you can usually see your target long before you reach it, but how do you get there? Take it from me - plus you have great fun finding out...

Ian Osborne



■ One of the few sub-games, a flying level.









UPPERS
Fully 3D environment.
Cute main character.
A technical achievement.

DOWNERS
Lacks variety.
Easy to lose sight of foes.
A little short.

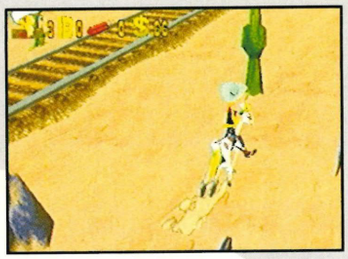
91%

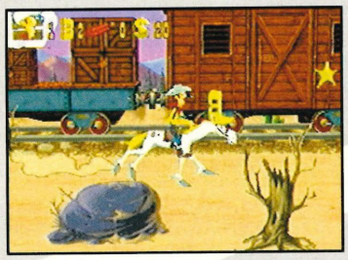
extreme

Publisher Infogrames | **Developer** Infogrames | **Genre** Platform Game
Released October 1999 | **Version** PAL | **Price** £19.99 | **Players** 1

Can a French cartoon make a decent PSX game? Ian 'six-guns' Osborne gets on his horse...

LUCKY LUKE

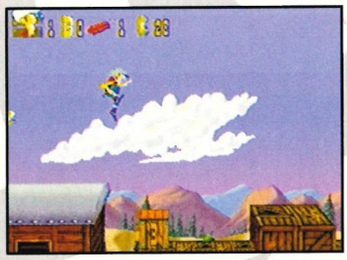


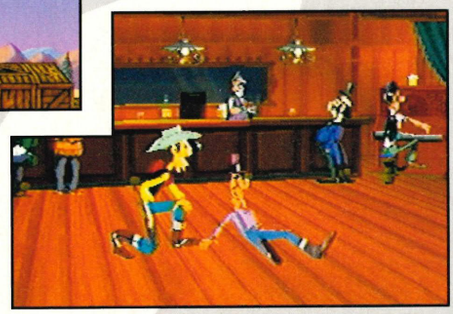




This one scored a respectable 84% back in Issue Four, but time has not been kind. In fact, the original mark looks a little too high - Lucky Luke isn't as bad as that other obscure French cartoon licence Iznogoud, but it's certainly several bullets short of a six-gun.

It's not a disaster. The cartoon feel of the game's pretty good and it has some neat ideas, like the trickshots where you bounce bullets off signposts and objects in true Spaghetti Western style. Thankfully, the traps, devices and baddies don't reset when you die either. Unfortunately, there's just too many clichés and too much sloppy execution for it to be worth buying, even at Platinum prices.





■ The cut scenes use in-game graphics. Lazy or what?

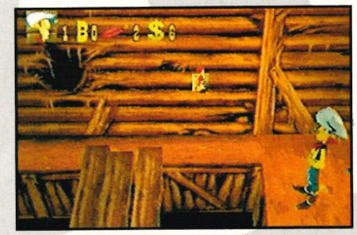


For example, although the scenery is impressively 3D, the action's only 2D. You walk along on invisible rails, though you can turn into and out of the screen occasionally. Sometimes, as you walk along, the baddies attack from your right and left but the game doesn't allow you to return fire - you can only shoot forwards. This is a design fact rather than a fault, but it feels wrong. Likewise, you're often made to jump pits and gaps when the scenery implies you could easily walk around them. It's almost as if Luke's wearing his horse's blinkers. This destroys the atmosphere and stops you losing yourself in the game.

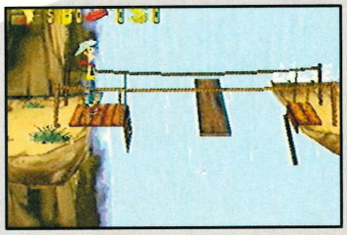
Move It!

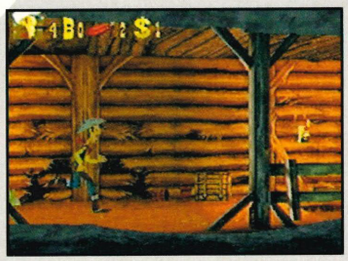
The animation ranges from reasonable to dire. Luke moves along well enough most of the time, but too many corners have been cut when it comes to the details. Climb a ladder and you just fly up it without moving your legs. Where's the climbing animation? Get hit by an enemy bullet (which are, incidentally, almost invisible) and you just flash. Where's the wounded cowboy animation? Omissions like these give the game an amateur sheen.

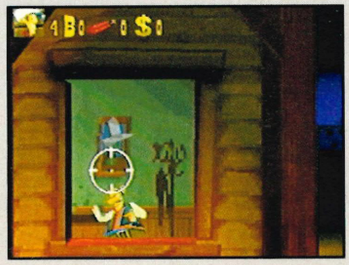
Bonus games which are often half over before you've worked out what to do don't help much either. Nor do the boss encounters, which are often tedious and frustrating. Take the first boss baddie - he throws logs at you, which you must return using a frying pan like a tennis racquet. It's easy to dodge his attacks, but tricky to direct your replies - you end up making mistakes out of sheer boredom.



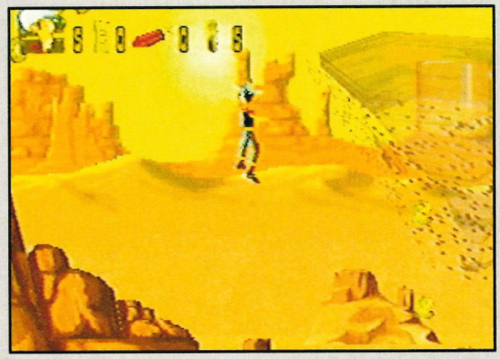
■ You have to jump onto the planks here, despite there being a perfectly good ledge to your right...







Lucky Luke isn't a total disaster, just buttock-clenchingly frustrating



■ The desert heat makes the screen wobble here.

Once again, Lucky Luke isn't a total disaster, just buttock-clenchingly frustrating. It's a bit like a movie John Wayne made before he was famous - low on budget and style, and only of interest to die-hard fans of the star. And how many Lucky Luke fans are there in the UK?

Ian Osborne

extreme

UPPERS	DOWNERS
Fun for a while.	Dodgy Design.
Interesting trickshots.	Weak animation.
Has sub-games.	Invisible bullets.

40%

import on import extreme

OVERSEAS NEWS

All import titles are available from PROJECT K (Details available on page 79)

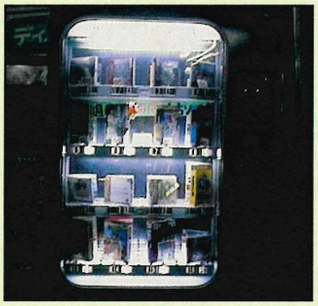
ONLY IN JAPAN...

Ever felt the desperate need to buy a PlayStation game after the shops have closed?



If you lived in Japan, you could - the Japanese have dedicated vending machines specifically for videogames. Don't expect the trend to catch on here, though...

If that wasn't enough, thirsty punters at a recent Tokyo videogames show could indulge in special caffeine-laden Tekken 3 energy drinks, also available from vending machines. Just the thing to whet your whistle after screaming at a screen for endless hours.



RIDE OF THE VALKYRIES?





Enix and Tri-Ace are co-producing a new RPG for the PlayStation. Valkyrie Profile comes on three CDs and is due for release in Japan in November.

The game uses pre-rendered graphics and the gameplay is basically side-scrolling. The battle scenes are turn-based, but some real-time combat is catered for.

Like most RPGs, it's best to wait for the UK or American versions before splashing out.





NEW RPG FROM SILICON KNIGHTS

Following their success with the hit RPG Blood Omen: Legacy of Kain, Canada's Silicon Knights development team are working on a new RPG. They're remaining tight-lipped about its plot and no images have yet been released, but a few things are promised.

Unlike Blood Omen, the new game (which is as yet unnamed) will be fully 3D. All loading times have been removed, and the Knights promise a storyline every bit as strong as that of Blood Omen.



Silicon Knights created the world of Kain with Blood Omen, but weren't involved with Soul Reaver. Fans of the series, though, should look out for their new offering.

FINAL FANTASY TO THE FORE!



Good news for Final Fantasy fans everywhere - not only is Final Fantasy VIII on the way, but Squaresoft are planning a retro double pack containing Final Fantasy IV and V.

The Final Fantasy Anthology, released in the States this Winter, offers the original games in all their glory but with new, never-before-seen CGI movies and a front end that features original artwork from famed artist, Yoshitaka Amano. A special CD featuring the music from both titles will also be included

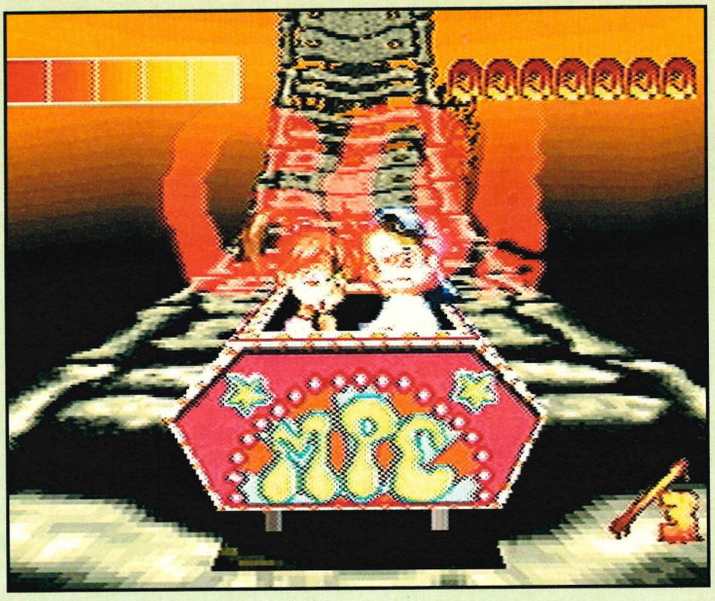
A UK release has yet to be confirmed.

