27 BRINGING YOU THE MOST IN-DEPTH PSX MAG EVER!

extreme PlayStation

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EXCLUSIVE FEATURE!

Climb Aboard the Ho Train!

WWF SMACKDOWN!

The Godfather leads the assault in WWF SmackDown!...

REVEALED!

Final Fantasy IX, X and XI

Squaresoft's sizzling saga stretches still further

Driver 2

Tanner returns in an all-new crim sim!

Syphon Filter 2
Resident Evil 3: Nemesis
Grandia
Colony Wars: Red Sun
Die Hard Trilogy 2
International Track & Field 2
MediEvil 2
Parasite Eve 2
Rollcage: Stage II
Biohazard: Gun Survivor
Vandal Hearts 2

FINAL FANTASY • TOMB RAIDER: TLR • PART PLAYER'S GUIDE

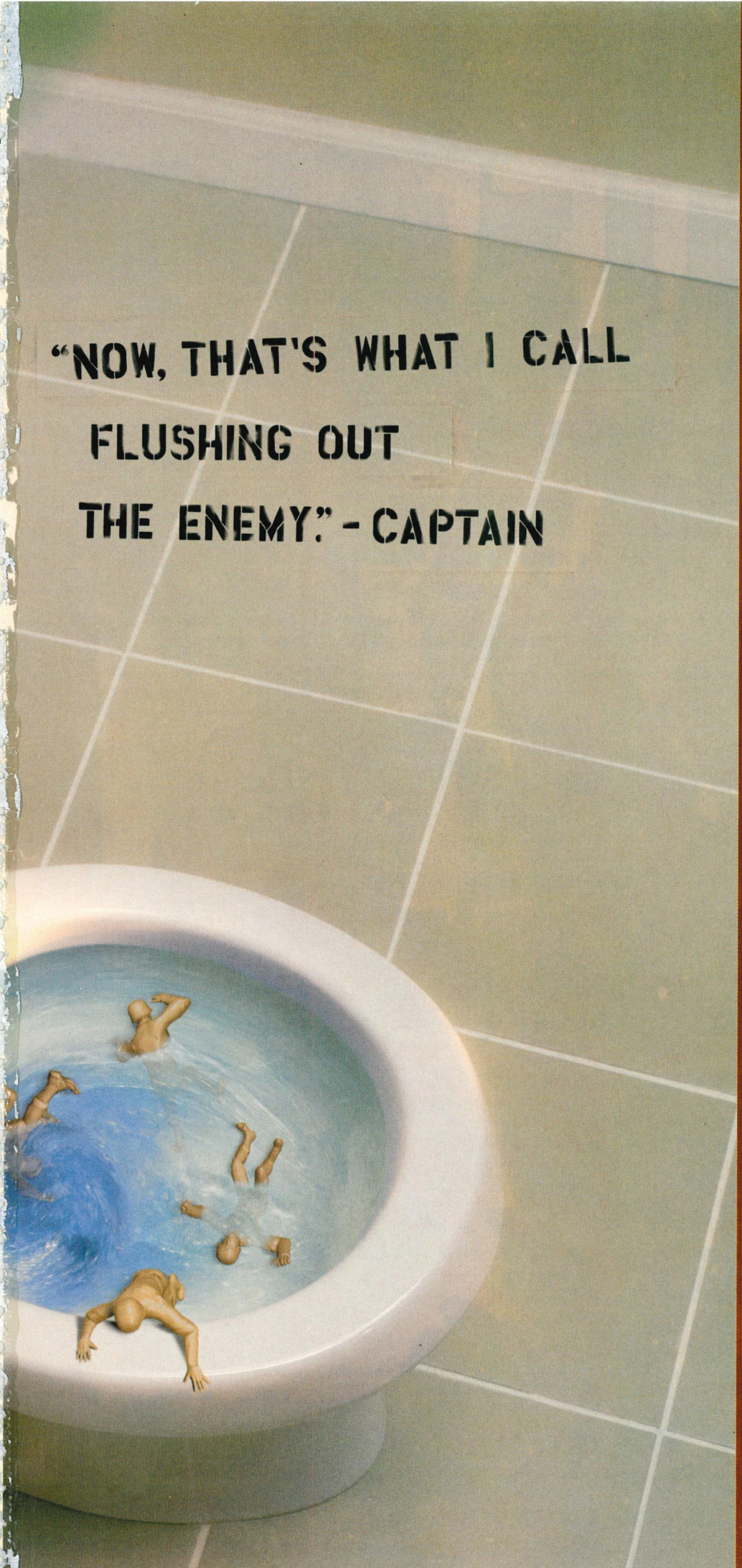
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"NOW, THAT'S WHAT I CALL FLUSHING OUT THE ENEMY." - CAPTAIN











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WWF SmackDown!

Could this be the best wrestling game so far? *WWF SmackDown!* is coming, so to find out the latest, go to Page 14...

MediEvil 2

The further adventures of Sir Dan Fortesque are blown wide open as EPM meet Sony Cambridge Studios...



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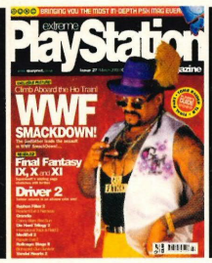


62 Rollcage: Stage II



Colony Wars: Red Sun

The third *Colony Wars* game is the finest yet. Find out why on Page 64...



Everyone been watching the WWF wrestling on Channel 4? Cool, isn't it? THQ's *WWF SmackDown!* recreates all the thrills and excitement of a WWF supercard. This month, EPM takes an in-depth look at this promising wrestling sim, and we also caught up with WWF superstar The Godfather and got his views on life, videogames and dirty ho's. Everyone's looking forward to the PS 2, and we've got four pages of next-gen games in this very ish, but if you're worried the trusty PSX will die an early death because of Sony's sensational new console, worry no more. With around 70 million machines out there and the PS 2 being backwards-compatible, developers have every reason to develop for the PSX for years to come.

IAN OSBORNE ■ epm Editor





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Resident Evil 3: Nemesis

The zombies are coming back for more bloodshed and destruction. Children of the night should head for Page 40...



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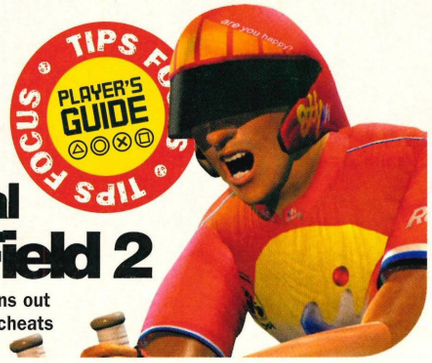
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More adventure action as Bruce Willis returns with more shooting, bigger explosions and a greater challenge. Fans should go straight to Page 24...

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For all you budding Ben Johnsons out there, we've got all the tips & cheats you'll need to be a winner!



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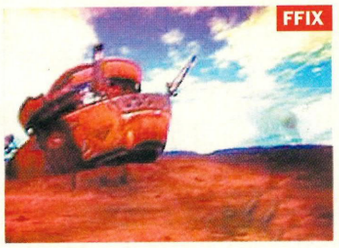


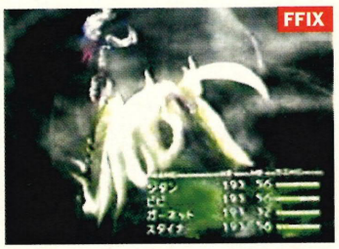
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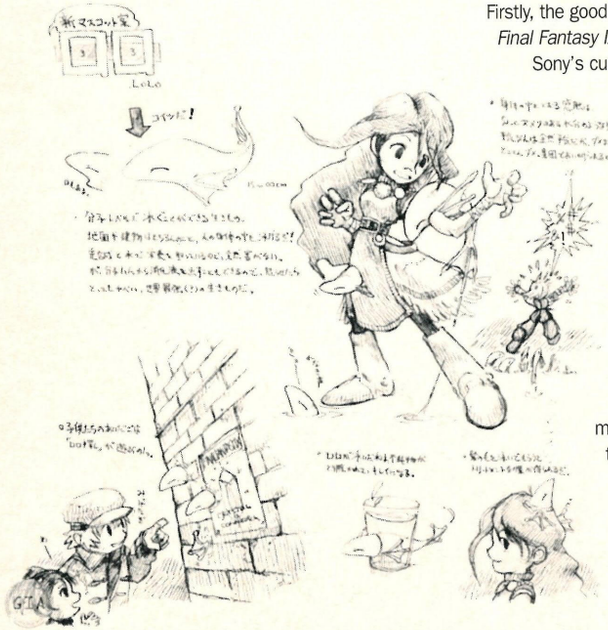
BREAKING!

FINAL FANTASY TO THE FORE!

FFIX, X and *XI* announced...

Now this is big news. With many PlayStation owners still battling through the epic *Final Fantasy VIII*, Square has announced some very exciting developments for the future of the long-running series.

Firstly, the good news for everyone is *Final Fantasy IX* will be released on Sony's current console. This means you can get your hands on it by the end of 2000 or soon after. Initial observations suggest a move away from the science fiction stylings of *VII* and *VIII*, with a return to the swords and sorcery feel of older titles. The most likely cause for this is the return of Yoshitaka Amano as character consultant and general producer. He was responsible for the pre-PlayStation titles upon which the current successes were built.



Another graphical change sees the return of the super-deformed character animation that last appeared in *VII*. This makes things look a lot more like *Chrono Cross* and should be welcomed by hardcore RPG fans. There's no change in the quality of the cut-scenes, though, which continue in the stunning style already established. Expect the high calibre of visuals to continue into *IX*.



Plot details are sketchy at the moment, although it seems likely there may be a move away from the more romantic leanings of *VIII*.

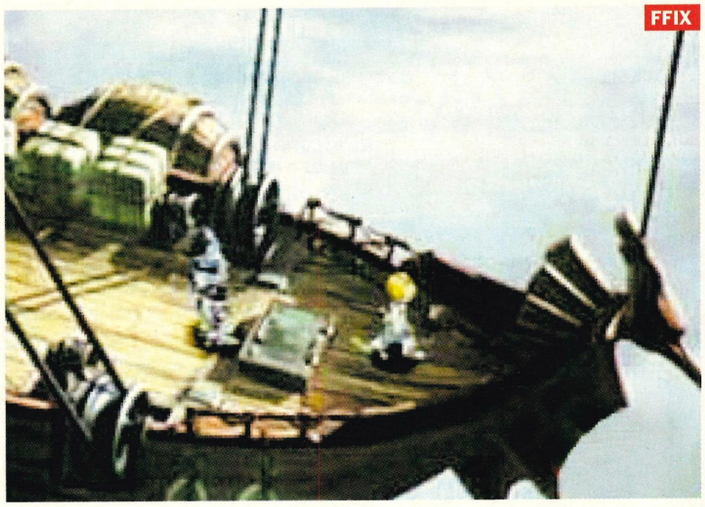
CHARACTER BUILDING

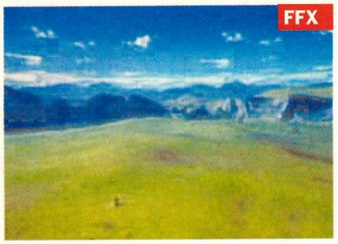
Unofficial translations reveal characters known as Zotan, Steiner, Pipi and Garnet, although these will undoubtedly change for the English

"...INITIAL OBSERVATIONS SUGGEST A MOVE AWAY FROM THE SCIENCE FICTION STYLINGS OF *VII* AND *VIII*..."

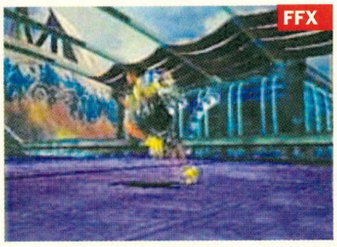














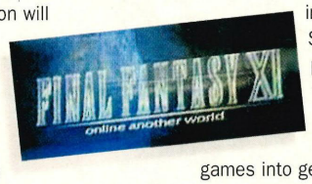
release. Likewise, little is known about changes within the game itself, but the screenshots, with magic point displays, suggest increased use of magic in combat. However, there seems little suggestion of lowering the learning curve for new players, with *IX* seen more as evolution than revolution.

Final Fantasy X was also announced, but for the PS 2 only, and here you can really begin to see what plans Square have in mind for the saga. The biggest initial improvement is the ability to wander around a full 3D environment. Pre-rendered backdrops will be confined to the history books, as you can finally go anywhere you please in a gorgeous-looking world. The N64's *Zelda: Ocarina of Time* showed how exciting this could be, and the graphical grunt of the PS 2 means a revolution for the *FF* series. Other than the graphical advances, little is known about the game itself. Two of the characters are provisionally known as Yuna and Tida, but other than some very promising screenshots, there's little to go on. However Square do promise that *X* will be 'different from traditional play'. Excited yet?

LEGS ELEVEN...

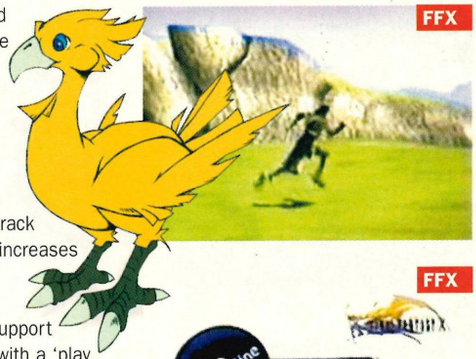


Perhaps the most important aspect relating to *FFX* is the inclusion of on-line capabilities. Despite at present amounting to little more than on-line help, the move into this area is indicative of future plans. The full Internet revolution will happen with the planned 2001 launch of *Final Fantasy XI*, which is intended to be a fully on-line experience. Subtitled 'On-line Another World', *Final Fantasy XI* looks set to up the ante for RPGs world-wide. Obviously, the game is a long way off, and there will certainly be hurdles to cross in the UK comms market before you get to play it here, but suffice it to say that *FFXI* has the potential to be absolutely huge. It's likely events will continue



"...THE PROMISE OF THREE MORE *FINAL FANTASY* ADVENTURES WILL EXCITE ANY PLAYSTATION OWNER..."

when you've logged off and the entire story takes place on-line. It is unknown yet whether you can save and return to the same scenario, but artwork suggests characters with names above their heads. This enables you to keep track on who's who and further increases interactivity. Square are planning to support these plans with a 'play on-line' service, which will extend beyond games into general net and communications usage – a much underdeveloped area in Japan.

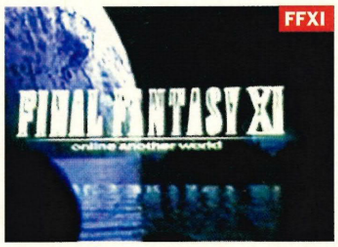




These are ambitious plans from Square, and it remains to be seen how the on-line proposals will appear in the West. However, the promise of three more *Final Fantasy* adventures will excite any PlayStation owner, and we'll have much more on this in the coming months. epm













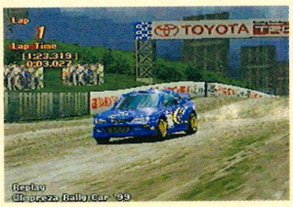


STOP PRESS

GT2 BREAKS ALL RECORDS



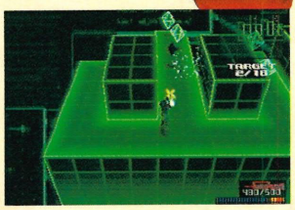
After only one weekend on sale, *Gran Turismo 2* sold an incredible 130,000 copies, turning over £4.3 million. This is a record for a videogame's first-week sales.



METAL GEAR SOLID ON PLATINUM



Metal Gear Solid will be re-released as a Platinum game on 3rd March.



BONUS GAME

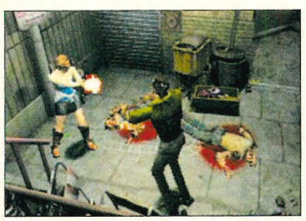
Resident Evil 3: Nemesis

BONUS GAME:
The Mercenaries – Operation Mad Jackal



To unlock The Mercenaries mini-game, complete the game at any difficulty.
The object of The Mercenaries – Operation Mad Jackal is to get from the trolley to the starting point in Uptown within a limited amount of time. Additional time is awarded for killing monsters (and rescuing people) along the way. Time awarded is as follows:

MONSTER:	TIME (IN SECONDS)
Crow:	1
Hunter:	6
Nemesis:	10
People:	20
Spider:	5
Zombie:	3



BREAKING!

NEW NAME, SAME GAME...



EPM to change its name

From next month, extreme PlayStation magazine will be called *extreme: The Magazine for PlayStation Gamers*. This is due to a change of policy at Sony, demanding all PSX mags remove the word 'PlayStation' from their main titles. Rest assured Extreme will still bring you in-depth reviews, happening news and top features – only the title has changed. epm

BREAKING!

DUKE RETURNS!

Sequel to Duke Nukem: Time To Kill announced...

Developers N-Space are working on a new Duke Nukem game. *Duke Nukem Time to Kill 2: Planet of the Babes* offers improved graphics and lighting effects, more detailed models and 'special attention to large female breasts'.

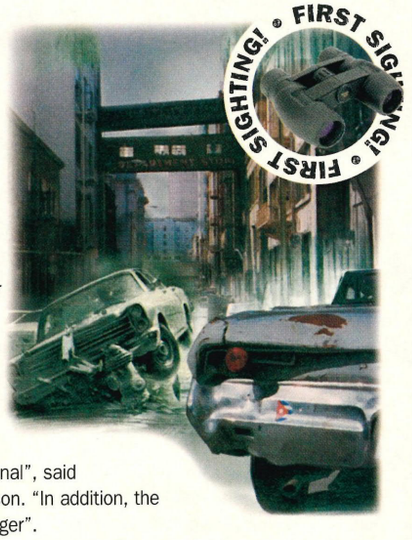
It's understood that 3D Realms, creators of Duke Nukem, weren't happy with the original *Time to Kill*, and are taking a closer interest in the sequel, which will be published by GT Interactive. epm



ANNOUNCED!

DRIVER 2: EARLY NEWS

First information on the second Driver game...



It was inevitable really – GT Interactive's smash hit *Driver* is to spawn a sequel this Winter, and although no screenshots have yet been released, some details have emerged.

The game will use an enhanced version of the *Driver* engine. "Much of the 3D engine is being used in an enhanced form, and the car physics engine, which took a very long time to write and tweak, is also carried over from the original", said Reflections' Martin Edmonson. "In addition, the team on *Driver 2* is much larger".

The computer-generated cut scenes are also to undergo an overhaul. "We were very pushed for time with the cut scenes in *Driver*', and we weren't happy with the quality", said Edmonson. "The story cut scenes in *Driver 2* are much improved, with better lighting, animation and lip-synching".

The sequel offers more than just car-chases. In *Driver 2* Tanner can leave the car. "This mode really allows Tanner more freedom in the city", Edmonson continues. "At any time Tanner can jump out of his car and into another one. Since there are many more vehicles driving around in *Driver 2,* like trucks and buses, it makes for some interesting chases!"

Driver 2 takes place in Chicago, Las Vegas, Rio, and Havana. "We wanted to have a couple of US cities again, and Chicago and Las Vegas are two charismatic cities left out of the first game", said Edmonson.

Driver 2 will have around 40 missions, but with a better flow to them. "*Driver 2* has a similar number of missions, but they're sequential and much more tied to the game story", offered Edmonson. Look out for a racing mode too.

At present there are no screens available for *Driver 2*, but expect more information and the first screenshots next month. epm



BREAKING!

SYPHON FILTER 2

IT'S HAPPENING!

Second Syphon Filter game to appear in April...

Syphon Filter 2 must be the industry's worst kept secret. Everyone knew it was happening, despite no announcement from Sony. At long last, though, the lid has been lifted on what promises to be the most exciting game this Easter.

You once again play secret agents Gabriel Logan and Lian Xing. Framed for a crime you didn't commit, you must prevent the Syphon Filter virus falling into terrorist hands, and time is not on your side.

The new game, developed by Eidetic, published by 989 Studios and distributed by Sony, is even bigger than the first offering; it offers three worlds, 20 levels and 2 CDs. There are many types of enemy to defeat using a mixture of cunning stealth and fearsome firepower, including commandos, mercenaries and covert operatives. The moves available to the player have been extended, and now include kneeling, crouching, walking, rolling, climbing, jumping, strafing, throwing and running.

Syphon Filter 2 boasts fluid gameplay motions that allow Logan and Xing to keep enemies in target while they run, crouch, roll, climb and jump on moving vehicles. In the game, dynamic real-time lighting, the effects of gunshots and fiery explosions are played out in amazing detail. Players can also expect an all-new two-player mode, with split-screen gameplay options for head-to-head combat action.

"We at Sony are pleased to be working alongside Eidetic and 989 Studios once again", said Chris Deering, President of Sony Computer Entertainment Europe. "Building on the success of the critically-acclaimed hit *Syphon Filter*, *Syphon Filter 2* will undoubtedly impress original fans and entice a whole new audience to the genre".

Syphon Filter 2 is due to hit the shelves in April. epm













STOP PRESS

WACKY RACES GAME SECURED

Infogrames has secured the licence to produce a game based on the Wacky Races cartoon, featuring characters such as Dick Dastardly, The Ant Hill Mob and Penelope Pitstop. The game will, of course, be a driver.

PIRATES WALK THE PLANK

During a swoop on a car boot sale in Halifax, authorities seized over 3,000 suspected counterfeit game discs. In a second raid, this time in Northern Ireland, over 15,000 discs were seized and 16 people were arrested.

CORRECTION: CODIES' BOXING GAMES

Contrary to what we reported in last month's news, *Mike Tyson Boxing* is not a future



COMPETITION

WIN A COLONY WARS: RED SUN SOUNDTRACK!

One of the best features of *Colony Wars: Vengeance* is the incredible soundtrack. Composed by the incredibly-talented Gary McKill and performed by a 70-piece orchestra, the music could easily pass for a high-budget sci-fi movie score. In-game sound just doesn't get any better than this.

The *Colony Wars: Red Sun* soundtrack CD isn't available in the shops, but we've got ten to give away. To stand a chance of winning, just answer this simple question:

Who's developed *Colony Wars: Red Sun*?

If you're stuck, just check this month's review.

Answers on a postcard to:
Solid Soundz Compo
extreme PlayStation,
22 Strand Street,
Poole, Dorset, BH15 1SB.

Entries which arrive after 22nd March will be blasted into space.



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PLAYSTATION CHEATS & TIPS
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CHEAT MASTER
A SIMPLE CALL AND YOU'VE GOT THE CHEAT!
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL
PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK ONE STEP
PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY
09066 098053
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
09066 098160
Calls to the above numbers cost 60p a minute
This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone. Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784
Check out our new web site at www.cheatsunlimited.com

STOP PRESS

release based on the *Prince Naseem Boxing* engine – it's the same game! The European version will be endorsed by Naseem Hamed, while Tyson gets the honours in the States.



GOEMON GONE

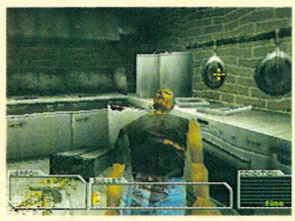
Konami have shelved the PlayStation version of the N64 hit *Goemon*. Early versions of the game proved disappointing, and it was decided not to continue with the project.

SONY PRICE PROMISE

Sony are planning to restructure their royalties policy. At present, games companies must pay Sony a set fee for every game they sell, but soon Sony are to accept a lower fee for games which sell at a lower price. this means small titles such as retro updates could hit the shelves at bargain prices.

EIDOS GO GUNNING FOR ZOMBIES

Resident Evil Survivor, a lightgun offering based on the *Resident Evil* series of games, is to be released in the UK by Eidos Interactive. The Japanese import game is reviewed this very issue, and the UK version will be covered next month.



BREAKING!

MORE MOTORING MAYHEM

New road racer on its way...

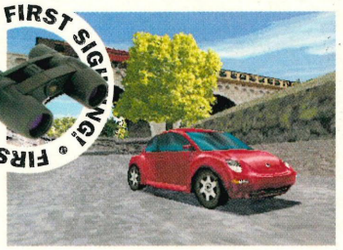


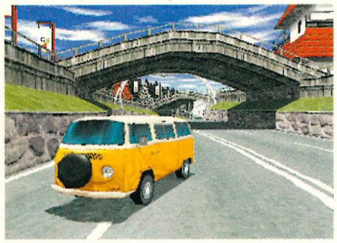
If there's one genre PSX owners can't get enough of, it's driving games. Hardly an issue of EPM goes by without at least two being reviewed. Acclaim Entertainment obviously think there's room for at least one more, as they're releasing road rager *Vanishing Point* in the Spring.

The game features licensed vehicles, roads and highways populated with civilian traffic as well as your fellow racers and the soundtrack's licensed from up to a dozen up-and-coming bands. The player competes to win a sponsored road race across the country. The terrain is varied, forcing you to constantly adjust your driving style, and although there's only one start and one finish point, there are multiple routes through the game. remember the Sega classic *Outrun*? It's just like that...

Acclaim claim 'The game is developed as if it were a coin-op rather than a console game', and frankly this rings alarm bells – arcade-friendly bite-sized thrills don't always translate into value for money when ported to a £30-a-throw console game, but if the speed, handling and vehicle performance are as good as Acclaim hope, it could yet be a rip-roaring racer. epm

FIRST SIGHTING! • FIRST SIGHTING!







BREAKING!

HUGO GETS STONED

Hugo the Troll returns to the PSX



After the disaster that was *Hugo* you wouldn't have expected a sequel, but *Hugo 2* is already on the shelves on the continent, and will no doubt make an appearance soon over here.

The third game differs from the first two in that it has a central theme instead of being made up of self-contained scenes.

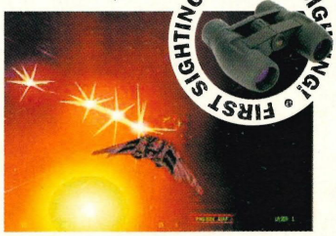
Hugo and The Kikurean Sunstones gets a global release this September. epm

BREAKING!

ACTIVISION MAKE IT SO...

Star Trek game for the PSX.

FIRST SIGHTING! • FIRST SIGHTING!



Trekkies everywhere will be thrilled to learn that Activision are working on a Star Trek game for the PSX. Called simply *Star Trek*, the game is based on The Next Generation series and features the expected friends and foes such as the Borg, Klingons and an unnamed alien race.

The Federation has commissioned a series of small, single-pilot fighters to protect their territory. You take one of these ships, fighting your way through 30 missions. Emphasis is placed on action rather than adventure, though a plot does unfold. We'll beam up a full preview soon. epm

GADGETS

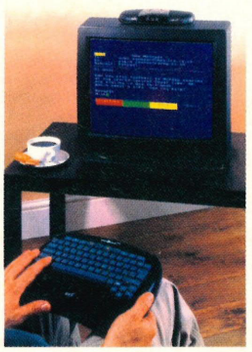
Easicom TV3

The world's getting smaller. Where once it took days for a letter to get from one place to another, it now takes seconds to send an e-mail anywhere in the world. If you have e-mail, that is.

Once the preserve of expensive computers, electronic mail is spreading. Now you can send and receive e-mails from mobile phones, games consoles (PlayStation 2 included) and even your television. Yes that's right – with BT's Easicom TV3 you can send and receive e-mails, display the number of the caller on your screen before you answer the phone, and even monitor who's called while you were out. You can use up to five e-mail accounts, and store up to 100 e-mails in the unit's memory.

The Easicom connects directly to your phone and TV, though if you haven't got a SCART port, you need a separate adapter. The keyboard is cordless, so there are no leads to trip over.

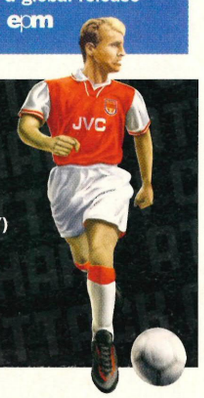
If you've got a lot of friends with e-mail, this could be just the thing for keeping in touch. The Easicom TV3 costs £80, and is available from BT.



ChartTrack

ALL-FORMATS CHART, MARCH 2000

1: FIFA 2000	EPM #24, 76%
2: Tomorrow Never Dies	EPM #25, 84%
3: Champ Manager 99/00	(PC ONLY)
4: Tomb Raider: TLR	EPM #23, 96%
5: Virtua Striker 2	(DREAMCAST ONLY)
6: Crash Bandicoot 2 (PLAT.)	EPM #16, 90%
7: Driver	EPM #19, 93%
8: Crash Team Racing	EPM #24, 93%
9: Colin McRae Rally (PLAT.)	EPM #19, 95%
10: Gran Turismo (PLAT.)	EPM #18, 95%



BREAKING!

RETURN OF THE JEDI

New Star Wars game coming soon...

FIRST SIGHTING!

Beat-'em-up fans and Star Wars nuts everywhere are in for a treat. Coming to the PlayStation this Spring, *Star Wars: Episode I Jedi Power Battles* is an environment-based fighter in the *Fighting Force/Double Dragon* mould, featuring an escalating series of one- and two-player clashes between Jedi Knights and the Sith and Trade Federation.

You can fight as Qui-Gon Jinn, Obi-Wan Kenobi, or Jedi Council members Mace Windu, Plo Koon or Adi Gallia. Each Jedi offers unique combat skills and special abilities. For instance, Mace Windu is the game's most balanced character. He fights with medium speed and health, and is able to increase the power of his light saber using the Force. Obi-Wan is fast but, being young, lacks mastery of The Force, and Qui-Gon has very strong Force powers, but low health.

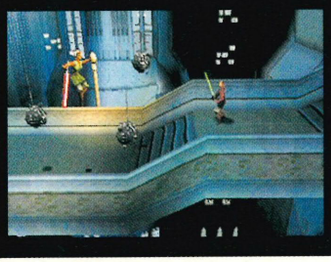
The aim of the game is, as a Jedi Knight, to take on the forces of evil, culminating in a fight with the legendary Darth Maul. You face droids, mercenaries, assassins and more as you chop your way through the game's ten levels, each ending in a stage boss. Power-ups won along the way allow you to extend your moves range and develop new Force skills.

"*Jedi Power Battles* is a fast action, arcade-style game inspired by classic LucasArts titles such as *Super Star Wars*", says Joel Dreskin, product marketing manager for LucasArts. "The game immediately thrusts players into the fray, where the lightning-quick reflexes and deft light saber prowess of a skilled Jedi Knight are the keys to survival and ultimate victory over enemy forces".

***Jedi Power Battles* will be published by Activision in the UK, and is expected in the Spring. epm**







STOP PRESS

NOMAD SOUL TO BE CANNED

Eidos have cancelled their 3D action adventure *Nomad Soul*. The game, which was to feature a fully interactive 3D city and characters that could possess other creatures after death, proved too ambitious a project.





PRINCE OF PERSIA 3D CANNED

The PlayStation version of *Prince of Persia 3D* has been cancelled. The game, a 3D version of the ageing classic, could still appear on the PlayStation 2.

COMPETITION

DANCING WITH SHADOWS!

MOVING SHADOW ALBUMS AND VIDEOS MUST BE WON!

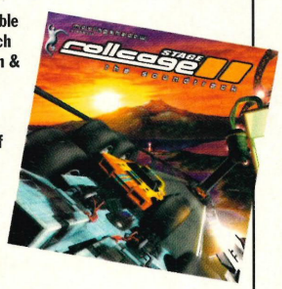


E-Z ROLLERS

Moving Shadow are going places. Not only have they been at the forefront of the independent dance music scene for the last ten years, but they've also licensed some of their top trax for the soundtrack of Psygnosis' forthcoming *Rollcage Stage II*.

The soundtrack, which is also available as a stand-alone CD, features artists such as Omni Trio, E-Z Rollers, Flytronix, Dom & Roland, Aquasky and Technical Itch.

The soundtrack album will be released by Moving Shadow on 15th March, to coincide with the release of the game, but we've got some advance copies to give away, along with some other Moving Shadow goodies. Our lucky winner gets a *Rollcage Stage II* soundtrack album, an E-Z Rollers CD and an E-Z Rollers video. Two runners-up get the soundtrack and E-Z Rollers albums. All winners will receive slip mats, stickers and other such promotional paraphernalia.



To stand a chance of winning, just answer this simple question:

For how long have Moving Shadow been releasing top dance tunes?

If you're stuck, just check this month's review.

Answers on a postcard to:
Catch My Shadow Compo
extreme PlayStation,
22 Strand Street,
Poole, Dorset, BH15 1SB.

Entries which arrive after 22nd March will be thrown on the floor and used as an improvised dance mat.

BREAKING!

SCi GO SILLE OVER MILLE

First shots revealed...

As reported back in Issue 25, Sales Curve Interactive is beavering away on the Italian classic car race, the Mille Miglia, a 1000-mile event raced from 1927 to 1957, and resurrected in 1977, but only for classic cars designed during its glory years.

A few more details have been released, along with these early screenshots. The game can be played as a fully-featured points-based championship, with the gamer aiming to win all the leagues and unlock hidden cars and tracks. There's also the option to race a quick, arcadey event too. Needless to say, you can also go for the 1000-mile endurance race. epm

UPDATE!





WEBSITE

Electronics Boutique www.eb.co.ukl

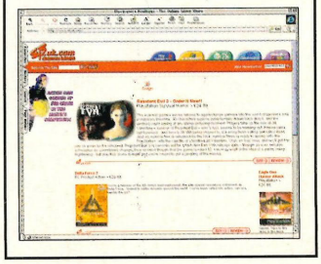
Electronics Boutique has launched its own e-commerce web site at www.eb.uk.com

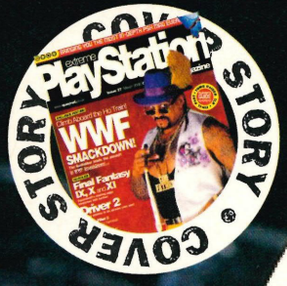
The site offers the opportunity to browse and shop on-line, focusing on pricing and special offers. EB promise the best range of product and availability in the UK – for the fourth year running, EB has won the trade's Specialist Retailer of the Year award.

Customers purchasing on-line are able to take advantage of the shop's Ten-Day No Fuss Returns Guarantee, returning games bought over the net direct to high street stores. This unique facility eradicates the need for products to be returned via the mail.

Members of EB's Loyalty Card and Game's Reward Card programmes earn points while they shop on-line. Internet users can join the programmes on-line.

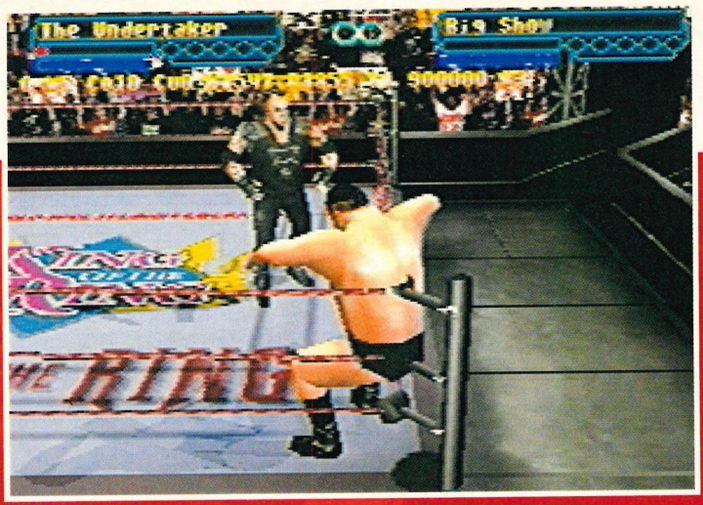
Dave Evans, Head of Internet Services at EB Stores Group, comments, "Electronics Boutique is one of the most trusted and successful retail brands in the market, and those qualities are something required if on-line shopping is going to be attractive. As part of the of the EB Stores Group, the sites have immediate importance and offer excellent services to customers".





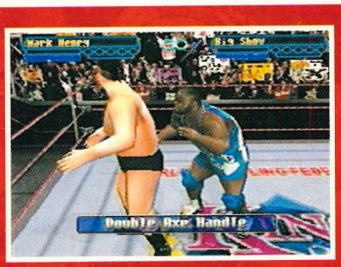
WWF SMACKDOWN!

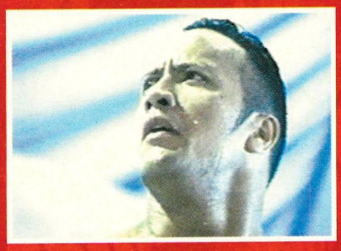
Come wrrrasssssslin' with THQ's **bone-bending** attempt to bring the **thrills and spills** of the squared ring to the **PSX.** extreme PlayStation gets the **low-down** on *SmackDown*, and a **gripping exclusive competition**...



■ Paul 'The Big Show' Wight on the turnbuckles – large as life and twice as ugly.

The World Wrestling Federation is one of entertainment's greatest success stories. From the old days of all-American heroes fighting against the baddies, WWF has grown and prospered to become a cutting-edge roller-coaster ride of Sports Entertainment, where the action becomes wilder and crazier by the week and unpredictability has become the name of the game.

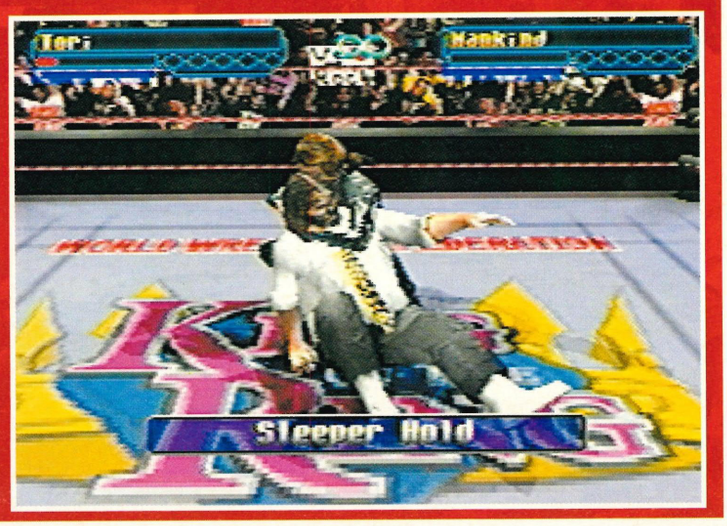


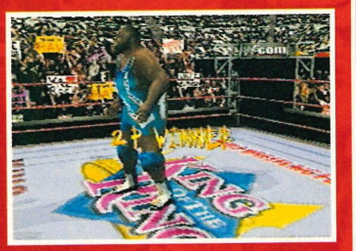


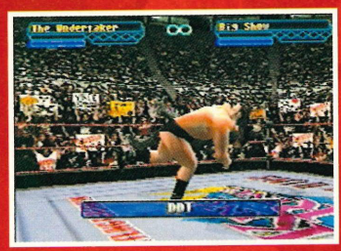


Due to the ascent of the world-wide web, wrestling fans in the late Nineties/early Zeroes are far more clued up, and so the WWF's storylines have to become far more radical to satisfy the insatiable thirst of the increasingly mature audience. Traditionally, WWF shows run on American weekend television, but as their popularity grew, new shows were added, each catering for a different audience. For the younger fans, *Sunday Night Heat* was introduced last year, whilst older, mature audiences were presented with more adult angles on *Monday Night Raw*.

Recently, WWF took a chance and decided to start a Thursday evening programme, going up against the big guns of prime-time such as *Friends*. The results exceeded all expectations, and *WWF SmackDown!* has even attracted the big guns of Hollywood such as Arnold Schwarzenegger, who are keen to be associated with the WWF name and realise they are targeting a similar audience.

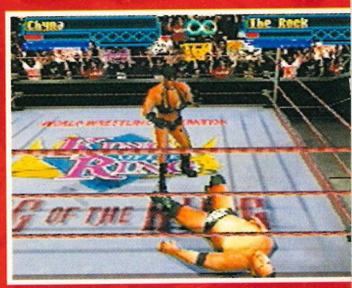


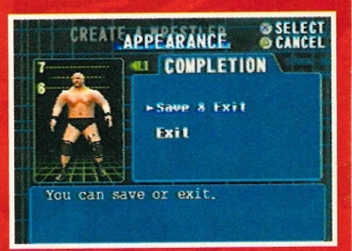










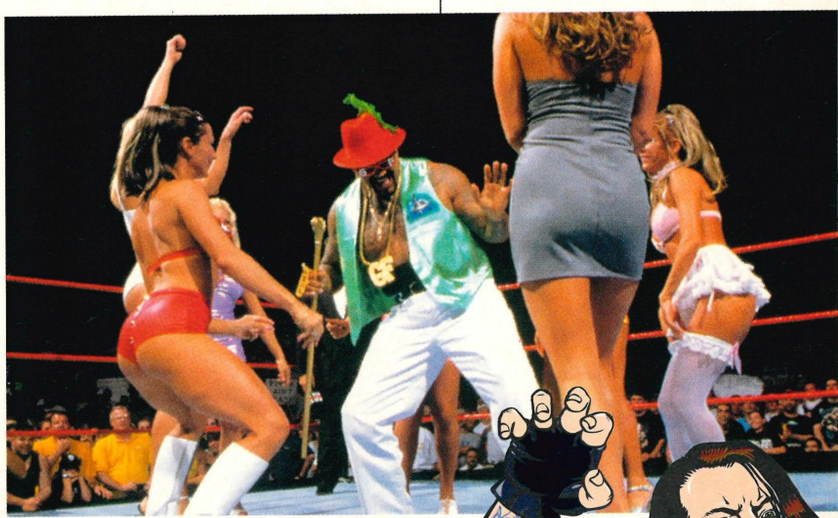


■ Once more there's a design-a wrestler option included in the game.

Publisher: THQ • **Developer:** Yuke's • **Released:** Apr 2000

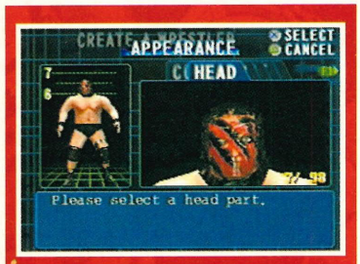
PLAY THE GAME...

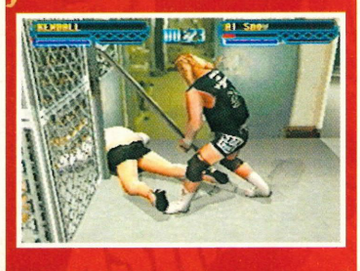
Now THQ are unleashing the most in-depth wrestling game ever, in the shape of *WWF SmackDown!* and whilst the game takes its name from the new show, it incorporates everything that's made the WWF popular, whether it be the weekly house shows or the special events such as *Wrestlemania*, the biggest date in the wrestling calendar.



WWF SmackDown! is the first PlayStation WWF title created by THQ, who recently took over the licence from Acclaim, and so following on from the excellent *WWF Warzone* and *WWF Attitude*, THQ had to provide something special to impress the players of the old games. This has been done, with the inclusion of a huge roster of wrestlers as well as the use of a Japanese game engine which claims to be the best in the world.







Looking at the choice of competitors available, the obvious big guns are here, such as Stone Cold Steve Austin (more popular now than even Hulk Hogan was in his late Eighties heyday) and The Rock, but THQ have also taken time to include many of the newest and brightest stars on the roster, ranging from Chris Jericho (currently the hottest name in the Federation) to The Hardy Boys, as well as hardcore stars Mankind and Al Snow, who enters the ring with his 'mascot' Head, who he talks to throughout the matches. As well as all these choices there are some other interesting options such as the chance to play as the fat old manager Paul Bearer, as well as the boss of the WWF, Vince McMahon, who takes to the squared circle still dressed in his suit and tie.









Tag Match sees two-on-two combat, with either you and a friend pairing up to take on two computer foes, or you and a CPU opponent against a friend's or CPU team. Four players can participate in this mode, or if you wish, two CPU against two CPU.

Whilst these matches are usual for a game of this kind, the makers have obviously looked at WWF programming and altered the game accordingly, bringing it into line with all the new ideas of the show.

FRANKENWRESTLER

If the selectable wrestlers are not enough for you, then you can opt for the Create-a-Wrestler Mode where you can alter every aspect of your fighter such as weight, outfit and place of birth, and these can be saved onto a memory card for future bouts.

WWF SmackDown! also includes an amazing array of different game modes and bouts, ranging from the single arcade thrill of a one-on-one tussle, to a complete season of following a particular competitor.

So what has been included in terms of gameplay options? Single Match is a no-nonsense man-against-man fight between the opponents of your choice, and these can be controlled by human players or by the CPU.





WWF SMACKDOWN!

THE BIG SHOW

Paul Wight is one of the fastest-rising wrestlers in WWF history. Within a few months of joining the company, he has become a fan favourite and has already enjoyed a spell as WWF Heavyweight Champion.



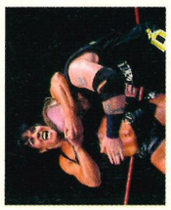
THE ROCK

Rocky Miavia is a third-generation wrestler known as the most electrifying force in the World Wrestling Federation. Since leaving the stable The Nation Of Domination, The Rock has shined both as the WWF Champion and as a tag team hero as part of the Rock 'n' Sock Connection with Mick Foley. The Rock's catchphrase, 'Laying The Smack Down', gave the name to the game and television show.



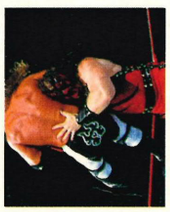
CHYNA

Another early member of Degeneration X, Chyna changed World Wrestling Federation history when she became the first female to enter the Royal Rumble, as well as becoming the first female Intercontinental Champion.



KANE

The younger brother of the evil Undertaker, Kane was badly burnt as a child and hidden away for years, where he underwent training until the day when he was ready to face up to his brother and enter the Federation. Who knows what horror lurks under his red and black protective mask?









'I Quit' matches are a recent addition to the televised events, and these continue until one of the brawlers can take no more and a microphone is shoved into his face whilst he suffers the humiliation of having to say 'I Quit', giving his opponent victory. Cage Match is another WWF favourite, in which the two fighters are locked inside a huge steel cage, and the way to gain victory is to climb over the top and down onto the floor. This mode leads to many instances where you can sense victory only to be tossed off the cage and sent crashing down onto the canvas below. This is a mode which really shows off the realism of the graphics, as hulking seven-foot monsters ascend the bars.

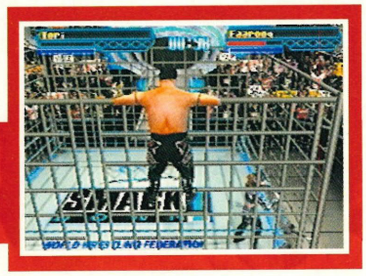
Battle Royal places four superstars in the ring at once, meaning you never know what allegiances will be formed or who is going to gang up on you to ensure your swift exit. Another mode where the relationships between different characters comes into play is the Special Referee Mode, where another superstar takes the job of the referee, and you never know whether they're going to be impartial or perhaps give a slow or fast count.



HARDCORE HEADBANGING

The new 'anything goes' attitude of the WWF is represented brilliantly in another two bizarre game types, which are sure to appeal to the more sadistic players. Falls Count Anywhere matches are no longer confined to the ring and the action spills out, not only into the aisles but also backstage and into the parking lot. You can pin your opponent in any location, so you can go for the three-count on the canvas, or on top of a jeep; it doesn't matter as long as you come away with the victory.

The ultimate in nasty excitement comes in the form of the Hardcore matches, where not only can you take your brawl anywhere, but you're also presented with a large number of objects which you can bash over the head of your dazed and confused enemy, or use to seriously knock the wind out of him. Wrestling games in the past have allowed you to use chairs to get the upper hand but *WWF SmackDown!* takes this a step further, giving you coffins, trash cans and fire extinguishers amongst other useful props. This is another good example of not only the new hard-edged maturity of the WWF, but also the grand design of THQ's game.



These single matches not enough for you? Fine, *WWF SmackDown!* has this covered too, with all of the WWF's yearly Pay-Per-View spectaculars featured. In the King Of The Ring tournament, a number of wrestlers must face off in one-on-one action until only one man is left and he's crowned the King of the Federation for the next year. The game gives you complete control over all of these matches, so you can merely play your matches and then view the other results or actually sit through the computer-controlled events as they happen. Survivors Series pits two teams of four wrestlers against each other, and the team with any man standing at the end is the winner.

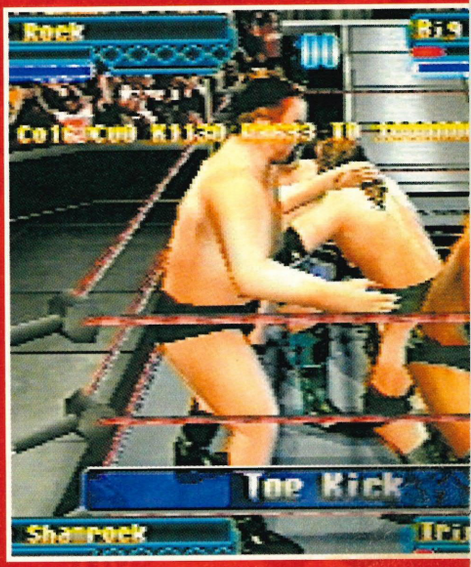
Possibly the best mode included here is the Royal Rumble, in which four wrestlers start in the squared circle and then every two minutes another fighter enters, and the only way to get eliminated is to be thrown over the top rope and onto the floor. This leads to some crazy action, and although the PlayStation takes a few seconds to load before each entry, it is still the fastest-paced, most insane wrestling action so far seen on any console.

As if this isn't enough for even the most insatiable of wrestling junkies, the long-term player can tackle the Season Mode and follow their chosen wrestler through every event of the year, even giving statistics regarding audience response and television viewing figures.

With all these different options as well as all the authentic moves, outfits and signature tunes of today's top Superstars, *WWF SmackDown!* should provide great thrills for those who know every small detail of the sport, and also those who are just looking for some fast combat action.

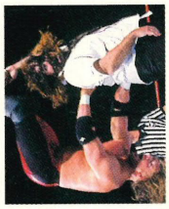
It will be time to know your role, shut your mouth and get ready to lay the smack down soon. epm











MANKIND

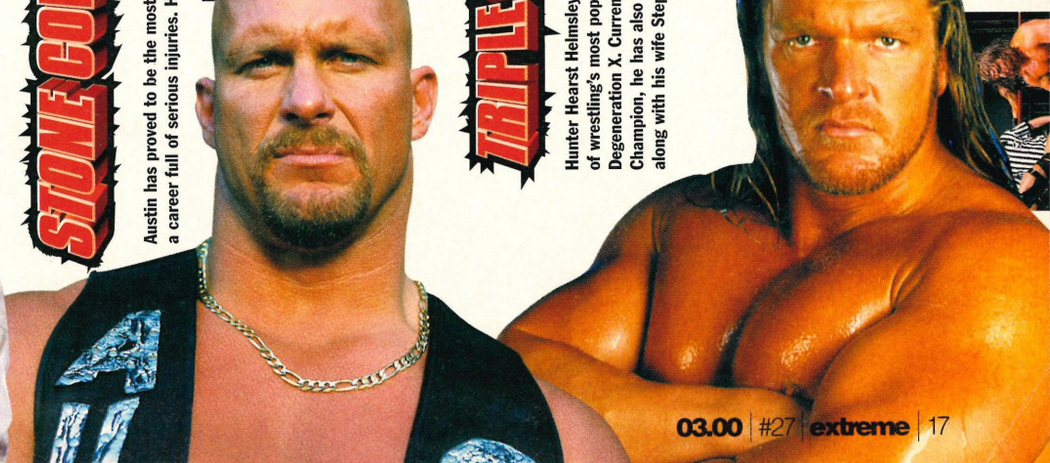
Mick Foley is a legend in the wrestling world, and has a reputation as the most hardcore fighter of all time. Spending his early career in Japan before joining the WWF, he's famous for matches featuring barbed wire, baseball bats, steel tacks and many other painful implements. His sidekick is a sports sock named Mr Socko, and Foley recently topped the New York best sellers list with his autobiography, Have A Nice Day.



STONE COLD STEVE AUSTIN

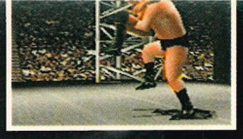
Austin has proved to be the most popular wrestler in history, despite having a career full of serious injuries. He's currently recovering from back surgery.





TRIPLE H

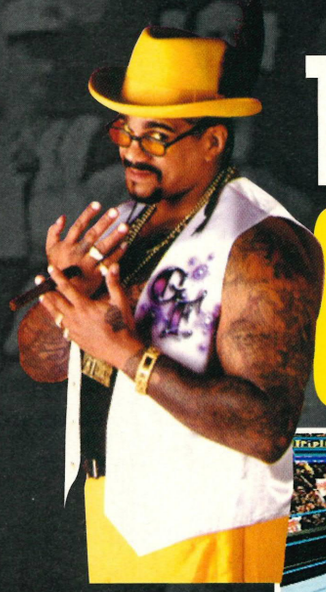
Hunter Hearst Helmsley was one of the original members of wrestling's most popular stable, the newly-reformed Degeneration X. Currently World Wrestling Federation Champion, he has also taken over control of the company, along with his wife Stephanie McMahon.



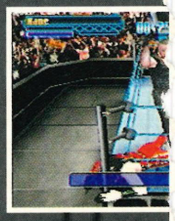


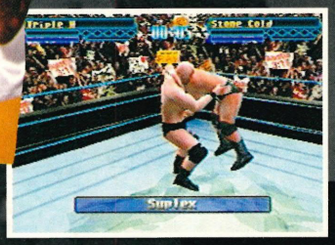


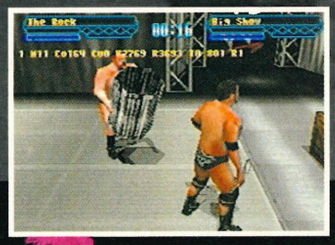
THE GODFATHER SPEAKS...









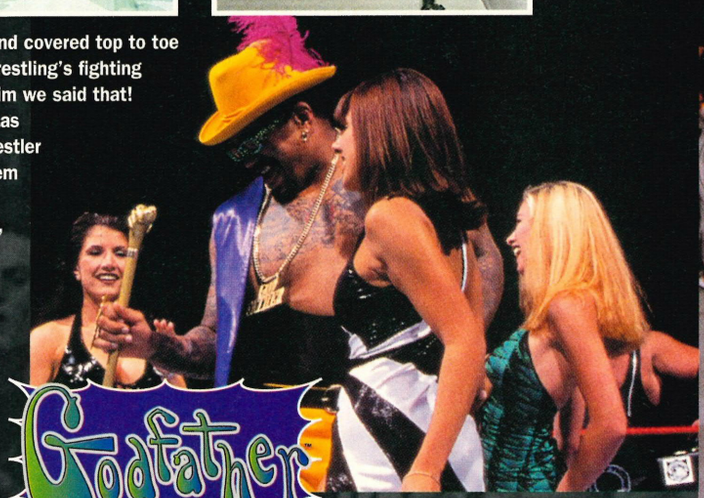


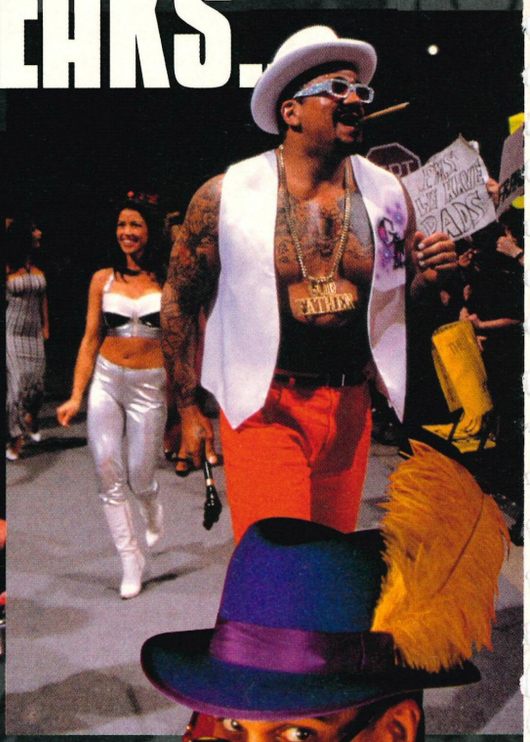
The Godfather is one of the most feared wrestlers in the WWF. Tattooed, bejewelled and covered top to toe in flashy Seventies-style clothes, wrestling's fighting pimp looks a complete prat, but don't tell him we said that!

Standing 6' 6", this 320 lb fighter from Las Vegas, Nevada, is a wild, no-holds-barred wrestler who loves hurting people before finishing them off with his infamous Pimp Drop. A versatile warrior, he can match opponents in brawling, wrestling and even martial arts contests.

Making his way into the ring escorted by his scantily-clad ho's, he usually offers his opponent a night with one of them before changing his mind and beating them to a pulp. After all, "Pimpin' ain't easy". Neither is The Godfather.

We caught up with this kingpin of crime and asked him about his life, his tarts and his chances of becoming World Champion. His answers were shorter than our questions...





epm: Are you looking forward to seeing yourself in THQ's wrestling game? Will you play it yourself?

The Godfather: *Can't wait to see it, one of the biggest moments in my life.*
[EPM: It seems THQ slipped him a few quid, and we don't mean they hired a ho].

epm: Do you think the game does The Godfather justice? Are your moves realistically portrayed?

The Godfather: *Haven't played the game yet, but if there are ho's, then it's realistic. However, there should be a house-full of ho's rather than a handful.*

epm: Who's the best wrestler in the WWF and why?

The Godfather: *Mark Henry because he pays the most for the ho's.*

epm: Which character do you most enjoy playing, The Godfather or Papa Shango?

The Godfather: The Godfather because it's not a character, he's for real.
[EPM: The Godfather, AKA Charles Wright, was formerly known as Papa Shango. If The Godfather's for real, what was a pimp doing pretending to be a Voodoo priest?]

epm: What exactly do you get up to when you're not wrestling?
[EPM: Stone silence. He clearly hasn't got a life].

epm: Where do you buy your clothes and jewellery from?

The Godfather: *They are all gifts because everyone loves me.*

epm: Do you practice safe sex?
[EPM: Again, stone silence. Maybe he's too busy selling it to indulge].

epm: How long do you think it will be before you're champion?
[EPM: Believe it or not, he didn't answer this either. Maybe he hasn't read the script yet].

epm: Who in history would you most like to meet in the wrestling ring and why?

The Godfather: *The ho's, and the reason is obvious.*

epm: Who's the scariest wrestler you've ever fought and why?

The Godfather: Papa Shango – he was a mean son of a bitch.
[EPM: Watching Mr Wright beat himself up would be quite amusing].

epm: Where do you get the ho's from? What do you look for in a girl?
[EPM: Again, no answer. Perhaps they're so ugly he takes whatever he can get].

epm: Can you lend me one of the ho's for the weekend?

The Godfather: *For a price!*

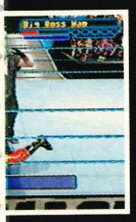
So there we have it. Let's leave this prat to his prostitutes... epm







Godfather
pimping ain't easy!





COMPETITION

WWF REBELLION TICKETS UP FOR GRABS!

WATCH MEN BEND BONES...

This Summer's premier wrestling event, WWF Insurrection, takes place at London's Earl's Court on 6th May. The event sold out before the show's title was finalised and the roster of wrestlers still hasn't been confirmed, but after the success of the WWF Rebellion show in Birmingham, Insurrection is sure to be a success.

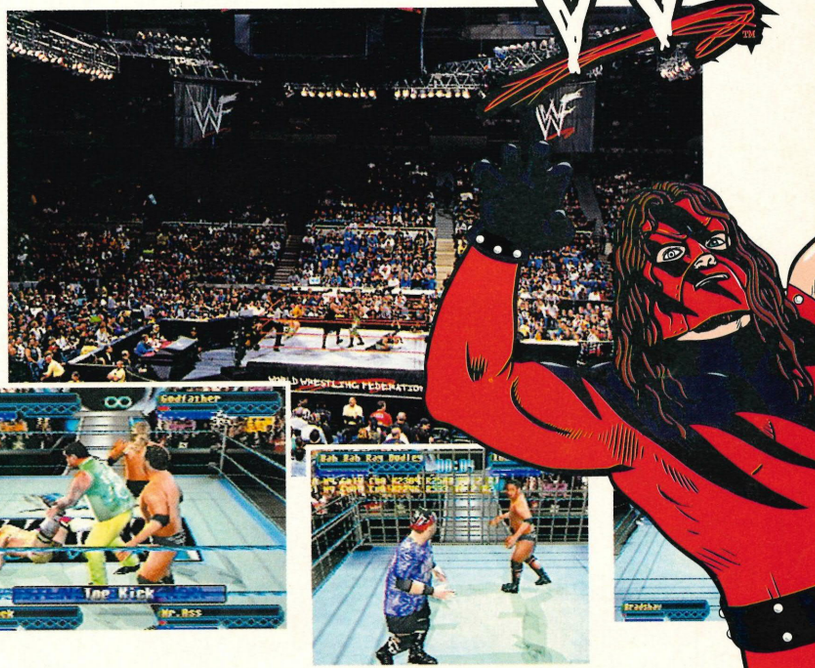
Want to go? Like we said, the event's sold out, but you can still win a pair of tickets if you enter our exclusive WWF Insurrection competition. The prize is the tickets only (it doesn't include travel or accommodation).

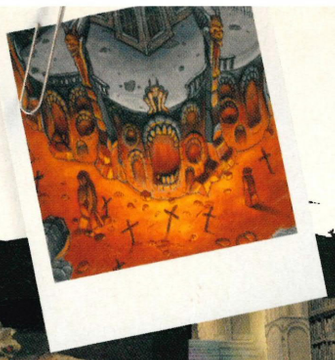
To stand a chance of winning, send us a picture of your favourite ho. Male or female (there's no sexism here), real or imagined, a friend of yours or a celebrity – it doesn't matter. The prize will go to the person who's choice of ho shows the most wit and imagination, and would look good following a wrestler into the ring.



Send your pictures to:
YO – MEET MY HO COMPETITION
extreme PlayStation,
22 Strand Street,
Poole,
Dorset
BH15 1SB

Entries which arrive after 23rd March will be made to wear tights and laughed at.











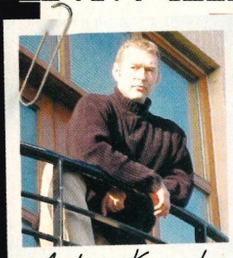


Case Study No. #01

Publisher Studio 3 **Developer** Neo Blood/Arc **Released** Jan 2000

MEDIEVIL 2

CASE PROFILE



Andrew Kennedy

Name: Andrew Kennedy
Job Title: Producer
Company: Sony CE Cambridge

Words From The Wise...

Andrew Kennedy, 35, is responsible for the content and structuring of the game development plan, the costs, the risks and assisting the co-ordination of the promotional campaign. But what does he do, exactly?

"*MediEvil 2* is a BIG game to develop", he says, "so my job mainly involves pulling together a very large and diverse group of oddballs into a harmonious collection of responsible creatives, giving them a direction to head in, and watching how they go".

Sounds interesting – how did you land the job? "I came from the design industry, and moved over to the games industry, starting as an Art Manager with Millennium [former name for Sony Computer Entertainment Cambridge], working on all its titles from 1994 to 1996. I then took the role of Producer, and this is my second full title in that role".

So what's so good about *MediEvil 2*? "It's not your normal action adventure game. The aim is to offer a fun blend of exploration, combat, puzzle solving and platform skills, as well as a humourous and absorbing storyline. We want the player to enjoy the variety in level gameplay and style, and have a few laughs along the way". Judging by what we've seen so far, he could well have succeeded...

Sir Dan's back, and back with a vengeance. Can our favourite bag of bones beat the baddies in Victorian London without disintegrating completely? Let's ask his creators...

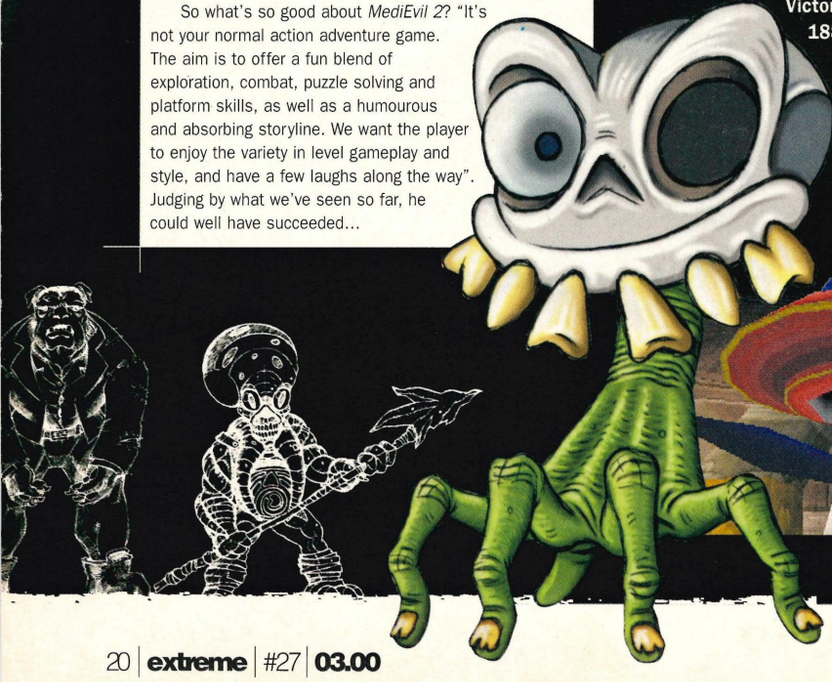
And Sir Dan thought he had it hard in 1388. He was raised from the dead by the evil sorcerer Zarok's arcane, zombie-creating Spell of Eternal Darkness, but far from being his slave, he finds himself battling the wizard, eventually squashing him under the shattered remains of his own castle. Not bad for a coward who was slain by the first arrow of the only battle he ever fought while alive!

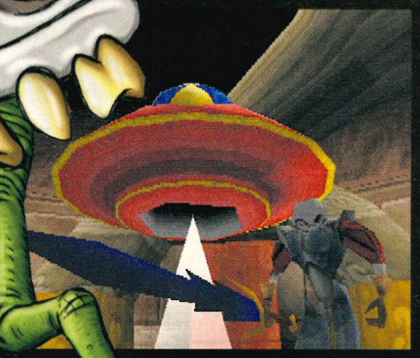
Now, 500 years later, Sir Dan Fortesque still can't rest in peace. Disturbed once more by evil incantations, our hero finds himself in Victorian London – 1888, to be precise. Another power-hungry maniac, Lord Palethorn, has found pages from Zarok's spellbook and used them to create his own zombie army, again accidentally raising the hapless Sir Dan, who by now 'resides' in a museum. No rest for the withered...



Thankfully, the museum's curators did a good job on Sir Dan's decaying cadaver. In fact, when he wakes in Victorian London he's fitter and stronger than he was in the first game. He boasts a much fuller figure, and thanks to the hierarchical skeletal system they (or rather the game's artists) developed for him, he moves in a much smoother and more realistic manner. This is just as well. Although no bronzed adonis, he manages to get the girl – yes, in

"...there's no denying that, unlike Sir Dan himself, the game's a real looker..."



















Hall of Heroes...

So who are the dynamic developers who control the fortunes of Fortesque? Check out this lot...





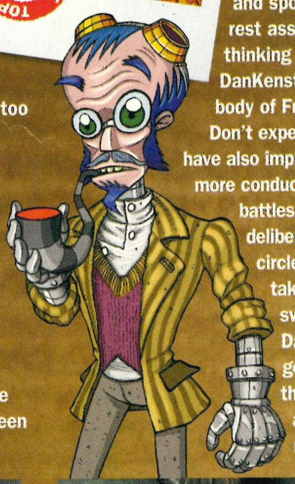
this game Sir Dan has a love interest. It's up to you to save her from the attentions of Jack the Ripper (who, let's face it, just HAD to be in the game).

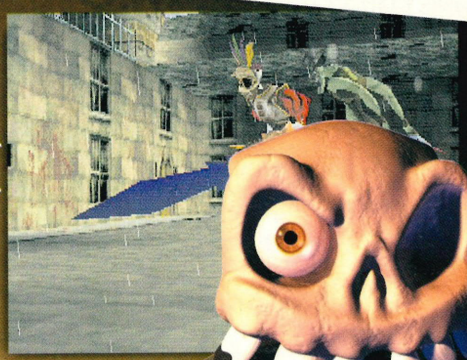
Going Up...

He's stronger too. Sir Dan can (and indeed must) climb ladders and other such devices. Watch out for falling objects – your shield, when held above your head, protects you from their attentions, but take too long and your trusty defender falls to pieces and leaves you cruelly exposed.

Best of all, our chinless chum has a few helpers. Look out for DanHand, one of the weirdest devices ever seen in a game. By removing his head and placing it on the wrist section of a severed hand, Dan (or rather his separated skull) can access areas his main body could not reach, opening a whole host of arcade-adventure style puzzles. For example (and without giving too much away), DanHand can run through a small hole in the wall, press a button and return. By switching between the head and body, you can make them work in tandem, which is often essential. Look out for the section where Dan must move a series of mid-air pipes, through which DanHand is crawling. To get him from A to B, you... We won't give you a hand and spoil the puzzles for you, but rest assured you need to put your thinking skull on. Look out too for DanKenstein, Sir Dan's head on the body of Frankenstein's monster.

Don't expect an easy ride. The enemies have also improved, with their AI being more conducive to strategic battles. Remember deliberately letting the foes circle you, so you could take 'em out with a circular swing? Don't try it now – Sir Dan recoils when hit, so getting surrounded is the worst thing you can do. Foes are also able to block, flee or react to your own











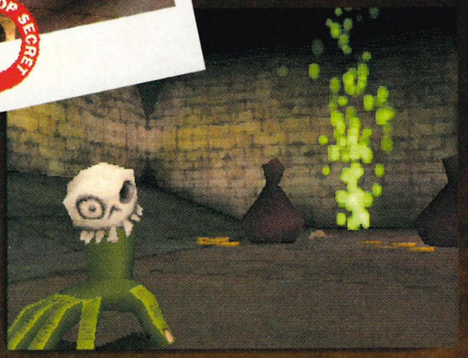




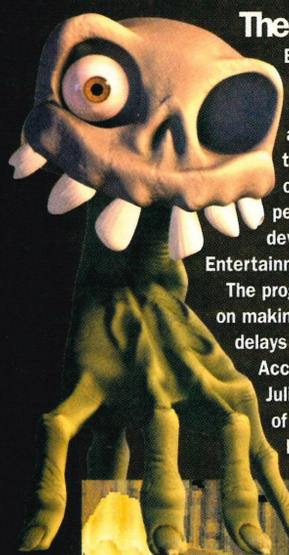








actions. Good job you've an improved arsenal of weapons – some from the first game, others being decidedly Victorian inventions like the blunderbuss, Gatling gun and even a bomb. The first game's armoury was criticised for offering upgrades that were too samey – you have a sword, you find a sharper sword, you have a bow, you find a faster crossbow, etc. Now there's far more variety, though where he keeps them is still a mystery. You can store two weapons of your choice in an on-screen inventory, flicking between them at the touch of a button without pausing the game. This is well useful if faced with far-away missile throwers and close-up tooth-and-claw creatures at the same time – just swap that Gatling gun for the broadsword, and back again.



The Creators Speak...

But what is it that makes *MediEvil 2* stand out from the action adventure crowd and takes the game beyond the well received first offering? Let's talk to the people who really know, the developers, Sony Computer Entertainment Cambridge...

The programmers have worked hard on making sure there are as few delays as possible in the game. According to Lead Programmer Julian Rex, "By careful choice of what we load and when, you hardly notice the load times when switching between characters". We can vouch for that – even on our early preview copy the in-level CD accessing was negligible. "The characters are 'skinned' too, so the body surface is one piece. There are no gaps between polygons, and the whole thing is much more fluid". Senior Programmer James Busby told us about the coloured fogging. "Environments can fade to any colour, not just black, enabling atmospheric pea-souper fogs and morning mists".

Creative Director James Shepherd and Mapper, Gareth Hughes are the guys responsible for designing and putting together the game's 17 sumptuous levels. "The main changes to the gameplay are improvements to the combat", said James. "We made it less hack-'n'-slash, but without turning it into a beat-'em-up. We've beefed up the weapons so no two are alike, too". The chalices are still there, offering a new weapon or other such reward at the end of each level, but only if you kill enough foes to fill the chalice with their blood, and then find it. Unlike the first game, these are not collected from the Hall of the Heroes. "You go to a mad professor's lab instead", said James. "You see him at the end of every level, but only get a reward if you've found the chalice". Once again, the level maps are diverse and involved, offering a balance between exploration and action.

There's no denying that, unlike Sir Dan himself, the game's a real looker. There are over 60 new characters, 900 animations, 37 story-driven cut scenes, eight minutes of CG sequences and artwork that took over 100 man-months to create. The people responsible for this are Art Manager Nina Kristensen and Senior FMV Artist Jason Riley. "We did the FMV last", said Jason. "In the first game, much of what we produced was wasted due to changes in the storyline". The FMV is faster than that of the first game, playing at 25 frames per second instead of 15. The concept art and animations were handled by Jason Wilson and Justin Summers. "We've given Dan lots of new facial expressions", said Jason. This is no mean feat when his head is a jawless skull. "His bone structure morphs to show surprise, happiness, shock, and more". Peter Giles, Lead Environment Artist, took photos in and around Cambridge and used some of the city's fine old buildings as the basis of some of *MediEvil 2*'s environments. If you're familiar with Cambridge, you might just recognise a few of them.

Finally, there's the sound. The team of Andrew Barnabas and Paul Arnold recorded a host of weird and wonderful effects to morph, warp and splice into the game's 1100 sound effects (the original had 500). They recorded car engines and adapted the sound until it sounded like nothing on earth (we won't tell you what they were used for – see if you can spot 'em in the game), and even walked around a building site taping the industrial bangs and crashes. Talk about dedication! Sounds are mixed to create new ones, eg. a lion's roar, a reversed shotgun and a pitched-up walrus are used for an energy weapon. The result is an original collection of FX that sound like no others. The backing track uses 2800 musical samples to emulate an orchestra (the original featured 1700), and emulates 19th Century classical compositions.

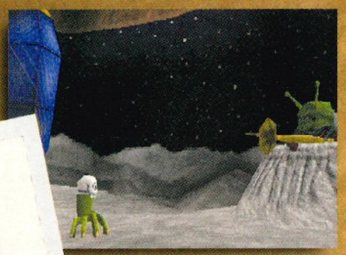
So there we have it. A lot of work has gone into *MediEvil 2*, and if the gameplay can match its technical wellie, the game could be the biggest hit this Easter. Expect a full review soon. epm













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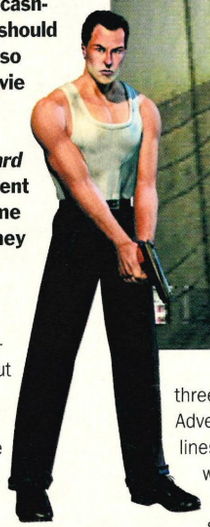
Publisher Electronic Arts **Developer** Fox Interactive **Released** Apr 2000

DIE HARD TRILOGY 2

Guess who is having a bad day (again)...



Some movies just scream out to be pixellated and turned into top games, but often the resulting title is merely a cheap, useless cash-in, bought by millions who should know better. This happens so often that when a good movie tie-in comes along, us journos feel like it's Christmas. The first *Die Hard Trilogy* game was an excellent title, combining various game styles in one value-for-money package, which perfectly mirrored Bruce Willis' celluloid adventures.

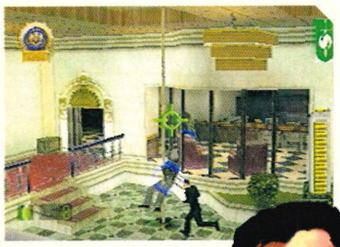


Now get ready for more non-stop action, as a sequel is about to blast onto the scene. Of course, Monsieur Willis has so far only managed to make three movies, so all the scenarios in this new game are original ideas. The game is to be subtitled *Viva Las Vegas*, and you can bet the chips are most certainly down for our hero, who seems to have trouble and danger following him at every possible turn. You can rest assured the usual villains and classic bad guys are here, more evil and devious than before, and that *Die Hard Trilogy 2* offers wall-to-wall thrills.

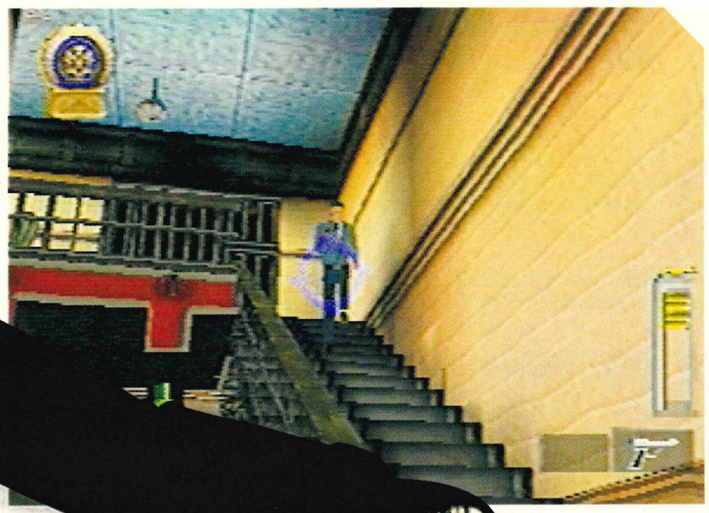
Once again, what you get is three games in one. There's an Adventure Mode, along the lines of *Syphon Filter* et al, with Willis having to avoid enemies as well as solving puzzles. Switches need to be found to trigger off sequences and help you progress, and various objects have to be recovered whilst you try to avoid becoming another corpse in the action hero mortuary. Originally you're armed with a pistol, but machine guns and more elaborate weapons such as rocket launchers can be picked up, along with packs of ammunition, bullet-proof vests and medical kits.

The opening level of *Die Hard Trilogy 2* sees Willis stuck in a prison, whilst all those around him are rioting. You need to avoid being shot, and also acquire a security pass and find a way to open a particular cell. Puzzles must be cracked – these initially appear impossible, but you can be sure the satisfaction of

"...YOU SHOULD DEFINITELY LOOK OUT FOR *DIE HARD TRILOGY 2: VIVA LAS VEGAS* VERY SOON..."

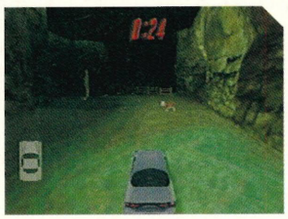


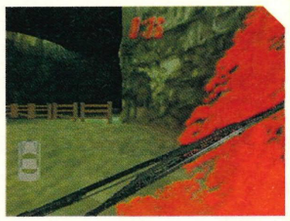


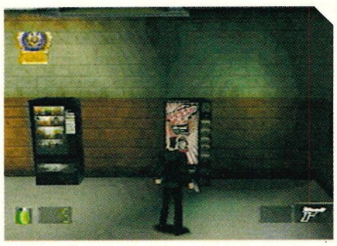


DON'T HAVE A COW...

Here's a sneak peek at the aforementioned animal cruelty section of the game, which can be made even more gruesome by changing the camera angle at the last minute and seeing the blood flow down your windshield. Lovely!







Pepsi, Sprite or a can of Whoop Ass?



What's *Die Hard* without big explosions?

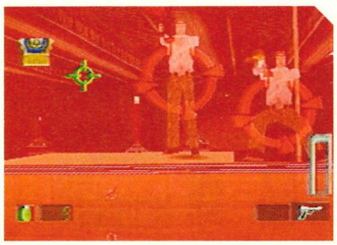
working them out and advancing is worth your frustration.

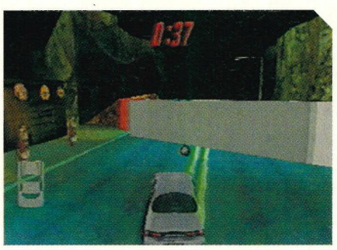
DRIVE HARDER...

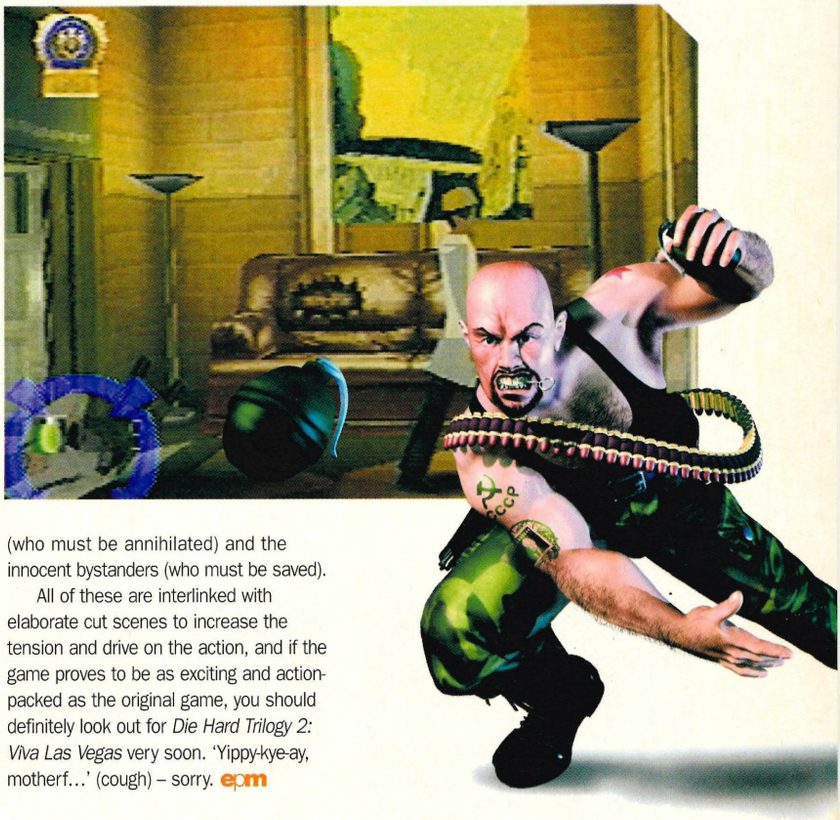
The Driving Mode puts you behind the wheel to chase the bad guys in high-octane action. The roads aren't big enough to contain you, leading to insane cross-country chases featuring spectacular crashes, and also the chance to do some serious bovine mutilation by running over cows, who respond with a tragic and heart-wrenching moo.

The third available mode is a lightgun-friendly shooting platform in the *Time Crisis* mould, where a swift trigger finger and accurate aim is needed, along with the ability to discern between the villains (who must be annihilated) and the innocent bystanders (who must be saved).

All of these are interlinked with elaborate cut scenes to increase the tension and drive on the action, and if the game proves to be as exciting and action-packed as the original game, you should definitely look out for *Die Hard Trilogy 2: Viva Las Vegas* very soon. 'Yippy-kye-ay, motherf...' (cough) – sorry. epm





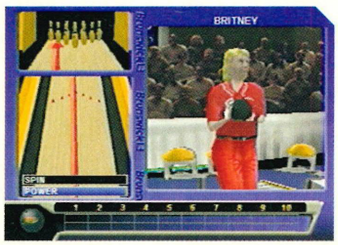


PREVIEW

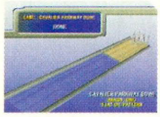
Publisher THQ **Developer** Adrenalin **Released** Summer 2000

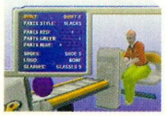
BRUNSWICK CIRCUIT PRO BOWLING 2

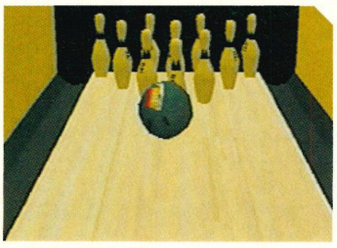
Time to find out who's the Kingpin...



Take aim, then prepare to bowl – you're up against the champions!







The original *Brunswick Circuit Pro Bowling* was a gem of a game which picked up a cult following with the more keyed-up PlayStation owners, but never seemed like the sort of title that gets a sequel. Think again, as now THQ is preparing to unleash a second game, with many more features than the first one.

Many different modes of play are available, allowing you to either play in an Exhibition Match or take part in a Tournament, and those who would rather go for a longer challenge can opt for a Career Mode in either the professional world of bowling or the amateur circuit.

Your character can be chosen from a number of bowling celebrities, or you can create your own original bowler from scratch, taking charge of everything from their name to their hair colour. You can even put logos onto their outfits.

With plenty of different lanes available, a selection of both male and female bowlers and an Intergalactic Cosmic Bowl Mode, *Brunswick Circuit Pro Bowling 2* looks set to be the most in-depth bowling simulation ever. Let's bowl! epm



Is it me, or is she really missing a leg?