SONY UNVEILS NEW RPG

Over a hundred staff members have spent three years producing Sony's latest RPG blockbuster Legend of Dragoon, a game which is to be released on four CDs and includes CGI movies and 3D polygonal characters. Slated for a December release in Japan, once again it's best to wait for a UK or US version before buying.

LANGUAGE BARRIER

Import games can be a real pig to understand if you don't speak the language they're produced in. That's why we give every import game a Language Barrier rating. The higher the score, the more difficult it is to play the game without being able to read the instructions and on-screen prompts. Thus an American game would score 0% (for obvious reasons), while a Japanese RPG might reach into the 90s...



Publisher Takara Co. | **Developer** Takara Co. | **Genre** Driving Game
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £50-60 | **Players** 1-2

MAD PANIC COASTER

language barrier 10%

It's enough to make you sick...

Anyone out there remember Geoff Crammond's Stunt Car Racer, where you raced a dragster on an extremely narrow roller coaster-style track? Its memory lives on in Mad Panic Coaster, only this time it really is a roller coaster you ride on!

Unlike the real deal, this one doesn't run on rails - you can steer left and right, but not too far or you're over the edge. Watch out for the hoards of ghouls, skeletons and other nasties you must dispatch by bombing them from your little buggy, and obstacles you must jump over.

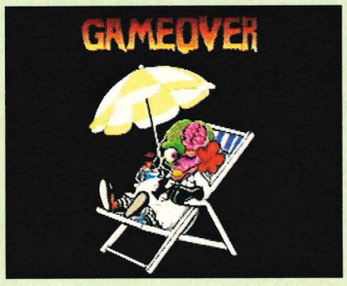
You can't fault this one for speed, but at times it's a little too fast. At first you spend more time looking at the lengthy intro sequence than you do playing. After a few plays, though, it's great fun, if a little samey. Most of the important text screens are in English, though there is a little Japanese to plough through. Nothing much to hassle you, mind.

Ian Osborne





You can't fault this one for speed



extreme 77%

Publisher Squaresoft | **Developer** Squaresoft | **Genre** Sports Sim
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £50-60 | **Players** 1

LEGEND OF MANA

A classic RPG series returns...

language barrier 90%

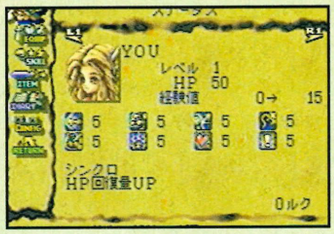


Remember Secret of Mana on the SNES? Not exactly original I know, but it was a classy game not entirely bereft of new ideas. Now the series has arrived on the PlayStation, but (ouch!) only in Japan.

How do you review a game like this? The graphics are lush, offering a fixed perspective on the scenery which is drawn in a wonderful fantasy cartoon style. Imagine The Hobbit animated for television and you're most of the way there. Not only do you explore your environments here, but you also shape them too - you place a town before you move to it.

And the plot? I'm sorry, I haven't a clue. The game offers so much promise I couldn't bring myself to give it a hellishly low score, but don't even think about buying it unless you speak Japanese. It's bound to come out over here eventually...

Ian Osborne

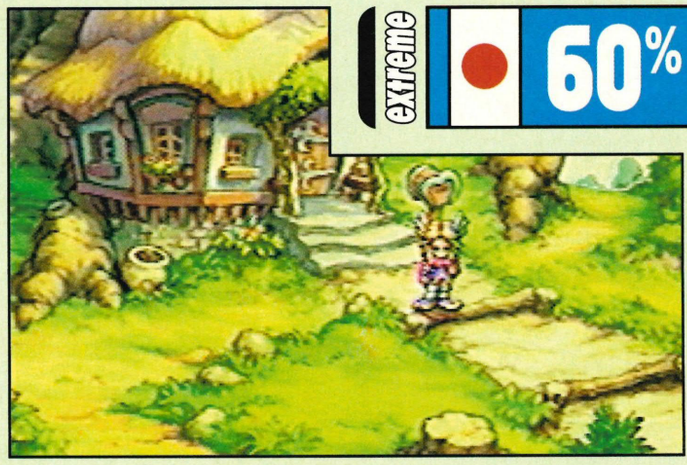




The graphics are lush







extreme 60%

import

CHORO Q WONDERFUL

A driving RPG?

Publisher Takara Co. | **Developer** Takara Co. | **Genre** Driving Game/RPG
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £50-60 | **Players** 1-2





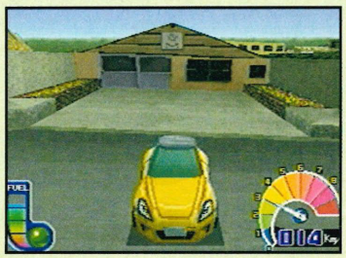


Only the Japanese... At first glance this one looks like a Circuit Breakers-style driver, but as you drive around the streets (expressing surprise when you're not launched into a race), you soon find it's nothing of the sort. Bump into another cute, rounded vehicle and you get into conversation with it! Not only that, you can drive into buildings (through the door, I mean) and meet the cars that live in there; you're usually offered something, but you won't know what if you can't read Jap. This isn't a racer at all, it's a driving RPG!

There's a game in here somewhere, but like all RPGs, it's next to impossible if you can't speak the lingo. There's a straight racer section included, but it won't trouble Gran Turismo and can't stand alone as a game - just look at the screenshots. If you can speak Japanese, this could be a welcome break from swords and spells, but the low mark reflects its value to everyone else.

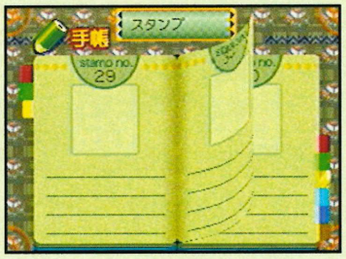
Ian Osborne

This isn't a racer at all, it's a driving RPG!











extreme 40%

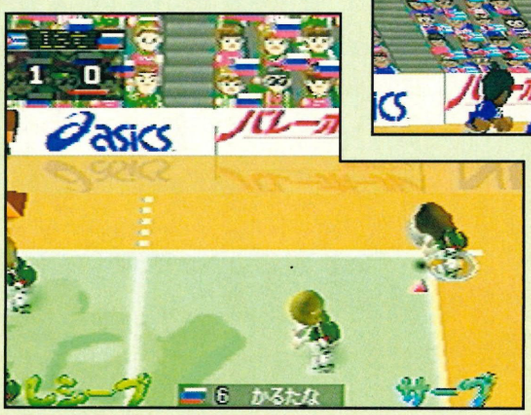
WAKO VOLLEYBALL

...Starring David Koresh?

Publisher Athena | **Developer** Aqua Rouge | **Genre** Sports Sim
Released Out Now (Import) | **Version** NTSC (Jap) | **Price** £50-60 | **Players** 1-2







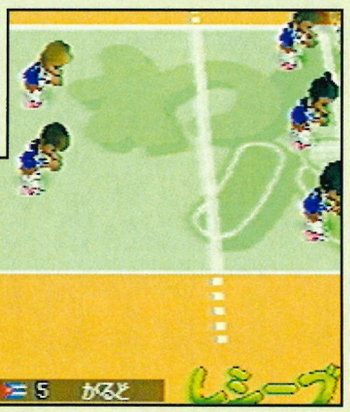
The problem with this one is it's too cute for its own good. The large-headed, fat-bodied Japanese-style 'athletes' take up so much room on the court it's difficult to see what's going on. There's so little room for manoeuvre the whole thing becomes something of a 'hit and hope' affair, which isn't what you want in a game. They jump like they're on trampolines too.

Even if this fundamental flaw had been avoided, it's unlikely that Wako Volleyball would hold your attention for long. Due to the limitations of the sport, there just isn't enough here to keep you playing. Stick to Tekken 3's sub-game, Tekken Ball.