Any house this ominous can't be good.

PREVIEW

Publisher Crave Entertainment **Developer** ASCII Entertainment **Released** Apr 2000

GALERIANS

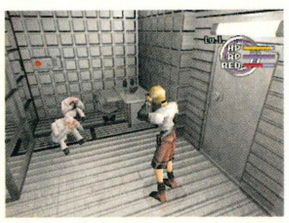
Futuristic cyber-horror madness which takes the survival genre to terrifying and mysterious levels. Oh, hell...

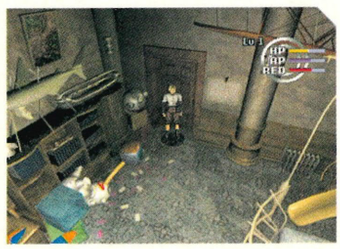




SLASH 'N' BURN

The innovative fighting system used in *Galerians* requires you to first power up Rion using the shoulder buttons, and then use the Square button to unleash his deadly power. This is similar to methods used in golf games, but with a great deal more destruction. Those guys are right to cower...





R*esident Evil* created a brand-new style of game, and since then we've demanded more advanced as well as more horrific and disturbing adventures. *Silent Hill* recently impressed and *Fear Effect* is making waves, but now *Galerians* is hoping to become the most bizarre and in-depth example of a survival horror game so far, further blurring the line between the cinematic experience and the gaming thrill.

The game is set to be released on three CDs, and players have to invest at least 50 hours in *Galerians* if they're to unlock its secrets. Look out for an impressive 70 minutes of cinematics to enhance the drama too.

The Galerians are an artificially-created techno species, and unfortunately for us, their prime directive is simply to annihilate the human race. So, all you have to do is save the world. Simple, eh?

IN THE LAB OF THE GODS...

You play Rion, a young man who awakens in a mysterious lab complex, having completely lost his memory. The only thing he still knows is his name; everything else is a blank slate. What Rion soon discovers is that he has amazing psychic powers, which he first uses to escape from his shackles and then from his captors.

As well as some spectacular graphics, the game is also set to boast a highly-original control method which revolves around psychic-power enhancement chemicals. Using these drugs, Rion has three different combat skills. Using Telekinesis, he can levitate or freeze matter. With Psychokinesis, Rion can deliver some powerful psychic blasts and, if feeling completely destructive, he can use his Pyrokinesis powers to mentally incinerate matter – or in less technical terms, to set fire to the bad guys. In order to perform these skills, he must acquire tablets throughout his journey, and although these aid his quest, they also have particular side effects which – well, that's what you discover as you travel further and further into the dramatic world of *Galerians*, set to be darkening your screens soon. Be afraid. Be very afraid. epm



"...LOOK OUT FOR AN IMPRESSIVE 70 MINUTES OF CINEMATICS..."





UPDATE

Publisher Anco **Developer** Anco **Released** Mar 2000

PLAYER MANAGER 2000

So you reckon you could teach the professionals how to do it?

We have reported previously on the fact that *Player Manager 2000* looks to be a vast improvement over the last instalment, and now that we've played it, we can confirm that *Player Manager 2000* is lining up to be the most in-depth, complex and realistic management simulation yet released on the PlayStation.

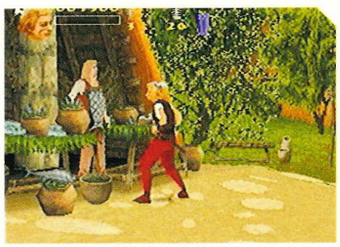
Player attributes change the course of the game just as they would in real life, so, for example, if you were playing Beckham in your team, you can pull off spectacular crosses that other less skilled players couldn't do. This means if you go for one of the top division clubs, you can mould your perfect team by spending out, but the lower division manager must shuffle the players he has into a workable strategy.

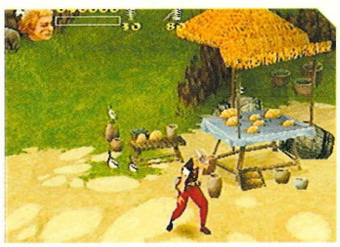
The game can be stopped at any time, and the tactics changed. At the conclusion of the match, you can get detailed feedback on every player and decide who's doing his job and who needs to return to the training ground or be quickly sold.

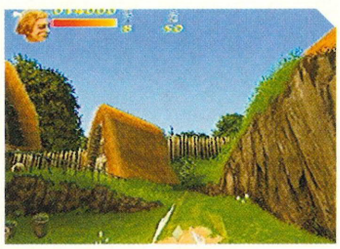
Management fans might want to take a few months off once March rolls around... epm



■ View your players' performence after the match.







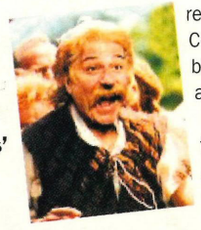
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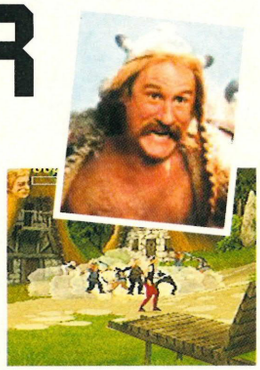
Publisher Cryo Interactive **Developer** Cryo Interactive **Released** Early 2000

ASTERIX AND OBELIX VERSUS CAESAR

Everyone's favourite comedy Frenchmen return...

The forthcoming game *Asterix and Obelix Versus Caesar* is based on the popular French movie of the same name, which features Christian Clavier (WHO?) as the diminutive hero and, wouldn't you just know it, Gerard Depardieu as his large, accident-prone sidekick, Obelix. The game gives you the chance to play as the two main characters, and the faces of the actors have been fully modelled in 3D onto their computerised counterparts. All the authentic voices are included too, allowing for 'hilarious' gags throughout the game.

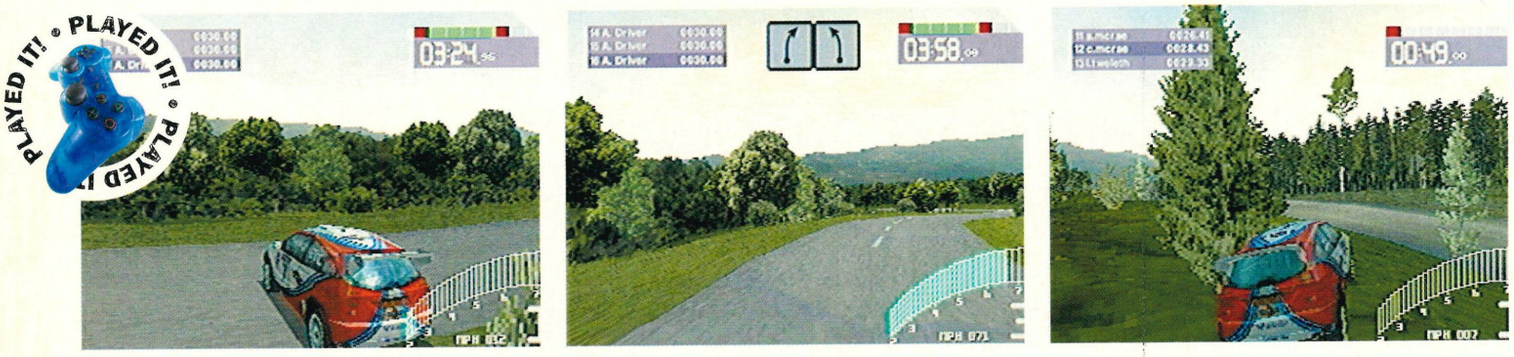






The game is cut up into various mini-challenges, needing quick reflexes in order to progress. As an example of the light-hearted atmosphere, the first level requires Asterix to catch fish being thrown by the villagers. Complete this and your next task is to serve the boar at the big feast, which means you have to catch them on your tray and make sure every villager has their own portion.

All the challenges are connected by scenes from the film, and fans of Asterix, or French comedy actors, should get ready maintenant. epm



PREVIEW

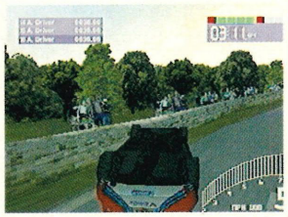
Publisher Codemasters **Developer** Codemasters **Released** Early 2000

COLIN McRAE RALLY 2

We're still waiting for the finished release, but we've now played an early version of this eagerly-awaited sequel...

ROLL UP, ROLL UP!

Whilst rally enthusiasts can salivate over the design, control and handling of the cars, the more devilish of us merely take pleasure in watching them spin out of control and turn over. Check out the damage. Smashing, just smashing...



So you've finally got your hands on *Gran Turismo 2*, and by the time you've read this, your PlayStation will probably have taken quite a beating. Now get ready to get back in the driving seat, as the greatest rally game of all time gets the sequel you've been waiting for – and it's shaping up to be something rather special.

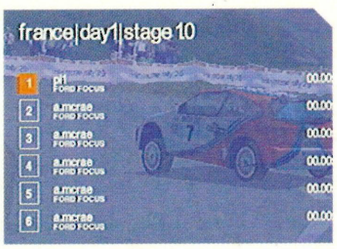
So what do we already know? Well, Codemasters has offered us a more realistic but no less fun simulation of the rally experience, and, of course, Mr McRae has a brand-new shiny (well to begin with anyway) Ford Focus to race in.

The physics have been overhauled, and now the control system is hyper-sensitive, meaning for your first few games you may find yourself crashing into the trees incessantly, but with practice and skill you're soon driving around like a professional.

ARCADE ACTION

As well as the normal Rally Mode, the newest introduction to the sequel is an Arcade Mode, where you can race against other cars in a high-speed battle, which still keeps the realism of the original game but adds a more instant thrill (only *Gran Turismo* can offer this much racing delight).





"...SHOULD PROVE AS CLOSE AS YOU CAN GET TO THE REAL THING..."

The scenery surrounding the tracks is now more detailed, as is the damage to the vehicle; watch as you turn the car over and then return to the road with all your windows broken. The weather conditions are also constantly changing, meaning you have to adapt your driving style regularly to compensate. This offers greater replay value, as just when you think you've perfected one screen, suddenly it's snowing and everything about the level is turned on its head.

As well as the new six-car race, you can race on any of the arcade circuits to achieve your best time, and then when you return, you can challenge yourself by driving against your own ghost from your previous best.

With multiple camera angles and a more realistic presentation, this should prove to be as close as you can get to the real thing without taking out some serious insurance. Gentlemen, start your engines. epm



Learn to corner or kiss the trees.

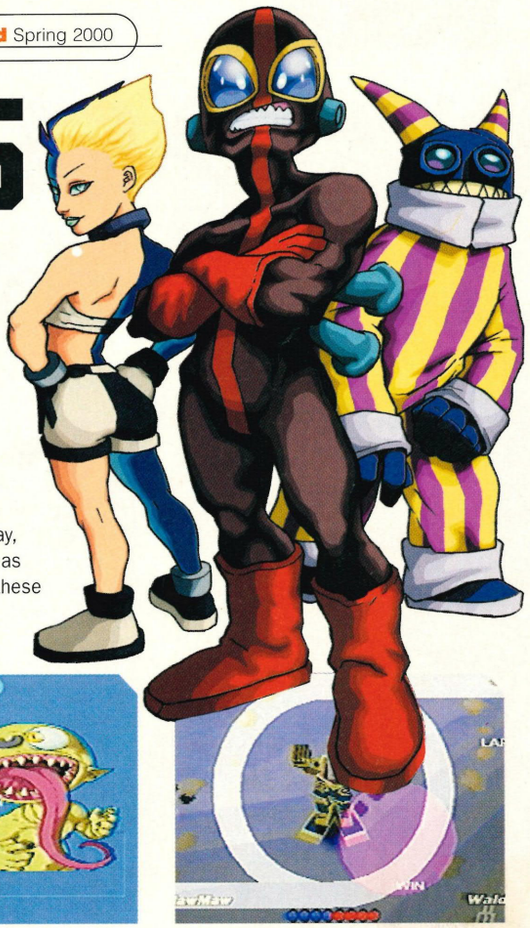


UPDATE

Publisher Codemasters **Developer** Codemasters **Released** Spring 2000

MICRO MANIACS

Good things come in small packages, say Codemasters...



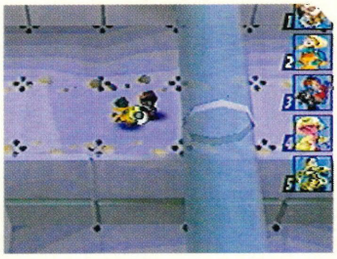
The *Micro Machines* games are highly popular racers, featuring tiny cars racing around real-world fun circuits. At least they were, until Codemasters decided to change the formula for this fourth game, which has small people as competitors instead of cars. The story goes that Dr Minimiser is under the impression that the world is going under, due to a shortage of necessary goods, and the only way to remedy the situation is to shrink everyone down to a minuscule size – and that way the natural resources should be more than enough to go around.

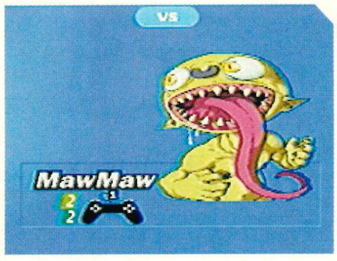


The Micro Maniacs are highly competitive beings, and like nothing more than to challenge each other on treacherous terrains such as the breakfast table, where they must avoid the towering cartons of milk, or the crazy volcanic world of the outdoor barbecue.

As with the previous *Micro* titles, high-speed action is the order of the day, with hours of crazy multiplayer action likely, as well as a decent solo game. Expect to see these little blighters speeding all over your PlayStation soon. epm







UPDATE

Publisher Codemasters **Developer** Codemasters **Released** Spring 2000

WORLD CHAMPIONSHIP SNOOKER

Not a sport usually found on our grey box...

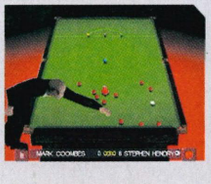


The press release states that 73% of the adult population have watched snooker on television, which begs the question, under which rock have the other 27% been living? I'll presume that only the sentient 73% are reading this and skip the rules of the game, and just give you the low-down on Codemasters new pixellated version, which previously went under the working title of *Cuemasters*.

The action takes place at The Crucible Theatre, and features 20 of the biggest names in the sport. Despite attempting to be as realistic as possible, the game features a handy aiming system, so even the most inept players should soon be getting big breaks. Initially, the game pits you against inexperienced AI opponents at local club level, before you make your way up the ranks to face Hendry et al.

The players are all motion-captured, and the game features full commentary to provide as atmospheric an experience as possible. The crowd also become involved, varying their reactions depending on the score on the table.

With everything from Single Match Mode to a full World Championship, snooker fans will be kept satisfied. epm

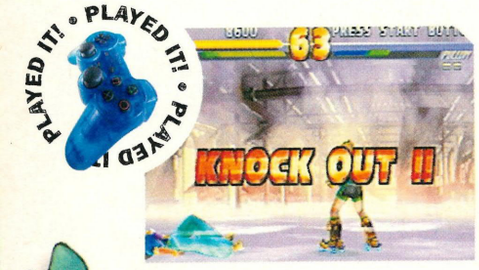






PREVIEW

Publisher Virgin Interactive **Developer** Capcom **Released** May 2000



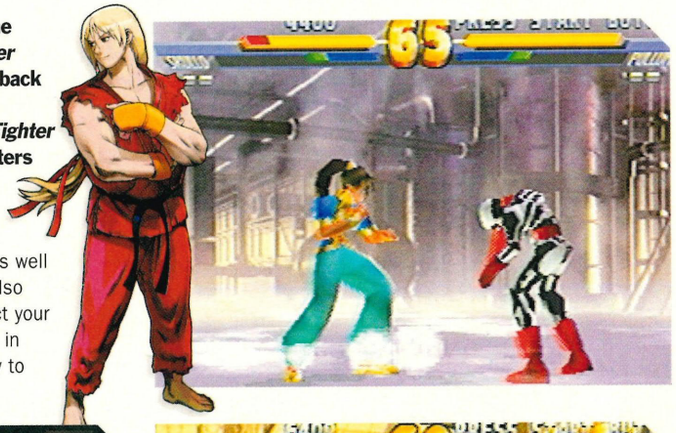
STREET FIGHTER EX PLUS ALPHA 2

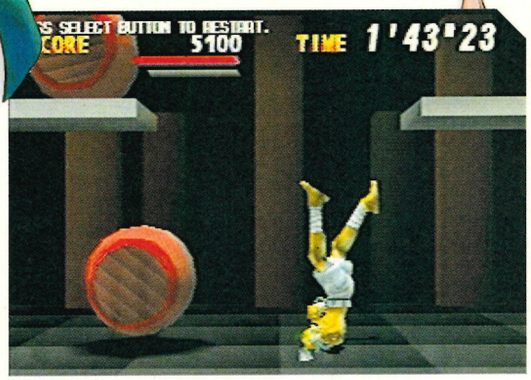
Another day, another *Street Fighter* game. Is the series losing its legs?

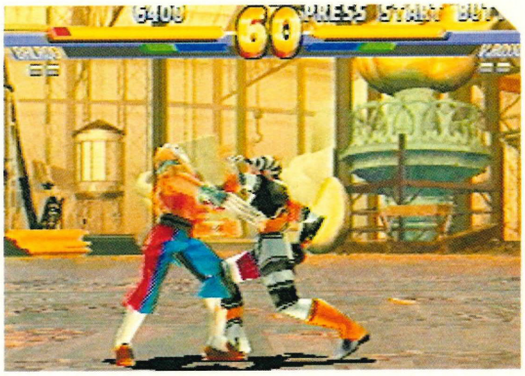


Here comes another one. Yes, the seemingly endless *Street Fighter* series is about to throw its hat back into the fighting ring with the forthcoming release of *Street Fighter Ex Plus Alpha 2*. All your favourite characters are back to kick each other around again, with new challengers included too.

It promises the most lush graphics so far, and a plethora of seriously complex moves. As well as the classic Arcade and Versus Modes, it also includes bonus games, where you can perfect your combat techniques by causing destruction in ways such as smashing barrels. Get ready to rumble in May. epm







PREVIEW

Publisher Eidos Interactive **Developer** Crystal Dynamics **Released** Mar 2000

WALT DISNEY WORLD: MAGICAL RACING QUEST

Our heroes are Chip and Dale, whose clumsiness leads to crazy racing fun...





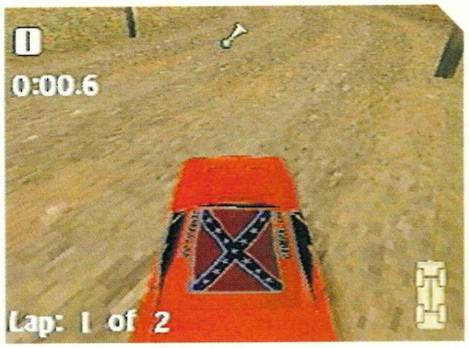


Walt Disney World is the greatest place on Earth. Fact. Now there's a PlayStation racing game based around the various parks in Florida. The story is that, in order to put on the spectacular firework displays that light up the sky above Main Street USA each night, there's a machine which sorts out all the magical effects. One day Chip and Dale come across this machine and, in their usual way, mess everything up by dropping acorns into it. Now they must find the pieces of the broken machine which are scattered around the park in order to save the day.

The race tracks are perfect representations of some of WDW's finest rides, such as Pirates Of The Caribbean and the Haunted Mansion, and as well as being authentic graphically, all of the screens also have the original Disney songs heard on the rides.

A dream come true for Walt Disney World enthusiasts, the game captures all the magic of the attractions and with two-player split-screen racing mode as well as Disney Arena battles. *Walt Disney World: Magical Racing Quest* should be a delight. epm







PLAYED IT! • PLAYED IT! • PLAYED IT!

PREVIEW

Publisher Ubi Soft **Developer** Southpeak Interactive **Released** Mar 2000

DUKES OF HAZZARD

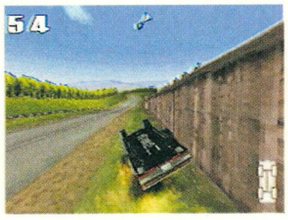
RACING FOR HOME

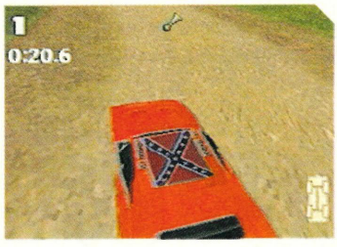


Those good ol' boys from Hazzard County are about to crash-land on your console...

INSTANT SMASH

Of course, where would The Dukes Of Hazzard be without some spectacular crashes? The game recreates them in all their destructive glory. Here the General Lee can't tell the bottom from the top...





Anyone above a certain age remembers the brothers Bo and Luke Duke, and their cheeky young sister Daisy Duke. *The Dukes Of Hazzard* was a regular feature on television, and everyone watched the comedic action, which also featured the fat old Boss Hogg and possibly the most important character, the General Lee – a bright orange Dodge Charger with permanently-shut doors. Now their fast-paced adventures are being released on the PlayStation in a crazy, mission-led driving challenge.

As the game begins, the brothers are attempting to pay off the mortgage on their farm and, as usual, trying to stay out of the way of Boss Hogg. Missions range from having to drive the General Lee at full pelt whilst avoiding the cops, to driving other vehicles and trying to keep up with the brothers' car.



elaborate stunts. The General Lee flies through the air to get over water hazards and to get out of the way of enemies. Other vehicles included are Boss Hogg's convertible and his Grey Ghost, Rosco's police car and old Uncle Jesse's pick-up truck.

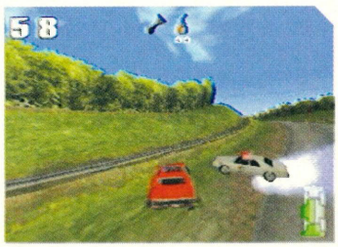
All of the locations that featured in the television version are here, as well as the original theme tune and sound effects (such as the General Lee's horn), and there's also going to be narration by the country music legend, Waylon Jennings. Prior to each stage is original FMV, all in keeping with the spirit of the show.

Would-be directors can take control by changing the camera angles, and if the action gets a tad crazy, you can relive it with the replay feature.

There are a number of pick-ups to enhance your performance, ranging from extra time for the against-the-clock stages to oil slicks for losing the opposition.

With a two-player option also available, chances are a big *Dukes Of Hazzard* revival could be just around the corner. Now if only they'd make a new *Street Hawk* game, we'd be in nostalgia heaven. epm

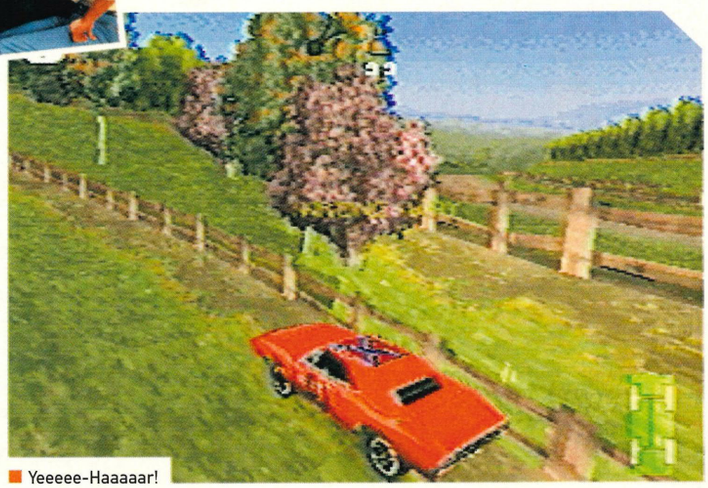
"...IF ONLY THEY'D MAKE A NEW *STREET HAWK* GAME..."



I wouldn't mess with the cops...

YEEE-HARRR...

Not only does the game feature fast car action, but there's also going to be the opportunity to pull off increasingly



Yeeeee-Haaaaar!

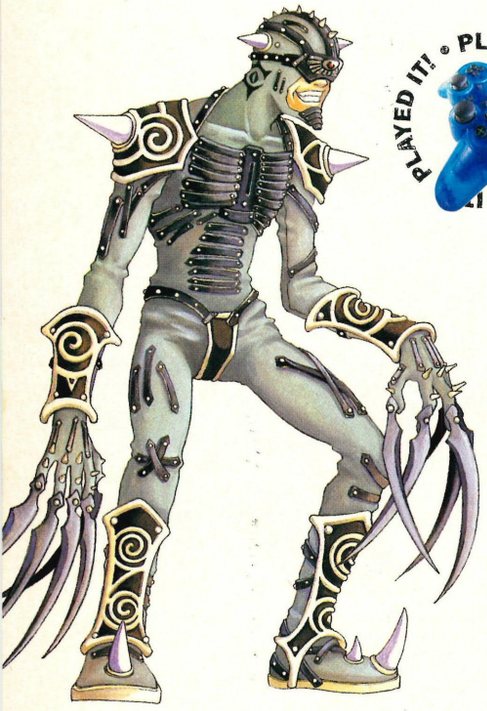
FIRST LOOK

Publisher Sunsoft **Developer** Tamtam **Released** Summer 2000

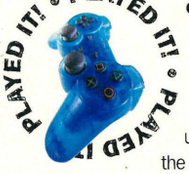


ETERNAL EYES

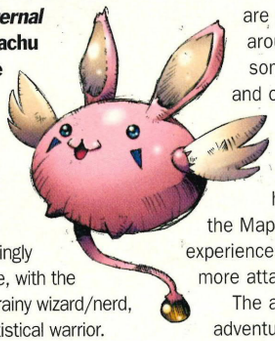
Hey adventure kids, it's time for a new quest...



Gotta catch 'em all, gotta catch 'em all... Well, obviously *Eternal Eyes* doesn't bring Pikachu and his brethren to the PlayStation, but just watching the introduction to the game shows you that it was certainly inspired by the increasingly-popular Pokemon phenomenon.



Eternal Eyes is a reassuringly familiar-looking RPG adventure, with the usual cast of characters; the brainy wizard/nerd, the over-excitable girl and the egotistical warrior. Added to this list are Mappets, magical dolls which are brought to life and, through the collection of magical jewels, evolve into a variety of different creatures, ready for battle.



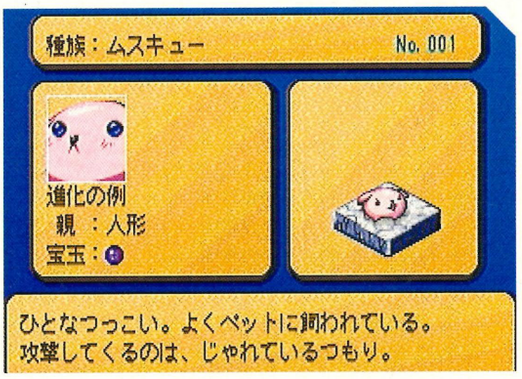
The cities are highly detailed and there are plenty of characters moving around the town to interact with, some providing useful information and others just passing the time of day.

The fighting sequences can get hectic, as the more fights the Mappet has, the more experience it gains and therefore the more attacks it can pull off.

The amalgamation of adventuring and combat moves the game along at a brisk pace and charting the evolution of your Mappets should keep adventurers happy for a long while. epm





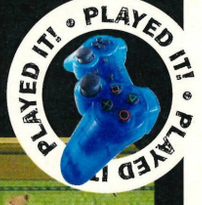


FIRST LOOK

Publisher Sunsoft **Developer** Tamtam **Released** Summer 2000

YEH YEH TENNIS

We love you, yeh, yeh, yeh...



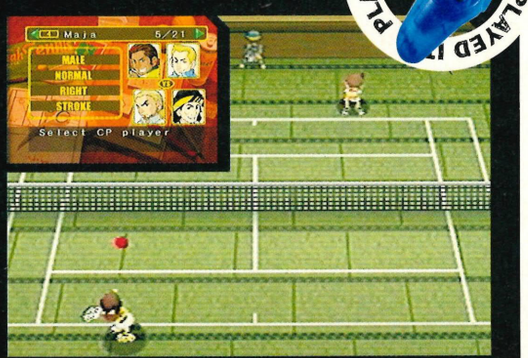
For Kendall's money, the best all-round tennis game ever is still *Super Tennis* on the SNES, which was a good mix of realism and fun. *Yeh Yeh Tennis* is definitely from the same school as that game, including cute, super-deformed players and some crazy venues, as well as the more serious realistic tournaments.

Yeh Yeh Tennis is easy to get into and instantly enjoyable, with some of the more fantastical circuits finding you playing on the deck of a ship or on a glass court under which fish regularly pass.

The game also features a full Practice Mode if you're not ready for the real thing yet, and as well as simple single games, you can take your player into all the tournaments as you try to become the greatest player in the world.

As well as changing the environment, you can also tweak all the characteristics of your sportsman or woman, even having the ability to change their clothes.

It looks like *Smash Court Tennis* may finally have a rival in the fun stakes... epm



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BLAZE VIDEO GAME ACCESSORIES

PREVIEW

Publisher Sony CE **Developer** Camelot **Released** Apr 2000

EVERYBODY'S GOLF 2

The most entertaining golf game ever's coming back...

Many believe *Everybody's Golf* is one of the greatest games to play when you stumble back from the pub for some multiplayer action. Now get ready for the sequel, and you'll be glad to hear they haven't messed with the original formula.

The graphics have been improved, yet still go for the cartoony look, rather than the serious po-faced graphics often found in the golf market. Everything is basically bigger and better, and even more fun.

Everybody's Golf 2 offers all-new courses, as well as a different variety of golfers to choose from. As before, the control system is simplistic, meaning the game can be enjoyed instantly without complex instructions to take on board. The chirpy music remains in place throughout, and there are some amusing new touches, such as an in-the-hole camera which is activated when you perform a particularly impressive shot.

Everybody's Golf 2 should have a built-in audience upon release, and it appears unlikely to disappoint. Get your crazy golfing trousers on now... epm



UPDATE

Publisher Eidos Interactive **Developer** Silicon Dreams **Released** Mar 2000

UEFA CHAMPIONS LEAGUE SEASON 1999/2000

Must...have...more...football!

This updated version of last year's popular football title, featuring the top 32 clubs in Europe, has been given a lick of paint and is now looking rather impressive. *UEFA Champions League Season 1999/2000* contains the actual fixtures from the 99/00 season and includes many playing modes.





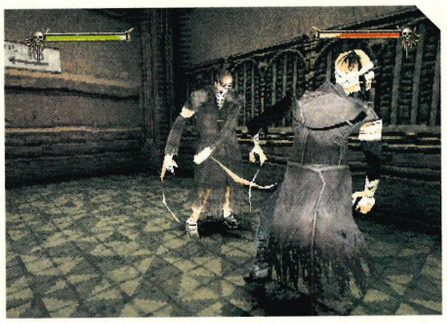
The game has improved graphics, new more intelligent moves and a new engine which gives more realistic player models, and the game not only features all the real teams and players, but also has the authentic kits, logos and sponsors of the various clubs.

The commentary is being created to ape the televisual equivalent perfectly, and to do this Bob Wilson, Clive Tyldesley and Kevin Keegan have been drafted in.

Football historians will be glad to see the Scenario Mode, which allows you to take part in every final from 1960 to the present, giving you the opportunity to change history.

As well as keeping the competitors real, there are graphically authentic stadiums, interaction between the players and some crazy goal celebrations. There seems to be plenty here for the single player, and the multiplayer mode can accommodate up to eight footy maniacs. epm







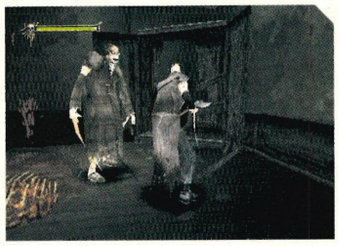




PREVIEW

Publisher Konami **Developer** Kalisto **Released** Summer 2000





NIGHTMARE CREATURES II

The nightmare returns and it's deadlier than ever...



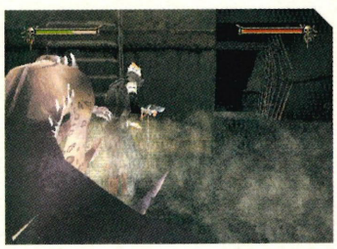
It looks like we're in for a treat. Kalisto popped into the EPM office the other day and demoed an early version of the sequel to *Nightmare Creatures*, and how luscious it's looking too.

Remember the first adventure? Well, this is the continuation of the previous plot, picking up a full century after past events. You play Wallace, an escaped test subject of the evil Doctor Crowley. After countless lab experiments, torture and pain, Wallace is ready to settle the score in the ultimate display of revenge. But this time, the sadistic Crowley is plotting to merge his power with an ancestral entity, allowing him to impose his reign on Earth forever. You have to stop him.

Nightmare Creatures II maintains its intensity, action and gothic horror style, but the gameplay mechanics have improved immensely. Expect to see some stunning new graphics, new characters and an increased ability to explore the game's enormous levels – 30 altogether.

The monsters have become that little more gruesome. There are 22 of them to fight altogether, and each of them has very different moves when in combat. It shouldn't prove too hard to kill them, though, as Wallace comes equipped with an axe or a pistol which are both upgradeable as you progress, or if they fail, you can find any of eight deadly power-ups and skills to help.

It's looking stunning, playing fluidly and sounding, well, eerie. Let's hope it arrives for review soon. epm





"...IT'S LOOKING STUNNING, PLAYING FLUIDLY AND SOUNDING EERIE..."

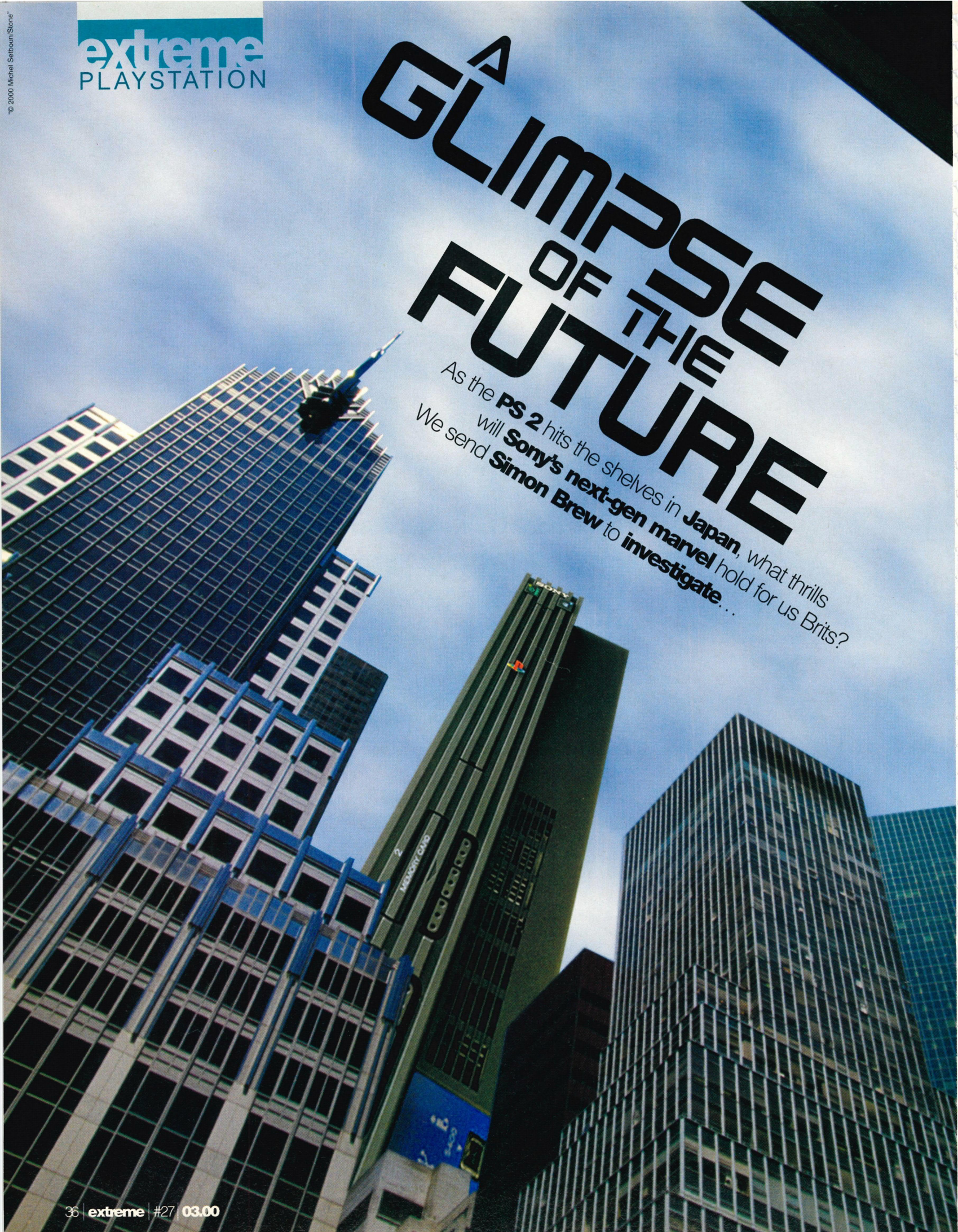


■ Face some horrific monsters with nothing but a dagger for protection...

© 2000 Michel Setboun/Stone

A GLIMPSE OF THE FUTURE

As the **PS 2** hits the shelves in **Japan**, what thrills will **Sony's next-gen marvel** hold for us Brits? We send **Simon Brew** to **investigate**...





At the time of putting this article together, we're still waiting for an official launch date for the PlayStation 2 in the UK. With everything geared to the Japanese release, Sony Europe has only limited information to give us, and software companies are playing things close to their chest. Which means good, old-fashioned reporting and investigation is the only way we can piece together what are likely to be the first PlayStation 2 titles we'll see in this country. The following four pages are the fruits of our many labours....

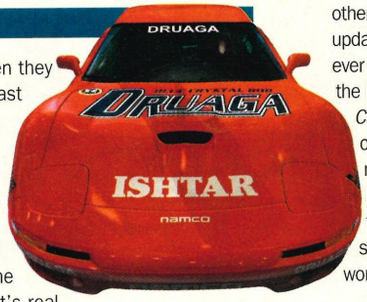






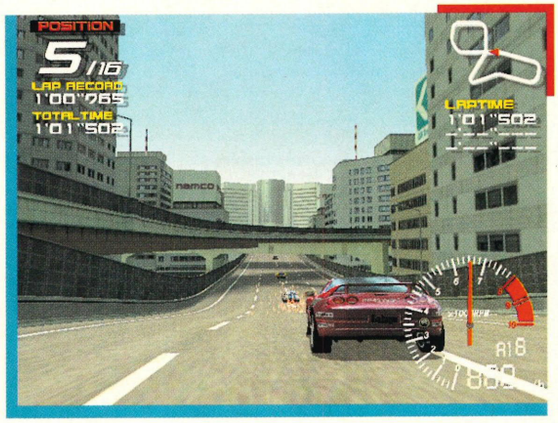
RIDGE RACER V

PUBLISHER: Namco



Sega weren't stupid when they launched the Dreamcast amidst a flurry of big-franchise games. Sony aren't stupid either, meaning a very welcome return for the phenomenally-enjoyable *Ridge Racer* series. With numerous rumours floating around about the game, it's tricky to work out what's real and what's not, but we do expect to see a four-player mode, the chance to edit your replays in true *Driver* style and the kind of pure arcade fun that made *R4* so essential.

The major improvements, of course, are on the multimedia side of things, with gourard shading making for some incredible lighting effects. And as you can see from the screen shots, the damn thing has never looked better, with strong attention to detail really paying dividends. And as for the moment when a great big chopper swoops across the sky? Let's just say this one's going to be huge...





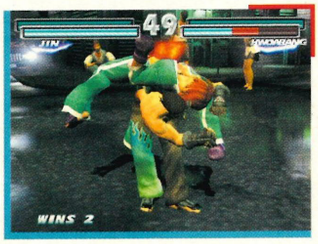
TEKKEN TAG TOURNAMENT

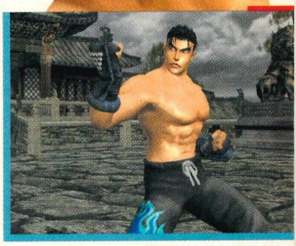
PUBLISHER: Namco

Thirty-two fighters again step up for some action, although this time the *Tekken* franchise introduces a twist – tag-team fighting! You hear this a lot as other key franchises get their PS 2 update, but this has genuinely never, ever looked better, and looks set to put the Dreamcast's excellent fighter *Soul Calibur* well in its place. It's the level of detail that's impressed us the most, with everything from the backgrounds to the fighters themselves getting a very substantial lick of paint. And early word is that it plays like a dream...









ISS PS 2

PUBLISHER: Konami

The greatest soccer videogame, hot off the success of *ISS Pro Evolution*, will be heading for the PS 2 close to, if not on, launch day. Konami have confirmed they're putting all their efforts into this extravaganza, and they've even sent us some visuals to prove it. Don't expect remarkable differences in the gameplay, which has always been the franchise's finest asset, but finally we can expect the graphics and sound to catch up with the quality of the rest of the game. Frankly, we can't wait.



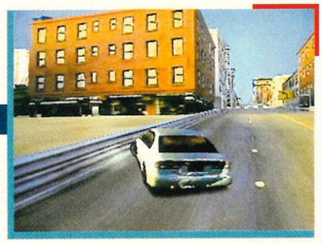


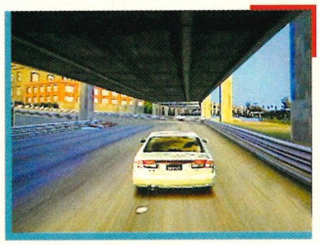


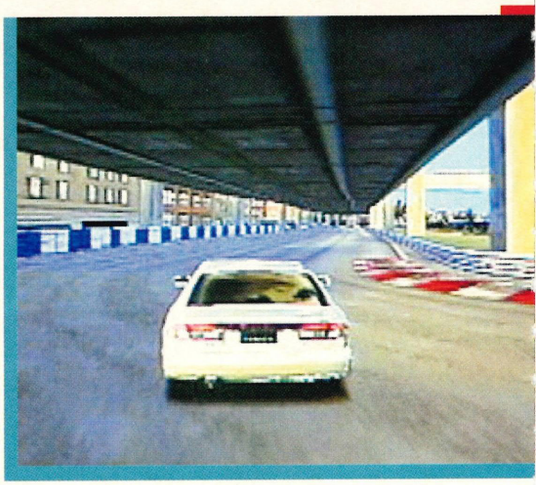


GRAN TURISMO 2000

PUBLISHER: Sony CEE







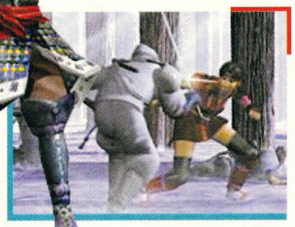
Probably the early jewel in the PS 2 crown, *GT 2000* has been moved away from launch day in Japan to give *Ridge Racer V* some breathing space. The good news? This is by far the most realistic-looking *GT* game yet, thanks in part to the ray-tracing techniques that accurately bounce light off surfaces for ultra-cool visuals.

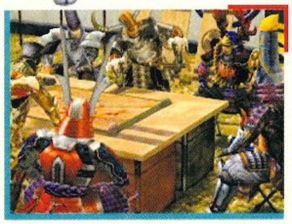
Perhaps the only concern at this stage is that it's arriving very close to *Gran Turismo 2*, and sceptics are wondering if we're genuinely going to get something different, or just a *Gran Turismo 2.5*. Don't get us wrong – we want this one to work as badly as you do, and chances are we're in for a cracking racer. Developers Polyphony Digital Inc. haven't let us down with *GT* before, and unless something goes very drastically wrong, this has 'mega hit' stamped all over it.

KESSEN

PUBLISHER: KOEI







Already confirmed for release in the States and Japan, we're now hoping *Kessen* will find a UK publisher willing to bring this epic wargame over to these shores.

In a nutshell, *Kessen* puts you in the middle of a big war set somewhere around the Sixteenth and Seventeenth Centuries. As you control your army of infantry and cavalry, you have to engineer the victory. Without a doubt, the most impressive aspect thus far is the large-scale real-time battles, which can apparently support around 200 independently-moving soldiers in one go. Add to that the fact that soldiers can work things out for themselves (and won't sit there and get slaughtered because you didn't give them anything to do), and you have a PS 2 title that perhaps offers something different, whilst having a broader scope than probably anything we've seen that doesn't have the words Final and Fantasy in the title.





TITANIUM ANGELS

PUBLISHER: SCi



As well as *Thunderbirds*, SCi are bringing a brand-new action adventure to the new format in the form of *Titanium Angels*. You play a tough bounty hunter sucked into an alternate world, where you find aliens who want to destroy the Earth. Or something. It effectively involves three alien races fighting for survival, with you slap-bang in the middle of it all because you got greedy and accepted a bounty mission you probably shouldn't have.

There's going to be a mixture of all playing styles in here, with action, exploring, puzzle-solving and the odd scrap thrown in. Again, it's the graphics we're watching, as there's real scope for some jaw-dropping visuals. Check out these screens for now, and start saving your cash...









In Brief...

SPY HUNTER • Midway
The classic arcade game of the early '80s (and believe us, it was a classic) is coming back to life courtesy of Midway, whose most recent PlayStation success has been *Ready 2 Rumble Boxing*. Let's hope this top-down chase game doesn't become another pointless update (*G*Bert, Space Invaders*), and that it retains the classic gameplay that made it such fun.

DUKE NUKEM • Take 2
We'd give you more details if we had them, but what we know at the moment is that *Quake/Unreal* rival *Duke Nukem* will be arriving on the PlayStation 2 courtesy of Take 2 interactive. You can expect frantic first-person action and carnage aplenty (and a multiplayer mode, if they've got any sense). Hopefully we'll have more in the next month or two.

THE BOUNCER • Square
We talked about this back in Issue 23, so won't go into too much detail here. However, the PS 2's answer to the Dreamcast hit *Power Stone* is looking like a classic beat-'em-up, with true movie-style visuals. Virtually everything is interactive, meaning instead of jumping on that chair to gain a tactical advantage, you can just pick it up and swing it in your opponent's mush instead.



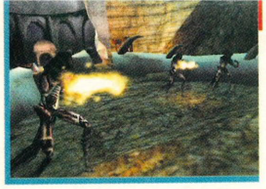


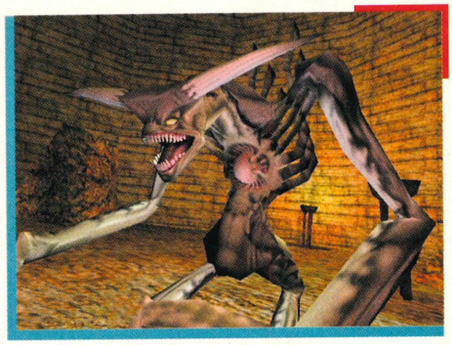
FINAL FANTASY X & XI • Square
Don't worry, we're not selling you short. It's just you can read about these elsewhere in this very issue – check out the news on Page Eight...

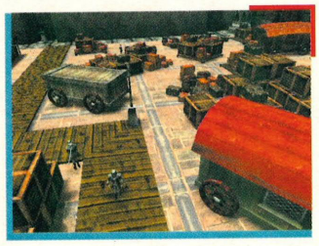
BOMBERMAN 2001 • Hudson Soft
Every console has a *Bomberman* game. It's an unwritten rule. The PlayStation 2's will arrive next year...

BATMAN • Ubi Soft
Good news. Ubi Soft have two *Batman* games planned, one based on the animated series and one based on the comic books. The PlayStation 2 will play host to both.







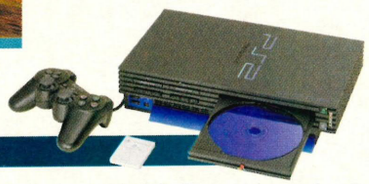


SUMMONER

PUBLISHER: THQ

From the creators of the top-selling *Descent* series on the PC, *Summoner* promises to be yet another role-playing fantasy epic in one of those complex universes that we come to know so well. Expect monsters, lots of spells and an adventure based around the legend of the Summoner. And a hunt for some rings.

Summoner is currently scheduled for release in the States in the Autumn, which would mean it could feasibly hit UK shores within a month or two of the PS 2's launch over here – provided they get their arse in gear. Check out the screenshots for now, and let's hope we get this one sooner rather than later...



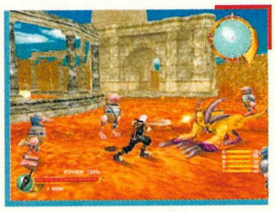


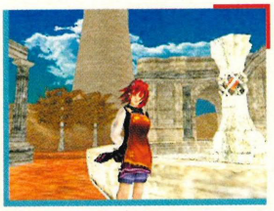
EVER GRACE

PUBLISHER: From Software

Originally slated for both the PlayStation and PlayStation 2, the action-based *Ever Grace* will now only appear on the latter, although it's a good excuse to make sure the visuals are completely beefed up. Certainly the polygon count is high, meaning we're looking at facial expressions and hair that waves in the air in true Head & Shoulders style. Not too much is known at the moment, other than this is a combat-based game, and you get to dress the characters before they go on their quest. Bit like giving Action Man an outfit from Sindy's wardrobe, then. Ahem.







ETERNAL RING

PUBLISHER: From Software



Going out on launch day in Japan, and hopefully not taking too long to get here, *Eternal Ring* is a three-dimensional real-time role-playing game, with the simple mission of discovering the mystery of the Eternal Ring, which is a major secret on the island that some king has just sent you too. Being an island, it's a damn fine excuse for some quality graphics, with shorelines, the odd volcano and plenty of mountains providing ample eye candy.

The game itself is the usual mixture of exploration, combat and magic, with umpteen baddies to encounter along the way (including the occasional dragon), and the tone is expected to be dark and gloomy.

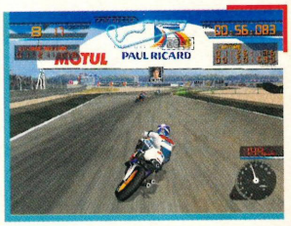
500 GP

PUBLISHER: Namco



Yet another racer due for the starting grid when PS 2 is launched, Namco's *500 GP* looks set to utilise the upcoming Dual Shock 2 analogue-button controller, meaning the amount of pressure you apply to the accelerate button directly affects the amount of throttle on screen. Cool, we think. *GT 2000* will use the feature too.

As you can see from the shots, the graphics engine has been put to good work, and you can expect not only superbly-drawn bikes and backdrops, but also plenty of effects like smoke, sparks and dust. It's already been a hit for Namco in the arcades, and chances are they will will put some extra bits into the videogame version. Let's face it; it's not as if they've got no competition in the racing games stakes...







METAL GEAR SOLID 2
• Konami
It's coming. It's just we don't know a lot about it at the moment, and there are no guarantees it'll be out anywhere near launch day.

STREET FIGHTER EX 3
• Capcom
If Capcom is clever, they'll use the PS 2 as a springboard to convincingly relaunch the *Street Fighter* franchise to something roughly approaching its former glory. If not, they'll just wheel out another playable if unspectacular beat-em-up. Time will tell.



FIFA • EA Sports
Expect either *FIFA 2000* or *FIFA 2001* to make it onto the early PS 2 roster, with EA seemingly going hell-for-leather for the new console. Their European PR people wouldn't tell us a thing, though. Meanies.

UNREAL TOURNAMENT
• GT Interactive /Infogrames
Without a doubt the best game on the PC last year, *Unreal Tournament* is a *Quake 3*-beater and then some, bringing frantic action and a friendship-busting multiplayer mode. And word is that a PS 2 version is well under way...!





"...SUPERB VISUALS, **KNEE-TREMBLING** ENEMIES AND **PANT-WETTING** ATMOSPHERICS..."









Resident Evil 3: Nemesis

Capcom's most famous survival horror game is back in its third instalment, and as Dave discovers, it's bloody marvellous...

extreme INFO:

Publisher Eidos Interactive
Developer Capcom
Genre 3D Action Adventure
Released Out Now **Version** PAL
Price £34.99 **Players** One

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

The story of *Resident Evil 3* takes its place sandwiched between the end of *Resident Evil* and *Resident Evil 2*. Jill Valentine, who has just retired from the STARS force, is trapped in Raccoon City by those ghastly re-emerging zombie thingies. Lucky for her, she soon meets up with Carlos, a mercenary working for the Umbrella Corporation. Yes, that's right *RE* buffs; Umbrella Corporation is the corrupt organisation which engineered the T-Virus way back in the first game in this series.

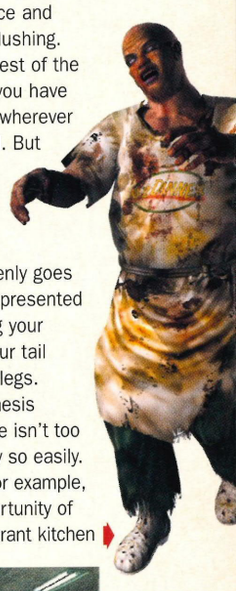


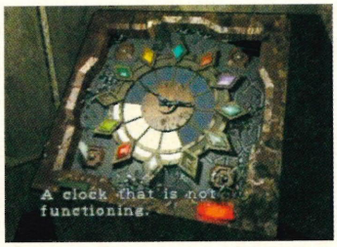
Of course, you all know the T-Virus is the menacing bug responsible for creating those zombies, don't you? Anyway, the unsuspecting Carlos and his squadron were thrown into the fray to help sort out this rather silly mess. Unfortunately, by the time he meets Jill, he's the sole survivor. As the game progresses, Carlos slowly learns of Umbrella's wicked motives and, being a man of integrity, he joins forces with Jill.

It's a good job too. This woman of the world is soon left half dead and Carlos is the only man who can find an antidote to the virus feasting on her body. As they progress through the streets carrying more armaments than John Rambo, they're pitched into numerous confrontations with the chairman of the board – not a high-flying business tycoon, but an ugly-looking creature that goes by the name of Nemesis.

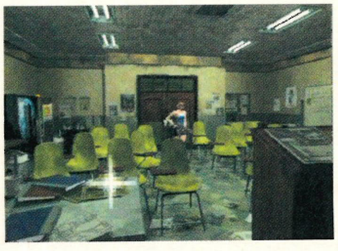
Nemesis is a super-zombie who possesses superhuman strength, somewhat human intelligence and weapons that leave NATO blushing. He's quite literally the baddest of the bad. Throughout the game you have the pleasure of facing him; wherever you are, he's not far behind. But thanks to a new feature, you don't necessarily have to confront him straight away, because on these occasions the screen suddenly goes black and white and you're presented with the options of standing your ground or retreating with your tail firmly tucked between your legs.

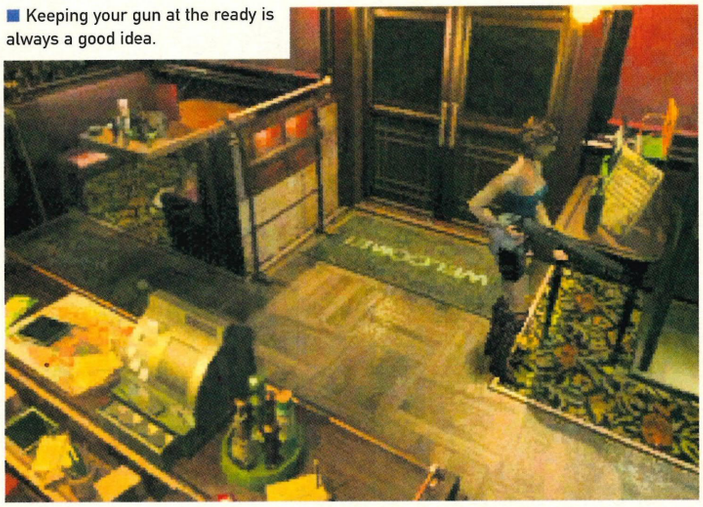
Be warned, though; Nemesis sometimes follows you as he isn't too keen on letting you get away so easily. But this is great because, for example, you might be given the opportunity of fighting Nemesis in a restaurant kitchen











Keeping your gun at the ready is always a good idea.



You Want Guns? We Got Guns!

Because the zombies are a tougher bunch to knock down than ever before, Capcom has supplied the coolest tools of the trade to get the job done. Throughout the game you come across all types of gunpowders, which you can use to create varied styles of ammunition for the weapons you collect along the way. You can also combine other items and oddities to solve puzzles and to use in combat. Lighter won't work? Combine it with the Lighter Oil... Depending on what type of gunpowder you collect, you can mix the powders together, which determines what kind of ammo is created – acid, explosive, etc. But what's most impressive is seeing these Frankenstein-like creations in action, with the opportunity of seeing heads being blown off and skulls decaying. This feature is sure to bring out the inventor in you!





or down in the basement. If you choose the kitchen, you can ignite your lighter (if armed with one) at a leaky gas main and turn him into a fireball. Taking refuge down in the basement results in you going one on one without the aid of anything this special – something you really don't want.

"...YOU'LL NEVER BE THE SAME AGAIN..."

A Work of Art

RE 3: Nemesis is far more sophisticated than its predecessors ever were, because graphically, and in terms of gameplay and atmosphere, it's a work of art. If you thought the visuals in the previous two were as good as it gets, please step aside. While sticking to the same background format, *RE3: Nemesis* offers the gamer breathtaking visuals, boasting flawless character models and a higher resolution that leaves you debating whether to kiss a zombie because its looks and moves are so realistic or just blow off its head. Well, maybe not kiss them!

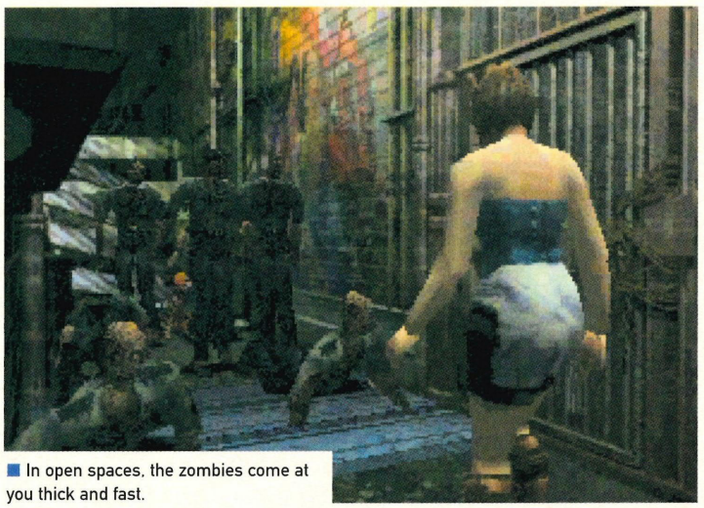
The actual scare factor is worth a mention to, because I've never had a more restless night's sleep than after playing this monster of a title. As you explore Raccoon City, you constantly hear eerie noises not too far away, making the anticipation of an all-too-soon zombie attack almost unbearable. The music is straight out of Hollywood, with its on-edge strings and ever-changing tone. When the mood suits, bed-wetting is certain!

One feature that's sure to disappoint some people, though, is the one-character feature. On previous *RE*s it wasn't unusual to play two characters at once, thus having two people to take care of, challenging your wits a great deal. True, you do play Carlos for a short while, but before you can say your Hail Marys you're flung back into the body of the shapely Jill. But Jill, as *Resident Evil* fans know, is a foxy lady with the bite of a snake. 'Never send a woman to do a man's job' is often said by men in bars across the country, but if they saw what Jill can do, they'd eat those very words. In *RE 3* she looks and feels greater than ever, employing the same controls as in previous games, but with an added touch. Jill can now perform a lightning-fast 180-degree spin, allowing the gamer to swiftly turn to the direction of an attacking zombie and send him straight to hell with great ease! Another lifesaving manoeuvre is the ability to dodge bullets. Simply hit the direction button when the bullet has almost made contact and Jill either ducks or moves out of harm's way.

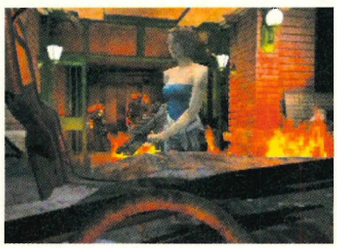


In all, *RE3: Nemesis* is a must have, boasting superb visuals, knee-trembling enemies and pant-wetting atmospherics. I beg you to go out and buy it; you'll never be the same again!

David Gibbon



In open spaces, the zombies come at you thick and fast.



I wish I hadn't eaten that chicken curry.



Jill makes a run for it as zombies close in.

extreme

UPPERS
Zombies look real! • Epic music • More blood spilt

DOWNERS
Bowel moving • Item searching tedious • ...Erm...

93%



Star Ixiom

Battle against evil forces and stir up trouble in the ranks – Namco's latest space blaster just docked and Claire's up for the challenge...

extreme INFO:

Publisher Sony CEE
Developer Namco
Genre Shoot-'em-up/Strategy
Released Mar 2000 **Version** PAL
Price £34.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- NEGCON

Curious People

Despite the time and effort that's gone into drawing these characters, they're almost irrelevant to the game. Weird...



It's the 25th Century and mankind's begun to customise other planets to make them suitable for life to exist far from the planet Earth. As man establishes itself as the most dominant life-form in the universe, other space tribes mount an attack on their territories.

You take the role of a member of the United Galaxy Space Force (UGSF), a strategic mobile unit dedicated to protecting Earth's territories against any alien attack. The UGSF forms another unit, 'Team Gaia', to prepare for the first space war in history and assigns you to pilot a highly-manoeuvrable fighter craft to guard and protect them and their people.

Well, now we've got the introduction out of the way, I can tell you you're going to be slightly baffled by this title to begin with. Namco have a pristine back catalogue of space-related shoot-'em-ups, including *Xevious*, *Galaga* and *Starblade*, each proving that the genre's very much alive and kicking. This one, though, is a little different, as play is split into two kinds. Firstly, you have to deal with the administration and the like that's involved in planning your missions – all of which takes place in Command Mode. Once you've dealt with the paperwork, you can move on to Combat Mode (now we're talkin') in which you jump into your battleship and prepare to kick some ass.

Command but Not Conquer

Sound a bit dull? Well, to be fair, it's all quite clever as you can't be successful at one mode without being stringent in the other. For example, in Command Mode it's possible to establish your attack routes and supply lines, but should you neglect to do your job properly or just neglect it altogether, it's harder to meet your objectives in Combat Mode. Catch my drift?

So if you fancy using your brains as well as some brawn, without a doubt you'll be content with *Star Ixiom*. It's a pity the interaction between characters isn't a little more interesting, though. It would've been nice to get involved more with the plot, just to build up more dramatic tension. The graphics are also a little basic, with the explosions and views from your cockpit a tad dull. But the music makes up for it, however – it reminded me of the *Star Wars* soundtrack in places. It's just a pity the action didn't match the tempo.

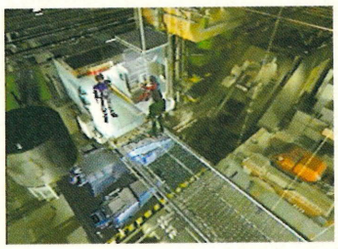
If you're after a close relative of the popular *Command & Conquer,* I suggest you keep looking. I can't imagine you being too disappointed with this, though; nice to pick up and play on a late Sunday afternoon, I suspect.

Claire Webster

"...NICE TO PICK UP AND PLAY ON A LATE SUNDAY AFTERNOON..."



■ Don't get too close – the blue shield blows your ship to pieces...





■ This is what you see as you jump through time to your next mission...

extreme

UPPERS
Star Wars-style music • Stress relieving • Two genres

DOWNERS
Dull graphics • Hard to work out • Lack of weapons

60%



Grandia

extreme INFO:

Publisher Ubi Soft
Developer GameArts **Genre** RPG
Released Out Now **Version** PAL
Price £29.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**



Get Lost

...Or rather don't. In a game this huge, your chances of getting lost are high, but luckily a good map feature allows you to get a bird's eye view of your surroundings and work out exactly where you're supposed to be.



Get out your stupid pointy hats and magical pixie boots, as Kendall dives into the world of RPG gaming...

Okay, okay, I know what you want to know and the answer to your question is no, *Grandia* isn't as good as *Final Fantasy VIII*, but then Pepsi isn't as good as Coca Cola, but that doesn't make it bad.

The best thing about the arrival of the Squaresoft epics is that they've significantly raised the bar in the world of RPGs, and so fans are no longer going to stand for half-arsed, unimaginative adventures and companies are being forced to put much more effort into their fantasy titles. GameArts have certainly put a great deal of effort into *Grandia,* making sure it becomes a benchmark in its field. This has already happened in Japan, where the game has enjoyed huge success both in its current PlayStation incarnation and in its original form on the long-forgotten (by the public and the company alike) Sega Saturn system.

Grandia puts you in control of a 14-year-old boy, surely the first videogame hero ever to be called Justin, who comes from a long line of great, valiant adventurers and dreams of following in their footsteps. As is traditional, he is accompanied by a plucky cute schoolgirl, named Sue, and a strange fluffy cute creature called Puff Puff, who adds much humour to the story, especially in the scenes where he tries to talk to a steam engine. No, really. Justin's father was a legend who handed down a relic called a Spirit Stone to his son, and even though Justin is unaware of the power the stone holds, he carries it with him at all times. Of course, you know the Spirit Stone will become a major part of the story later in the game, and it's intriguing as its secrets are gradually unfurled.

Grand Gaming

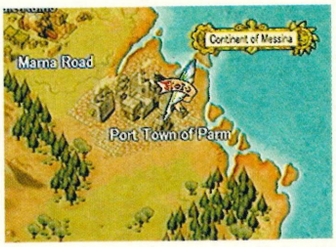
Grandia features a variable cornucopia of curious characters, all with very distinct personalities, and while some are essential to the success of your quest, others have been added just for the sake of entertainment, and it's these quirky touches which help raise the quality and involvement of the game. For example, when Justin goes to visit his mother, she starts to scold him and hits him with a

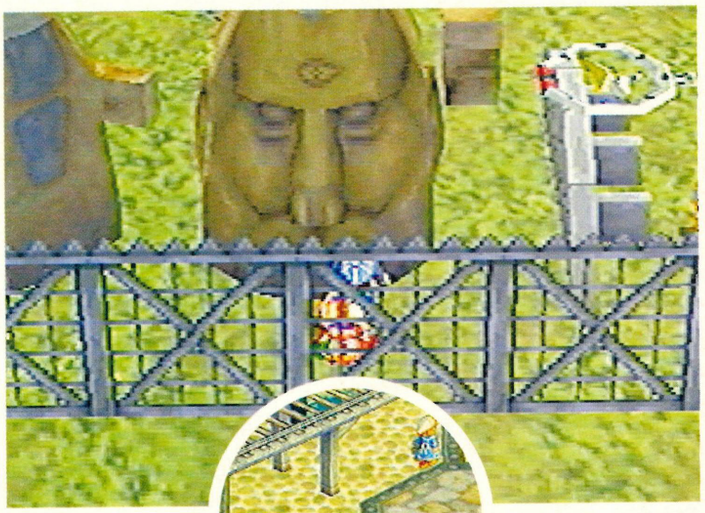
"...*GRANDIA* FEATURES A VARIABLE CORNUCOPIA OF CURIOUS CHARACTERS..."

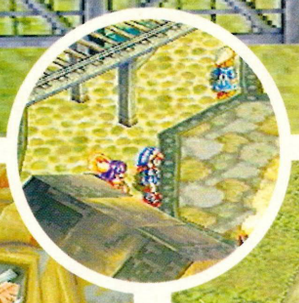


■ He's obviously looking for his puff daddy...









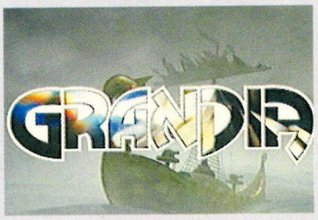




Entertain Me

One of the many rules of the genre seems to be that every RPG has to have an epic elaborate opening movie to guide you into the action. *Grandia* does not disappoint in this department, with a beautiful animated opening, backed up with a stirring soundtrack.









tray – a completely unnecessary scene, but one which adds humour and shading to the proceedings.

As much attention has been paid to the background graphics and atmosphere as that of the principal players; when moving through an industrial area, realistic smoke bellows from chimneys and roaming strangers complain about their clothes getting covered in soot.

With your character being so young, the game doesn't plunge him instantly into an unbelievable scenario. The first challenge finds him having a contest with a rival youngster in which he must find four special objects, but cleverly, these are just figments of the youths' imaginations, so the magical armour is actually just a dirty apron and the warrior's helmet is simply the lid of a pot. Once these simplistic games are overcome, the adventures gradually deepen, and once Justin has visited the local museum curator and discussed his Spirit Stone, the magical and mystical elements increase.





■ Don't lecture me, you self-righteous moo.

"...SHOULD KEEP FANS GLUED TO THEIR PLAYSTATIONS FOR THE FORESEEABLE FUTURE..."

Big Battles

The real-time battle sequences are not as spectacular as the *Final Fantasy* series, but there are a multitude of manic moves to perform, and everything is taken into account, right down to the position of the fighters. Early battles ease you in gradually and let you get used to the feel of the combat system before you're pitted against stronger and more dangerous foes. You also have the chance to be sneaky and ambush certain enemies, giving you an instant advantage, and if battles become too heated you also have the option of bottling out completely and running away.

Dotted around the expansive environments are cones of rainbow light which act as save points, but also give you hints and tips on how to get more out of the game.

Although initially *Grandia* may give hardcore gamers the opinion that it's a tad simplistic, those who give it a chance soon discover it has much to offer – it should keep fans glued to their PlayStations for the foreseeable future.

Kendall Lacey





■ Elvis is the only true king!

extreme

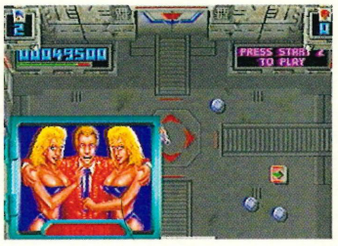
UPPERS
Original characters • Big environments • Good control system

DOWNERS
Not FFVIII • Unrealistic look • Nothing really new

82%









Arcade Party Pak

extreme INFO:

Publisher Midway
Developer Digital Eclipse
Genre Retro Compilation
Released Mar 2000 **Version** PAL
Price £29.99 **Players** 1-3

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- MULTI TAP

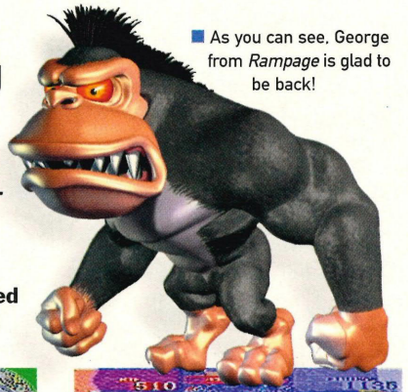
I Made This...

Have you ever wondered how people come up with the ideas for games? Ever wanted to hear anecdotes about that fateful day when the ideas for the divine *Klax* popped into someone's head? Well, you're in luck, as *Arcade Party Pak* contains movies about all six games.



Kendall remembers the days when games had you shuffling around, looking for your last ten pence...

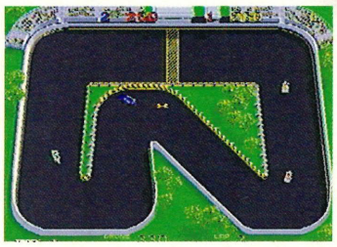
Of course, in my day all we had was *Pong*. This was followed by the delights of *Breakout*, *Pac-Man*, *Asteroids* and *Phoenix*. In those halcyon days, gameplay was king, and although these games might look like prehistoric relics to today's Adidas-wearing young whipper-snappers, they contained more fun than a million *Tomb Raiders* [Don't exaggerate: Ed].



As you can see, George from *Rampage* is glad to be back!

This continued throughout the Eighties; the NES brought more sophisticated games into the home, but the arcade was still the place to catch the hottest new titles. Now, as we enter the new Millennium, Midway has packaged some of their Eighties classics together on one wallet-friendly PlayStation disc, and I'm happy to report most have passed the test of time and can still bring the office to a standstill in the Year 2K.

Remember *720°* – a skateboarding game that required you to skate around various parks, performing tricks to make money and improve your board? Whilst the graphics might not be as mind-blowing as you remember them, it's still highly playable and a lot of fun. *Rampage* sees you taking the role of a classic movie monster and causing mass destruction around the city; it's a touch one-dimensional, but still a laugh.



Oh, the memories come flooding back...



This is *Toobin'* – this is rubbish.

It's a Smash!

Smash TV features a futuristic game show where survival is the name of the game, and is a title that resurrected a million stories from members of the extreme crew. Now we're really getting to the kings of the old school...



Two words – *Super Sprint*. Oh, I can see the arcade cabinet now, a beautiful piece of machinery featuring three steering wheels and glorious multiplayer japes. Amazingly, it's still as good today as the day you last spun that wheel in frustration, having been beaten by your big-headed mates.

For me, the highlight of this package is *Klax*, a simplistic but devilishly-addictive puzzle game designed to cash in on the success of *Tetris*, which involves dropping coloured tiles into a grid, forming Klaxes, ie. groups of three of the same colour. Still one of the greatest games ever made, this collection is worth the money for *Klax* alone. Pure genius.

So there you have it; with the exception of *Toobin'*, which I've failed to mention as it was always rubbish anyway, the *Arcade Party Pak* is a great collection of pure enjoyment. Now if you'll excuse me, I can hear *Klax* calling...

Kendall Lacey

"...*ARCADE PARTY PAK* IS A GREAT COLLECTION OF PURE ENJOYMENT..."



extreme

UPPERS
Klax!! • Addictive • Pure history

DOWNERS
Only for older players • Simplistic gameplay • *Toobin'*

87%

NHL FaceOff 2000

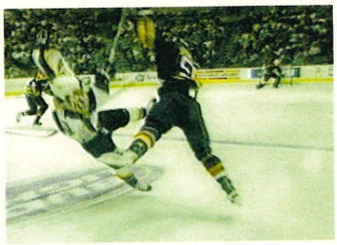
Kendall puts on some serious padding to avoid getting crushed to death... God bless America!

extreme INFO:

Publisher Sony CEE/989 Sports
Developer Solworks **Genre** Sports Sim
Released Mar 2000 **Version** PAL
Price £29.99 **Players** 1-8

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- MULTI TAP





What would hockey be without violence?

Oh look, here comes another ice hockey game. Now don't get me wrong, I love ice hockey titles, and often enjoy marathon games of *NHL 2000*. Sometimes, though, you have to wonder how many of these games we actually need. What can *NHL FaceOff 2000* give us that we've not seen a million times before?



The coach of the Detroit Red Wings, Scotty Bowman, has co-operated fully to attempt to make this the most realistic hockey game on the market. Because of this, the game features some original touches. The computer's AI is particularly impressive, with the forwards always ready to catch a rebound or pounce on a mistake. The goalies are also highly responsive, stopping the puck with their stick, chest or glove or merely by blocking it or kicking it away.

"...A DECENT ICE HOCKEY GAME, RECOMMENDED IF YOU DON'T ALREADY OWN ONE..."



Get ready for a super-slapshot!

Caught on Camera...

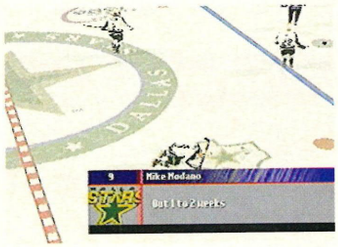
NHL FaceOff 2000 uses a multitude of camera angles, including a non-intrusive new action camera which zooms in and out to follow the play in all its craziness. As well as this, there are close-ups of scoring players and a selection of amusing extras, such as the audience throwing their headgear onto the ice if a player manages to score a hat-trick.

Statistics fans are also well catered for, as you can instantly call up which team has scored the most goals, had the most shots, scored the most goals in one period or suffered the most penalty minutes. Also the teams can be altered – you can sign new players, release your sportsmen, trade with other teams and even create your own superteam.

Make Me A Star

A decent feature of *NHL FaceOff 2000* is the ability to change all the attributes of any player from any team, from his speed to his name. Who could resist pitting Albarn against Gallagher, or Sony against Sega?







One thing you notice about the *NHL Face Off 2000* is how fast the action is, and it's obvious a great deal of time has been spent on making the physics spot-on. The commentary is good, featuring the usual array of bizarre American statements. One problem with the game is how bright the ice is; it tends to dazzle severely, especially if you're playing with the overhead camera.

Overall *NHL FaceOff 2000* is a decent ice hockey game, recommended if you don't already own one, but not exactly an essential purchase for owners of other versions.

Kendall Lacey

extreme

UPPERS
Very fast • Creation mode • Realistic

DOWNERS
Ice glare • Very American • Another one?

79%



Star Ocean: The Second Story

extreme INFO:

Publisher Sony CEE **Developer** Enix
Genre RPG **Released** Mar 2000
Version PAL **Price** £29.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**



Role Up...

The game gives you the opportunity to play as either of these characters, so you can choose to be the feisty young lady or the traditional blonde hero.

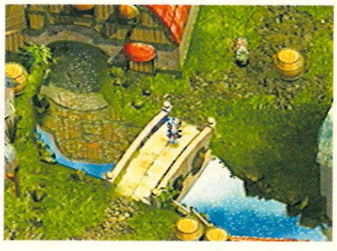




This is ground control to Major Kendall...

Space, the final frontier. These are the voyages of the Starship Kendall-prise. To boldly go where Gene Roddenberry has blatantly gone before. Well, that's the first thing that hits you when you start to play *Star Ocean: The Second Story*. The introduction, whilst stunningly beautiful and suitably epic, does a fair job of ripping off the opening to the *Star Trek: The Next Generation* television show, right down to the design of the ship and the shimmering effects as it goes into hyperspace.

Luckily, the game merely uses this as a starting reference point and then expands into an involving and enjoyable RPG adventure. When you begin, you're a new Ensign on your ship and have been beamed down to investigate a planet's surface. Chancing upon a mysterious dome, your party ventures inside and begins to explore. You, being a cock-sure young whipper-snapper, take fewer precautions than the rest of the party (which includes your father, a great space hero who became a Commodore at a very early age), and when you stumble upon an unknown object you decide to check it out and are sucked through a space vortex which then dumps you on an alien planet, a long way away from the rest of your crew.

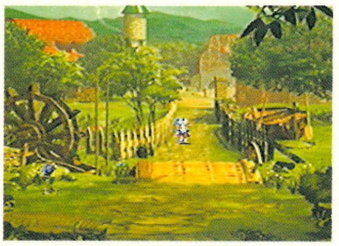


This is where your adventuring begins, as you try to discover exactly where you've materialised, and soon you are in the midst of great drama and battling many foes.

Let Battle Begin...

The battle system can be tweaked to your specifications, making it as complex or simple as you wish, and each fight gives you experience points and takes you to the next level, á là *Final Fantasy*.





■ Look at that detail.

Anyone familiar with RPGs will find much recognisable here, but the quality of the presentation takes it to a level sadly lacking in many other titles of this kind.

"...THE GRAPHICS ARE **STUNNING...**"

The graphics are stunning, and the great detail and shading throughout continue to surprise and delight. Even more impressive are the sound and music, which provide a full 3D aural blast that surrounds the player and drags you into the game's world.

Star Ocean: The Second Story is a vast, atmospheric adventure with fantastic graphics that's certainly worth looking out for. If you're looking for a big, exciting, er, trek, then look no further.

Kendall Lacey

extreme

UPPERS
Lush graphics • Great soundtrack • Involving

DOWNERS
Steals from Star Trek • More RPG than sci-fi • Long-winded

82%





Rally Championship

Time for Kendall to embark on a relaxing country drive. Or perhaps not...

extreme INFO:

Publisher Electronic Arts
Developer Actualise
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- STEERING WHEEL

What a great period this is for fans of the driving genre. First we had the sublime *Gran Turismo 2* to eat away our lives and *Colin McRae Rally 2* is on the horizon, but now another great game has reared its head.

The first thing that you notice about *Rally Championship*, after you have learned not to crash into everything, is the speed of the game. This may be the fastest rally game so far, and this adds to the excitement and also gives an arcade thrill to the simulation. It's not just the pace of the game that hits you, though – the graphics are excellent. In fact, looking at the highly-realistic detailed backgrounds, many in the office mistook this game for a Dreamcast title. As you drive over the hills, you can see mountains and forests in the distance and the sky changes colour depending on the conditions too. Each new course is given an extra challenge by the varying weather, which ranges from being slightly overcast to racing in a full-on snowstorm. If you play the game using the in-car view, to help you see better, the Triangle button turns on your windscreen wipers, which is a great detail and typical of the depth on offer throughout.

Horsepower...

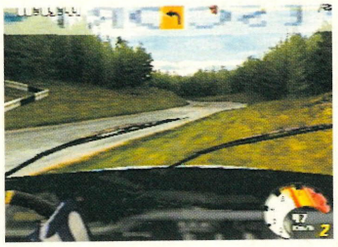
The courses are increasingly tough, and championships must be completed before the next rally can be unlocked. You can choose to play the Arcade Mode, where you must finish in a certain position to progress to the next level, or you can throw yourself straight into a Championship, where your time on each track is all important.

You can get a feel for the tracks before you take this challenge by opting for a Time Trial Mode, which is a good place for the beginner to start as it gives you an idea of the handling of the cars, which is very intricate and sensitive, so don't be surprised to find yourself flying off the tracks or even upside down as you take the corner rather too quickly in your first few games.

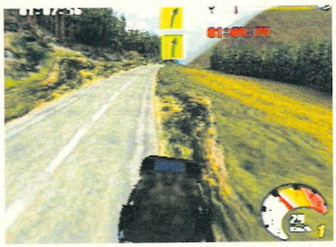
With a multitude of courses and a great selection of cars available, *Rally Championship* certainly delivers the goods and is highly recommended for boy racers everywhere. Should keep the speed demons off the road, at least until the release of *Colin McRae Rally 2* in the near future.

Kendall Lacey

"...HIGHLY RECOMMENDED FOR BOY RACERS EVERYWHERE..."



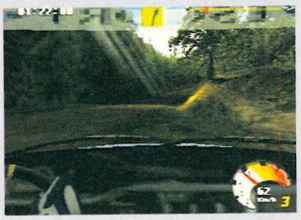
Get back on the road!

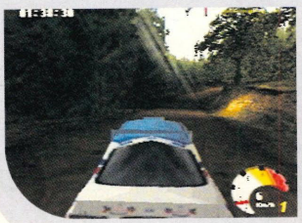


Crashed again. Must grumble...

How Lovely...

Here's an example of the excellent graphical touches that fill the game. Just look at the sun breaking through the trees. If only you had time to stop and enjoy it...







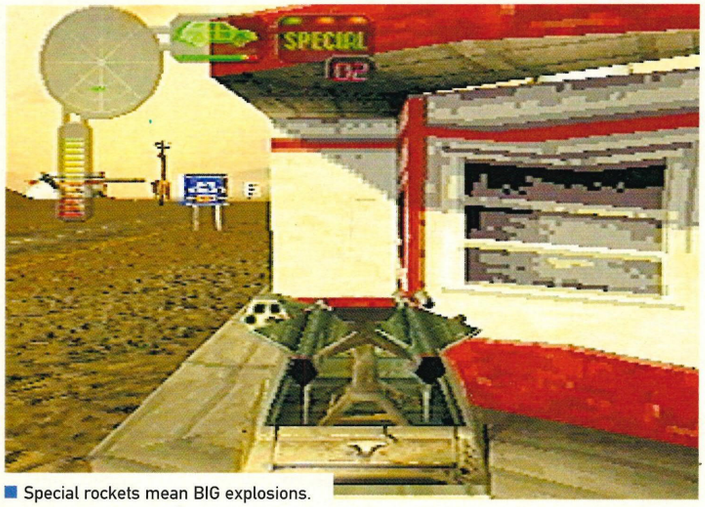
Everything must snow...

extreme

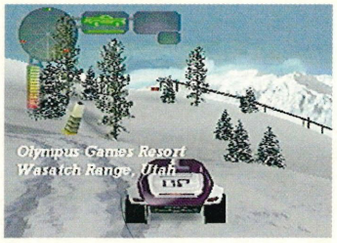
UPPERS
Plenty of courses • Good graphics • Very fast

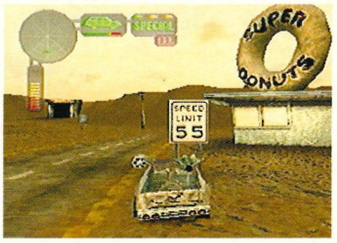
DOWNERS
Tough • No Colin McRae • Difficult handling

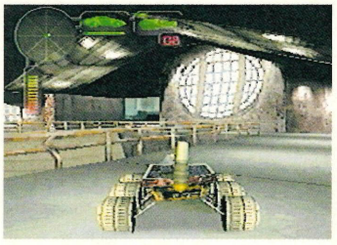
88%



Special rockets mean BIG explosions.









extreme INFO:

Publisher Activision
Developer Luxoflux
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

Vigilante 8: 2nd Offense

Getting back behind the wheel again, Kendall makes sure his seat-belt is fastened...