Ian Osborne

They jump like they're on trampolines







extreme 39%

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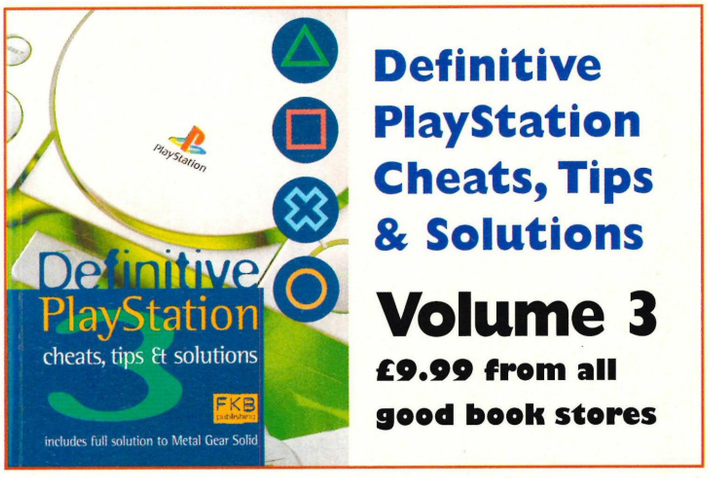
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FIFA 99

Never Lose
When playing the game and the other team is ahead, pause and go to Controller Select, then select the other team. Continue only when you get the ball, score in your own net. Then when your 'real' team has enough goals to win, switch back through Controller Select once more. Make sure you switch back to your team before the time runs out.

Unlimited Bankroll
In Team Edit Mode, press L1, L2, R2, R1, ● ✖ ■ ▲ START+SELECT

JONAH LOMU RUGBY

Pass in a Tackle
When you have the ball in hand, hold any of the pass buttons (L1, R1, R2 or L2) and when you're tackled, release the button to pass as you fall.



Special Cups
Win all the territories cups, then you can play a Special Cup where you can play with World 15, Barbarians and British Lions. When you win the Special Cup, you get an Extra Cup where you can be the Rage All-Stars, Codemasters or the Lomu team, in which all the players are Jonah Lomu.

K-1 REVENGE



Play as Animal
Go to One-Player Mode, highlight STAN THE MAN then press L1+START.

KAGERO: DECEPTION II

Evil Kick Trap
In order to get the Evil Kick Trap, you must first beat the game. You can then buy this trap once you reload your game. This trap throws out a giant foot from the wall into the enemy, and flings them all the way across the room, rendering them defenceless. It does 30 damage, and is very useful at the beginning of the game.

KENSEI: SACRED FIST

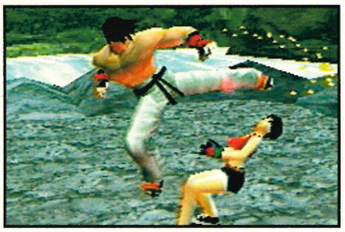
Hidden Characters
To earn nine hidden characters, simply Start Normal Mode and then Select a standard character and finish the game with him. Each character uncovers a single hidden guy. Just make sure that, even if you continue, you don't change your character.

Hide Pause Menu
While playing a match, pause the game and press L1. The pause menu becomes invisible.

KING OF FIGHTERS '98

Bonus Characters
Highlight the normal version of the following fighters at the Character Selection Screen, then hold L1 and press any button.

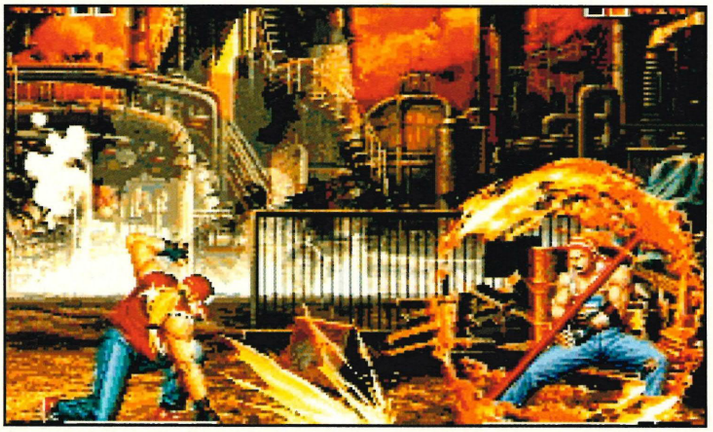
Evil Rugal Berstein
'95 Kyo
Real Bout 2 Terry Bogard
Real Bout 2 Andy Bogard
'94 Joe Higashi
'94 Ryo Sakazaki
'94 Robert Garcia
'94 Yuri Sakazaki
Evil Yashiro
Evil Shermie
Evil Chris
Real Bout 2 Mai Shiranui
Real Bout 2 Billy Kane



KNOCKOUT KINGS

Speed, Stamina and Strength
When you go to train your guy, pick the speed bag or heavy bag and go into the match. Then, throw in the towel so it brings you back to the menu where you can choose the speed bag or the heavy bag. Keep repeating this process till everything is 99.





TIPS CLINIC

Your problems solved...

This month and every month, The Tips Clinic cures all your PlayStation headaches. Need help getting passed an end-of-level baddie? Can't solve that perplexing puzzle in your favourite adventure? Maybe you just want a cheat? No problem - write to The Tips Clinic, extreme PlayStation, 22 Strand Street, Poole, Dorset BH15 1SB. If we can't answer your queries, maybe another reader can...



DIAGNOSED AND CURED
Have a dose of these and prepare for dramatic improvements!

LEGEND OF LEGAIA

Bosses

CARUBAN:	HP 1000
SONGI:	HP 3000
ZETO:	HP 4500
BERSKER:	HP 6000
XAIN:	HP 9000
SONGI:	HP 12,000
VAN SARYU:	HP 14,000
DOHATI:	HP 16,000
GAZA:	HP 12,000, GP 20,000
CHE DELILAS:	HP 12,000
LU DELILAS:	HP 14,000
CHE DELILAS:	HP 16,000
KORU:	HP 15,000
ZORA:	HP 21,000
ROUGE:	HP 24,000
JETTE:	HP 28,000
CORT:	HP 34,000
ULTIMATE SONGI:	HP 56,000
CORT:	HP 75,000



Defeat Zeto Easily
While in Zeto's Dungeon, exit with a door of wind and go to the Biron Monastery. Buy a Deep Sea Jewel and return. When Zeto does Big Wave, it only does 300-400 points of damage.
Note: your characters must be at Level Ten or higher.

Hidden Spells
When you get all your character's Art Moves, including the Hyper and Miracle Arts, go to the original tree the character got his/her Ra-Seru to get the Meta/Vahn's spell.



Luke White from Manchester has requested help with TOMB RAIDER III

All Secrets and Keys
While playing press L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, R2, L2, R2, L2, L2, R2.

All Weapons, Med Packs, Flares and Save Crystals
While playing press L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2.

Level Skip
While playing press R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2.

Racetrack Key
To get the racetrack key press R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2.

Restore Health
While playing press R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2.

Nathan Moore needs help with Duke Nukem: TIME TO KILL; he's been stuck for a month!



Level Select
Pause the game and press ⇧ nine times, ⇩ then exit the game. Select the 'Time to Kill' option.

All Weapons
Pause the game and press L1, L2, ⇧, L1, L2, ⇩ R1, ⇨, R2, ⇦

All Items
Pause the game and press R1 five times, then L2 five times.

All Keys
Pause the game and press ⇧ ⇨ ⇧ ⇦ ⇩ ⇧ ⇨ ⇦ ⇨ ⇩



And how about this one just for laughs?

Big Head Enemies
Pause the game and press R1 nine times ⇦

These cheats for PORSCHE CHALLENGE should keep Romal Sarwar entertained

Cheat Menu
Press ■ ● ■ at the main menu. The sound of a laugh confirms correct code entry.

Crazy Race
Quickly press ⇧ ⇦ ⇨ +[SELECT] at the main menu. The sound of a laugh confirms correct code entry.

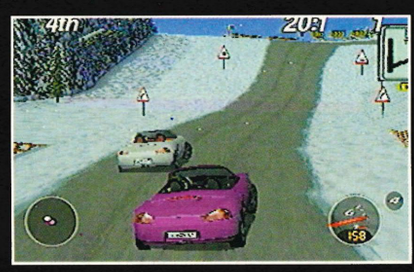
Super Car
Quickly press [SELECT]+■ [SELECT]+✖ [SELECT]+✖ ■ at the main menu. The sound of a laugh confirms code entry.

High Voices
Quickly press ⇧ ▲ ⇧ ▲ at the main menu.

James Nicholls of Stourbridge could do with this cunning little cheat in PREMIER MANAGER '98

Get some extra cash
Choose a friendly game and play Juventus in the two away games for £2 million in gate receipts for each match.





Hopefully these GRAND THEFT AUTO: London cheats will work for Allan Spendlove



Cheats Codes
Enter the following cheats as your name to activate the corresponding cheat:

TOOLEDUP: All infinite weapons, get out of jail free card and armour.
SIDEBURN: 5x multiplier
PENTHOUSE: Levels 1 to 3.
READERWIFE: All levels
FREEMANS: All levels, all infinite weapons, get out of jail free card, armour and 5x multiplier.
GRASS: No police
RAZZLE: All levels
SORTED: All levels, all infinite weapons, get out of jail free card and armour.

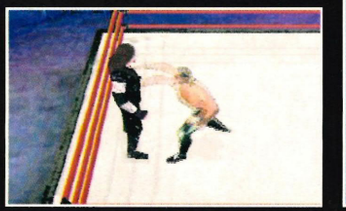
David White from Cheshire sent us some cheats that should help Stephen Lipton with COOL BOARDERS 3. Cheers, mate...



All Tracks
To access all the tracks, begin a tournament and enter your name as 'wonitall'.