Some games treat motor vehicles with too much respect. This is definitely not the case with *Vigilante 8: 2nd Offense*, though; by the end of your game, your car more than likely looks like something that's been chewed up and spat out. The action takes place in arenas where only the strong survive, and everyone is out to cause you a serious amount of grief. Luckily, the terrain is strewn with power-ups and super weaponry, ranging from small guns to huge rockets.



The single-player game offers a choice of three modes of play. Arcade Mode allows you to choose your enemies and arena, and the Survival Mode is similar, but the idea is to destroy as many opponents as possible before you're eliminated yourself.

Whilst time has been spent thinking up imaginative characters and locations, the game is let down by its tragically dated graphics, which leave the arenas looking ugly and lacking in atmosphere. Graphical glitches are common and annoying, and the whole presentation gives the impression that the game was rushed out before it was ready. There's some enjoyment to be had in the two-player Versus Mode, where you can face off against a friend, and the Quest Mode can also be played multiplayer, but it's still as dull as the solo version and unlikely to keep your attention.

Overall, *Vigilante 8: 2nd Offense* is more likely to annoy than entertain, and the chances of you wanting to play it over a long period of time are severely low. In a world that has the sublime *Driver*, there's little reason to buy this.

Kendall Lacey

"...THERE'S LITTLE REASON TO BUY THIS..."

Spirit of Adventure

The Quest Mode requires you to complete a number of tasks given to you at the start of each new level. These range from destroying certain buildings or enemies to locating specific power-ups around the arena. If you're successful here, you're rewarded with new playable characters and original vehicles. Unfortunately, the missions quickly become pretty repetitive, and there's little satisfaction in completing one mission, only to be faced with a similar task.

extreme

UPPERS
Cool characters • Good weapons • Funky soundtrack

DOWNERS
Little variety • Grainy graphics • Nothing new

43%

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extreme PLAYSTATION

"..new style digital pad is second to none." "..pure quality.."
"..one of the best joypads around."
".. feels great and plays just as well."

Rating 9/10

PLAY

"...a serious gaming accessory"
"sexy!"

Rating 5/5

★★★★★

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International Track & Field 2

extreme INFO:

Publisher Konami
Developer Konami **Genre** Sports Sim
Released Mar 2000 **Version** PAL
Price £29.99 **Players** 1-4

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- MULTI TAP

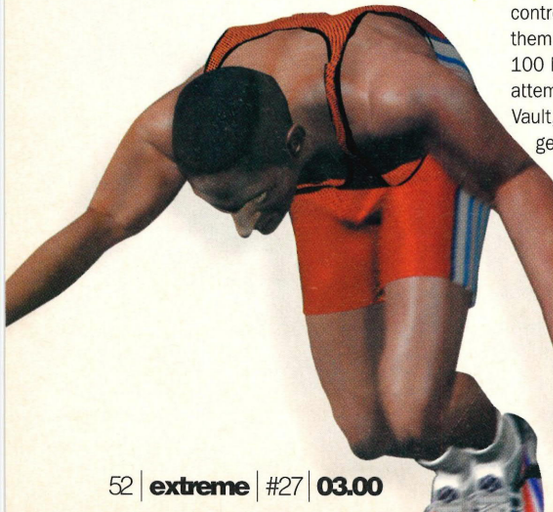
Normally Kendall is a music-obsessed couch potato, but not today!

The original *International Track & Field* could well be up there as the greatest Multi Tap back-from-the-pub challenge ever. All around the country, people would stumble in at 11.30 and instantly reach for those controllers to try and set a new pole-vaulting world record, even though they couldn't actually focus on the screen. *International Track & Field 2* continues the addictive fun, with a host of new events ready to be mastered. The game has been updated without ruining what made the first game so brilliant.



***International** Track & Field 2* allows you to tackle the 13 events in any order you wish, making the game a good challenge without getting too annoying. If you're having severe trouble with a particular event, you can leave it and come back to it later when you're not quite so irate.

The events themselves are extremely varied in terms of the control system and how you master them, meaning that some, such as the 100 Metres, may be perfected on first attempt while others, like the Horse Vault, take some practice before you get the marks needed to qualify.

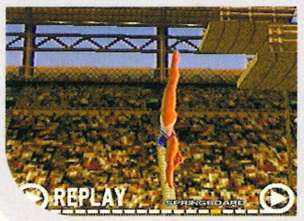


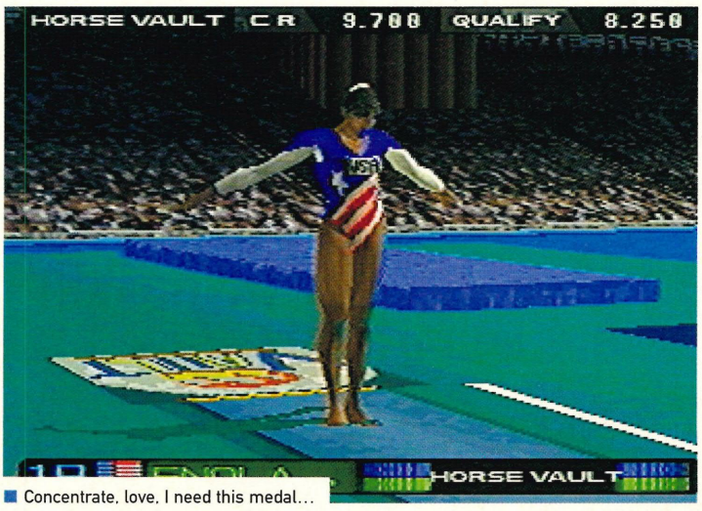
Ace Athletics

The aforementioned 100 Metres is the most traditional of the events here, and the natural place to start, as all it requires you to do is the classic button-bashing actions of hitting Square and Circle as fast as you can to spur on your pixellated champion. (Can I say at this point, that anyone who uses an autofire joypad on this event or hits the buttons with a chunky marker is nothing more than a big fat cheat and should be

Play It Again...

After each of your efforts, you're shown a television-style replay of your attempt, so you can either wallow in your defeat or, in the case of this fantastic dive, gloat till your heart's content.





Concentrate, love. I need this medal...

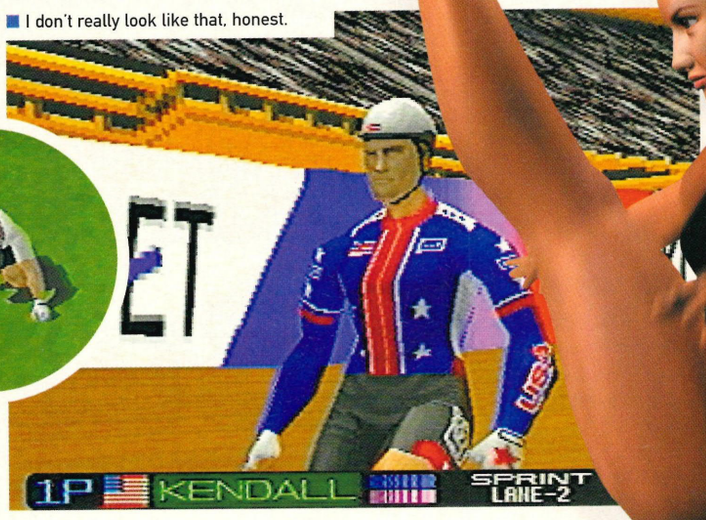


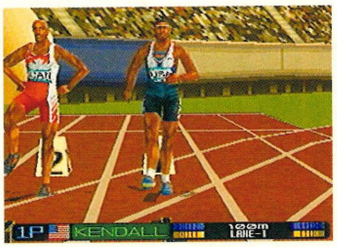
Stop! Hammertime!

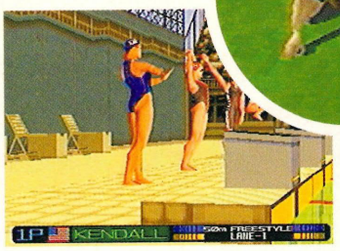




I don't really look like that, honest.







disqualified from every championship – you know who you are....)

Long Jump requires the same button-bashing prowess, but it also takes skill to get the correct angle for your jump as well as determining where to take off from without crossing the line. After much failure and shouting, I also discovered you have to time your landing correctly in order to get the extra length necessary to qualify. This is a classic example of how the game keeps its arcade thrills whilst also requiring different skills to continue.

Hammer and Nailz

Hammer Throw is a tricky beast, as you must spin around and then not only throw the hammer at the correct time, but also get the angle right to achieve a decent distance. You'll probably find yourself leaving this till last in single-player mode, then watching in horror in multiplayer as one lucky athlete somehow manages to hurl it to victory.

The Javelin is another survivor from the original, and it's always one of the most fun events, as you time the speed and angles to perfection to go for the record.

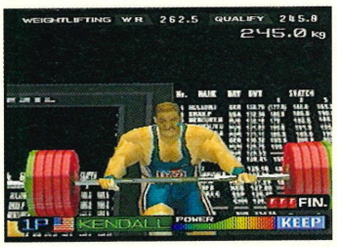
"...AS A MULTI-PLAYER GAME IT BECOMES AN ESSENTIAL PURCHASE..."

The Pole Vault event is familiar to players of the original game, but newcomers may find it tough to get to grips with. Persevere, though, as there can be no bigger thrill in this game than being handed the joypad by a smug friend who has just set the world record on his last jump, just to watch his smile evaporate as you go just that little bit higher...

Weightlifting is certainly a complex beast. It involves button-bashing and also timing to first launch the weight into the air, and then to keep it there for the requisite time. Strategy comes into play here; do you go for a really tough weight first in order to push for the lead, or do you merely go for the qualifying weight and hope no one else is any stronger?







The Cycling events are very tough as they require you to keep up your high speed over long distances, meaning your arms soon feel the strain and you end up being beaten just on the last corner by someone with a sudden burst of energy.

The Swimming and Horse Vaulting events are similar and both very challenging, as you get to choose the difficulty of your trick or dive; the harder it is, the more points are available.

Which brings us to the only down point of the game; Canoeing. This earns its own boxout by being completely different from the rest of the game, and no fun at all.

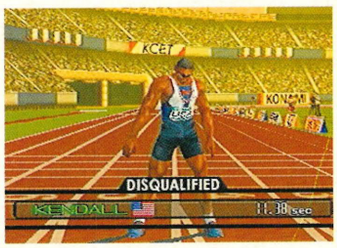
International Track & Field 2 is an old-style game that mixes various skills with good addictiveness. In one-player mode, the game is highly recommended as you try to beat your records, but as a multi-player game it becomes an essential purchase. Just remember, if anyone tries to bring out the pens, you know what to do...

Kendall Lacey

One Bad Bit

Whilst all the other events are highly entertaining, the Canoeing has absolutely no plus points. The control system is much too difficult and soon leads to frustration. Why, Konami, why?





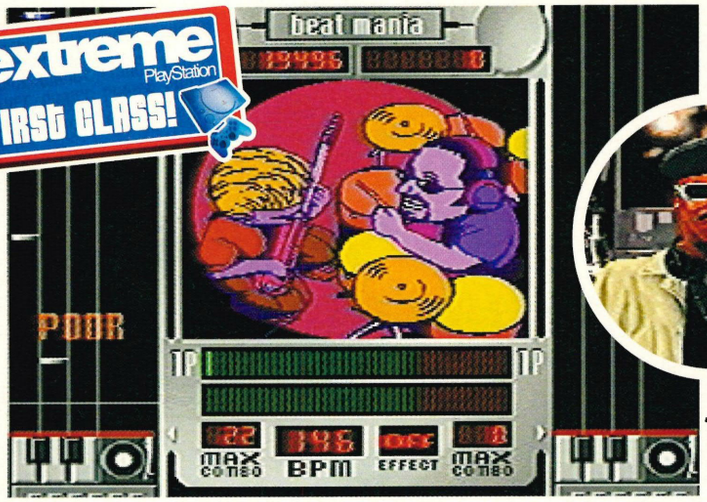
I'm crushed.

extreme

UPPERS
Plenty of events • Multi-player fun • Good learning curve

DOWNERS
Canoeing • Arm strain • Causes sleepless nights!

88%

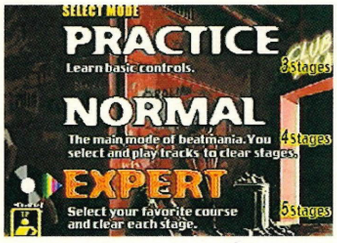




extreme INFO:

Publisher Konami **Developer** Konami
Genre Music Game **Released** Mar 2000
Version PAL **Price** £49.99 (with controller)
Players 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- BEATMANIA CONTROLLER



Pop Scene

Beatmania **boasts its own unique control system, which is an exact replica of the original arcade version. All over Japan, arcades are brimming with cool kids scratching themselves silly...**



Beatmania

The Smiths told us to 'Hang the DJ', but Kendall has other ideas...

Originality; a beast rarer than the dodo. Whenever anyone comes up with something new, a few weeks later the market is swamped with second-rate carbon copies of someone else's ideas. In Japan, *Beatmania* was a phenomenon. Arcades around the country were avalanched with people wanting to play this new coin-op, and soon a whole new style of game was born, leading to a multitude of offshoots and taking the *Beatmania* game into every musical genre. Soon the home version arrived, complete with its own control system to make the experience as close as possible to the arcade thrill. Handheld versions followed, but this country had still not experienced the addictive novelty.

Now, finally, Konami have unleashed the game in a new Euro-friendly version which changes all the music from Japanese pop idols to our own dance heroes such as Moloko and the excellent Les Rhythmes Digitales. These changes in no way distract from the original quirky charm of *Beatmania*, and the game still has a distinctly madcap Japanese feel.

"...THE **ONE-PLAYER** GAME IS ENOUGH OF **AN INCENTIVE** TO BUY ***BEATMANIA...***"

Hit That Beat...

The basic idea of *Beatmania* is that you must tap buttons in a particular order, in time with the lines on the screen. This keeps the beat and tune of the music going. Hit them in the wrong order or out of time, and you soon find yourself listening to a terrible screaming cacophony of noise, not heard since the Macy Gray album. Also, you're trying to get combos going, and the game notes how many correct hits you get in a row, giving you something to aim for even when you get very good at the game.

There are three levels in the one-player game. Choose the Practice

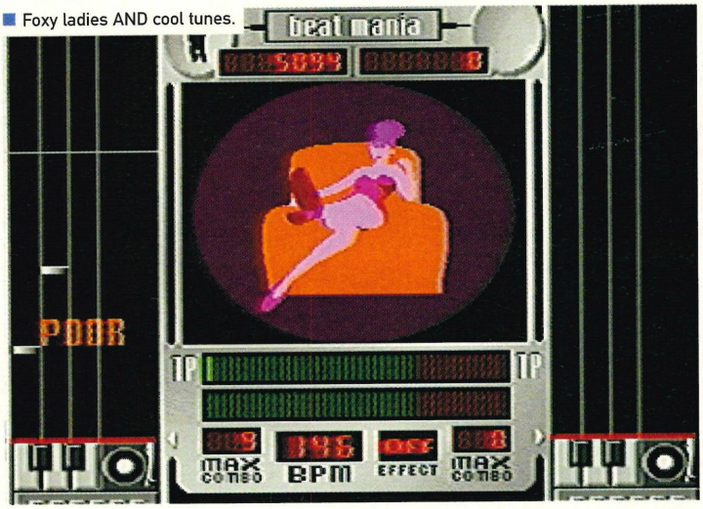


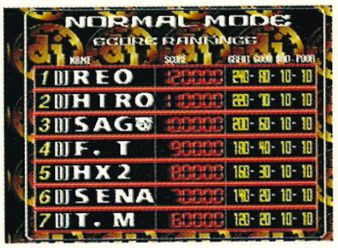


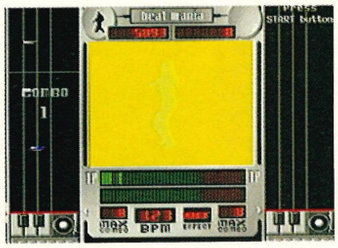


■ Everyone's a critic!

■ Foxy ladies AND cool tunes.











Mode and you're first greeted by a funky-smooth DJ who explains the basic controls of the game, and gives you a chance to try out simple combinations before you tackle complete songs. Once he's satisfied you're proficient enough, you enter the game proper, but in this mode the tasks are relatively easy with logical sequences of hits.

The other two modes are Normal and Expert. In Normal you have four different categories of music to master, and in the Expert version there are five. The first stage is classic garage, which is the most simple screen, even though those in this office will testify that Moloko's 'Sing It Back' has had some serious remix action going on.

The game then gives you the option to choose your next musical genre, with Trance and Breakbeat being amongst the relatively simple, leading up to Japanese Bigbeat and Balearic Anthem modes, which are five-star frantic screens where you need quick reflexes from start to finish to have any chance of qualifying. Luckily, *Beatmania* is so much fun that, rather than getting frustrated when you fail, you instantly want to play again, and later, when you achieve success, you want to play again and beat your score. The game also gives you a rating after each game, and so this is something else to try and improve on.

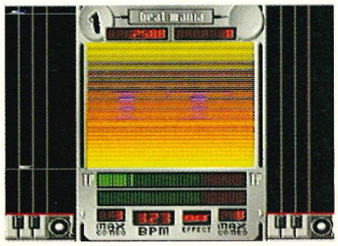
■ Help, I'm quacking up...





"...DOES BECOME TRICKY AT TIMES WHEN THE ACTION GETS MANIC..."





Top Choonz

The one-player game is enough of an incentive to buy *Beatmania*, but you also get a two-player version where you can battle it out against a friend to become the king of the DJs. The game also features some crazy visuals which are constantly changing throughout the game, depending on your level of skill and also the genre of music you're undertaking. These range from lasers and strobe effects to dancers streaming across the screen in time with your beats.

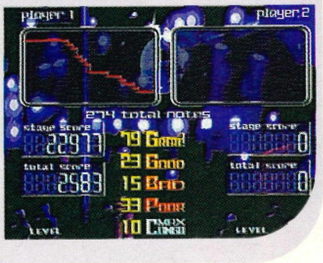
The game is perfectly playable with a normal joypad too, although it does become tricky at times when the action gets manic. With a bit of practice with the *Beatmania* pad, you should be scratching away with the best of them, and you can guarantee that once you start playing, it takes a lot of effort and self control to tear yourself away from this brilliant game.

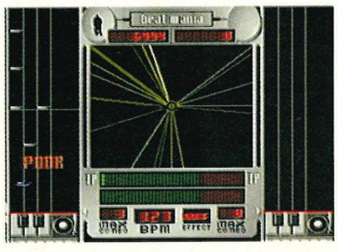
Converts to the cause should note that Japan is already enjoying the delights of *DrumMania*, *Keyboard Mania*, *Guitar Freaks* and many others, so prepare for a rhythm action explosion in the near future. For now, though, *Beatmania* will do just fine. In the words of the great David Bowie, 'Let's dance'. If S Club 7 need any remixes, I am available.

Kendall Lacey

Funk Soul Brother?

The game records all your achievements, and then spews them out, telling you exactly whether you're the new Fatboy Slim or destined for a career in Black Lace. Obviously I rock harder than Marilyn Manson. No, really....







extreme

UPPERS
Original • Highly addictive • Funky tunes

DOWNERS
May drive you mad • Hard to master • Very Japanese

90%



Vandal Hearts 2

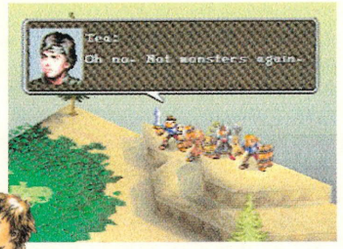
extreme INFO:

Publisher Konami
Developer Atlus Software **Genre** RPG
Released Mar 2000 **Version** PAL
Price £34.99 **Players** 1

- **MEMORY CARD**
- JOYPAD

Forget fancy FMV – for Sorcha, stats, classes and turn-based battles still rule the RPG kingdom...

If *Final Fantasy VII* and *VIII* undoubtedly changed the face of adventure gaming. Utilising a combination of graphical flair, emotive characterisation and accessible gameplay, Square generated an enormous following for their titles, appealing to gamers who'd never previously considered playing RPG titles. In contrast, *Vandal Hearts 2* comes from an older RPG tradition, one which values gameplay over gloss (which Square themselves explored with the excellent, though sadly import-only, *Final Fantasy Tactics*). But whilst *Vandal Hearts 2* won't win acclaim for fantastic FMV sequences or stunning 3D graphics, its simple presentation and structure hide an incredible depth of engrossing strategic gameplay.

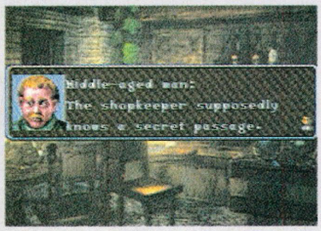


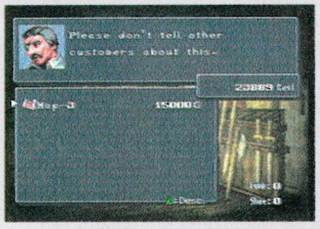
■ What d'ya expect in an RPG, mate?

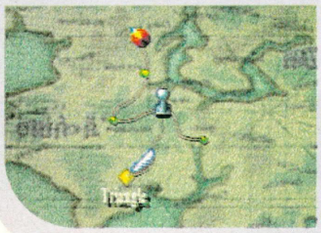
But first for the obligatory heroic plot, which details the usual range of dastardly goings-on. In brief, you take the role of a young peasant boy named Julius (by default – you can pick your own suitably daft moniker), who lives in a sleepy village in the far north of the Kingdom of Natra. This country is thrown into turmoil when the righteous King Natra is assassinated by his wife, Queen Agatha, and her lover, Cardinal Ladorak. The evil duo then install the Young Prince Franz as a puppet king and busy themselves with slaughtering their political enemies –

Thief Taking

Extra battles are hidden within *Vandal Hearts 2*, but you have to hang around pubs talking to strange men if you want to find them. Talking to everyone on the City/Village Screens is essential: here a middle-aged man in Luxor Tavern tells you the local shopkeeper knows the location of a secret thieves' hideout. A lot of shopkeeper-nagging later and you're the proud owner of a secret map. Now pop to the World Map and you can access a new battle location – and find some cool items.







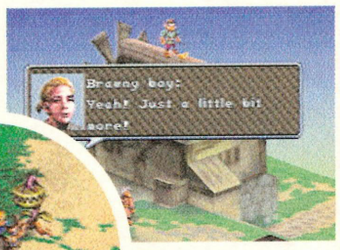




■ Giant man-eating plants are no match for a boy with a big sword and his fairy friends.

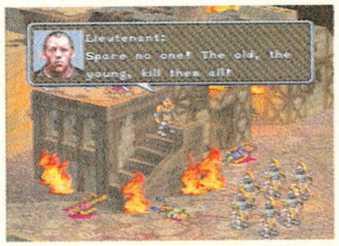
■ The dual-turn battle system speeds up combat and gives battles an extra edge.



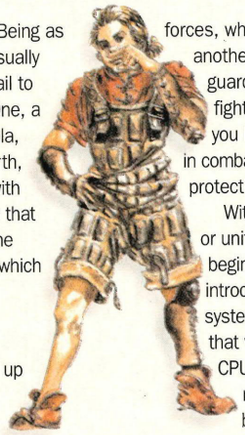








and all those who help them. Being as inefficient as wicked tyrants usually are, the Queen and Cardinal fail to wipe out all their enemies... One, a valiant swordsman called Nicola, manages to escape to the north, where his chance encounter with Julius starts a chain of events that ultimately thrusts Julius into the unlikely role of a young rebel, which is where you step in.



World of War

The game is essentially made up of three types of section; the World Map, City/Village Screens where you buy and sell items and gather information, and the main hub of the gameplay, the Battle Screens. These are interspersed with cut-scenes which continue the plot. The World Map screen displays your current position, with locations you can visit indicated by different-coloured dots: blue ones mark the City/Village Screen, orange dots show an event location (usually a battle) and green dots mark free battle areas, which you can pass through, or enter to fight and build up vital experience points.

The basic battle system is simple enough. First, the conditions for victory and defeat are displayed. Winning usually entails killing all of the enemy forces, whilst you lose if Julius – or another character you must guard – is killed. This gives the fights an interesting twist, as you balance engaging the hero in combat to win experience, with protecting him to prevent defeat.

With all your team members or units in place, the battle begins. *Vandal Hearts 2* introduces a new 'dual turn system' of battle, which means that when you move a unit, a CPU controlled enemy unit moves simultaneously, with both moves displayed via a split screen. Initially this can be frustrating, as your carefully-planned death blows swish through thin air as the enemy out-manoeuvres you, but it's possible to learn to predict your opponents' moves and once mastered, the dual turn system adds an extra element of strategy to play – and strategy is what *Vandal Hearts 2* excels at.

"...VANDAL HEARTS 2 IS AN EXCELLENT TITLE WHICH FANS OF STRATEGY-BASED RPGS WILL GO CRAZY FOR..."

Tricky Tactics

It's not simply a matter of moving and attacking. There are many other factors to consider, such as the terrain you're fighting over, the weapons, armour and accessories you equip and the choice of skills you get them to learn. There are six 'elements' in *Vandal Hearts 2* – Fire, Ice, Thunder, Holy, Wind and Darkness – which apply to weapons and armour, giving users certain skills and resistance to elemental attacks. Coupled with this, armour and weapons carry 'techniques', skills and magic which are accessible after the equipment has been used a certain number of times. The techniques vary from magical attacks to healing magic, and mastery of a wide range of these is essential to success. In a similar style to the way materia functioned in *FFVII*, techniques can be transferred, allowing you to build up a customised weapon equipped with all your favourite techniques – a nice touch.

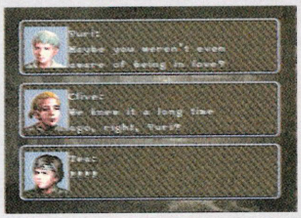
On top of this comes the selection of weapon types you can buy or find, from long-distance bows and magic wands to short-range axes and swords, plus the armour classes, with magic robes, winged armour and plate mail on offer. Put together, these factors offer a complexity which guarantees there's no 'correct' way to win, and learning the best combination of equipment and tactics provides many happy hours of gameplay.

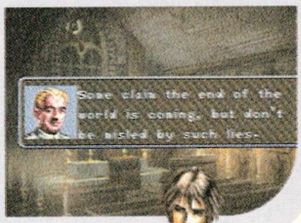
So to the tricky matter of a final verdict. Games like this have a loyal following, and for fans the slow trickle of PAL releases makes most RPG titles essential buys. *Vandal Hearts 2* is an excellent title which anyone keen on this genre, and fans of strategy-based RPGs in particular, will go crazy for. However, if your interest in RPGs has been sparked by slick epics like *Final Fantasy*, the lack of instant appeal here might put you off, which would be a shame, but deduct at least ten points from the score. For the rest of us, *Vandal Hearts 2* has it where it counts – in the gameplay department. Get ready for sleepless, battle-filled nights.

Sorcha Fenlon

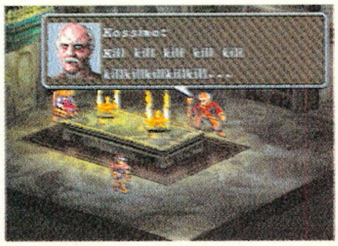
Guess Who?

The one niggling part of *Vandal Hearts 2* is the use of dodgy passport photo-style pictures of the characters to 'liven up' their speech bubbles. Apart from the fact that these shots generally look pretty daft, they're also totally static, keeping the same expression whether the character's laughing, shouting or dying.











extreme

UPPERS
Engaging plot • Hours of gameplay • Deep strategy

DOWNERS
Basic graphics • Simplistic structure • Deep strategy

86%

AS FROM NE

THIS...



SAME TEAM, SAME MAG, SAME ATTITUDE, SAME OUTLOOK...

...DIFFERENT NAME!

From next month, extreme PlayStation will simply be known as extreme.

NEW NAME, STILL AHEAD OF THE GAME!

extreme

THE MAGAZINE FOR **PLAYSTATION** GAMERS

ISSUE 28 ON SALE 23.03.2000

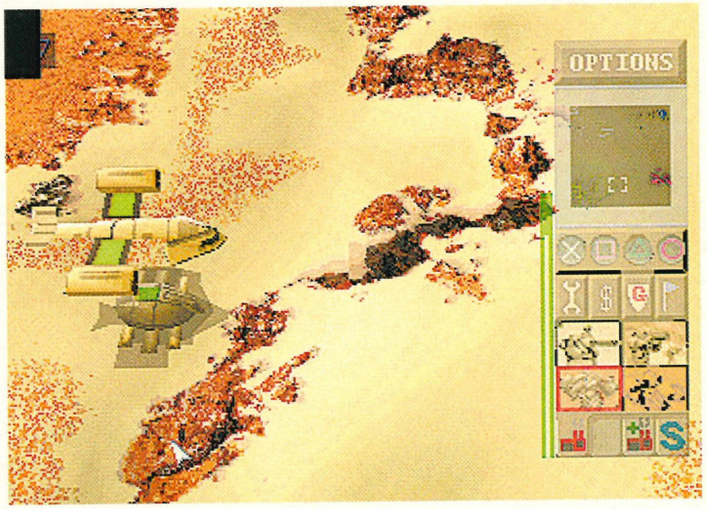
XT MONTH...

...BECOMES THIS!



Covers illustrated are for logo demonstration purposes only





Looks familiar, doesn't it?

extreme INFO:

Publisher Electronic Arts
Developer Westwood Studios
Genre Strategy Game
Released Mar 2000 **Version** PAL
Price £34.99 **Players** 1-2 (via link cable)

- **MEMORY CARD**
- MOUSE
- **LINK CABLE**

Dune 2000

Just what the PlayStation needs – old PC games ported across with the minimum of effort, and a £35 price tag to boot. We send Simon to clean up the mess...

There are, on the face of it, some compelling reasons why *Dune 2000* should be a first-rate piece of gaming entertainment. It originates, for instance, from Westwood Studios, the home of the *Command & Conquer* series, which includes some of the finest strategy games on the market. It's also the follow up to *Dune 2*, a hit on the Commodore Amiga computer (and that's going back a bit), which was widely credited with kick-starting the real-time strategy genre as we know it. And yet, as you'll have realised if you've taken a glance at the score, *Dune 2000* isn't very good at all. Let's not beat about the bush – in the harsh, modern world of PlayStation gaming, it simply doesn't cut the mustard.

Still, it's not for the want of trying. The set-up is intriguing, with cut scenes dripping with detail, outlining what is effectively a three-way scrap between three 'houses'. You fight across numerous landscapes, with the ultimate goal being the acquisition of spice and the destruction of your enemies.

Down to Business...

And so the proceedings get under way. Before each level, you're presented with a cut scene where you get your orders (which vary depending on which of the three houses you've selected to play), and then you're left on the playing field to get to work. As you'd expect, from here it's very much *Command & Conquer* territory, combining the resource management and action strategy elements that made *C&C* so popular. There's plenty to consider too. For instance, there's little use building heavy buildings straight onto sand, as they're going to need concrete foundations. Then you have to work out whether your spice would be best spent on new buildings or generating new units. You could also build another refinery, which allows you to gather spice more quickly. Or perhaps you'd like to stick together a huge army and go and kick seven shades of shit out of the opposition? Predictably enough, you're going to need to combine all of these to win the game.

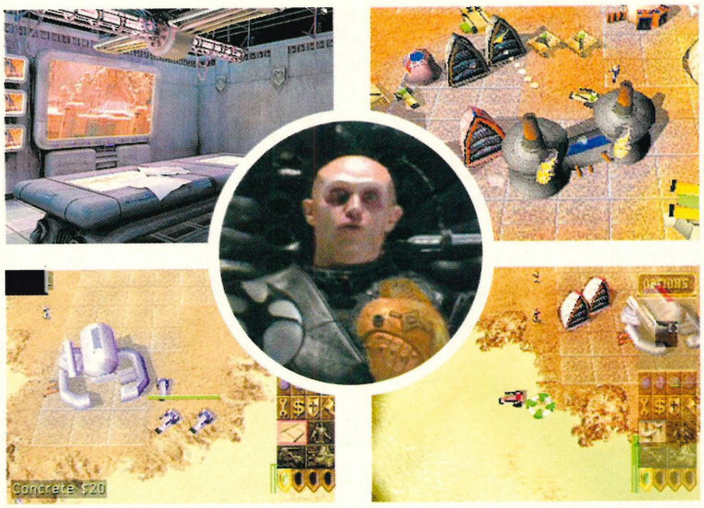


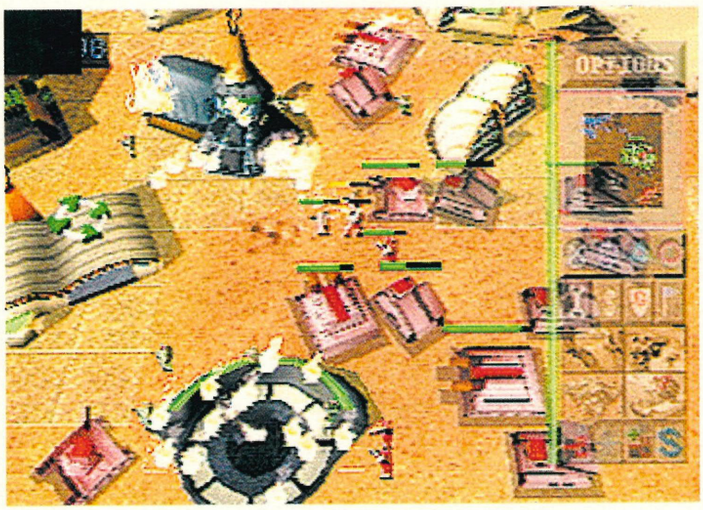
"...*DUNE 2000* IS A DECENT ENOUGH GAME..."

Now when it was released on the PC in Summer 1998, *Dune 2000* had a bit of a rocky ride. Punters were busily anticipating the arrival of *Command & Conquer: Tiberian Sun*



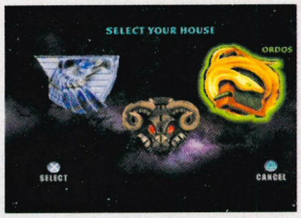






(although they had a long wait in store), and the critical drubbing the game got is perhaps unsurprising.

The Houses Of Dune



Before you get into the action in *Dune 2000*, you're going to need to pick your house, and you've got these three to choose from...

HOUSE ATREIDES
Insignia: The Hawk
Prosperous, and boasting a strong air force, the House of Atreides also has quality vehicles and loyal troops. A generous and noble race, they're heavily committed and desire peace and honour. More likely to adopt a defensive stance than be the aggressor, but whilst they favour diplomacy, they're still a worthy foe.

HOUSE HARKONNEN
Insignia: The Ram
This lot aren't so pleasant, and derive from a world that's heavily industrialised and more than a little toxic. Their strengths are clearly driven around brute force and the acquisition of illegal weaponry (complete with ruthless execution), and it's fair to say that they're a cruel lot. Violence and fear are second nature, and the troops live under a legacy of fear.

HOUSE ORDOS
Insignia: The Snake
A mysterious race, emanating from a remote and ice-laden world. Their key advantage is their enormous wealth, which can easily afford the kind of forbidden goodies that quickly make mincemeat of the opposition. They employ mainly mercenaries to fight their battles, but other than that they exist under a cloak of secrecy which makes this lot the surprise package of the three. Spooky...

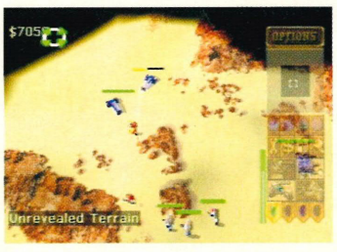
After all, *Command & Conquer: Red Alert* was a superior real-time strategy experience, and that was released well before this. Truth be told, *Dune 2000* is a decent enough game, with a relatively long-lasting challenge and enough to sustain the interest for dedicated strategy fans. But what on earth is it doing on the PlayStation?

It's a question that the game never manages to satisfactorily answer. It's been nearly 18 months since PC owners got their paws on *Dune 2000*, and the hope would be that in that time we'd see some fundamental improvements and enhancements that'd instantly endear the game to the PlayStation crowd. It was not to be. Instead, we get messy visuals (with the exception of the strong cut scenes), and a control system that's fiddly to the point of frustration.

Visually, we're well aware of the argument that strategy games viewed from a forced overhead angle are never going to be works of art. That's fair enough. But we can't help feeling pity for anyone who's off to Vision Express in no time thanks to having to play this game on a 14" portable. Last issue's *Railroad Tycoon 2* was a worse offender, mind you.

Control Freak

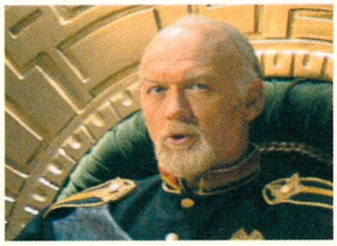
Control-wise, this is exactly the kind of game that benefits from the PC's keyboard/mouse combination. The mouse option is supported, and we wouldn't recommend playing *Dune 2000* without one. In one swoop, it addresses the major problems we had playing with the standard joypad, where the constant jump between the main action screen and the menu bar on the right of the screen left us vulnerable when the enemy troops started to attack.

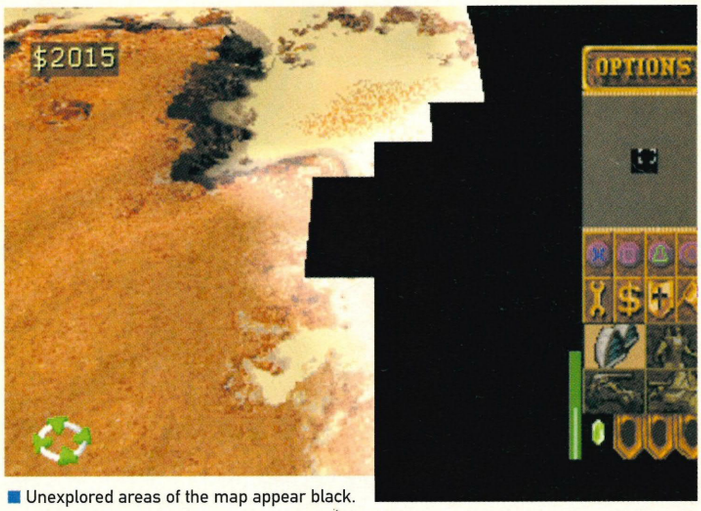


"...IT'S NOT IN THE SAME LEAGUE AS *RED ALERT*..."

It's conclusion time now anyway, and it'd be easy to dismiss *Dune 2000* straight out of hand as the old, unimpressive PC port it undeniably is. But here's a message for the dedicated real-time strategy fan out there, who's completed the *Command & Conquer* games and is looking for a new challenge – this is worth at least a rental. It's not in the same league as *Red Alert* by a long stretch, but it's a game with some lasting appeal. The curious, though, should be heading straight onto the Platinum range, where they can get *C&C* for a good 15 quid less than this.

Simon Brew





■ Unexplored areas of the map appear black.

extreme

UPPERS
Lots to do • Long lasting • A challenge

DOWNERS
Crap graphics • Not as good as *C&C* • Cheap PC port

51%



Rollcage: Stage II

extreme INFO:

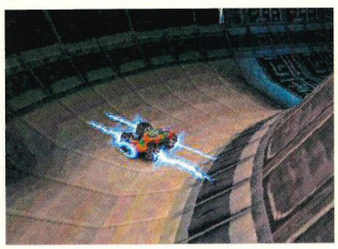
Publisher Psygnosis
Developer Attention To Detail
Genre Driving Game
Released Mar 2000 **Version** PAL
Price £34.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

A sequel's not always an improvement on the original, but Claire Webster's covered both *Rollcage* games here at EPM, so she's clearly an expert. But what's so special about *Stage II*? Well, that's easy...

Ahhh, what a wonderful job this is. I've found myself saying that less often than I used to. In fact, I wouldn't be surprised if it was last April when I last said it. Of course, back then it was the first *Rollcage* that made me so happy in my work.

So here we have the sequel, in all its splendour – *Stage II*. All those wonderful classic elements are still there – 360-degree spinning cars, weird and wacky weapons, massive explosions and an addictiveness that makes you want to stay up and play the entire game to its bitter end. So what could Psygnosis and ATD do to this title to improve on its predecessor? Well, where do I start? Now it's always a good sign when I say that...

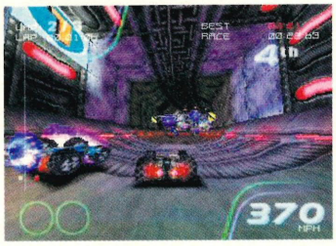


Deadly electric drills spear the opposition right where it hurts...

Rollcage: Stage II doesn't look all that different in terms of graphics and the environments. It's the added features that distinguish it.

Buzzers and Bells

For starters, there are far more cars to choose from. You remember those vehicles that flip over and just keep on going, sustaining no damage whatsoever and reaching speeds of up to around 400 miles per hour? In *Rollcage* there were only six of the little beauties, and you chose the driver as well as the car. Not so in *Stage II*; it has five fictitious car manufacturers offering 20 new cars, each with custom paint jobs to unlock as you progress.



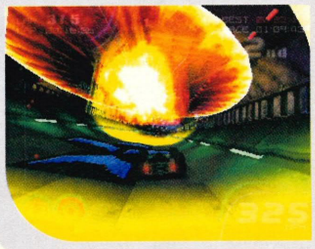
But perhaps more importantly, the biggest difference I found was in the sheer number of game modes available. In one-player you can race in a league. The original had a simpler version of this



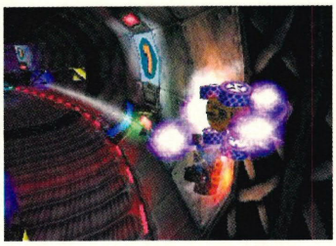
The blue arrows on the tracks are turbo boosts...

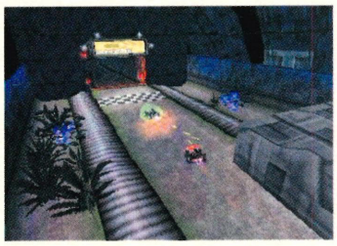
Super-Charged

Some of the weapons from the original *Rollcage* have been ousted to make way for some truly unique masterpieces. An added feature in *Stage II* is that each weapon now has a powering ability. If you collect two of the same type, they merge to give you a super version – then you really see some sparks fly. Another good thing about it is that it frees up a space to collect another pick-up while you're biding your time to fire it.









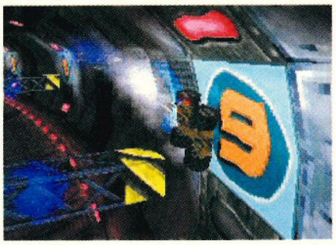


■ Racing along the walls – classic *Rollcage*...







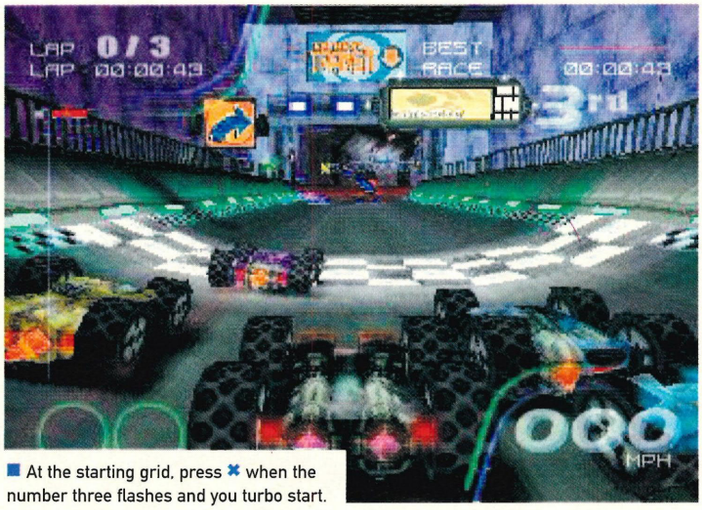


"...ONE **VERY BIZARRE** YET **HUGELY PLAYABLE MODE** IS **RUBBLE SOCCER...**"

where you merely tried to gain enough points overall to progress onto the next league, and so on, but *Stage II* has five leagues, where you again have to win to get ten points, and if you gain enough you move on to the Knockout Stage. And this is where it begins to get interesting. Racing against five other opponents, you have to make sure you're not the last car over the line for three laps, so keeping an eye on the all-new map at the side of the screen is invaluable if you want to know how close your opponents are getting.

However, if you're new to the world of *Rollcage* (and if you are, where the hell have you been for the past year?), the Training Mode may come in useful. You pit your wits over ten purpose-built tracks which introduce you to the basic elements of the game; just complete a simple task on each track, like collecting a pick-up, and stop in the finishing area – easy.

Next, there's Scramble, again with the simple principle of getting from start to finish in a pre-determined time. There are 25 different tracks to unlock here that can only be opened if you meet a qualifying time. Then, finally, there's the most deeply satisfying mode of all – Demolition. It speaks for itself really; simply destroy all destructible objects on the track in the fastest possible time.



■ At the starting grid, press ✖ when the number three flashes and you turbo start.



■ Stay on the track and speed home to win a medal according to your time.

Stiff Competition

And that's just one-player modes. With two people you can have a game of Pursuit, where you choose one of three tracks. You're both placed exactly half way around the circuit. All you have to do is catch your opponent and overtake.

One very bizarre yet hugely playable mode is Rubble Soccer – yes, I did say 'soccer'. This has to be unlocked, and once found gives you a one-off special arena where you have to push a piece of rubble into your opponent's goal. Of course, there are weapons to help you along, and the time limits and number of goals can be tailored to your game.

There's no denying the first *Rollcage* was a true classic, but that was last year. Psygnosis have achieved something extra-special with their second attempt, which offers even more longevity and fun-filled entertainment. So will there be a *Rollcage: Stage III*? We can only live in hope...

Claire Webster





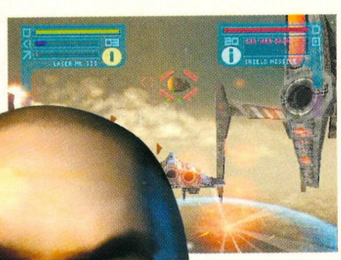
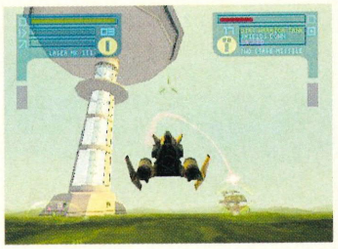
■ What you can't see in the screenshots is the game's incredible speed...

extreme

UPPERS
New game modes • Cool weapons • Better than first one

DOWNERS
Pretty hard • Should be four-player • *Stage III* ain't out yet

92%



Colony Wars: Red Sun

Is space the final frontier or an over-used cliché? Ian puts a goldfish bowl on his head and pretends he's Neil Armstrong...

In the first game, you were a member of The League of Free Worlds, rebels fighting against the evil Empire. *Colony Wars: Vengeance* saw you in The Navy, fighting for The Empire. Now the third game, *Colony Wars: Red Sun*, has you fighting for yourself.

Starting at the furthest outpost of colonised space, you play a privateer who, in his small warcraft, takes on a series of self-contained missions simply for the pay. You don't care who you work for. Sometimes you help The League, sometimes The Empire, and sometimes you're hired by civilians with allegiances to neither. There are 50 missions in all, 13 of which are compulsory and advance the plot, the rest just earn you money. You can play just the plot missions if you wish, but it's tantamount to suicide – you need the dosh to upgrade your ship, so if you skip too many missions and advance through the game too quickly, you end up fighting mega battles armed with a flying peashooter. This isn't wise – the missions are spread over five star systems, each of which takes you closer to the centre of the galaxy, with worlds far more blessed with killing technology.

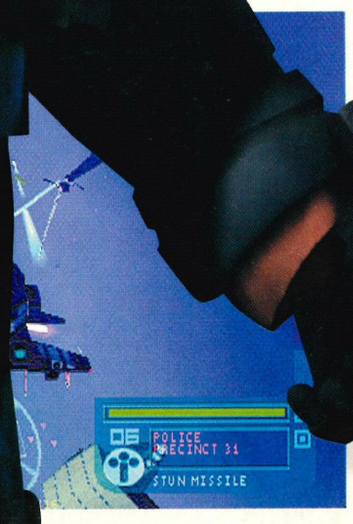
extreme INFO:

Publisher Psygnosis
Developer Psygnosis Leeds Studio
Genre Space Combat
Released Spring 2000 **Version** PAL
Price £34.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

Let's Go Shopping...

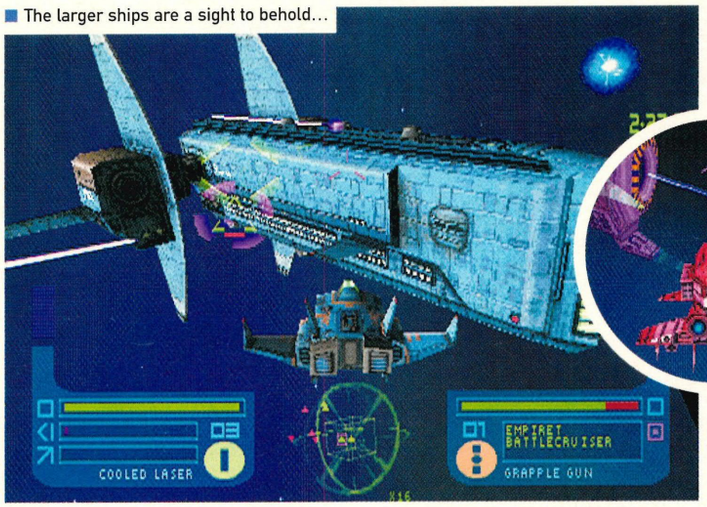
Your ship has a set number of 'hard points' where you can mount weapons and other useful items. These include lasers, missiles, grapples, cooling vents and much more. In true *Gran Turismo* style, you can also sell your ship and buy a better one (there are nine in all). The menu system used here isn't particularly instinctive, but you get used to it. There are 32 weapons in all, and





Some missions see you flying over land surfaces.

The larger ships are a sight to behold...

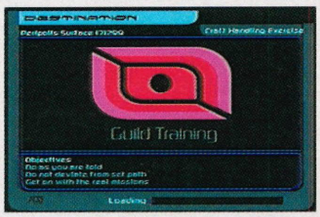




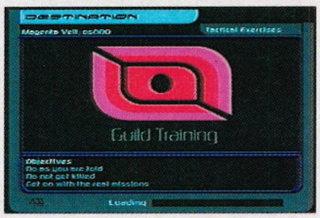
Colourful, eh?

In Training

If you find the craft a little too hot to handle, check out the Training Missions. Here you learn how to handle your ship and tactically target enemies.









the game is beautifully balanced to prevent over-emphasis on, say, missiles over lasers, or vice versa.

Where the game really shines, though, is in the missions themselves. The graphics are truly breathtaking, with small fighter craft nipping in and out like a swarm of locusts, larger galleons floating majestically through space and dynamic explosions tearing hapless foes to pieces. Your craft moves like a dream, with the controls being as instinctive as possible but still very comprehensive. You soon get the hang of dogfighting, powering into battle, tailing a fighter and slamming on the anchors if he zips past you, before turning your craft and tailing him once more. The larger ships are heavily armed, but have weak spots for you to find.

"...THE GRAPHICS ARE TRULY BREATHTAKING..."



Don't expect anyone to just lay down and die, though. The AI system is superb – these are exciting enemies, not just mobile targets. The programming team built in multiple attack strategies for the foes to follow, such as strafing, tailing and fly-pasts. The better the baddie, the more refined and varied his strategies.

Another strategic element is offered by the shields. Basically, you have two energy bars, one for your shield and one for your hull. When your shield is destroyed, damage is taken by the hull. However, shields slowly recharge as you fly (you can buy a device to speed this up too). Take too much damage and it's wise to hold back while your shields replenish, but then some missions are on a time limit, so do you dare?



...The Spice of Life

Unlike lesser space combat games, the missions themselves offer varied tasks. They don't all demand you fly into the fray with all guns blazing. Sometimes you have to courier an item without getting it (or yourself) destroyed, sometimes you must escort another vessel through hostile territory or clear a path through a minefield or asteroid belt to allow safe passage. In one of the early missions, you must approach two huge ships by hiding behind a cargo pod on tow, breaking off and trashing one of the space yachts when Mission Control advises which holds your key target, a war criminal. Another sees you hopping between cool areas in the heat of sub-space. Spend too much time in the open and your ship overheats and explodes. It's variety like this that keeps you interested, as samey missions would soon get boring, despite the game's excellent presentation.

Finally, the music definitely deserves a mention. Instead of knocking together a few bleeps for the FX and bunging a few 'up and coming' (ie. unknown) bands on-board, Psygnosis hired a 70-piece orchestra to play a sci-fi-inspired classical score composed specially for the game. You'll be humming it for weeks!

And the plot? An alien race taking advantage as humanity fights itself, the Empress aboard the beautiful new ship Red Sun... Aw, play the game and find out for yourself – you know it's worth it!

Ian Osborne

A Matter Of Perspective...

There are several viewpoints on offer in *Red Sun*. These are the chase perspective, cockpit view, clear view (where you don't see your craft at all) and a temporary reverse view gained by holding both lower shoulder buttons. Just the thing to see what's behind you...







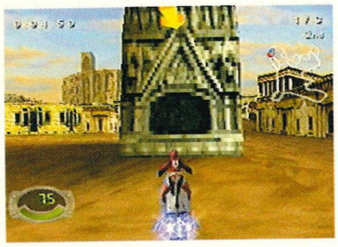


extreme

UPPERS
Gorgeous graphics • Advanced AI • Exciting music

DOWNERS
Menu's not instinctive • A bit short • ...that's it!

94%



Jet Rider 3

Time for Kendall to put on his rubbers and get ready to ride...

extreme INFO:

Publisher Sony CEE/989 Studios
Developer Pacific Coast Power
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

Companies are consistently looking for new ways of presenting the racing game. First it was cars, then bikes, snowboards, skateboards and all number of hybrids, trying to make each title an original experience. The vehicles in the *Jet Rider* series are...well, they look like jetskis, but they can actually travel over any kind of terrain, hitting extremely high speeds on increasingly treacherous landscapes.

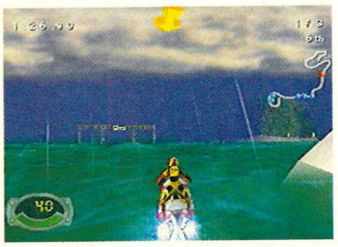
The latest in the series, *Jet Rider 3*, contains some innovative courses which include racing over sand dunes, large icebergs and snow scenes, as well as the usual water challenges. Two of the most bizarre courses are one which takes place in a lost, ancient city and a very dangerous race which actually takes your rider through the middle of a volcano which is still spewing out bubbling lava.



■ If you want a snow-bound racer, get *Sled Storm*, not this...

"...THERE'S LITTLE INCENTIVE TO PERSEVERE WHEN THERE ARE SO MANY BETTER TITLES ON THE MARKET..."





■ Who didn't check the weather reports?

Unfortunately, although time has obviously been spent on the scenarios, other areas of *Jet Rider 3* let the game down severely.

Flying Flaws

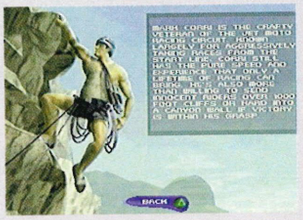
Firstly, the graphics are adequate for some of the game, but once things become hectic and more crashes take place, things become extremely blocky and you often wonder exactly where you are and what's happening. The control system is adequate, giving you turbo boosts as well as powersliding moves to push ahead of the competition, but there's a problem with the guiding system, an arrow that appears at the top of the screen to show you where to go. While your vehicle moves at high speeds, the arrow doesn't, and you can be going the wrong way for many seconds before the arrow spins and the 'wrong way' message appears. By this time you've sacrificed your hard-earned first place for an impossible-to-battle-back-from sixth position. The fact that the courses are often shaped in a ridiculously-difficult fashion doesn't help either, and this adds a great deal of frustration and tedium.



■ All my trophies... Er... Never mind.

The Man Who...

***Jet Rider 3* has a good choice of competitors, and each of them has their own background history, which can be viewed before choosing your rider.**





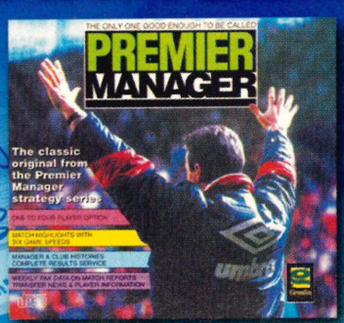


Overall, *Jet Rider 3* is playable but soon becomes difficult, and there's little incentive to persevere when there are so many better titles of this kind on the market. For fans of the series only, if they exist.

Kendall Lacey

extreme
UPPERS
Fast • Original courses • Multitude of riders
DOWNERS
Tough courses • Confusing guidance • Product placement
55%

ONE MANAGEMENT GAME HAS LEAD













Watch your language!

Shadow Madness

extreme INFO:

Publisher Sony CEE
Developer Crave Entertainment
Genre RPG **Released** Out Now
Version PAL **Price** £34.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**



Nice girls don't talk to scarecrows...

We need someone who knows about shadows and madness. Er... Kendall?

Everyone knows a good RPG is like a seed. Whilst it may initially appear dull and boring, with persistence and a little patience you're rewarded with something that blossoms, grows and becomes more interesting. *Shadow Madness* certainly falls into this category; the player who's prepared to give it a chance discovers an interesting and ultimately rewarding adventure, where a cinematic atmosphere melds with occasional bursts of fantasy, violence and lashings of humour to create an absorbing mystery.

The usual characters and plot are included, of course, as this is not a genre which thrives on originality. You play our hero, who has no idea what has happened to his village, only that it has been razed to the ground and his friends and family are nowhere to be found. The only lifeforms roaming this desolate landscape are crazed monsters intent on doing him serious damage.

Meet the People

You can also interact with the few people who remain in this sparse world, and some become your companions on your journey, including a feisty young girl and a farming robot who, with his simple speech and scarecrow outfit, injects a level of fun into the proceedings. He initially scares our hero, who believes him to be some sort of killing machine.

As he continues on his quest to learn the truth, he comes across items to be picked up which can aid him, increasing his health or strength. There are also locked chests which can be opened by learning the combination to unlock them, and then repeating it when prompted. These have different levels of power; the higher the rewards inside, the more complex the combination you must memorise.

Take it Easy, Chicken...

Of course, with any RPG, your fighting skills play a large part in your success, but *Shadow Madness* gives you the opportunity to be a big girl's blouse and avoid all combat by swiftly running away.



Shadow Madness features a decent fighting system which allows you to fight hand-to-hand or use magical potions or power-ups to achieve victories, which then increase your experience points and stash of gold. It's interesting and absorbing, and whilst not as epic as the *Final Fantasy* games, deserves the attention of patient adventurers.

Kendall Lacey

"...DESERVES THE ATTENTION OF PATIENT ADVENTURERS..."

extreme

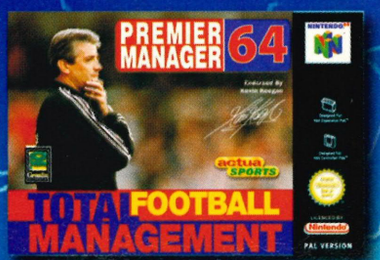
UPPERS
Humourous • Plenty to explore • Well defined characters

DOWNERS
Fights become samey • Initially tough • Old-fashioned ideas

80%

THE WAY OVER THE LAST DECADE...







INFOGRAMES

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Tomb Raider III

PLATINUM

As Lara goes Platinum for the third time, Russell's wondering why he still hasn't heard one of her records...

extreme INFO:

Publisher Eidos Interactive
Developer Core Design
Genre 3D Action Adventure
Released Out Now **Version** PAL
Price £19.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**



Every hardened adventurer knows he has to weigh the facts before delving into any kind of situation. There are no leaps of faith in the adventuring business, as both Indiana Jones and Lara Croft would have you know, so let's take a look at what we know about *Tomb Raider 3*...

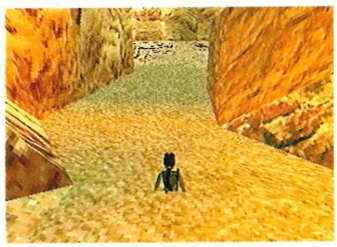
A good starting point is most likely the vast improvement over *TR 2*. Level design was reviewed to cut down on the amount of running around in circles, shooting countless opponents, and redressed to return to the grass roots of the series – adventure. Levels have a real feeling of enormity about them, and the action's directed in such a way as to produce emotions like anxiety, tension and fear on cue, like a good film, building a real affinity to Lara and her mission. It's fair to say it's possible to get so involved in the action and story that hours pass like minutes, and before you know it, it's time to get ready for work after an entire weekend of gameplay – who needs sleep and food when games are this playable and engrossing?

Outstanding Upgrades...

Core Design obviously approached the game with a view to rectifying any damage caused by *Tomb Raider 2* (that's not to say it was bad, but the distinct lack of tombs makes a good start!) by charging the project to an entirely new team of developers. This isn't only reflected in the game's excellent level design, but also in puzzle solving, enemy strategies and design and the cool vehicles Lara has at her disposal as she progresses. There's no doubt that *TR 3* was the beginning of Core's return to the grass roots of *Tomb Raider* as a whole, but the definitive adventure will always be *Tomb Raider: The Last Revelation* (reviewed Issue 25). It captures all the best elements of Lara's first three outings while introducing and exploiting brand-new puzzle-pitting and solving techniques, moves and character AI. Having said that, it's hard to appreciate how good the *TR* series is without experiencing each one individually. If you haven't done so yet, start from the beginning and work your way through. How can you turn down four months of unparalleled gaming for a mere 85 quid?

Russell Barnes





Wading through quicksand is one way to stop gamers staring at her arse...

"...WHO NEEDS SLEEP AND FOOD WHEN GAMES ARE THIS PLAYABLE AND ENGROSSING?..."

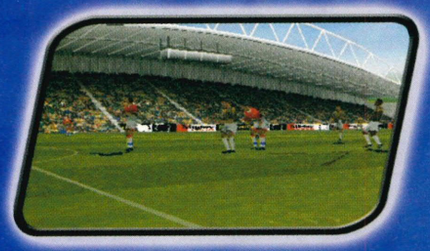
extreme

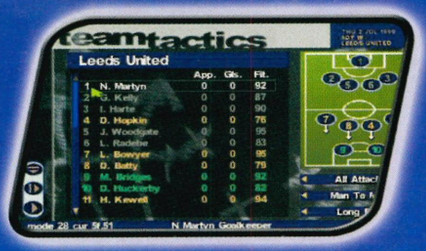
UPPERS
It's *Tomb Raider 3*... • with Lara Croft... • and it's 20 quid!

DOWNERS
It's not *TR 4* • Some aimless wandering • Already got it?

94%

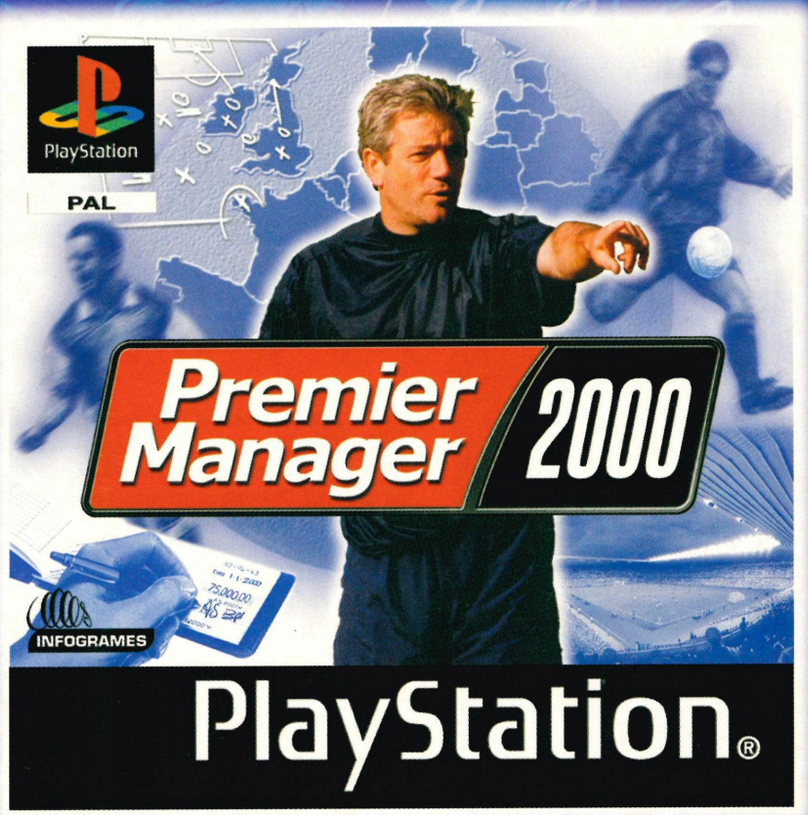
...AND IT WILL SET THE STANDARD FOR THE NEXT 10 YEARS.











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PlayStation

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on import

順華恩永命孝貴協平愁寶神仁命慈英信

All the latest news and reviews from around the world...

All import titles are available from PROJECT K (Details available on page 89)

ALONE IN THE DARK 4 BOASTS NEW LOOK

Ever wondered where Capcom got the inspiration for the *Resident Evil* games? Well they themselves admit the *Alone in the Dark* series gave them lots of ideas. The older games look decidedly dated now, but Infogrames USA are to release a new game, with a full graphical makeover.

With any luck, this one will see a European release in the near-future too.



BUILD YOUR OWN RPG

A new 'game' out in Japan allows you to create your own RPG. With *RPG Maker* you can create graphics and animations, arrange music, build dungeons, add dialogue and cut-scenes and even include secrets!

Of course, there's no point in playing RPGs created by yourself (you'd know the plot already), so you'd have to swap them with friends. There's not even much point in doing this while the text is in Japanese, and how you store completed RPGs is anyone's guess, but if ASCII decide to bring this out in America or even Europe, it could be quite interesting.

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...

extreme LANGUAGE 70% BARRIER

BIG IN JAPAN!

PLAYSTATION 2 ARRIVES IN JAPAN!

March sees the long-awaited launch of the PlayStation 2 in Japan, with US and European launches still a way off. Inevitably, this means importers everywhere will be bringing them over here.

Project K, for example, are to charge £699 for a Japanese PS 2, which is backwards-compatible with all Japanese PSX games, and also plays Japanese DVDs. The Dual Shock 2 controller, which features analogue buttons as well as sticks, is available for £29.99, and an official 8-meg PS 2 memory card costs £19.99.



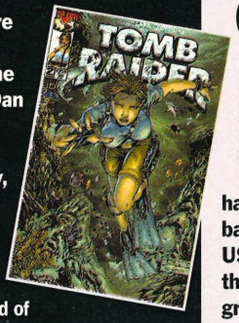
Several games will be available by the end of the month, including *Ridge Racer 5*, *The Bouncer*, *GT 2000* and *Tekken Tag Tournament*. All cost around £55.

Rumours started by a Japanese magazine suggesting the PS 2's DVD player lacks multi-angle, multi-story and subtitling options are untrue. It has all of these features, as well as Dolby Digital and DTS output. epm

MORE TOMB RAIDER!

MORE TOMB RAIDER COMICS PLANNED...

Top Cow Books has several more *Tomb Raider* comics in the pipeline. The third volume in the on-going series, produced by Dan Jurgens, Andy Park and Jon Sibal, features Lara's quest to find the Medusa Mask. This one ships in February, so should be appearing in specialist comics importers around now.



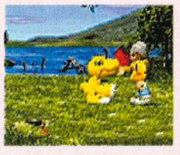
The quest for the Medusa Mask concludes in Volume Four, where Lara and Chase Carver meet the Skaratta, with the duo taking on a world of dinosaurs and black magic in the sixth edition, Ancient Futures.

In another videogames/comics crossover, a *Fear Effect* one-off magazine is planned. Featuring Hana Tsu-Vachal, the heroine of the new millennium, Royce Glas, the classic protagonist and Jakob 'Deke' Decourt, resident demolitions expert, Top Cow promise 'a ride like none other' as the three mercenaries attempt to survive long enough to complete their latest job and collect their pay! epm



TINY PET

DIGIMONS COME TO PSX



Fans of the fighting virtual pet the Digimon will be pleased to know Bandai has released a PSX game based on their adventures, but only in the US and Japan. *Digimon World* is an RPG that plays a little like *Pokemon*, in that you grow, train and battle your creatures.

It seems unlikely Bandai or indeed anyone else will release *Digimon World* over here, though – it took long enough for *Digimon Version 2* to appear. epm







extreme PlayStation FIRST CLASS!

extreme INFO:

Publisher Electronic Arts
Developer Squaresoft
Genre 3D Adventure
Released Out Now (Import)
Version NTSC **Price** £50-60
Players 1

Parasite Eve 2

Something nasty is lurking and only Kendall can save the world. Uh-oh...

If anyone can come up with a 3D adventure game to compete with the mighty *Resident Evil* titles, it's Squaresoft, who have already revolutionised the RPG genre with their *Final Fantasy* series. *Parasite Eve* picked up a cult audience with its swirling cinematics and booming soundtrack, as it attempted to meld the world of cinema with the interactive arena of videogames.

Now, with the sequel, *Parasite Eve* should become a household name in the same way as *Tomb Raider* and the aforementioned zombie epics have in the past few years. Anyone who seriously believes the PlayStation has been pushed to its limits should turn out the lights, close the curtains and enter the terrifying world of Aya Brea, which sucks you in with its mix of mystery and white-knuckle thrills.

Our heroine is a member of a special FBI team, the Mitochondria Investigation And Suppression Team. Or put more simply, she hunts down and annihilates all manner of scary monsters and super-freaks.

Monster Mash

Resident Evil is often cross-referenced to the George Romero '*Dead*' trilogy. *Parasite Eve 2* is more akin to an amalgamation of John Carpenter's *The Thing* and Francis Ford Coppola's *Apocalypse Now*. The action unfolds slowly and in great detail, so the player grows to really care for Aya. The battle system takes this into account, as you don't have to face up to every mutant you come across; if your energy is looking dangerously low when a monster appears, you can time your movements and run past it to safety. All of the battles are fought in real-time, with both parties able to attack at the same time, meaning the action isn't halted every time you're required to fight. In the same way, the cut scenes are beautiful and atmospheric, but never outstay their welcome or slow down the main action. The graphics are beautiful, with great detail, such as a scene where the cafeteria has been destroyed and cartons of mustard have strewn their contents across the floor. Lovely.

extreme LANGUAGE 85% BARRIER

After this glowing recommendation comes a warning. If you don't speak Japanese, you'll have serious trouble working your way through the adventure, as often you must respond to other characters and are given a plethora of Japanese options. Basically, hold your breath for a while until the release of the English-language version and then rush out and get yourself a piece of the *Parasite Eve 2* action, and bask in this brilliant saga. Excellent.

Kendall Lacey

extreme 93%

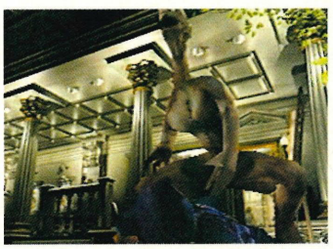
Stay On Target

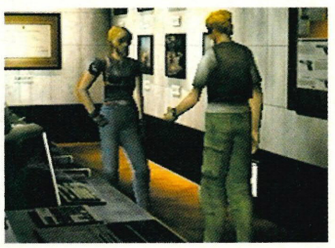
In order to get you used to the weapon system in *Parasite Eve 2*, the opening level comes in the form of a shooting gallery where our heroine is getting in some practice. Clever...



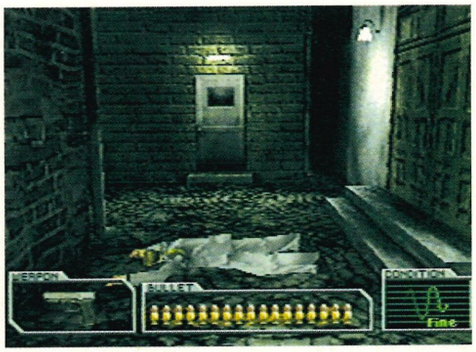





My money's on the monster!


Taking time out to flirt with the locals.





extreme INFO:

Publisher Eidos Interactive
Developer Capcom
Genre Lightgun Game
Released Out Now (Import)
Version NTSC **Price** £50-60 **Players** 1



Hello, Nasty

The further you get through the game, the more hideous and destructive the enemies become. Early hell creatures such as those above can be avoided, but when you reach the likes of the mutant crocodiles, you need all your firepower to survive. Ahhh!




Biohazard: Gun Survivor

Kendall discovers whether the new *Resi* is dead great or an horrific waste...

extreme LANGUAGE 20% BARRIER

R*esident Evil*. It always seemed to be a series where the quality just kept on coming, and there was always something new to surprise and shock. Hearing that a new *Resi* game was coming and that it would be a lightgun adventure filled the extreme crew with an excitement not seen since the last Britney Spears video.

Heading back to Raccoon City for some gun-toting first-person action should give the PlayStation a game to raise two fingers at Sega's *House Of The Dead* titles and start a new series of *RE* classics. Sadly, if we've learnt one thing, it's sometimes games don't quite turn out as you wish, and *Biohazard: Gun Survivor* is a classic example of 'nice idea, shame about the finished product'.

You see, the *Resi* games always seemed ahead of their time – can you remember how ground-breaking the original game was, and how the sequel showed just how far the survival horror genre could go before the censor reached for his scissors and Mary Whitehouse had to buy a new pacemaker? Conversely, the first thing you think when you begin to play this is how dated it looks. Even early PlayStation lightgun titles such as *Time Crisis* looked fresher than this. Of course, this would be forgettable if the gameplay was fast and furious, but it's so slow you get plenty of time to analyse your surroundings and notice how grainy and non-descript this world is. Even the zombies come in only a few distinct forms, repeated throughout the game.

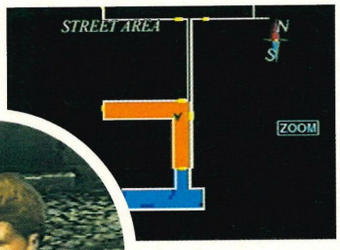
The overall premise of *Biohazard: Gun Survivor* is an interesting one, as you have no idea what's happening to you and the truth unfolds gradually. This, of course, is more horrific than you could have imagined. Unlike most gun titles, which are 'on rails' (ie. they move


Arachnophobia? Look away now...

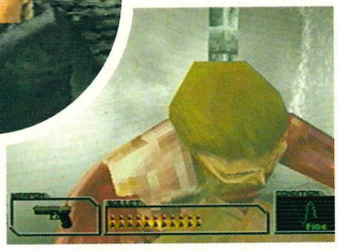



Sorry, no time for Pac Man today.







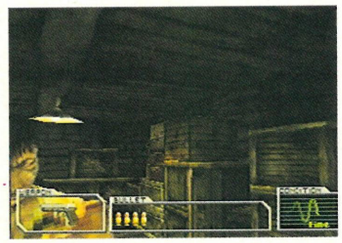




Horror Classic

Whilst *Biohazard: Gun Survivor* includes many new scenarios and characters, what *Resident Evil* title would be complete without the inclusion of the infamous hell hounds? If you say you didn't jump out of your skin when they leapt through the window in the first game, you're lying.





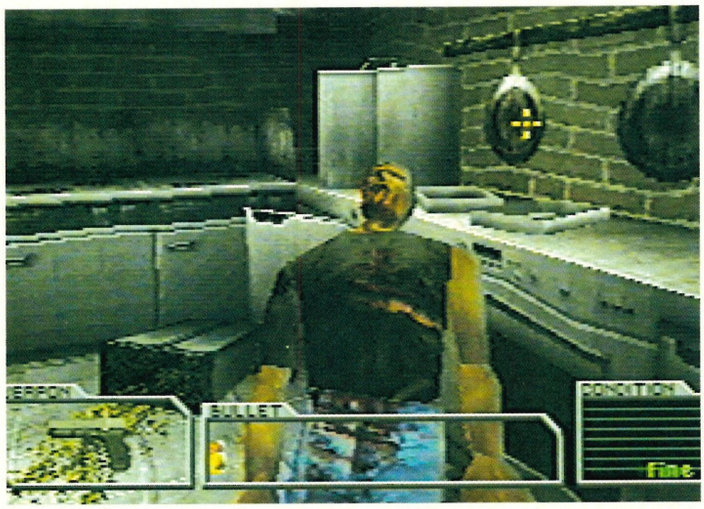


you automatically to the next location where the blasting action continues), here you not only have to shoot enemies, you also have to move yourself around the environment, which again throws up a major problem – how, exactly, is this done when a joypad is not utilised? As you'd imagine, the answer is that controlling your hero takes barrels of practise as you work out how to manoeuvre by firing off of the screen and holding down the trigger to move, as well as using the Start button and hammer to look around. The strangest aspect of this is that often you're moving along, happily trying to solve the next puzzle (the usual find the key malarkey), then you turn slightly to the left and realise a zombie is right on top of you, but by this point it's too late to blast him away – the familiar 'YOU DIED' screen mocks you once again.

The reloading of your weapon is a problem too, as you have to wait for the game to reload automatically; fine if you're just walking along, but if you're about to die, those few lost seconds are vital.



"...YOU WILL FEEL SERIOUSLY CHEATED IF YOU FORK OUT FOR AN EXPENSIVE IMPORT VERSION..."



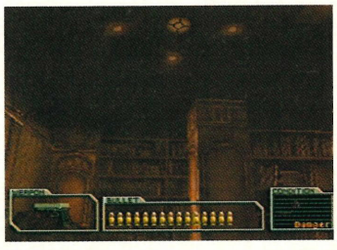
Biohazard: Gun Survivor does have its plus points. Whilst the early levels just feature zombies, as you progress the enemies become more elaborate and horrific, and tactics have to be used to survive; often you can save yourself from death by sneaking past a monster and running like the wind. The game also tries to add more shading than the usual blaster, having a clear narrative all the way through, and *Resi* trainspotters will lap up the chance to learn more about the T-Virus and the Umbrella Corporation.

If you're expecting this to be the next chapter in the legend then you'll be bitterly disappointed. For a few hours of interest, *Biohazard: Gun Survivor* is worth renting, but you'll feel seriously cheated if you fork out for an expensive import version – stick with the classic trilogy.

Kendall Lacey

extreme 66%

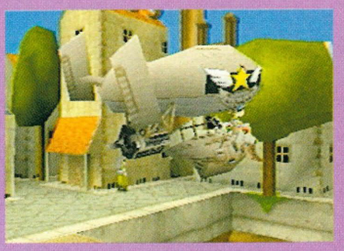




Red means dead.









Tail Concerto

Now what the devil is this curiosity?

extreme INFO:

Publisher Bandai
Developer Atlus Software
Genre Action Adventure
Released Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1

extreme LANGUAGE 0% BARRIER











When we first meet him, the dog is having a day off, but a phone call informs him the evil cats are taking over the town and it's up to him to save the day. So, he quickly removes his dog pyjamas and goes out to save the world. You must wander around the town, talking to the residents and discovering where the kittens are causing their havoc, then go into battle against the crazy pussies and save the world.

Unfortunately, this description is more interesting than playing the game, which is too cute to appeal to RPG fans and too RPG to cater for arcade fans. *Tail Concerto* overall is a mix of genres which sadly doesn't really pay off.

Kendall Lacey

extreme 39%

Dew Prism

Kendall goes on a very Japanese adventure

You can usually rely on Squaresoft to release games of great depth and quality, and when it comes to RPGs, they're certainly the kings of the genre. *Dew Prism* takes the fantasy elements of *Zelda* and merges them with a dash of *Pokemon* to create an absorbing and fun adventure.

extreme INFO:

Publisher Squaresoft
Developer Squaresoft
Genre RPG **Released** Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1



extreme LANGUAGE 82% BARRIER

The game has quest sequences where puzzles must be solved and people talked to in order to progress to the next conundrum, and these feature some graphically-impressive cut scenes which heighten the overall atmosphere.

Dew Prism also has innovative fight scenes, as after you've defeated an enemy, you can then take over his body and use him to fight future foes. These range from huge beasts to the more bizarre killer plants. The music is very Japanese, of course, but fits in well with the cutesy graphics. Unfortunately, you cannot make out any of the story as all the text is in Japanese, but most of the puzzles can be worked out quite easily and RPG fans should certainly give it a try.

Kendall Lacey

extreme 80%

Tomba 2

Colourful graphics and monkeys...

extreme LANGUAGE 0% BARRIER

Tomba 2 (the sequel to the game we know as Tombi) is rather a strange beast. With all the colours and crazy sound effects included here, you'd imagine this is a game for young players only, but when you start playing, you realise *Tomba 2* features many elements usually associated with more complex titles like RPGs.

extreme INFO:

Publisher Sony USA
Developer Whoopee Camp
Genre Platform Adventure
Released Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1









All the levels here require you to not only jump over and zap enemies, but also to solve various puzzles to clear the stages. Alas, this schizophrenic nature distracts slightly from the overall story and breaks up the fast-paced action. Still, there's fun to be had here, especially for fans of the original game.

Kendall Lacey

extreme 72%

Puyo Puyo 4

extreme INFO:

Publisher SEGA Enterprises
Developer Compile
Genre Puzzle Game
Released Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1-2





90% extreme

Ahhh! Kendall is seeing blobs in front of his eyes!

extreme PlayStation FIRST CLASS!

Stop the blobs! Stop them now! It's always the sign of a decent puzzle game if you play it for so long that when you finally turn it off, you can still see the shapes falling through the air like electronic snow. *Puyo Puyo 4* is a classic example of this, and also a brilliantly-addictive and simple game.

Taking its cue, as most puzzle games do, from the classics *Tetris* and *Columns*, the idea is to match up cute blobs of the same colour, and if more than four are connected, they disappear and you gain points. If the blobs reach the top of the screen, it's game over.

There are many modes to play. You can compete against the computer, or against a friend. You can enter the Story Mode (in Japanese, alas) or you can take on the Timed Mode where you're given a task to complete as soon as possible.

extreme LANGUAGE 20% BARRIER

Puyo Puyo 4 is a great game which is easy to pick up and play, but is sure to prove harder to put down, and sucks the hours out of your day like the software equivalent of a high-powered Dyson.

Kendall Lacey

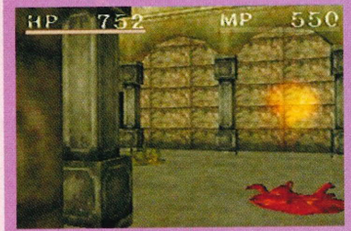


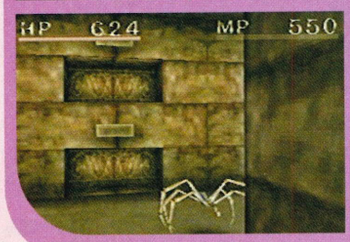


Shadow Tower

extreme INFO:

Publisher Agetec
Developer From **Genre** RPG
Released Out Now (Import)
Version NTSC **Price** £50-60 **Players** 1-2





Once more we ask the question, 'Could It Be Magic?'

extreme LANGUAGE 0% BARRIER

***Shadow Tower* is a bizarre step back in time. Remember when you used to spend every second of the day reading those role-playing books such as The Warlock Of Firetop Mountain, where you travelled around mystical dungeons, killing beasties and generally being the hero of the day?**

Well, this is the videogaming equivalent, without any modern enhancements at all. The story revolves around a tower which used to be surrounded by a town, until the darkness came along and devoured it. Now our hero has come to the tower to fight this darkness, armed, as always, with a trusty sword and all sorts of magical tomfoolery.

Our hero has hit points and magic points to aid his survival. His weapons and armour soon lose power, and these points are used to mend them. This is an original feature, but makes the game rather tough as you need your health points to beat the beasties.

The atmosphere is not helped by the lack of good sound effects and amusingly one-dimensional speech. The two-player Deathmatch Mode may pass a few hours, but really there's not much here for players in the Year 2000.

Kendall Lacey

extreme 53%



extreme INFO:

Publisher Atlus Software
Developer Crave
Genre Driving Game
Released Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1-2

Toge Max

Kendall gets back in the car...

extreme LANGUAGE 50% BARRIER

Toge Max is another racing game in the *Gran Turismo* tradition. Unfortunately it looks good, but doesn't have the playability to back it up. There are a large number of vehicles to choose from, in a multitude of colours, and there are also many different modes; the usual Arcade and Head-to-Head options are joined by a Story Mode, which is an original idea, but unfortunately is all in Japanese.