Big Heads
Begin a tournament and enter your name as 'bigheads'. Once the code has been activated, press L2 to shrink your character's head, and R2 to increase it during gameplay.

James Caldwell, Scotland is absolutely desperate for cheats for WWF WARZONE...



Stone Cold Stunner
If you're Steve Austin and are in a tie-up and your opponent's health meter is in the red, press ⇦⇦tie-up or ⇨,⇨, tie-up to do the Stone Cold Stunner.

No Wimps Mode
To get the 'No Wimps Mode', which turns off all blocking, win the title with Ken Shamrock on Medium or Hard Modes.

Dizzy Wrestler
At the create a player screen, hold down ■, and when the wrestler starts to sway, let up and he's dizzy. If you keep doing this, he acts as if he's about to throw up.

Bonus Wrestler
To play as Dude Love and Cactus Jack, win the title with Mankind in a One Player Vs game. To play as Sue the ring girl, win the World Title with Bret Hart or Owen Hart on Medium difficulty. To play as the trainer, enter Training Mode.

Start Created Character with 40 Attribute Points
First, load any character with 40 points. Now rearrange the character however you want to (looks, wardrobe, etc). When you've finished, change the character's name, theme music and moves to whoever you want for that character. When you check the attribute points, you notice they have 40 attribute points without all the hassle. Now save the created player.

Kevin Smith from London wants to know how to get to Defence of Area 7 in FINAL FANTASY VII. He's got stuck at The Sewers.

The Sewers
When you land here, prepare to fight a miniboss. After the battle, pick up the Materia nearby, and then climb the ladder. Climb down the next set of stairs, walk through the sewage, and then up another set of stairs. Continue to the next room. Go down a set of stairs. A dark green object lies to the left of the screen. Use it to climb up to the next ledge. Climb the ladder to arrive in the Train Yard.



The Train Yard
Work your way across this screen by climbing to the top and making your way through various trains. Continue north one screen to another yard. Notice the train that differs slightly from the others (it also blocks your path). Walk into its open door and it moves to open a path for you. Continue north to another train you can enter. Do so, and it moves, making a bridge to another car. Climb on top of the train, cross the bridge and descend the other side. Then continue off the far left of the screen.



D Carr from Cornwall needs some cheats for APE ESCAPE...

RC Car Bomb
When using the RC car, you can place it near a monkey and then hit it with the Stun Club. This causes a nice explosion.

Saving Your Life
When you fall off a cliff, press Start, then exit the game where you're taken to the Time Station with the same amount of lives before you went over the edge.

Secret Tunnel
In the Thick Jungles Level Two, push the stop sign down and you see a secret.

THE CRITICAL LIST

These readers need your help...

Charlie Pundy wants to know how to get past licence plate A-8 on GRAN TURISMO.
Lawrence Wild needs your advice for V-Rally 2. He's after cheats because he keeps getting stuck. If you can help either of these ailing patients, write to The Tips Clinic at extreme PlayStation, 22 Strand Street, Poole, Dorset BH15 1SB.

Terra/Noa's spell, and Ozma/Gala's spell. Also, when you get Cara's Ra-Seru egg (give the music she gave you to the pianist in the Jazz Club, then go back to Buma and talk to Cara) give it to Zalan in Jeremi. He will give you an accessory that lets you use the Horn Spell, which refills all HP, even if you're dead. However, it costs a whopping 200mp to cast.



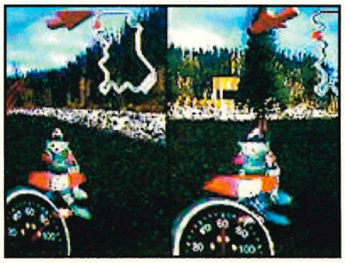
Infinite Coins
First get the Evil Medallion. Give it to Vahn. Also, give him your best accessories. Then put him right in front of the women who lets you enter the Battle Arena in Sol. Use autofire on '✖'. Leave that on for a while and get lots of money!

Sell Bread for Cash
When you get to Sol, obtain a couple of tokens and play the slots. Be patient enough to get a bonus game. Go for three 10s or anything really high. Repeat this process until you have 3,500 to 5,000 or more tokens. Exchange all your tokens for soru bread and sell it at any store in town. You get 3,000 gold for every piece of bread!



JET MOTO 2

Spooky Sounds
In the Shaft Level, in the middle of the race you come to a boarded-up hole in the wall. Go up to it and you see strange eyes looking at you and hear a really big growl!





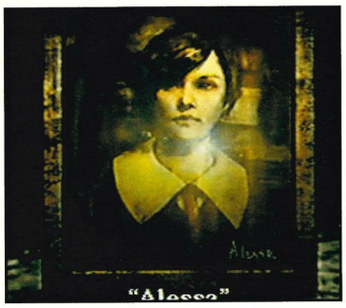
SILENT HILL

Extra Health Drinks in the Hospital
For three Health Drinks, search the wrecked drink machine in the first floor of the hospital.

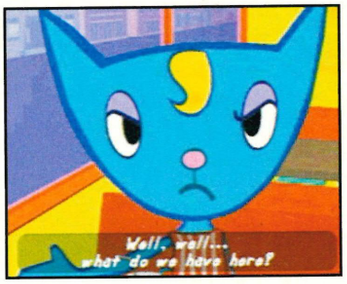
Finding the Gold Medallion
Get to the school. When you get to the room with the statue of the old man's hand, go into the room to the north and get the chemicals. Go back to the statue and use the chemicals. Sizzle Sizzle! Pick up the Gold Medallion and put it into the Clock Tower. Now go find that Silver Medallion!

Finding the Silver Medallion
To obtain the Silver Medallion, find the piano and number the notes from 1-12, going from left to right. Play the following notes: 3, 10, 11, 8 and 2. A silver medallion falls from above the piano. Note these are dead keys that produce clicks instead of tones.

Hyper Blaster
To get the Hyper Blaster finish the game with the secret ending.



Zodiac Room Tip
In the room with the Zodiac Signs, click the digit according to the amount of limbs in the picture (from left to right; Sagittarius: 6, Taurus: 4, Gemini: 8).



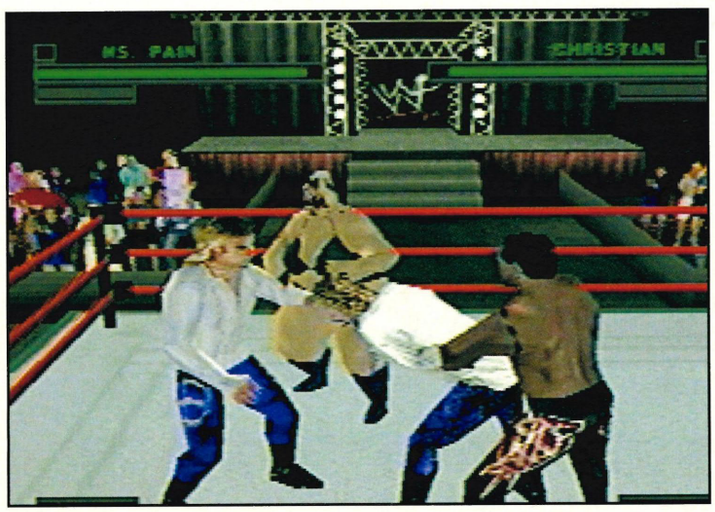
UM JAMMER LAMMY

Create Your Own Lyrics and Song Notes
Turn on the game. At the title screen, as soon as Lammy appears, reset your PlayStation, and do this again at the same point. This time when the title screen arrives, a special menu appears near Lammy's guitar. In this menu, you can edit lyric lines and musical notes, and execute them when playing the game by pressing the Custom Button combinations which you define.

WWF ATTITUDE

Alternate Costumes
When selecting your wrestler during any mode other than Career Mode, press:
✖ for the default outfit, hold L1 and press ✖ for Outfit Two, hold L2 and press ✖ for Outfit Three and hold R2 and press ✖ for Outfit Four.

Bonuses
To unlock what seem to be all the codes in WWF Attitude, you must bring a wrestler through the entire Career Mode successfully (meaning you win the Heavyweight Belt at the end).



European Championship Belt Codes
By winning the European Championship belt, you unlock the following codes:
Sable and Marc Mero unlocked
New Custom Stuff (a few new Create a Wrestler items added).
Trainer unlocked (play as Jeff Robinson, 'The Trainer').
Squeak Mode (Squeaky voices).

King of the Ring Codes
By winning the King of the Ring, you unlock the following codes:
Taka and Kurrgan unlocked

IC Championship Belt Codes
By winning the IC Championship belt, you unlock the following codes:
Jaqueline and Chyna unlocked.
Extra Attribute Points (three additional Attribute Points in Create a Wrestler mode).
Big Head Mode (everyone has a big head).

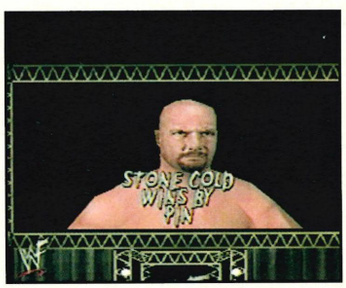


SummerSlam Code
By winning your match at SummerSlam you unlock the following code:
Slaughter and Michaels unlocked

Royal Rumble Code
By winning the Royal Rumble, you unlock the following code:
Lawler and Paul Bearer unlocked

Heavyweight Championship Belt Code
By winning the Heavyweight Championship belt, you unlock the following codes:
Beep Mode (enable this in the Utilities section and certain words are bleeped out).
Ego Cheat (wrestler's heads swell when winning a match).
Head unlocked (play as Al Snow's dummy head).

Random Wrestler Selection
When selecting your wrestler, press [R1] and the icon is randomly placed on a name.



Bubble Bobble

Player 1 Infinite Lives
866BBE70595B
Player 2 Infinite Lives
866BBD40595B
Player 1 Invincibility
866BBE745A5A
366BBE88595A
Player 2 Invincibility
866BBD445A5A
366BBE58595A
Infinite Credits
866BBED85961
Player 1 Spits fire-balls
866BBE725A6F
Player 2 Spits fire-balls
866BBD425A6F

Bubbsy 3D

Infinite Lives
8671E6D059BB
Infinite Shields
8671E6D459BB

Buggy

Open All Tracks And Modes
865831795959
Activate End Sequence
8658317D5959
Add All Camera Views (Press T)
865831815959
Turn Off all Textures
865831855959
Slowmo Mode
865831895959
First Gate Activates Powerup
8658318D5959
Always 1st Place
865B20DA595A
865BF1F6595A
865B3D7A595A

Bust A Groove

Infinite Attack P1
865CDA12595C
Infinite Attack P2
865CDA26595C
Full Power Bar P1
865CDAE8B55A
Full Power Bar P2
865CDAECB55A
Always Win P1
765CDAF0595A
365CDAF05959
865CDAF4595A
7E5CDAF4595A
365CDAF45959
865CDAF0595A
Use only ONE of the Always Win codes

Enable Dance View
36709B4A5959

Unlock All Characters
8672FFAC504F
8672FFAA504F
96608B42E99C
86608B42504F

Unlock All Stages
96608B489692
86608B48504F

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Need some help with Sony's excellent Speed Freaks? Developer Funcom's Alf Yngve has some cool tips...

SPEED FREAKS







GENERAL ADVICE

First of all, concentrate on mastering the steering controls. However, when you've got a power-up, use it!

Choose a driver that suits your driving style. Beginners should choose drivers with heavy, inert steering and a high top speed.

Your car can only carry one type of weapon at a time. If you pick up a second, better weapon, you have one second to use up your current weapon and keep the second, or the new one is dropped.

The better you play, the more aggressive your computer opponents get. When you reach pole position, all the other drivers are likely to attack you from behind. Stay alert to incoming missiles, and learn to evade them.

On the advanced levels, it's important to use the handbrake controls to make efficient powerslide turns. Drive as close to the inside as possible.

TRACK DRIVING

The basic rule is STAY ON THE INSIDE OF THE TRACK! If you fail to follow this rule on the advanced levels, it becomes impossible to win.

On the longer straights, use Speed Boosts as much as possible. Always check the Booster Meter (top-right corner) to see how much power you've got left.

Memorise the positions of the Speed Boost tokens, and try to pick up as many as possible. Their positions roughly follow the racing line, too, so they are doubly useful.

Every track has at least one short cut. Some short cuts are hidden, and can make a race considerably easier. Use Single Race Mode to learn where to find them.

During a high jump, it is still possible to steer the car to some extent. Avoid skiddy landings.

The fastest way to pass a series of curves, is to find the shortest straight line across and take that route. On some tracks, this gives you an edge over the computer cars.

The multiplayer tracks are simplified versions of the single-player tracks, with fewer turns. Again, stay on the inside line.

SPEED BOOSTS

There are always plenty of Speed Boost power-ups on the tracks - some visible, others hidden in the pick-ups marked with a '?'. Once you've got one, use it.

When your Speed Boost meter is full, the sign on its left starts to shine - this means your booster power is filled to the max, which gives a Super Speed Boost. Don't just tap the booster-button once. Keep the button pressed, so the super acceleration steadily increases.

In tricky or slippery curves, a Speed Boost increases your road grip and decreases skidding. However, the high speed can take you by surprise - so don't forget to make more forceful turns too!

If you collect a power-up for Full Booster Power, do not activate it (with the Weapons Button) until you have used up whatever is left on the booster meter. Then immediately use the Speed Boost power-up, so that you can keep your high speed.

The safest time to use a Speed Boost is while in Invisible Mode - your acceleration will not be interrupted by enemy attacks. Always try to combine invisibility with speed boosts.

The characteristic sound effect of maximum booster power comes also from the other drivers. When you hear that sound from a nearby car, be prepared to try and interrupt its acceleration!

On the City tracks, there are numerous Booster Pads (yellow arrows) on the road. Drive across them to get instant speed boosts. Make forceful sliding turns with the handbrake controls to reach as many Booster Pads as possible.

During the countdown to race start, when the third light comes on, start hitting the gas button repeatedly. This gives your car a free speed boost as the race starts. The better you time this, the more powerful the boost becomes.

TRACK SHORTCUTS

On the Easy tracks, most Shortcuts are openly visible, such as the Pirate Ship you can drive across on Track One. Others are more cleverly concealed, or open up on the final lap.
Rule of thumb: On the roadside, a chain of yellow stars on the grass either points out the best route on a tricky section, or shows the way to a short cut.

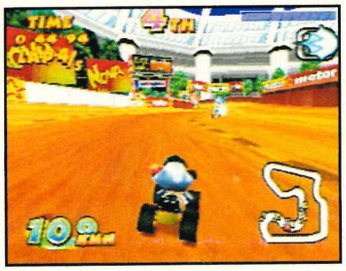
Throughout the game, keep looking for waterfalls - several of them hide secret tunnels.

Sometimes, computer-controlled cars follow you into short cut tunnels. This means their winning









odds improve. Try to distract or hit the computer cars as you enter a narrow short cut.

DRIVE AGGRESSIVELY FOR SUCCESS

These are the best dirty tricks to improve your odds of winning...

At the bottom of the screen, a little moving cursor indicates the firing-line position of another car. If the cursor is right below your car, it means you're likely to be shot at, but the other car lies in your line of fire also. So press [DOWN] to aim your fire backwards, and shoot first! Some weapons can be aimed behind your car.

Learn how to aim the Basic Missile; it can hit another car from a great distance ahead of you!

If an opponent is very close, fire any weapon - it hits them automatically.

The Triple Basic Missile can hit up to three cars at once, if you aim carefully. A really skilled player can learn to aim and fire it while turning in a curve, and hit unseen opponents ahead. Try it!

While you are in Invisible Mode, you can 'stun' other drivers by driving through them. You may also steal their power-ups that way (just remember to avoid other invisible drivers).

The Machine Gun is the least efficient weapon. It is quite difficult to hit a car four times out of eight and have an effect, despite the crosshairs to help you aim. Only use the Machine Gun at medium to close range. Remember, it can fire backwards if you press [DOWN] then shoot.

The Tyre Pop, Homing Missile and Shockwave weapons are so effective you need not think about aiming them. If you're too preoccupied with driving/evading, and simply need to improve the odds, use these weapons indiscriminately.

When dropping the green Slime on the track, aim at the lane where the computer cars are most likely to be (ie. the middle).

It is possible to push an opponent off the road if you drive a heavy car like Buster & Wedgie's. You may even push another car off a steep cliff, if you're lucky!

SPECIFIC ATTACKS AND HOW TO EVADE THEM

Learn how to deal with these typical emergencies on the track...

If an opponent tries to push you off the track, you can push back, but this makes you vulnerable to attack. It's better to just use a weapon - it automatically hits all opponents close enough.

If you drive over a puddle of green Slime, use a Speed Boost to ride out the skid.

If you're fired at with the Machine Gun (cue: crosshairs appear around your car), Don't worry too much - only the very best players can hit you enough times to stop your car. Some evasive steering will suffice.

When a Homing Missile is approaching (cue: crosshairs appear around your car + a warning signal), use the handbrake buttons (L1, R1) to skid when the missile closes in on you. A prolonged powerslide causes the missile to whizz past you, and it automatically homes in on the car ahead. If used cleverly, your opponents' missiles can help you win!

Should a Bomb lie in your path, either steer away from it (watch those marker lines!) or shoot at it from a distance. DO NOT try to shoot a Bomb that's very close - you get caught up in the detonation.

If your car tyres are inflating, someone is using the Tyre Pop weapon on you. Several responses are possible:

1) You can counter-pump the tyres by rapidly hitting your Gas Button, but this only buys you seconds (though it can save your day if you're inches from the finishing line). Eventually your fingers give in, and your tyres WILL explode, so...

2) While your tyres are inflating, you may use the Speed Boost - this causes your character to tumble faster when his tyres explode, and can also save the race close to the goal.

3) Try and hit as many opponents as possible with your weapons just before your tyres go - that way, fewer of them overtake you as your restart your car engine.

When a Shockwave is approaching (cue: rumbling noise and a moving lightning symbol appears on the Map), beware! If the Shockwave hits you, all your current power-ups are lost. Possible responses:

1) Immediately drive off to the side of the road and the Shockwave blast misses you. Keep checking the Map display for the lightning-sign of a Shockwave, and how close it is to your position.

2) If you have an Invisibility power-up, use it at once; the Shockwave then passes right through you without causing damage.

3) If you can't drive to the side, or you're not sure you can, use up ALL your current power-ups and Speed Boosters before they're lost.