Whilst the tracks and vehicles are well represented graphically, the cars move very slowly and you never get the feel that you are involved in high-speed racing action. Best stick with *GT*.

Kendall Lacey






■ Kendall's Japanese alter-ego.

extreme 55%

TIPS AND CHEATS

TIPS FOCUS NEW CHEATS!

More merry cheats this month, with 3DO's blockbuster toy soldier games blown wide open. With Resident Evil 3 exploding onto the scene, we thought we'd offer some handy hints on cracking zombie skulls too...



ARMY MEN 3D

Level Select
At the main menu, quickly press ■ ● **R1 L1 L2+R1**.

All War Zones
Select 'Options', and enter the 'Difficulty' selection screen. Now hold ▲+■+● and press **L1+L2**.

Run Faster (multi-player)
Hold ■+▲ to go faster.

All Weapons
Press Start to pause then hit ■ ● **R1 L1** then, **R1** and **R2** at the same time. You'll need to do it again every time you start a new level.

Invincibility
Pause then press ■ ● **L1**, then **L1** and **L2** simultaneously. Again, you must enter it again at the start of every level.

Play as Sarge
Start a new one-player game then push start. Enter the code → ← ← → ↑ ↑ ↓ → **R2 L2 L1 R1**. You'll hear 'I wasn't expecting you, Sarge', indicating correct entry.



Increased Damage
When using the flame-thrower in two-player mode you can rapidly tap ✖ instead of holding it in order to cause more damage than usual.

Speedy Mine Clearing
Rolling left and right with the minesweeper selected helps to clear the minefields faster. epm

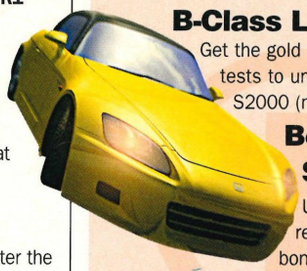


GRAN TURISMO 2

A-Class Licence Award
Get the gold rating on all A-Class licence tests to unlock the Dodge Concept Car.

Acquire Credits Quickly
Win a GT League, Rally or Special Event, then sell the bonus car and race the circuit again.

Arcade Mode Ending Credits
Win all 23 forward courses in Arcade Mode at Hard difficulty.



B-Class Licence Award
Get the gold rating on all B-Class licence tests to unlock the Spoon Honda S2000 (modified streetcar).

Bonus Cars in Simulation Mode
Unlike the original (where rewards were straightforward), bonus cars in Gran Turismo 2's Simulation mode are more numerous and subjective. Simulation Mode bonuses are determined by:

1. The car the player drives (and the class it is in).
2. The number of consecutive wins that car has achieved prior to a given race.
3. The course on which the race occurs.

Most of the time, bonuses vary by one class. Thus, a Class-B victory is likely to be awarded with a Class-C, Class-B or Class-A bonus car.

Bonus Cars in Arcade Mode
Win a forward course in Arcade Mode at Normal difficulty.

Bypass Licence Exams
Load a memory card containing Gran Turismo licence data. Gran Turismo licences (B-Class, A-Class and International-A) fulfil similarly-named licence requirements in Gran Turismo 2.

Event Synthesiser
Earn the Super License to unlock the Event Synthesiser in GT League.

International-A Award
Get the gold rating on all International-A licence tests to unlock the Mitsubishi FTO LM Edition (racecar).

International-B Award
Get the gold rating on all International-B licence tests to unlock the Honda Del Sol LM Edition (racecar).

International-C Award
Get the gold rating on all International-C licence tests to unlock the Mitsubishi 3000 GT LM Edition (racecar).

Reverse Courses in Arcade Mode
Win a forward course in Arcade Mode at Hard difficulty.

Simulation Mode Ending Credits
Win the GT World League trophy.

Super Licence Award
Get the gold rating on all Super Licence tests to unlock the Toyota GT-ONE Racecar.

Unlock S-Class Cars in Arcade Mode
Pass the first 5 license tests (B, A, International-C, International-B, and International-A) in Simulation Mode to unlock the Super Sports car class in Arcade Mode.

Unlock the Super Licence
Earn all licenses (A, B, International-C, International-B, International-A) to unlock the Super Licence. epm

COOL BOARDERS 4

Unlock All Courses, Professionals and Boards
Enter ICHEAT as your name in one player mode.



Unlock All Special Events
Enter IMSPECIAL as your name in one player mode. epm

ARMY MEN AIR ATTACK

All Co-Pilots
In the passwords screen, type ↑ ↓ ↑ ↓ ↑ ↓ ↑ ↓

Fly Apache
Successfully complete Mission 14: Pick Up the Pieces.

Fly Chinnok
Successfully complete Mission 4: Tan Terror Troy.

Fly Super Stallion
Successfully complete Mission 8: Saucer Attack.

Have Sarge as Your Co-Pilot
On the last mission 16: Plastro's Revenge, you will be able to play with Sarge by your side as co-pilot. Just look for him in the co-pilot selection screen.

Secret Mission: Grimm Vs. Plastro
At the password screen type: ↑, ↓, ●, ↑, ↓, ■, ▲, →

Unlock all Helicopters in Two-Player Mode
To get all of the helicopters in two-player you must first go to the cheat code menu and enter ↓, ↓, ↓, ↓, ✖, ✖, ●, ●

Passwords
Mission 2: Going Car-Razy: ✖, ↓, ←, ←, ■, ●, ●, →
Mission 4: Tan Terror Troy: ↓, ↓, ■, ■, ←, →, ●, ✖
Mission 5: Bug Bath: →, →, ✖, ●, ↓, ↑, ↓, ↑
Mission 6: Uninvited Guests: ■, ●, ✖, ■, ▲, ←, ↑, →
Mission 8: Saucer Attack: →, ↓, ←, ↑, ▲, ↓, ↑, ↓
Mission 9: The Heat Is On: ●, ●, →, ↑, →, ↑, ✖, ✖
Mission 10: The Melting Pot: ✖, ↓, ↓, ↓, ↓, ✖, ←, →
Mission 12: Nightmare Teddy: ↑, ↑, ▲, ▲, ←, ←, ●, ●
Mission 13: Demolition Time: ←, ↓, ←, ↓, ■, ●, ■, ●
Mission 15: Have an Ice Day: ■, →, ←, ●, ●, ↑, ↓, ■

Two-Player Passwords
Mission 2: →, ↑, ■, ✖, ↑, ●, ↑, →
Mission 3: ←, ↓, ←, ↓, ↑, ↑, ↑, ↑
Mission 4: ■, ✖, ✖, ■, ●, ▲, ▲, ■
Mission 5: ●, ●, ■, ↓, ↓, ■, ✖, ✖
Mission 6: ✖, ↑, ●, ↓, ▲, ←, ■, →
Mission 7: ↑, ↓, ↓, ↓, →, ←, ←, ←
Mission 8: ←, ←, ▲, →, →, ▲, ↑, ↑
Mission 9: ■, ■, ■, ●, ↓, ↓, ←
Mission 10: ●, ↑, ←, ■, ↑, ←, ↓, ↓
Mission 11: ▲, ●, ▲, ●, ↑, ↑, ↓, ↓
Mission 12: ↑, ↓, ←, →, ●, ●, ↑, ■
Mission 13: ✖, ←, ←, ←, ■, ▲, ●, ✖
Mission 14: ←, ↓, ←, ↓, ■, ●, ■, ●,
Mission 15: ↓, ↓, ↓, ↓, ✖, ✖, ●, ●
Mission 16: ▲, ↓, ▲, ↓, ■, ↑, ■, ↑



Tips Clinic



Stuck in your favourite game? That's what we're here for. If it's cheats, hints or just general help you're after, send your enquiries to The Tips Clinic...

Thomas Coates of Buxton, Derbyshire, is having trouble with Star Wars Episode 1: Phantom Menace. Here's all the cheats and tips we have, Tom...

Beat Darth Maul (1)
After Maul kills Qui Gon, wait behind the last energy door. You can see him waiting around the corner. Staying behind the energy door, wait till it opens, then fire at Darth Maul with the rocket launcher. This may or may not bring up his health meter. Either way, it hurts him. You may have to experiment to get the right angle. You might have to finish him off with the light saber, depending on how much ammo you've got left.



Beat Darth Maul (2)
After Darth Maul kills Qui-Gon, wait until the energy wall is down, and then walk just past the door, keeping behind the wall on the right, so you can see Darth Maul and still shoot at him, but he cannot shoot at you. If you still have the Flash Grenades, this is a good time to use them. If not, you can still defeat him. After using the grenades, start shooting him with your blaster. This will not bring up his damage, but it hurts him nevertheless. Only shoot him when his hand is up, getting ready to throw his Force Lightning at you. If you time it just right every time, you can hit him and not get hit back.

Beat the Chancellor Easily
When you walk outside the palace by the round wall, you can jump and see the Chancellor. Use your stun gun and jump and shoot until he dies, then you won't have to lose life fighting off the droids.

Debug Mode
To activate debug mode, highlight Options at the main menu, then press ▲, ●, ←, L1, R2, ■, ●, ← – a tone confirms correct entry. Hold L1+Select+▲ to reveal debug list.

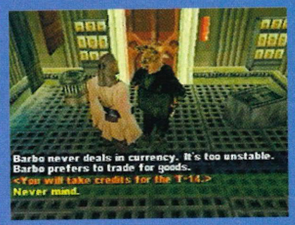
Draw Light Saber While Underwater or Climbing
To bring out your light saber underwater or while dangling on a rope (when you normally could not), press Start, highlight Weapons and choose Light Saber.

Health Pack in the Swamps of Naboo
On the second level The Swamps of Naboo, when you get to the little place with all the Gungan frogs, go to the left of the grass and you find a trail that leads to a big health pack.

Make The Jawas in Mos Espa Really Big
Enter 'Turntables' as a code to make the Jawas in Mos Espa really big.

Saving the Kid on Tatooine
In Tatooine, there's an old woman who asks you to save her kid from Captain Neg. Agree to do so, but do not go up the stairs like she suggests – the security door kills you. Instead, go back to the other house at the top of the stairs. Walk out the window onto the ledge. Walk to the corner of the ledge, then turn left, and walk a little more, jump up onto the rope, and take it across the road. Jump onto the balcony and go through the house. Walk on the next ledge until you hit a dead end, then jump onto the next rope. Jump onto the balcony, and you're in Captain Neg's house! Go out back and there are two cages, one with the kid, and one with a large creature that breaks out and tries to kill you.

Walk into the alley – if the monster follows you it gets stuck and is only able to do minimal damage. Open the door and kill the guy shooting you, then go back, get the kid and take him to his mom. She gives you an item that's useful for trading for the parts you need for Anakin's Pod-Racer.



Secret Path in Mos Espa
After you go to the room that Jabba's helper takes you to, stay at the head of the stairs. Turn to your right and jump – you should land on a platform. Follow the path under the stairs and you come to a room. In the room, walk out of the first window jump, onto the ledge and the guy inside gives you a full health pack.

Owen Francis of Tonyrefail, South Wales, wants South Park hints. Here you go...

All Cheats Enabled
Enter the password ZBOBBYBIRD to enable all the cheats in the game.

Bonus Characters in Multiplayer Mode
To enable the bonus characters, enter one of the passwords below.

Ylovemachine:	Chef
Bcheckataco:	Wendy
Sraft:	Terrence
Pphaert:	Phillip
Jhawking:	Jed
Acheatingsbad:	Mr Macky
Delvislives:	Officer Barbrady
Goutrange:	Big Gay Al
Mslapupmeal:	Starvin Marvin
Vdorothysfriend:	Mr Garrison
Efishnchips:	Pip
Qstaringfrog:	Jimbo
Hkickme:	Ike
Kallwoman:	Ms Cartman
Ngoodscience:	Mephisto
Tmajestic:	Alien Visitor

Andrew Wilson wants cheats for Maximum Force.

Arcade Mode

To play the original arcade version of Maximum Force, go to the Options screen and press Select, Start, Select, Select, Start, Select, Select, Select, Start, Select, Select, Select, Select, Start. The words 'Arcade Mode Unlocked' appear over the game logo.



Alex Smyth from Durham is after more money – aren't we all? No, in Hasbro's Monopoly, of course...

Extra Money

Configure the game for three players using controller one and the CPU, then begin game play and transfer all the money to one of the players. Now select the bankruptcy option for the other two players then continue game play against the CPU with $4,500.

Cheaper Auctions

When playing a two-player game against the CPU, always bid $1 over the CPU. Your character wins the auction on the second round.



And finally, Wilma Mason of Maidstone wants the Kombat Kodes from Mortal Kombat 3. Koming right up...

Enter the codes at the Kombat Kode Screen using the following buttons:

Box One: Player One Low Punch
Box Two: Player One Block
Box Three: Player One Low Kick
Box Four: Player Two Low Punch
Box Five: Player Two Block
Box Six: Player Two Low Kick

100100: Throwing Disabled
020020: Blocking Disabled
033000: Half Power 1
000033: Half Power 2
688422: Dark Fighting
460460: Quasar Rapender
987666: Jack Pot
707000: Fourth Power
000707: Fourth Power
642468: Space Game
969141: Winner Fights Motora
033564: Winner Fights Shao Kahn
769342: Winner Fights Noob Saibot
205205: Winner Fights Smoke
282282: No Fear
987123: No Visible Power Bars
688933: No Upper Cut Recovery Time
466466: Unlimited Run
985125: Psycho Kombat
123926: Intro Message



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

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



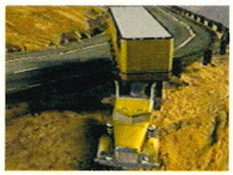
...and remember

a cheat a day keeps the doctor away!

VIGILANTE 8: SECOND OFFENSE

To enter the following codes go to options and highlight 'Game Status'. Now press and hold **L1+R1** and press ✖ twice. Now enter the following passwords with spaces;

Attract enemies	UNDER FIRE	Slow motion	GO SLOW MO
Fast game	QUICK PLAY	Rapid fire	RAPID FIRE
Big wheels	GO MONSTER	Reduce gravity	NO GRAVITY
High suspension	JACK IT UP	One game	HOME ALONE
Heavier cars	GO RAMMING	Super missiles	BLAST FIRE
No wheel icons	DRIVE ONLY	See all endings	LONG MOVIE






BLAZE XPLORER

XPLORER CODES

Xplorer Codes (for use with the Xplorer cheat cartridge) • For more codes, check out the helpline (standard rate calls, 24 hours a day, seven days a week) 01302 325860, or www.x-plorer.co.uk.

CARMAGEDDON (single player)
Indestructible P1 77F69EEF4C45
374149303535
Indestructable P2 772F85243535
37ED9DCC3535
Unlimited time 87CE2683D695
87B1234AFD93 77EB15834C45
Unlimited money P1 87268292E561
7724FCB83535
87C39D17D695
Unlimited money P2 77672D4D3A35
77C8082B24D5 87C8D99F3436
877B1D6AE561
777997903535
871838EFD695
Only One Zombie Left (press L1 & L2)

DESTREGA
Infinite Health 87E9143AF5FD
Infinite Special Powers 87A4D9793C3D

FIFA 2000
Home Team Always Wins 875D7B3E2549
87758F4E3535
Away Team Always Wins 87617B422549
87718F4A3535

MEDAL OF HONOR

If you want to act tough and get all these cheats the hard way you must beat every level in the game with a three-star rating. Otherwise, check out the following codes, which must be used at the password screen.

General Codes

Same health from previous mission	CAPTAINDYE
Invincibility*	MOSTMEDALS
Infinite ammo*	BADCOPSHOW
English dialogue	SPRECHEN
Wire frame mode*	TRACERON
Rapid fire	ICOSIDODEC
Reflecting shots	GOBLUE

*Only works after you complete a mission and play again.

Multiplayer Codes

Play as Noah	BEACHBALL
Play as dog	WOOFWOOF
Play as Colonel Muller	BIGFATMAN
Play as Gunther	GUNTHER
Play as Otto	HERRZOMBIE
Play as dinosaur	SSPIELBERG
Play as Werner von Braun	ROCKETMAN
Play as Shakespeare	PAYBACK
Play as Churchill	FINESTHOUR
Play as Wolfgang	HOODUP

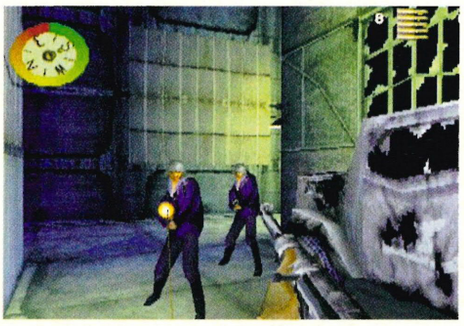
Extra Stuff

Staff pictures	DWIGALLERY
Team pictures	DWIMOHTEAM
Adrian Jones	AJRULES
Lynn Henson	COOLCHICK

Passwords

Enter password to complete mission

MISSION	PASSWORD
1	RETTUNG
2	ZERSIOREN
3	BOOTSINKT
4	SENFGAS
5	SCHWERES
6	SICHERUNG
7	EINSICKERN
8	GESAMTHEIT



ADIDAS POWER SOCCER '98

Cheat Mode

Hold **L1+L2+R1+R2** at the start-up screen to display the cheat entry screen. The enter one of the following to activate the corresponding cheat:

Win Match

Press ✖,▲,▲●,✖, ■, ●, ▲. Then pause the game to win the match of your choice. epm

RESIDENT EVIL 3: NEMESIS

Additional Costumes

To get the Boutique Key, which unlocks the Boutique in Uptown, finish the game in less than seven hours using no more than 30 Ink Ribbons. After the Boutique Key has been found, five new outfits can be won by finishing the game on Hard. These are Police Uniform, Dino Crisis suit, Disco Outfit, Biker Uniform and S.T.A.R.S outfit. Your final grade determines how many new outfits you get from the boutique in Uptown.

COSTUMES	GRADE
5	S
4	A
3	B
2	C
1	D

Defeating the Final Boss

When confronting the final boss (Nemesis' final transformation), make him retreat into the corner that he came from, using your rocket launcher and grenades, then get the cannon online by pushing in the three power sources marked 1, 2 and 3. When that's done, fire the cannon to dispose of the debris and it automatically fires again, at Nemesis. You then have the choice of finishing him off yourself or just running. Doing it yourself unlocks more secrets in the end.

Design Chronos Gear

Combine the Gold Gear from the Clock Goddess Puzzle with the Silver Gear. The Chronos Gear is used to activate the clock bells. Insert it into the bell mechanism on the third floor of the Clock Tower.

Epilogues

To unlock one of eight character biographies, complete the game on Hard.

Fighting the Nemesis

Each time Nemesis is defeated, he drops a special item.

BATTLE	ITEM
1st	EAGLE Parts A
2nd	EAGLE Parts B
3rd	First Aid Spray Box
4th	BENELLI M3S Parts A
5th	BENELLI M3S Parts B
6th	First Aid Spray Box
7th	Unlimited Ammunition Pack

Get Jill's Bonus Diary

To get Jill's diary, you must collect all the files in order.

Get the Grenade Launcher in the Police Station

If you go into the save room before you go to the police station, and mix the A and B gunpowder on the shelf to make C and then mix it with the gunpowder A you got at the warehouse, and then combine it with your reloading tool to make grenade flame rounds, you always get the grenade launcher in the S.T.A.R.S. room.

Infinite Money Trick

Use this method to get all the infinite-ammo weapons and the infinite weapons pack. In Mercenary Mode, go to the area with the dumpster and the hop-scotch paintings (the one right behind the bar). Go up the steps and take a right. You then go north until you get to the fork. Go through the door and you're in the dead-end alley boarded up by red and white boards. There are three dogs here. First kill two dogs immediately, then lure the remaining dog to where the boards are stacked up.

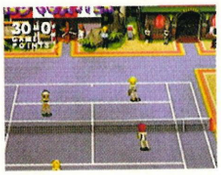
Climb up onto the boards. Go to the opposite end and watch as the dog makes attempts to jump at you. Take a small step forward and press R1 right before he jumps. Your character jumps backwards and gets a Dodge Bonus. Immediately after the character dodges, press R1 again to pick up a combo for your Dodge Bonus. Repeat this process to rack up tons of money and time.

Clock Goddess Puzzle

The object of the Clock Goddess Puzzle is to get the centre clock in the Clock Tower to read 12 o'clock. Collect the Amber, Crystal and Obsidian gems from the statues and go to the three clocks on the opposite wall. Facing the clocks, place the Amber gem into the Past clock, the Obsidian into the Present clock, and the Crystal into the Future clock. If done correctly, the Present clock opens, revealing a Gold Gear, a Mercenary's Pocketbook (next to the bodies in the corner) and MT rounds (in the alcove). epm

ANNA KOURNIKOVA'S SMASH COURT TENNIS

Unlock Hidden Features





When you win a Grand Slam tournament, you recieve a new piece of equipment. Also, whenever you win a Street tournament, you gain access to secret characters from other Namco games like *Pac-Man, Tekken 3, Time Crisis* and *Ridge Racer*. epm

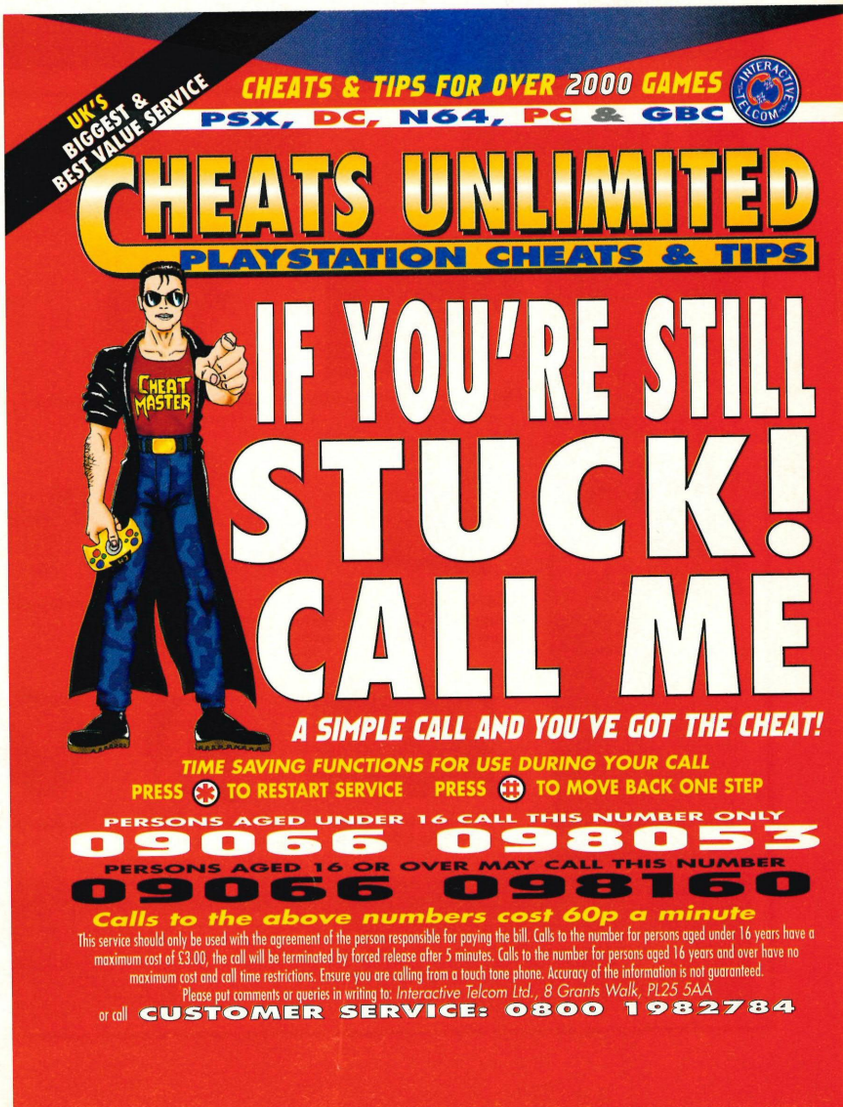
RESIDENT EVIL 3: NEMESIS (CONTINUED...)

Max Grenade Launcher Ammo Glitch

With this code you can put more than six rounds into your grenade launcher at once. If you have six fire rounds in your grenade launcher, and you have 138 regular rounds in your item box, combine the ammo onto the grenade launcher with the fire ammo in it (it works with any ammo as long as the two are different) and the six fire rounds appear in your item box, and the 138 regular rounds in your gun.

MIXING GUN POWDER	
66 Handgun bullets:	Gun Powder BBA
55 Handgun bullets:	Gun Powder AAA
40 Shotgun shells:	Gun Powder AAB
35 Handgun bullets:	Gun Powder AA
30 Shotgun shells:	Gun Powder BBB
24 Magnum rounds:	Gun Powder CCC
18 Shotgun shells:	Gun Powder BB
15 Handgun bullets:	Gun Powder A
Ten Acid rounds:	Gun Powder BC
Ten Cold rounds:	Gun Powder CC
Ten Fire rounds:	Gun Powder AC
Ten Grenade rounds:	Gun Powder C (mix A with B)
Seven Shot Gun Shells:	Gun Powder B epm





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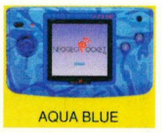
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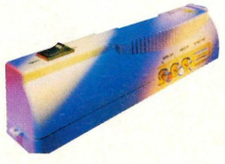
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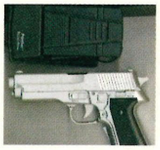
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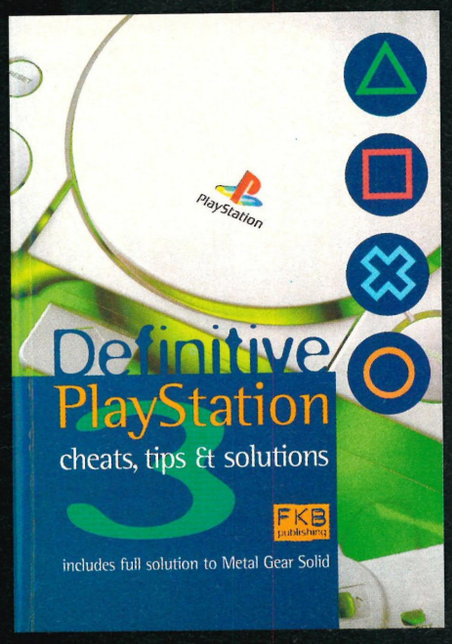
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TIPS FOCUS PLAYER'S GUIDE TIPS FOCUS

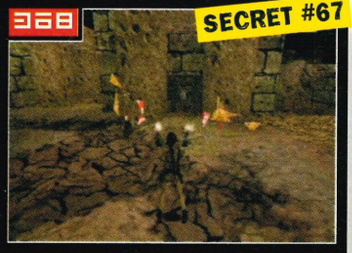
Here it is – the final part of our in-depth solution to *Tomb Raider: The Last Revelation*. Now you can at last reach that end sequence, safe in the knowledge you've found every secret and solved every puzzle. Here's to the inevitable *Tomb Raider V*...

TOMB RAIDER

THE LAST REVELATION

FINAL PART

THE MASTABAS



368. As soon as you enter this level, proceed forward to the boarded-up building with the danger sign, then shoot the sign and enter. Inside, remove the bats then locate the hidden hatch (fire a weapon to highlight the hatch) and open it. Now use the ladder to climb down to the secret area and collect the Medipack.



369. Proceed along the path to the left, with guns drawn to deal with the wild dogs that attack, then continue around the truck and collect the Jerry-Can. Now head back along the path and follow the first path to the east, then open the door on the left and enter.



370. Inside, open the hatch on the floor then climb down and continue along the passage to the first junction. Follow the passage east to reach the room lit with torches. Arm the revolver and laser sights then target the three lion head statues and shoot the gems from their mouths. Now head through the door to the north, avoiding the mummies, and collect the small waterskin.



371. Return to the previous junction and head south to the end of the passage. Climb up through the hole to appear back outside, then remove the bats and head along the path to appear between two pits. Carefully jump across the pit to the east, then shoot the danger sign to reveal the next entrance.

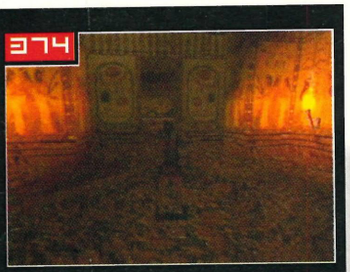


372. Inside, kill the bats and the dog, then open the hatch and drop into the passage below. Continue east at the junction to reach another room with three lion head statues, then repeat the previous procedure to collect the Bag of Sand, before returning to the junction and proceeding north to the second junction.



373. Head straight past the second junction, proceed to the hole and climb out. Open the door and shoot the planks, then head outside and approach the pit to the west. From the ledge on the left, use a running jump to the north-west, then use a standing jump to the north-west and again across to the next area.

374



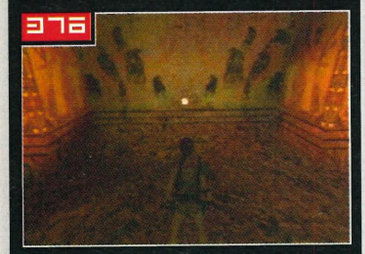
374. Kill the scorpions, then open the hatch and enter the passage below. At the first junction, head west to collect the stick, then return to the junction and proceed east to the next lion head room. Drop the stick and remove the enemies, then repeat the usual procedure before heading through the door with stick in hand.

375



375. Drop the stick again and kill the bats, then walk behind the three scales to the pool of water and fill the waterskin. Return to the front of the scales and climb onto the platform in front of the scales to the left, then use the waterskin to fill the dish with water. Stand on the platform in front of the scales to the right and use the Bag of Sand, then stand in front of the centre scales and use the Jerry Can. Now use a wall torch to light the stick then use it to light the petrol on the centre scales.

376



376. Head through the open door to the west and destroy the mummies before collecting the Northern Shaft Key from the west wall. Use the revolver and laser sights to shoot the two gems in the mouths of the lion-head statues, then return to the three scales and continue east into the next lion-head room. Shoot the three gems, then head up the stairs and follow the passage to the junction.

377



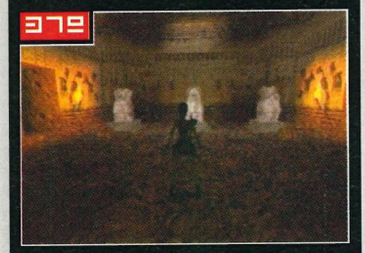
377. Continue west from the junction to reach the hole, then climb out and kill the scorpion. Carefully jump north-east across the pit to the first platform, then use a running jump north-east again to the next area. Now turn and face south, then use a running jump across to the opposite path and grab onto the edge.

378



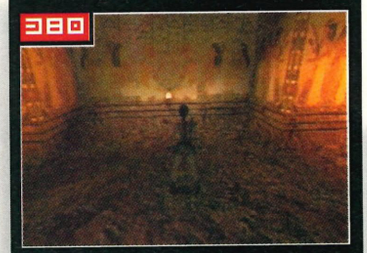
378. Pull yourself up, then enter the door to the right and open the hatch on the floor. Drop through the hatch and follow the passage to the first junction, then continue east and up through the next hole. Kill the dog, before removing the planks to expose the next entrance.

379



379. Once inside, kill the bats then open the hatch and enter the passage. Head east at the first junction to reach another lion-head room, then repeat the usual procedure of shooting the gems and enter the next room, where there are three monkey statues. Approach the statue to the right and use the crowbar in the lever pivot, then head through the door to the east once the monkey has appeared and escaped.

380



380. Remove the mummies then collect the Southern Shaft Key from the east wall, before shooting the two gems. Now return to the monkey statue room, then head through the door to the west and destroy the next three gems, before heading through the opposite door and following the passage to the next level.

THE GREAT PYRAMID

381



381. Continue along the passage to the hole, then climb out and shoot the planks blocking the exit. Once outside, kill the assassins then jump south-west across the pit to the next door and enter. Kill the assassin and beetle, then continue along the path to the next door and enter.

382

SECRET #68



382. After jumping the pit and entering the first building, locate the hidden hatch, then climb down the ladder to collect the grenade gun from the secret area.

383



383. Kill the assassin, then continue through the next door and head south-west to the large pyramid. Using the ledge and a running jump, jump across to the pyramid then get ready to begin the climb to the top. Start by dropping onto the ledge to the west, then jump to the west and grab onto the next block. Now climb onto the next block, then head north to the next.

384



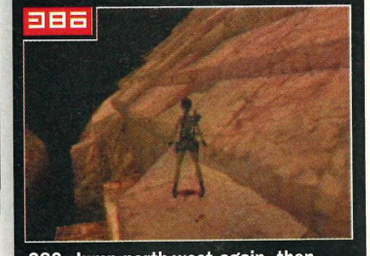
384. Continue north-east as far as possible, then use a running jump to the east. Continue east to the next two blocks by using standing jumps, then jump up one block and continue east to the last climbable block. From here, jump east again to land and slide to the block below, then drop down to the extended platform, use a running jump to the south and grab onto the ledge.

385



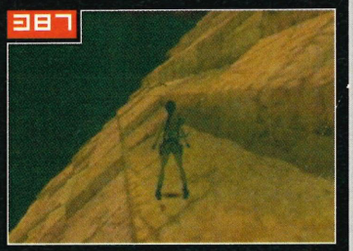
385. From the single platform, kill the nearby beetle, use a running jump to the east then jump north, back across the pit to the pyramid. Climb onto the block above then walk slightly up the slope and perform a running jump east to the block with the Medipack. Now use a standing jump to the north-west and quickly jump north-west again to the next block before the boulder arrives.

386



386. Jump north-west again, then west, and destroy the beetle that

appears. Now head north two blocks, then east two blocks. Continue north two blocks, then walk east and kill the beetles before using a running jump to the east, where you slide down a few blocks. Use another running jump to the west to land on the single climbable block, then destroy the beetle.



387. Use a standing jump to the west then face south-west and drop diagonally onto the block below. Jump north-west and then south-west to the block below and then north-west again. Kill the beetle and continue north and then north-west again and up the pyramid two blocks. Continue west to the line of climbable blocks and, with no other climbable blocks above, use a running jump to the west, where you slide down and automatically enter Khufu's Queens Pyramids.

KHUFU'S QUEENS PYRAMIDS



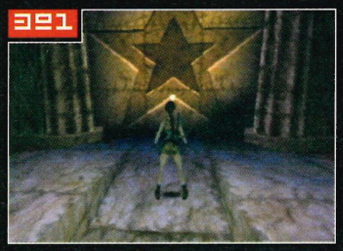
388. Arm a powerful weapon, then walk along the path and kill the scorpions and guards before they attack you. Approach the bunker door to the south, collect the items from the crates inside, then exit the bunker and head west to the large pit. Use the ledges to the left of the pit to continue across to the path to the north-west.



389. After exiting the first bunker, enter the next bunker further along the path, then use the Armoury Key (you should have collected this from the guard back in Menkaure's Pyramid) to open the inner gate and collect the items from the crates.



390. Once safely across the pit, kill the scorpion, then jump east across to the other side of the pit and use the blocks to head north, before jumping back across the pit to the single platform. Now kill the beetle and scorpion then walk around the corner to the west.



391. Collect the Medipack, then push the single block along the path and use it to reach the door to the south. Enter, then open the hatch and proceed down the ladder to enter the maze of tunnels below. From the first junction, simply head west and keep turning to the left at every junction. When you reach the following room, kill the Egyptian guard then collect the Eastern Shaft Key from the wall to the south.



392. Now return to the entrance by following the tunnels in this order: head straight through the first junction, right at the second, left at the third, left at the fourth and right at the fifth. Climb and return outside, then approach the pit and jump across to the opposite platform.

Continue north along the third platform then start your climb up the pyramid, in a north-easterly direction but only using the climbable blocks. When you reach the door, kill the beetles then use the Guard Keys in the lock and enter.

INSIDE THE GREAT PYRAMID



393. Proceed down the main passage to the fist pit and jump across, then remove the two assassins and enter the passage to the east. Kill the next assassin and pass under the gate to the sloped room, then remove the assassin above before following the middle path to activate the sliding blocks. Carefully head past the blocks to the next room and destroy the dogs.



394. Walk around the container and enter to collect the Medipack and stick, then use the stick to light the five unlit wall torches. Head through the entrance to the west that has been opened and pull the lever inside, then return to the sloped room and proceed up the slope and through the doorway at the top.



395. Once inside, place the four Shaft Keys in the recesses then pull the lever on the north wall to open the previous gate. Head back down the slope and kill the assassins, then return through the sliding blocks to the container and pull the lever in the alcove on the east wall.



396. Head back through the sliding blocks again and return to the main passage, then continue down the passage, removing the assassins and jumping the pits. Proceed through the gate at the bottom and kill the bats, then enter the hole and climb down to the shaft. At the bottom, climb into the tunnel and follow it into the Temple of Horus.



397. Before heading through the gate at the bottom of the main passage, jump back across the first and second pit, then walk to the third and light a flare. Now drop the flare to see the lower ledge and secret alcove that contains the crossbow.

TEMPLE OF HORUS



398. Continue into the next room, where you notice a strange beast behind bars. Head to the north of the room – you then notice some scales and a water fountain on either side. Collect the large waterskin from the floor, then approach either fountain and fill the large waterskin with water. Now approach the pot on the left scale.

399



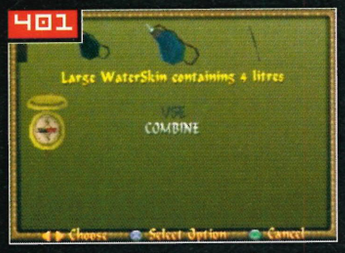
399. Your objective here is to fill the pot with exactly two litres of water; any more or less releases the beast behind the bars. Start by going into your inventory and selecting the large waterskin, then combine it with the small one to transfer three litres into it. Now use the remaining two litres from the large waterskin on the pot.

400



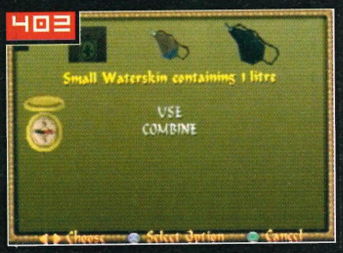
400. Once the scales are balanced, drop through the hole in the floor and head into the next room. Remove the bats and save your game, then jump across to the pole and carefully slide down between the blades. At the bottom you enter the next room, which is exactly the same as the room above, only this time you must fill the pot on the scales with four litres of water.

401



401. Approach either fountain and empty both waterskins, then fill the large waterskin with five litres and combine it with the small waterskin to fill it with three litres and leave two litres in the large waterskin. Next empty the small waterskin and put the two litres from the large waterskin into the small waterskin. Now fill the large waterskin again, then combine the large waterskin with the small one to remove a litre from the large waterskin and leave four litres.

402



402. Use the large waterskin on the pot to balance the scales, then drop through the hole that has just been exposed to reach the next pole. Carefully slide down through the blades, remove the bats and enter the next room. Once again you have to balance the scales, but this time with a single litre of water.

403



403. Start by emptying both waterskins, then fill the small waterskin with water and combine it with the large waterskin. Now fill the small waterskin again, then combine it with the large waterskin once more. You now have a litre remaining in the small waterskin. Pour the litre of water into the pot on the scales, then drop down through the hole in the floor.

404



404. Head along the passage to the shaft of light, then jump across to the west wall of the shaft and climb down to the ledge below and to the north. From the ledge, face to the north, keeping close to the west wall, then use a running jump to reach the water below. Swim through the water to the central ledge and climb out, then approach the shaft of light where Horus is frozen. Now place the Holy Scriptures onto each of the four pedestals.

405



405. Once the scriptures are in place, approach Horus and enter the shaft of light, where Lara places the pieces of armour onto him. After a short cut scene, Horus comes to life and begins to attack. Quickly jump into the water and retrieve the Amulet of Horus, then swim around to the south-west corner and climb out onto the ledge.

406



406. Follow the path to the passage and enter it, then pull the lever. Now return to the previous chamber and run past Horus to the path and passage on the north wall. Pull the second lever, then return to the previous path across the other side of the chamber and jump east, across to the ledge below. Use the following ledges to make your way along, and up to the chamber platform next to the the large stalactite. Carefully jump to the left of the stalactite to grab onto the ledge and then shimmy to the right and climb up.

407



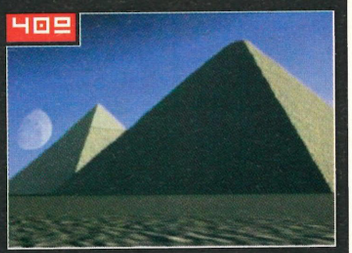
407. At the end of the next ledge, use another running jump across to reach the crawl space, then enter it and follow the tunnel to the ledge on the other side. Continue along the next ledge towards the shaft of light, then jump north to the climbable wall and proceed up the shaft to the room above, where Lara automatically closes the seal.

408

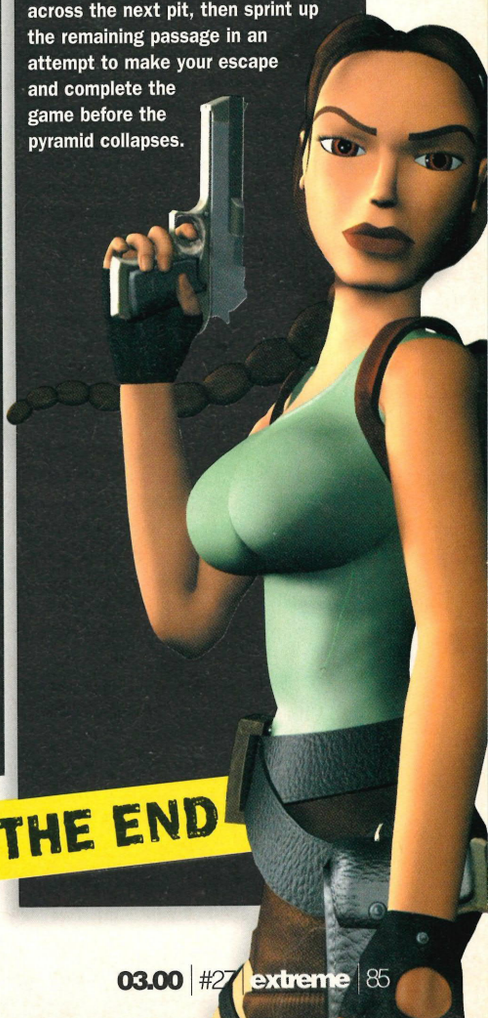


408. Once you're back in control, head under the gate and along the passage, then carefully continue past the set of three sliding blocks before jumping across the spiked pit to the left passage. Quickly continue along the passage to the next pit and jump across to the east wall to grab the small crack, then shimmy across to the passage and enter.