VS MODES

When playing against another human player, the same basics apply as in One-Player Mode, with an addition: you can pick up more advanced types of Bombs, ones that can be thrown in front of your opponent. These may also be detonated by remote control. When you see that the other player is near your Bomb (simply glance at his half of the screen), detonate it.

AND WHEN ALL ELSE FAILS...

Easy on the steering wheel! If you tend to oversteer, choose the most inert drivers, Buster & Wedgie.

Some players find it easier to steer with the digital controls than the analogue stick. Try whichever suits you best.

Always use the handbrake buttons (L1, R1) whenever you turn a curve. It can't fail.

Don't whine if your friends keep beating you at the game. Get friends who lose!

CHALLENGE MODE

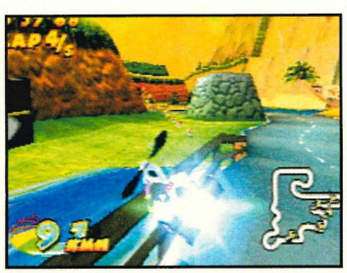
There are no weapons in Challenge Mode, so:
Try to pick up ALL the Speed Boost tokens from the track, including the Full Boost tokens.
Do not miss a single Booster Pad.
Use the Short Cuts.

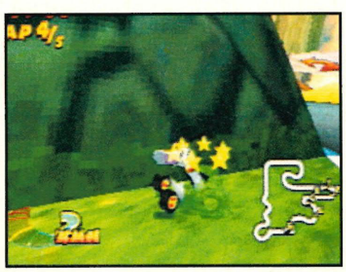
















EXCHANGE

Exchange, extreme PlayStation Magazine, 22 Strand Street, Poole, Dorset BH15 1SB

EPM SAYS:

Summer's nearly over now, so it's time to forget about things like water, beaches and the outside world and return to the comfort of your living room. Don't worry; while you were out frolicking in the sunshine, Mr Playstation sat patiently at home awaiting your return.
Feeling guilty? Don't worry. Fresh from the return of the recent European Computer Trade Show at Olympia, it looks like PlayStation is still tops, with the best games line-up. The console war continues to rage on, but if you're ever in doubt about the PlayStation, just remember two words - games catalogue. The PlayStation already has a staggering amount of top - quality games, and with titles like Resident Evil 3, Grand Theft Auto 2, Gran Turismo 2 and Tomb Raider IV on the way, things are looking very healthy indeed.





SAME OLD STORY

It's the same every Saturday morning, when me and my 11-year-old son go down town to get the shopping. As soon as my back is turned he's straight over to the games stall, looking at second-hand games, and it's the same thing every time. But before he starts I say, 'no'. I don't want to sound mean, but I don't want him wasting his money on second-hand games that probably don't work in the first place. I think it's a total waste of time buying games that are second - hand.
John Bean, Leicestershire

EPM: Hey, no way. Any stall owner worth his salt checks the second-hand games he buys for scratches. If in doubt, just ask whether your guy does this, and whether you can take it back if it proves faulty. There are some dodgy dealers out there, but most (indeed, virtually all) second - hand games work fine. You're missing out on some real bargains.

NEVER UNDERESTIMATE...

I heard about what you said in Issue 21, about whether the PlayStation was dead or not because of Sega's new Dreamcast. I think that's absolute rubbish - the Dreamcast is never going to sell that much, not only because of its price, but also it could play like the old Sega, and from what you have said, I think it will. It's never going to sell anything.
Steven Camp, Essex

EPM: Glad that you're sticking with the good ol' PSX, Steven, although we must concede that the launch price for the Dreamcast is a pretty standard one, and with a modem thrown in it's not that bad. Don't worry, though, we can surely count on Sega to stuff up the games catalogue. They may shift one or two, but they'd really have to go some to beat the mighty PlayStation.

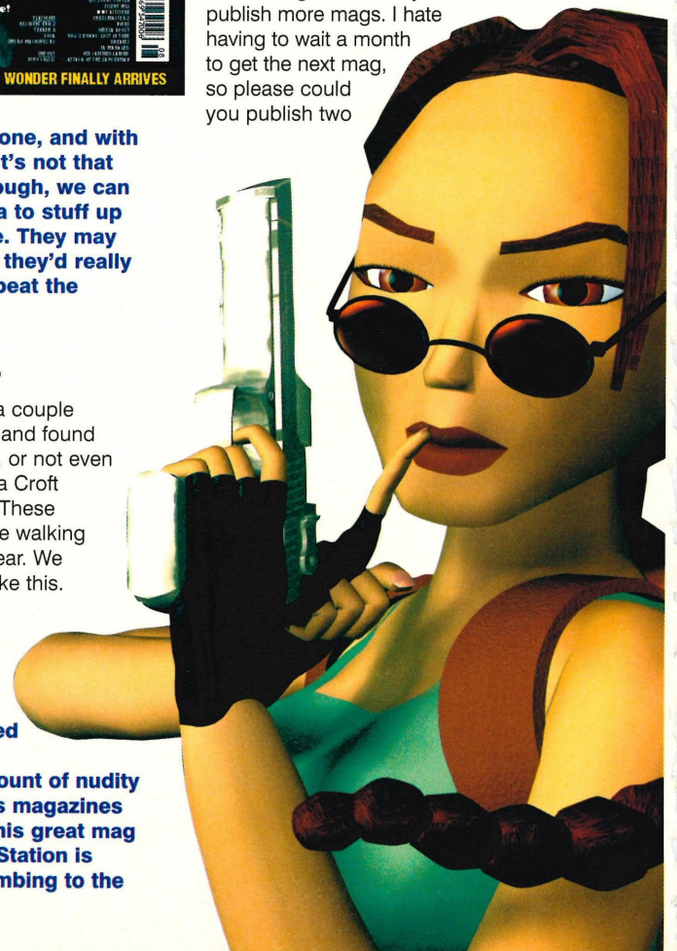
NAKED BLOKES?

I have looked through a couple PlayStation magazines and found women wearing bikinis, or not even bikinis. I have seen Lara Croft wearing nothing twice. These women might as well be walking around in their underwear. We should not be treated like this.
Theresa Kelly, Dublin

EPM: Theresa, we couldn't agree with you more. We ourselves are shocked and quite often distressed at the amount of nudity sprawled over games magazines these days. In fact, this great mag that be extreme PlayStation is itself guilty of succumbing to the same temptation on occasion. The problem lies with this industry being male-dominated, and until otherwise we will be forced to stare at gorgeous, half-naked women. Darn!

WE WANT MORE!

I have only missed one issue of your mag, and even that was a punishment. I have tried lots of other mags, but none are as good as yours, not even the official mag. But enough about that, I am writing in to complain about the rating you gave Driver. The rating you gave it was 93%, if I was in charge of giving the ratings I would at least give it 95%.I am also writing in to ask if you could publish more mags. I hate having to wait a month to get the next mag, so please could you publish two



mags in the month, instead of just one? Is there going to be a Tomb Raider IV coming out on the PlayStation, and could you tell me the release date for it please?
Raymond Steel

EPM: I take it Issue 20 was the one you missed, because that included our exclusive on Tomb Raider IV development. The release date for Tomb Raider IV is November, but this isn't definite yet. Check out our preview on Page 30 for more information.
As for publishing two mags in a month, you must be having a giraffe. Deadlines are pushed to the max as it is, and we cover EVERY new PSX game anyway - two mags a month would mean half as many reviews in each. Regarding Driver, a difference of just 2% suggests we were basically right.



OVER THE LOON

I'm so happy the PlayStation has finally released a Mario Kart-type game. Speed Freaks is brilliant. For months and months I was jealous of N64 owners because they had a Mario Kart game. For God's sake! Even the Sega Mega Drive has them! I read your review of Speed Freaks over and over again - I was so excited. Then I read that Crash Bandicoot (my favourite platform game) was soon gonna be on wheels. I was so excited I could've done anything at that time! But the real question is will Speed Freaks and Crash Bandicoot Racing be better than Mario Kart on the N64?
Robert McGlade, Dublin

EPM: Let's start Robert, by saying that you're the sort of person we'd hate to meet in a dark alleyway. Your response to this news is a tad worrying to say the least. We haven't reviewed Crash's racing game yet, so can't comment on that one, but judging by the demo shown at the ECTS show it's looking great. As for Speed Freaks - no, it's not better than Mario Kart, although it's almost as good.

CHEATED

I am writing to complain about the cheats book supplied free with the last issue of your magazine. I have tried to use it with Syphon Filter and none of the cheats have worked. I am very disappointed about this. Could you send a copy of cheats which you have tested and which you know work? The magazine cost me £2.95 and I bought it especially because of the free cheats book so I feel very cheated by you now.
Ruaridh Walsh

EPM: Sadly we did have problems with the Syphon Filter cheats in that book, and we apologise for that. We honestly believed that all the cheats we were supplied with worked, but with such a big book to produce we just didn't have time to test them all. The following Syphon Filter cheat has been tested and definitely works, OK?

All Weapons and Ammo: Pause the game, press and hold: Select+L1+L2+R2+●+✖ for all weapons available during that level.

PEARLS OF WISDOM

Why is it that all PlayStation events are held in London? Like the annual ECTS show and annual Tekken 3 championships...
David Hughes, Warrington

EPM: ECTS is a trade-only show, so you couldn't attend anyway. Sadly the answer is money - London's the capital and Warrington ain't.

I think Barret on Final Fantasy VII should cut down on his swearing... I think there should be a movie of Final Fantasy, don't you?
Shaun, Nottingham

EPM: If there is a film, it might be a good idea if you cover your ears.

The bottom three pictures on the box of Syphon Filter had been played using cheats! I think it's appalling to see that even the makers of the game have to cheat when many other people spend hours trying to complete a game without cheats.
Ashley McCallan, Watford

EPM: It is a bit pathetic, isn't it?

CRUEL TO BE KIND

STAR LETTER

I'd like to comment on a few things.
1. Everyone says Metal Gear Solid is such a fab game. It's good, but too short - I rented it for a weekend and completed it with no trouble. Games need to be much longer and follow the example of Final Fantasy VII. That's my favourite, joint with Resident Evil 2.
2. I have a cheat cartridge which allows me to 'disc swap' safer. Will it be compatible with the PSX 2?
3. I recently bought a copy of Dead Ball Zone and it's cool. You gave it 91%, which is about right, but before I bought it I hadn't heard of it. Why isn't it a more well known game?
4. I think the problem with us teens killing has got nothing to do with too much gore in games, but not enough. I think this because I was watching something where two 13-year-old murderers said, 'I was bored. We just did it'. This made me realise gory games are good for us, as whipping zombie ass with a rocket launcher on Resi 2 prevents boredom.
5. If I get the Star Letter, could I have Final Fantasy VIII on US import, or if not possible Driver, please?
James Higgins, Warrington

EPM: James, we gotta hand it to ya mate. It looks that you've just uncovered something that has puzzled psychologists and politicians for years: how do we prevent psychopaths? Answer: give them gory videogames. It all seems so simple now, doesn't it? We agree with your statement about games being too short, as many of them do need to concentrate on lengthening the hours of gameplay. As for Question Two, I'm afraid the answer is almost certainly 'no'. Enjoy your copy of Driver.



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:

Exchange, extreme PlayStation Magazine,
22 Strand Street, Poole, Dorset BH15 1SB

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

STUFF

A new joypad, some memory cards, memory card holders and a Game Grip. Check out this month's stuff...

GAME GRIP

By: Blaze
Released: Out Now



Not much point in this little invention - a bit like those little tea cosy things that go over a bog roll. There's a variety of colours available, and let's hope they get better than this one sent to us - the combination of red and yellow is pretty awful.

Apparently it boasts better grip, enhanced ergonomic design and 'cool hands'. It's more of a novelty that makes the joypad a different colour and slightly thicker than anything else, but it does to some extent solve the problem of sweaty controllers.

THE VERDICT 4/10

GAMESTER MEMORY CARDS

By: Gamester
Released: Out now



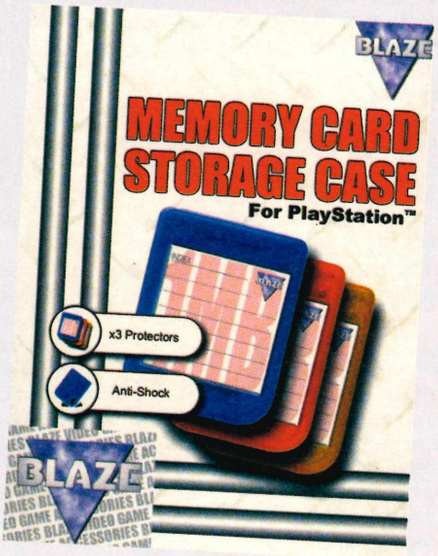
Gamester release three different memory cards for the PlayStation, with 1Mb, 2Mb and 4Mb cards available. The 1Mb card is entitled Coast 2 Coast and comes in a stylish transparent case, boasting 15 blocks of memory power. This makes an uncomfortable noise when plugging into the PSX and is difficult to remove. When compared to the official products, this card, priced at £6.99, lacks that feel of quality.

The 2Mb and 4Mb versions are both covered in a typical Sony shade of grey, including lights to indicate when the card is being correctly used. Priced at £9.99 and £14.99 respectively, they again lack the feel of quality when placed in the PSX, which is not surprising seeing as they are different shapes. The 2Mb card features 30 memory blocks and the 4Mb card 60.

THE VERDICT 6/10

MEMORY CARD STORAGE

By: Blaze
Released: Out Now



These three anti-shock plastic boxes protect memory cards that aren't being used from dust and grime. They come in three colours - blue, red and yellow.

Not much else to say, really.

THE VERDICT 7/10

KICKBACK 2 JOYPAD



By: WildThings
Released: Late September,1999

This feels and looks the part - solid and chunky in a transparent case. It's basically a quality pad that plays well and doesn't feel too bad either. The symbol buttons are quite solid and responsive, although the L and R buttons feel a tad flimsy and wobbly. The analogue device is smooth and easy to get used to, although the digital pad is a little under-responsive and awkward.
The Start and Select buttons have a quality feel to them, but they're just too close together to use comfortably.

Generally the whole joypad is quite nice to hold, if a little too indented on the sides - it needs a fuller feel to it to support the forefingers on the shoulder buttons. Apart from some minor faults, the main problem is this shape design and the menu buttons.

THE VERDICT 7/10

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**	**#22 PL**	**92%**	**Humorous and interesting platform puzzler, but not everyone gets the joke.**
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.

A

B

Title	Publisher	Genre	Issue	Score	Comment
Bloody Roar	Virgin Interactive	Beat-'em-up	#4 RU	72%	Beat-'em-up where you can change from human to animal form mid-fight.
Bloody Roar 2	Virgin Interactive	Beat-'em-up	#16	87%	Not quite up there with the Tekkens, but a playable and original fighter nonetheless.
Bomberman	Virgin Interactive	Puzzle	#18	85%	All-time classic puzzle action returns to the PSX, excellent for one to four players.
Bomberman Fantasy Race	Virgin Interactive	Racing	#18	32%	A particularly poor racing game that tarnishes a good licence name.
Bomberman Wars	Hudson Soft	Puzzle Game	#8 IM	78%	Interesting Final Fantasy Tactics clone using the Bomberman characters.
Bomberman World	Sony CEE	Puzzle Game	#6	83%	Excellent multi-player game, but flawed single-player offering.
B-Movie	GT Interactive	Shoot-'em-up	#12	76%	Fast-paced and thoughtful shoot-'em-up that takes the PSX to its limits.
Brahma Force	JVC	Mech Game	#7 RU	76%	Doom meets mech in this fun but flawed offering. Fun for a while, though.
Breath of Fire III	Ocean	RPG	#7	86%	Little new in this Jap-style RPG, but if it ain't broke, don't fix it…
Brian Lara Cricket	**Codemasters**	**Sports Sim**	**#12**	**90%**	**As cricket sims go, this is as good as it gets. Flawless graphics and presentation.**
Brigandine	Atlus	RPG	#11 IM	74%	Solid but unspectacular RPG. Plays well, but offers nothing new.
Broken Sword	Sony CEE	Adventure	#3 RU	80%	Great graphic adventure, but sampled speech takes its toll on loading times.
Broken Sword 2	Sony CEE	Adventure	#1	81%	In-depth but occasionally obscure graphic adventure. Good plot, though.
Brunswick Circuit Pro Bowling	THQ	Sports Sim	#14	89%	Excellent ten-pin bowling sim wisely released at a budget price.
Bubble Bobble Pack	Acclaim	Compilation	#13 RU	79%	Two classic games (Bubble Bobble and Rainbow Islands) and an update of the latter.
Bubsy 3D	Bubsy 3D	Platform Game	#13 RU	25%	This 3D platformer redefines the term 'bland'. It's awful.
Buggy	Gremlin Interactive	Driving Game	#11	70%	Driver based on remote controlled cars. Fun for a while, but shallow.
Bug Riders	GT Interactive	Shoot-'em-up	#8	51%	Playable for a while, but no lasting fun. A flawed concept is poorly executed.
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.**

C

Capcom Generations	Virgin Interactive	Compilation	#22	73%	Thirteen (yes, 13) old Capcom games. Some are better than others.
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

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!**
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.

WEB SITE OF THE MONTH

http://www.metalgear.com

Still stuck in Metal Gear Solid? Want some exclusive artwork for your desktop? Worry no more - just go to Konami's official MGS pages. Here you can download AVI or QuickTime movies, or stills from the commercial. You can look at some surveillance photos (okay, 'screenshots'), tackle the mission briefing which outlines the plot or go for the intelligence files, which is basically tips and techie notes. There is a dedicated hints and tips page, but unfortunately it only points you to a premium-rate phone line.
The allies and enemies page will offer character studies on the game's most important people, though this section was down at the time of writing. It should be ready by now. Best of all, though, is the bulletin board where you can have an online discussion on all things Metal Gear Solid.





Title	Publisher	Genre	Issue	Score	Comment
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.
G-Police 2: Weapons of Justice	**Sony CEE**	**Flight Sim**	**#22**	**92%**	**Space-based blasting doesn't get much better than this. A great technical achievement.**
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.
Guitar Freaks	Konami	Music Game	#22 IM	72%	Cool guitar interpretation of Beatmania, but harder than a brick with a flick-knife.
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.
Jade Cocoon	Crave	RPG	#22 IM	62%	Nothing groundbreaking, but good, solid RPG fare.
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.

Title	Publisher	Genre	Issue	Score	Comment
Jonah Lomu Rugby	Codemasters	Sports Sim	#16 RU	89%	Intuitive controls and a true representation of the sport make this a joy to play.
Johnny Bazookatone	US Gold	Platform Game	#13 RU	64%	A platformer for younger gamers. It's not bad, but is definitely showing its age.
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.
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 Final	Sony CEE	Puzzle Game	#22	88%	More of the same, but who cares? The original was great…
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**	**#22 PL**	**93%**	**Stunning slash-'n'-solver which keeps you playing for months.**
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…

CHART ATTACK

ChartTrack

All Formats Charts - September 1999

1	Command & Conquer: Tiberian Sun (PC Only)		6	Tekken 3 (Plat)	EPM #20, 90%
2	WWF: Attitude	EPM #20, 90%	7	Colin McRae Rally (Plat)	EPM #19, 91%
3	Legacy of Kain: Soul Reaver	EPM #19, 96%	8	Gran Turismo (Plat)	EPM #18, 95%
4	FA Premier League Stars	EPM #21, 78%	9	Driver	EPM #19, 93%
5	ShadowMan	EPM #22, 82%	10	Abe's Exoddus (Plat)	EPM #21, 92%

THE BARGAIN BIN

PARODIUS
This one's so Japanese it has raw fish and saki for breakfast, and it's cuter than Britney Spears. The cartoon shoot-'em-up action works very well, and the level design keeps things frantic throughout. It's a real change from the usual shoot-'em-up bloodbath.



It's no real surprise it did little when first released, though. The only difference between the PSX and SNES versions of the game is that ours slows down for disc accessing. Come on - surely it can't be taking the processors that much? Even if it doesn't make good use of the PlayStation's technology it's still fun to play, though, and at Bargain Bin prices it's worth the money just for that flying pig. Look out too for Sexy Parodius, an import-only offering with rather, erm, 'interesting' graphics.



Title	Publisher	Genre	Issue	Score	Comment
NBA Jam Tournament Ed.	Acclaim	Sports Sim	#19 RU	80%	Top arcade action in this pleasantly unrealistic basketball offering.
NBA Live 99	Electronic Arts	Sports Sim	#13	73%	A basketball sim for true enthusiasts. Has all the 1998 season rosters.
NBA Pro '98	Konami	Sports Sim	#4	71%	A very user-friendly, though ultimately unremarkable basketball sim.
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 jt.
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.
Point Blank 2	**Sony CEE**	**Lightgun Game**	**#22**	**91%**	**More fairground frolics and GunCon mayhem. Who thought a lightgun game could be cute?**
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.
Powerful Baseball	Konami	Sports Sim	#22 IM	53%	Cute baseball sim as only the Japanese can do 'em. Language barrier makes options tricky.
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 League STARS	Electronic Arts	Sports Sim	#22	78%	Another game based on the FIFA engine. Too many flaws and too few enhancements to be a classic.
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.

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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.
Speed Freaks	Sony CEE	Driving Game	#22	86%	Cool four-player karting frolics. Not a Mario 64-beater, but the best on the PSX.
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 EX+Alpha	Virgin Interactive	Beat-'em-up	#22 PL	85%	Street Fighter makes the transition to 3D reasonably successfully, but no side-step.
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.**

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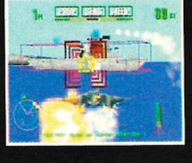
Tactics Ogre	Atlus Software	RPG	#8 IM	78%	An RPG/wargame hybrid in the Final Fantasy Tactics mould. Samey after a while.
T'ai Fu	Activision	Beat-'em-up	#16	88%	This exploration-based fighter is full of fresh ideas and great cartoony graphics.
Tank Racer	Grolier Interactive	Driving Game	#16	70%	They don't handle much like tanks, but so what? It's great apres-pub fun.
Tekken 2	**Sony CEE**	**Beat-'em-up**	**#4**	**94%**	**Second only to its sequel in the beat-'em-up stakes, this one's a cut-price killer.**
Tekken 3	**Sony CEE**	**Beat-'em-up**	**#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**	**#22 PL**	**95%**	**The first ever stealth game. A bloodthirsty, atmospheric marvel.**
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.

BONUS GAME OF THE MONTH

Game: TigerShark
Bonus Game: Sea Hunter

Remember GT Interactive's TigerShark? Set in the year 2060, you flew a cool craft capable of fighting above and below the waves. Featuring a chase camera, state-of-the-art weaponry and real-time dynamics and lighting, it was an interesting blast in its day but looks dated now. If you find a dusty copy at the back of your collection, you might like to try these codes for a little added longevity. The first gives you a bonus game, Sea Hunter, and the second a preview movie of the then forthcoming Bug Riders. To access these hidden goodies, just enter these codes as passwords:

Bonus Sea Hunter game: SNEEG
Bug riders preview movie: BUGGY





Title	Publisher	Genre	Issue	Score	Comment
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-Files	Sony CEE	Adventure	#22	79%	Interesting four-disc point-'n'-clicker using FMV. Dark and moody, like the show.
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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The sequel to one of the greatest PlayStation games finally arrives, with new characters, an exciting new plot and a whole new graphical style. When this one was reviewed on import (Issue 16) it scored an incredible 96%. Those who wisely waited for a version they could read should check out next month's mag - this isn't a game, it's an event!

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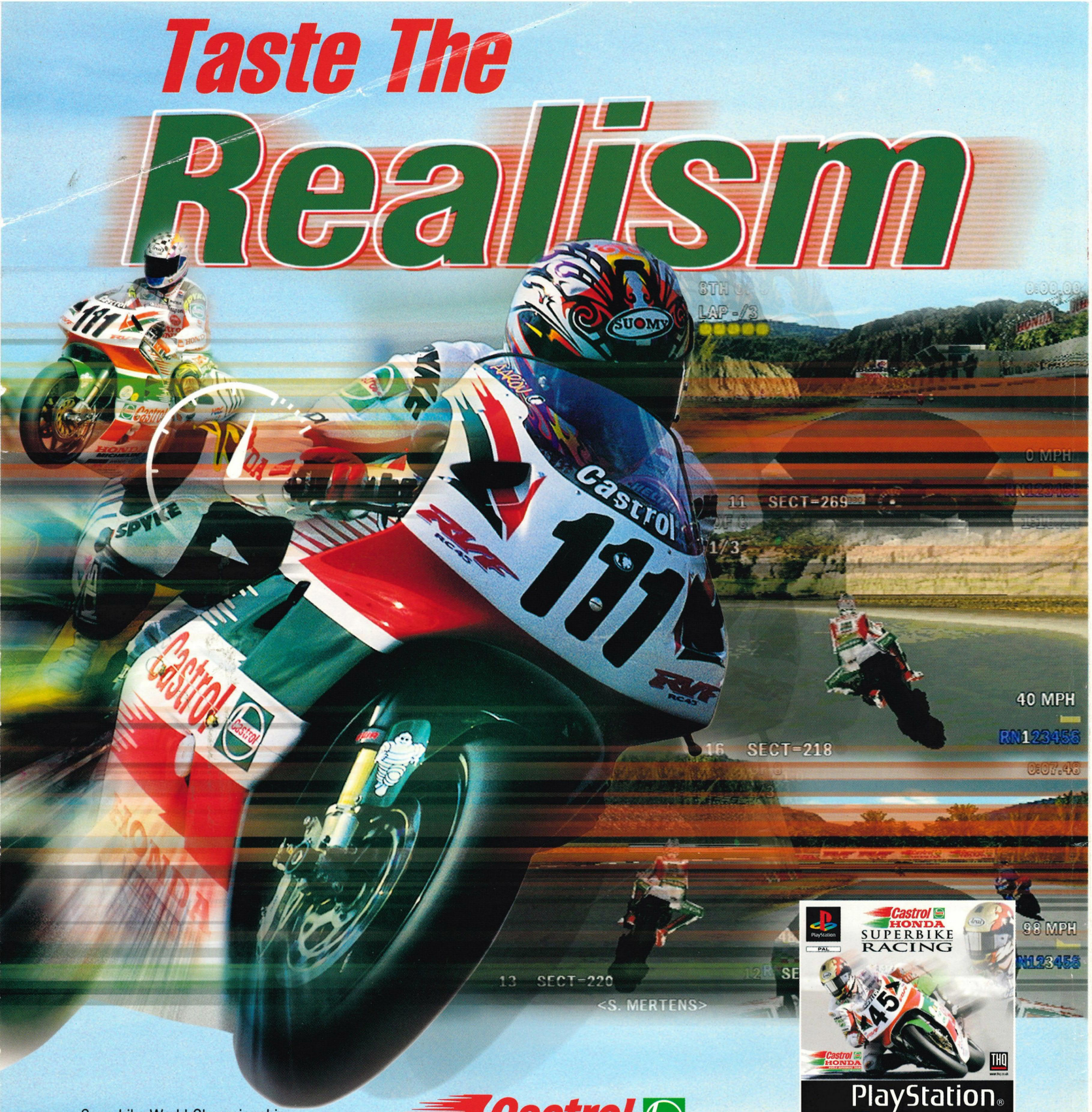
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