409



409. Continue along the passage to the right, use another running jump across the next pit, then sprint up the remaining passage in an attempt to make your escape and complete the game before the pyramid collapses.



THE END

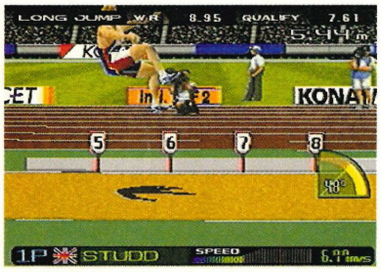
INTERNATIONAL TRACK AND FIELD 2

TIPS FOCUS WINNING TIPS

Multi-event wagglers have a mixed reputation on the consoles, but there's no denying the quality of International *Track & Field 2*. If you're having trouble grabbing the gold, don't turn to Ben Johnson's vitamin supplier – check out these winning tactics...

LONG JUMP

The long jump is a speed and timing event, but it's not particularly difficult to earn some good points and break the initial world records if you follow our advice. First up, hit the run button once but don't start tapping until your man starts to move away from his starting point. Once moving, get running as fast as you can. The best time to hit jump to avoid fouling is just after the final TV camera you run past. Hold the ✖ or ▲ until the yellow bar hits 45 degrees, then release it. This angle gives you the best jump, although you can still get a good distance on anything from 42 to 48 degrees. Once in the air, get ready to tap ▲ or ✖ once more, just as you descend, to bring your legs out to get a final bit of distance.





POLE VAULT

The pole vault is one of the hardest events in the game since incredibly precise timing is needed to get it right. It also introduces a tension bar that you have to watch in order to get the best jump possible.

As in the long jump, don't start going for it on the run buttons until your vaulter is moving, then hammer them for hell. A common mistake people make on the pole vault is to press ✖ or ▲ to drop the pole at the jump, but this is done automatically, so just keep running until the pole is in. Once the pole is grounded the tension bar to the left of the screen shoots up. The idea here is to hit ✖ or ▲ to release the pole when the yellow bar is at its highest point. Once the pole is released you just need one more tap of ▲ or ✖ to position your vaulter into a shape that helps him clear the bar. Sounds simple? It isn't! You'll need to practise a hell of a lot to get anywhere near the starting records on this one.



100M SPRINT

The premier athletics event is (unsurprisingly) the most simple to complete in *Track & Field 2*. There's no real strategy required, just a lot of strength and rhythm. Remember to pre-empt the start to get a good-'un (this is a skill you must learn yourself) but if you get one false start, make sure that you take it easy on the restart as two falsies spell disqualification. If things are looking tight at the end of the race, time your tap of ✖ or ▲ to push forward a little.

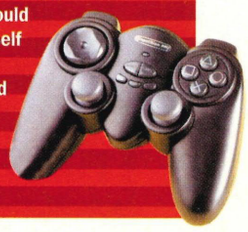




Autofire Antics

Got a pad with autofire on it? If so, you're sorted. Simply assign autofire to either run button, then when you want extra speed just hold that button and concentrate your tapping on the other. This gives you a ridiculous amount of speed that can help you beat all the world records.

Alternatively, you could keep this trick to yourself and continuously whip your mates in the speed and strength events, without them having a clue what's going on. Now, we like that!



HAMMER THROW

Although the hammer throw is a very tough event, you can make it easy for yourself to get a qualifying throw. If you're going for a record though, things start to become extremely difficult. Let's start with the easy throw first: immediately after hearing the buzzer, start hitting ■ and ● to turn, then as you pick up speed a blue arrow will start to spin with you. The time to hit ✖ or ▲ to throw is the third time the arrow faces directly back at you, out of the screen. Time it right and get a 45 degree angle and you'll get a throw that takes you well into qualification.

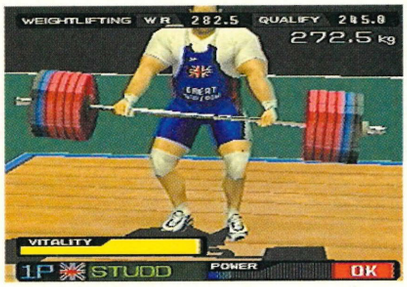
To go for records, you need to wait for the blue arrow to come around a fourth time before going for a 45 degree angle. However, you do need to hit ✖ or ▲ slightly earlier, as your man will be spinning much faster. Time it wrong and it's an instant foul, so make sure you've qualified before going for the big throws.





WEIGHTLIFTING

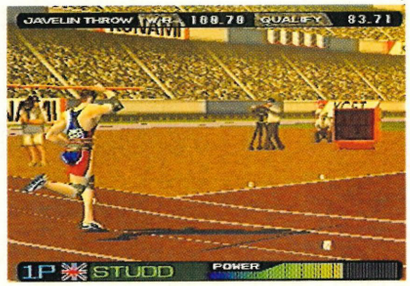
Weightlifting is actually quite an easy event once you've got used to it. However, it does take a lot of strength if you're to succeed on the higher weights and it takes timing too, as you won't get past the clean and jerk stages without this aspect being perfect. The initial lift requires you to tap ■ and ● to get the power bar up to OK. Get ready to hit ▲ or ✖ just as the bar hits OK to perform the clean move – the earlier you tap ▲ or ✖, the more stamina you'll have for the jerk stage. Once the clean is over, watch the power bar: after a few seconds it shoots straight back up to OK, when you must tap ▲ or ✖ again. Be prepared for this as the bar travels faster if you're lifting a heavier weight. Once you've hit OK it's now an all out ■ and ● button bashing fest to get the bar back to the top and keep it there for the duration of the three red lights.

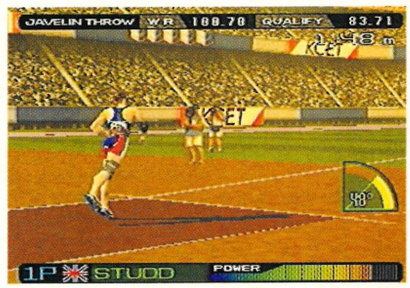




JAVELIN THROW

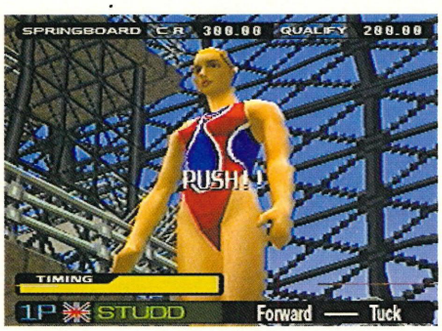
The javelin throw is a fairly easy event, in that you're guaranteed a throw of 90m or over if you follow our instructions closely. Start running as soon as you hear the buzzer and go hell for leather down the runway. The best time to hit throw, to avoid a foul but also get a good distance, is just past the last judge in the white coat on the left of your player. As long as you time this correctly and have plenty of speed and a good angle (between 42 and 48 degrees), you should clear 90m every time. Going for the records is a little harder but easily possible. You'll need close to top speed and a perfect 45 degree arc but it's the timing of your throw which is most important. Try and leave it until you're as far past the white coated judge as possible before throwing the javelin. You'll get some fouls, but this is definitely the best way to get the record.

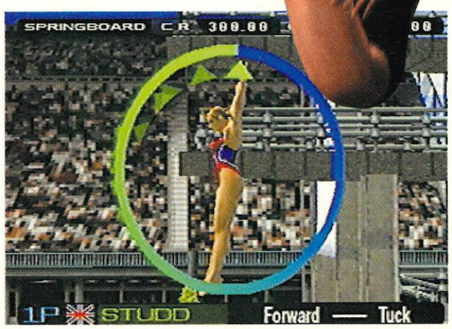




SPRINGBOARD

First up on the springboard event you need to choose a trick. Start with the ones marked 'A' as these are the easiest to learn. Once you've chosen a trick, try and hit ▲ or ✖ when the timing bar is at the top. After this your diver moves to the edge of the board, where you have to hit ■ and ● as fast as possible to increase the number of spins. Once this is done your diver takes off and completes the spins, then it's up to you to get as straight an entry into the water as possible. This is very hard and there's no general rule – you'll have to learn for yourself when to press ▲ or ✖ for the different types of dive.





50M FREESTYLE

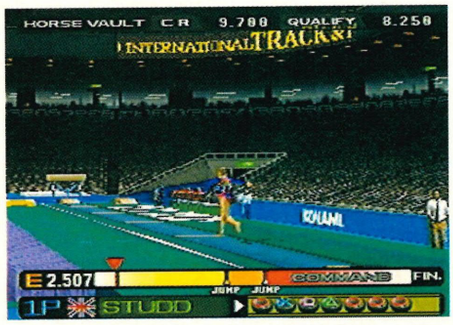
The swimming is basically the same as the 100m track sprint, in that it's simply a case of getting a good start and bashing the buttons as hard as possible. You'll need to last a bit longer at full button bashing capacity than on the 100m sprint though, as the average 50m freestyle race lasts about 25 seconds. It's best to go for it from the start, relax slightly once you're out in front, then go for it again. Remember to use ▲ or ✖ if you're in a tight finish.



HORSE VAULT

The horse vault is one of the hardest events in the game, as you'll need to keep your eyes on more than one thing and have the manual dexterity of a four-armed office typist. Start your run by tapping any button, then watch the coloured bar towards the bottom of the screen. The idea here is to hit a button exactly on the two jump positions, but these are so small on the bar that you'll also need to keep an eye on where your vaulter is on the runway. Once you've tapped twice on the jump positions, you then have to follow the button code (according to the trick you've chosen) to actually perform the vault. There isn't exactly a lot we can do to help on this event – just keep practising and you'll get the gist.

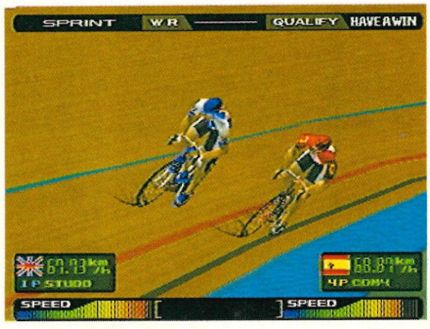




SPRINT

The cycle sprint is the most strategic event in Track & Field 2, especially when you're playing against the computer. The race takes place over three laps but you don't need to exert yourself until just before the final lap. The idea is to keep your opponent behind you at all times (obvious, really), no matter how slowly you're going. You need to use ▲ and ✖ to position yourself on the track according to where your opponent is. For instance, he may be high on a bank, which means he needs to pedal faster, so staying on the inside means you can conserve energy (you'll get the drift, once you start playing).

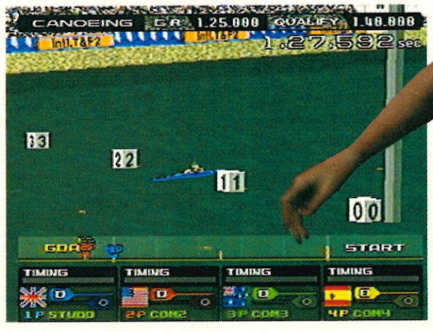
Anyway, the action starts on the last corner before the final lap bell, at which point the computer opponent will go high, then try and break past you by using the slope of the corner. To combat this you need to break earlier and get a distance between you and your opponent. This does mean that you need to be going hell for leather for more than a lap but it's the best way to combat your opponent's break. There are various strategies to use against human opponents, but these obviously depend on how they decide to tackle the race.



CANOEING

What a hideously boring and frustrating event. The best advice we can offer here is to give it a miss. No, hold on, there are a few tips we can give you! First up, there's no 'get, set, go'– instead you'll hear 'Attention Please', then a starting gun. Try and hit ■ or ● as close to the bang as possible, then it's simply a case of following the paddles at the bottom of the screen to the best of your timing ability. If you get the timing right the paddles speed up, so you'll have to constantly change your timing to avoid missing a stroke. If you do miss a stroke, stay on the button you missed the stroke with and wait for the paddle to light up again, this usually helps you to avoid totally messing your timing up.





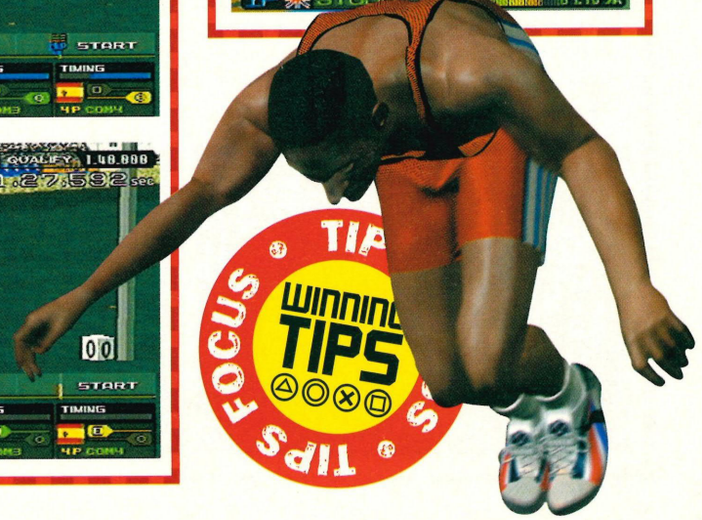
1KM TIME TRIAL

Simplicity and restraint are the keys here. This is actually a very physically demanding event, so you'll need to conserve your energy. You need to complete four laps of the velodrome to complete this race, so start off the first lap at a relatively easy pace. The best place for the power bar to be at the start is about half an inch past the word 'speed' on the bar. You now simply need to keep building it up as you progress through laps two and three, then absolutely hammer it once you hear the bell for the last lap. Your success at this event really does depend on your speed and stamina.









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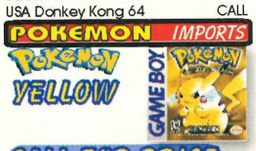
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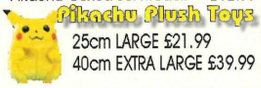
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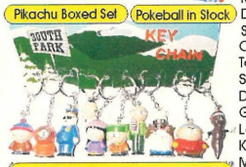




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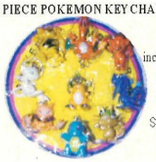
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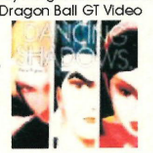
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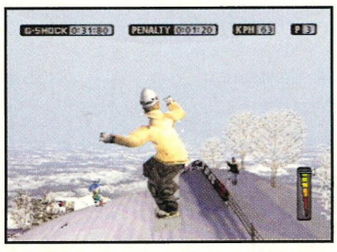
CBX

CBX, or Boarder Cross, has you winging down a short track against three other competitors. It's a little like slalom, as you have to pass gates to avoid penalties, but you also need to watch out for the other competitors.

VERMONT

Don't worry about getting involved in the fighting, as you can take the lead immediately if you pull down to gain speed. Just after the first set of scaffolding follow the channel around to the left but don't use hard turn. Once through the gates watch out for a sharpish right to make the next gates. Just down from here the fence comes into the track – you'll need to hit ■ and ➡ to make it through the next set of gates. From here jump the double gates on the moguls, then stick to the right when you hit the bottom of the large downhill to get the almost hidden gate. It's pretty much plain sailing from here, just make sure you time your jumps well.





COLORADO

The Colorado course is very fast, although it doesn't contain that many tough gates. After the start do a medium size jump off of the first lip to land on the following slope. Now tap jump on top of the whoops to gain a little time before you enter the first light chicane section with four sets of gates. As you leave this section get ready for a massive jump. The landing takes you down into an undercover section. Stay to the left here and jump out from the exit. When you reach the next left-hander try to keep going straight as you jump, as this avoids a huge hill on the left of the next straight. Now it's another simple set of gates and a few big jumps before the finish. Easy.



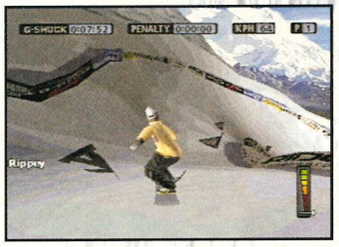
FRANCE

Stick to the right at the start and pull down to ride the big hills. Once over the second one, get ready to jump off the next hill to the right to gain some speed. Stay on the ground through the next set of turns and keep to the right for another jump as you exit this section. Forget about jumping through the next set of turns but make sure you're ready for a big one after the left-hand turn that follows the Slimjim sponsored corner. After this there's a left, a right and then another left, that leads onto a big jump. Don't jump here though, as you need to wait for the next jump, which has a dangerous gap below. Stick to the left when the course branches further down, as this makes crossing the next gap much easier. The final straight is full of whoops but you should be able to clear them with a big jump from the first one.



ALASKA

Hit some big air off the first double jump, then take the left-hander smoothly to bring you onto a tricky jump. Stay right, with your board facing slightly to the left, to make it through the next gate and go for maximum air. If you clear the next hill you should be out in front. Immediately after this is a four corner 'S' section – make minimal use of the ■ button for sharper turns. The course then goes downhill into a very tight gated area that requires heavy use of ■ and a smooth action. Once you exit this, stay left and follow the chicane to the left, getting ready for the next small jump. Hit this correctly and you'll clear a lot of rough terrain. After another tight section of gates you hit the start straight, which is full of jumps. Do a medium jump from the first then, when you get up onto the higher level, stay to the right and use the extra height for some huge air.



JAPAN

Unlike the French Boarder Cross, which required you to keep low, the Japanese course is very much a big air course. At the start stick to the right and hit the top of the jump with all your might. Just after the left-hander, stay to the right but angle your board left slightly and hit the jump on this side. Time it right and you'll fly to the next right-hand corner. Stay to the left on the exit of this corner and jump again to avoid the large hill on the right. Now jump the double hills after the left-hander and follow the course into a tight chicane section. Stay as close to the gates as possible and tap ■ when you turn to make it through here quickly. This leads on to another jump-based area. Just make sure you get good air off the first jump in the sequence to clear the others. Watch out for the tight section before the final jump (use ■) then jump for your life to the finish line.



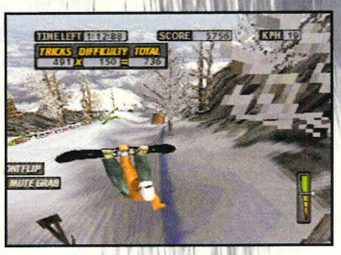


SLOPESTYLE

Slopestyle simply asks you to take a leisurely slide down a slope and score as many points as possible. You're up against a time limit but it's generous, so search out those trick opportunities.

VERMONT

The start here is packed with inviting looking rails to slide across. Don't be tempted though. Instead go for the big jumps with the blue stripes, as you'll be able to get some massive air for some very high scoring trick combos. You'll generally find that these big jumps are staggered from left to right down the track, so keep your eyes peeled. About halfway down there's a big scoring opportunity with a long quarter pipe to the right. Stay to the left towards the end and use the tree to slide onto the hut roof, then pull a massive jump off from the end to score as you cross the line.



COLORADO

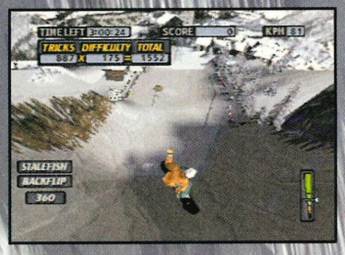
You're made to work much harder for your points on this course as there are no marked-out blue ramps to find. This means you have to try your luck on all manner of jumps and bumps. Due to lack of air opportunity, you also have to make more use of the various rail slide points around. Try to make sure that you jump and trick out of a rail slide for a few extra points.





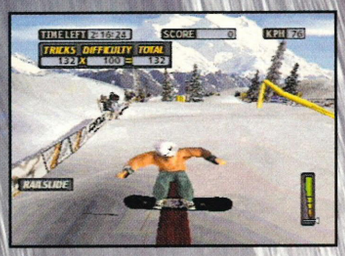
FRANCE

The French Slopestyle course is more akin to a very long Big Air course and is unlike the small mogul style you're used to so far. This means that to score the best points you need to run smoothly from one ramp to the other. Forget the little jumps and bumps and concentrate on the big, spectacular and high scoring moves that can be scored from the big hills. Also watch out on the sides of the course, as there are plenty of different channels and paths to explore, as well as quarter pipe style walls that can be used to score points.



ALASKA

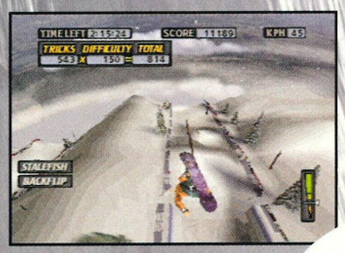
This slope requires many of the same skills as the French slope: you need to make a nice smooth run between all of the big jumps, forgetting about the little stuff. About three quarters of the way down the slope it forks – take the right-hand route as this contains a high scoring half-pipe section and a succession of easy big jumps. Just past the small red bridge you'll see a large wooden bridge structure. Go to the left and slide up the slope, then pull a small jump and stunt. When you land align yourself with the snow ramp at the end, then jump for all you're worth to get last minute points.



JAPAN

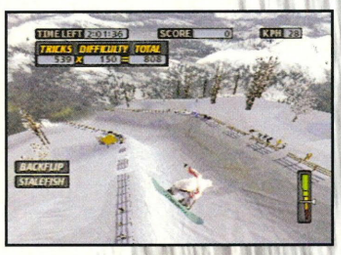
The final slopestyle course asks you to marry all the tactics from the previous four courses. It's packed with railslide opportunities, small jumps and huge Big Air style jumps. The layout of the course makes it a very frantic ride, so try and keep your speed down by using **L2**. About halfway down the course, to the right, you'll find a quarter pipe wall which seems to have magical qualities: it throws you up into the air and lets you hang there for ages. Make use of this air time to get loads of high scoring tricks. For the rest of the course it's simply down to you to pull off as many good tricks as you possibly can.





HALF-PIPE

Although the different half-pipe courses vary greatly, there isn't much we can say to get you down them separately. The overall tactic for getting good scores in the half-pipe events is to make sure that you keep your speed up as you go from side to side down the pipe. This means that you'll always need to be facing slightly down the slope. It is a good tactic, however, when you're towards the bottom of a run and you still have plenty of time left, to just keep going from side to side and scoring as many points as possible until you cross the line. This should only be done if you have time on the clock, though. You don't want to ruin a good run by running out of time, now do you?





EXTRAS!

Complete tournaments in Rookie mode to get extra Pro Boarders. Get records in hard mode and you'll get access to the special events listed elsewhere in this guide.

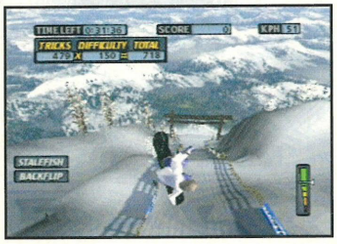


BIG AIR

Score as many points as possible from one short, specially designed jump track. Sounds easy, but timing is everything here as you don't want to jump past other scoring opportunities.

VERMONT

Very simple this one. The first jump you come across is big enough for a few spins and one flip, so add some grabs also to gain points. The main jump is straightforward with no obstacles, so just go for your life and get those high scoring flips in.



COLORADO

There are three opportunities to score here. The first is about halfway down the starting channel of the lump in the centre. Go for a couple of grabs here. Just past this is a large jump where you can fit some flips and spins in. Stay to the left when the track forks, as this side gives you the most height for the big jump, where you can score well. Make sure you have enough speed to clear the building.



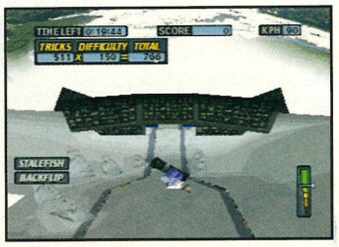
FRANCE

Stay to the right and use the roof of the house for some massive air and big points. When you land don't jump off the next small jump, instead wait for the one after it, then really go for it in order to clear the road. The next jump has a very steep landing, so keep tricking until you've almost hit the deck, then go to the right to hit a final small jump for extra points.



ALASKA

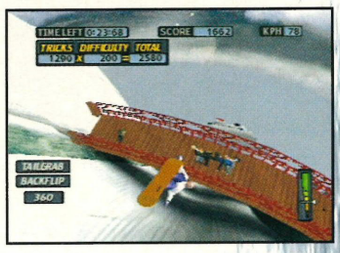
Go for the biggest jump possible off the first ramp. Make sure you land straight though, as it's straight on to another ramp from here. Don't give it your all in terms of height and length on the second ramp though, as you want to land a little short so that you can get some air off the final small ramp at the end of the run



JAPAN

Things start to get a bit tougher now, in a hit and miss sort of fashion. Jump from the first of the double jumps at the bottom of the first hill. After this there's a selection of jumps to choose from that lead to a slope with three bridges crossing it. There's no scientific way to avoid these bridges but the best chance is to get the biggest jump possible from the far right ramp. At the bottom of the hill use the semi half-pipe section to score some extra points.





SPECIAL EVENTS

VERMONT

POWDER HILL

The snow has just fallen and you've got to take to the slopes whilst it's still powder. This means that your legs are usually covered by snow up to your knees, which is no huge problem. It is a problem, however, when there are huge, deep snow drifts that you can hardly see. Land in one of these and go under and it's game over. The snow drifts can usually be recognised, as they are much whiter than the other snow but often you won't notice them until it's too late. Be quick with the jump button, and if you see a jump make sure you go for it, as they're usually put their for a reason. Also use **L2** to act as a brake, so you can survey the track ahead.



COLORADO

GATE ATTACK

This event is a little like slalom, although the gates are much smaller and placed in harder to reach places. You're up against a very tight time limit, making it almost impossible to miss two gates in a row. The time limit does allow you to slow down to get across the course to a gate on the other side though. If you see a rail going into a gate make sure you always take it, as it will guarantee you extra time. The blue gates require you to do a trick through them. Keep the tricks as basic as possible and time your jumps, as you don't want to jump over or under the gates.



FRANCE

AVALANCHE

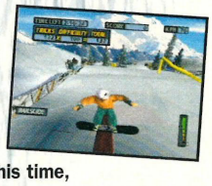
The idea here is to get to the bottom of the hill without hitting any large boulders, rocks or lumps of snow. It's okay to hit the smaller pieces of debris as you go but plough head on into an object bigger than yourself and it's mountain rescue for you. Watch out especially for falling obelisk shaped rocks and large boulders dropping down from your side. You'll need to use ✖ a lot to weave your way through some of the lower sections of the course.



ALASKA

WHACK AN ALIEN

This event is very much like the Gate Attack in Colorado. You have to stunt through the blue gates and just get through the yellow gates. This time, however, you have a selection of nasty little (and large) aliens that have to be dodged. Due to the tight time limits here, this event is indeed very tough, so we wouldn't suggest that you take it on until you have cracked the game completely.



DOWNHILL

The daddy. You're up against three other competitors in a race to the bottom. It's not all about crossing the line first though, as you need to score points for your overall position. Oh, and don't be afraid to use a bit of violence with **R1** and **L1**.

VERMONT

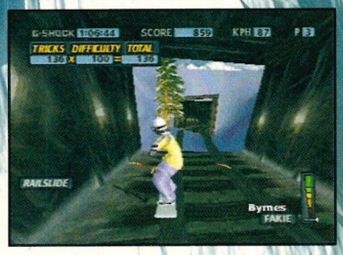
A fairly straightforward course with plenty of tricking opportunities and not much in the way of devious design. Make the most of the hills to the right of the track at the start to score some good points. You can make it through the following fenced section without using ■. Stay to the right on the first part of the powder snow section, as there is a gap between the trees. Go more into the centre as the slope starts to steepen. Finally, watch out for the huge gap that has to be cleared right near the end of the course.





COLORADO

To win in Colorado, make sure you take the left route at the fork. It's harder to get through as the entrance is blocked by trees but once you get into the tunnel you can save a lot of time. Use the rails and go for a big jump off the first snow mound to jump into the following tunnel and save more time. It's not all about winning though; this course has lots of little moguls to perform small tricks from. The main obstacles are huge snow drifts that slow you down, recognisable as thick patches that are a slightly different colour from the other snow.



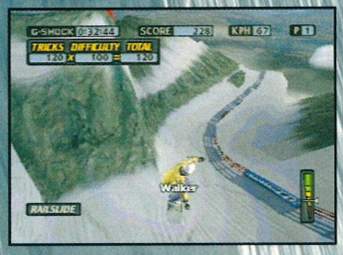
FRANCE

The top part of this course is very bumpy but there are some big jump opportunities to get high scores in early. Watch out for the powder-filled gully about halfway down as this will slow you down. Try jumping to the left instead, then use the log to railslide across it. When you come to the ski lift section stay directly under it for the first part for more jumps, then go to the left for a couple more big point opportunities. The final part of the track follows a pre-set channel, so use this area to get some speed and overtake anyone in front.



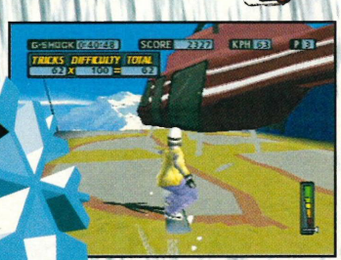
JAPAN

This is very technical, so you have to find your own scoring opportunities. There are some obvious big jumps but mostly you'll be jumping off small moguls and mounds. There are a few S-bend sections that require the use of ■, but try to keep your speed up by using the height of the banked corners. Watch out about halfway down where the track forks; there's a rock in front of the centre jump which can be cleared to find a third, fast route. The left or right routes are much easier though, so only try this if you're confident.



ALASKA

The final downhill course is very open, meaning that there are lots of trick opportunities all of the way down – you just have to find them. There are also a whole load of obstacles to avoid, which most of the time take the form of deviously placed rocks. Keep an eye out for these and if you can, look before you leap. There's a massive points scoring opportunity about halfway down, at the mountain rescue building. You can either slide across the heli-pad (avoiding the chopper) and go for a huge jump, or use the pipe to slide onto the building, which will give you even more height for the jump. The final section resembles an ice tunnel and is very bendy, so make use of ■ to get through it safely.

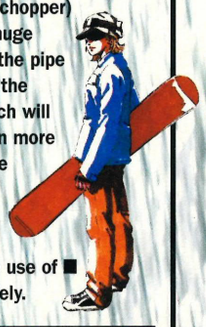


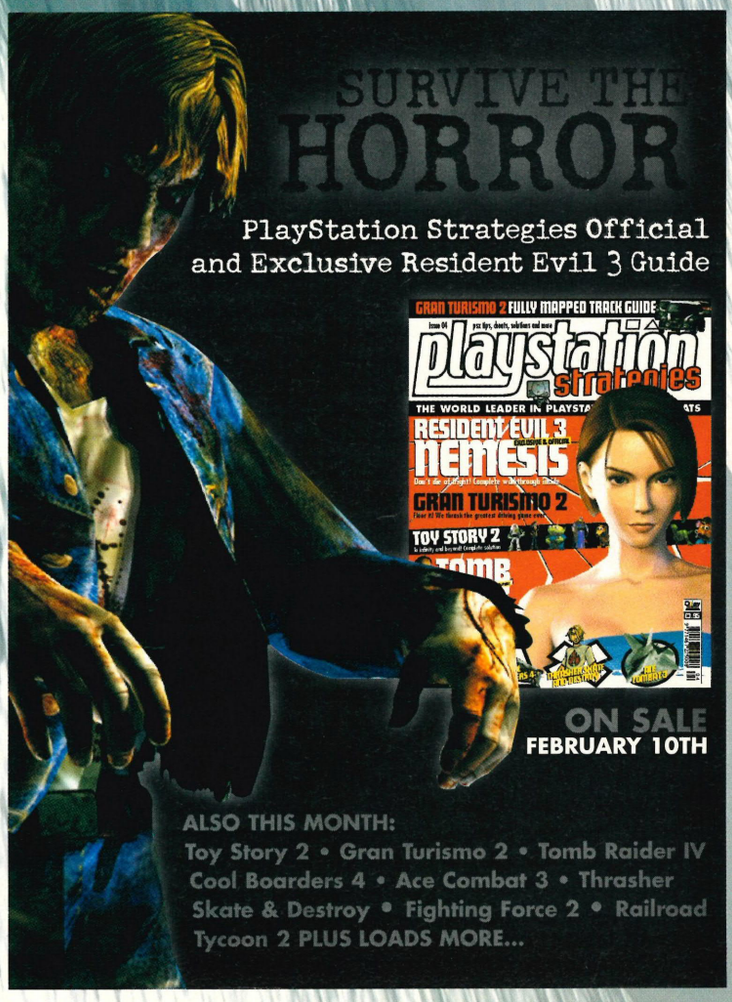
JAPAN

SNOWMAN TAG

Now this is fun. Forget, high pitched whiny git Aled Jones and walking in the air, this is what snowmen are really useful at – being mobile targets for mad snowboarders on the side of mountains. The idea is to run into the snowmen as you go down the hill in order to replenish your ever decreasing time. Miss more than two and you can almost guarantee you'll run out of time. It's pretty straightforward stuff, though. Make use of ■ and **L2** to get to the snowmen and watch out particularly for the tree stumps towards the end.







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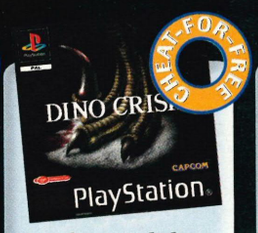
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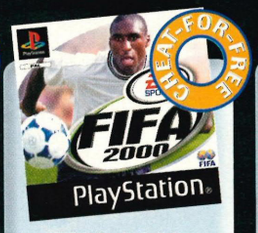
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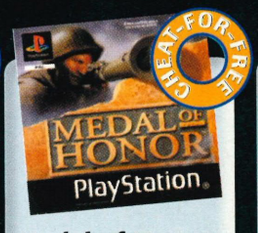
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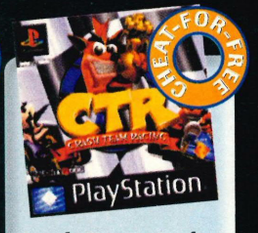
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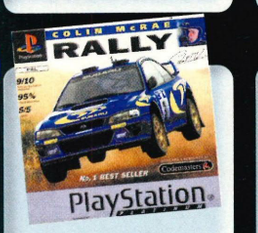
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Crash Team Racing
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Street Fighter X plus Alpha
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Shaolin
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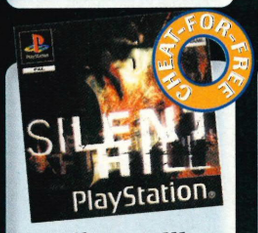
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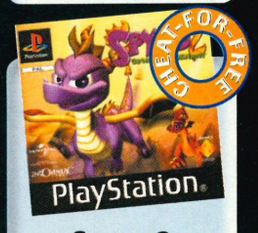
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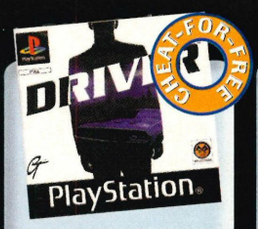
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Ehrgeiz
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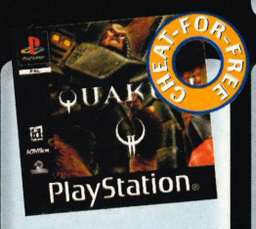
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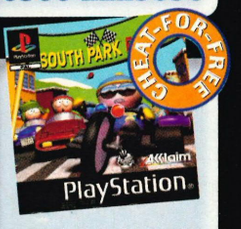
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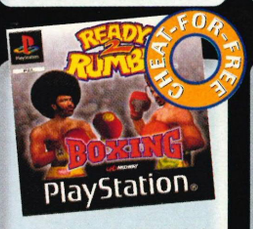
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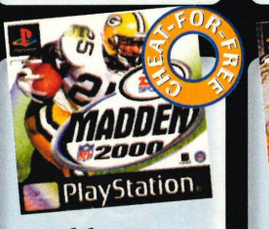
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Madden 2000
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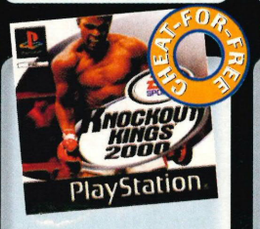
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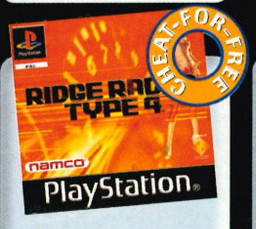
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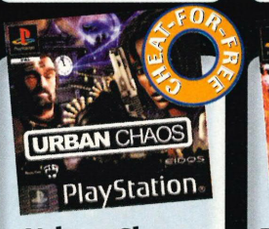
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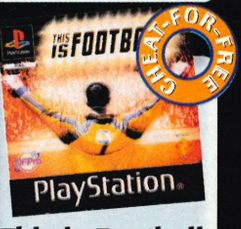
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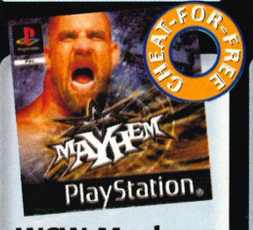
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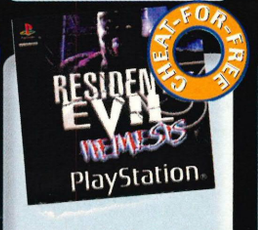
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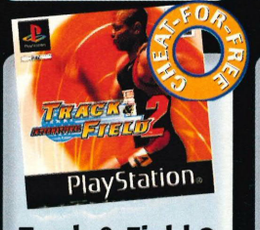
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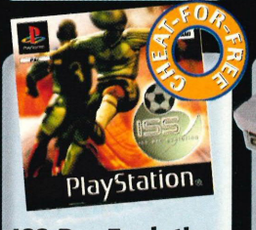
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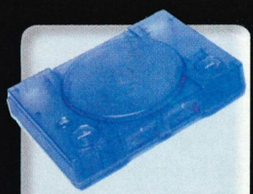
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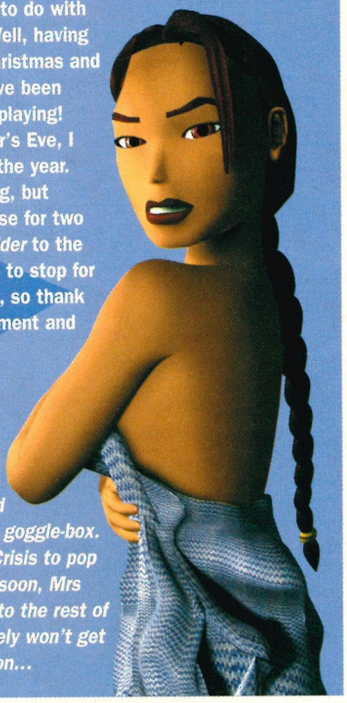
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Dear epm

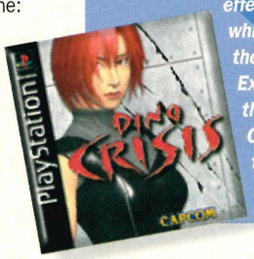
Finally, at long last and with many thanks, I have stopped smoking! What has this got to do with PlayStation, you may ask. Well, having bought my husband a PlayStation for Christmas and *Tomb Raider 3* for my son, my hands have been totally occupied – because I can't stop playing!

Having a nasty accident on New Year's Eve, I was off work for the first two weeks of the year. I had already decided to give up smoking, but dreaded the thought of being in the house for two weeks with nothing to do. So, *Tomb Raider* to the rescue! Hours of enjoyment and no urge to stop for a smoke. The craving has now subsided, so thank you very much for all the hours of enjoyment and many more to come.

■ **Mrs A Clarke, Leicester**



epm: *What a heart-warming story, and proof that the PlayStation has good effects on many people, which can extend beyond their time in front of the goggle-box. Expect a copy of Dino Crisis to pop through your letterbox soon, Mrs Clarke, and apologies to the rest of the family who definitely won't get a look-in any time soon...*



POETRY CORNER

Dear extreme

Here is a poem I wrote about your fab magazine:

extreme PlayStation is the best,
It is better than all the rest.
It is the best mag out for
the PlayStation,
The pages are filled with the
newest information.
I read this mag all the time,
That is why I am sending you
this rhyme.
extreme PlayStation is the
best mag about,
I can't wait for the next issue
to come out.

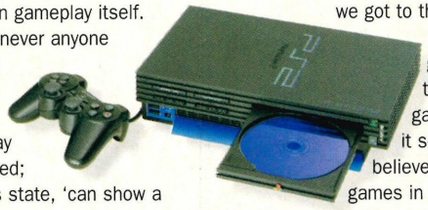
■ **Sharon McCarthy, Ireland**

epm: *Thanks for the ode, Sharon; glad to see we are turning our readers on to poetry as well as gaming, thus keeping the cultural tapestry of this country alive and kicking. Or something.*

THIS IS MY TRUTH

Dear extreme

I am writing to your brilliant magazine for the first time because I'm becoming increasingly worried about the state of play with graphics. Now whilst I admit I like a pretty game – some nice rich sprites here, a bit of clear mood-setting FMV there – nowadays the way a game looks has become much too important. It has, in fact, got to the point where eye candy is much more important than gameplay itself. Just take whenever anyone speaks about PlayStation 2. Never has great gameplay been mentioned; people always state, 'can show a million-billion polygons' or 'can create life-like water effects'. Fine, so it's hard to actually test some of the games at this stage, but all everyone seems to care about is the graphics.



Another case is the Dreamcast. Taking into consideration the graphics and gameplay of such games, you could count the number of decent titles that the machine has with your fingers. I'm not saying that a game shouldn't look nice, and neither am I saying that gameplay should exist solely on its own. The gaming industry needs to strike a balance and should not get carried away by new systems that can handle more polygons per second, because the gameplay will suffer, as some of today's games have proved.

Look at *Tetris*, *Pong*, *Centipede*, *Pac Man* and *Q-Bert*, all games which I will never forget playing. They didn't boast fantastic graphical engines, and yet they sold by the bucket-load.

The problem is, I don't know how we got to this stage. Games no longer rely on great gameplay to sell them. If a game looks good, it sells well. This, I believe, explains why games in the good old days were better. In those days, most companies ensured that their game had a least a minute scraping of gameplay. Those who didn't became bankrupt. This is because, ten years ago, if you sold a game with no gameplay, you didn't sell any. Plain and simple.

Yet my biggest worry is this trend will continue. In fact, one of the reasons I think the gaming industry is totally lacking innovation is because of games developers putting more effort into the way a game looks, so they can get the

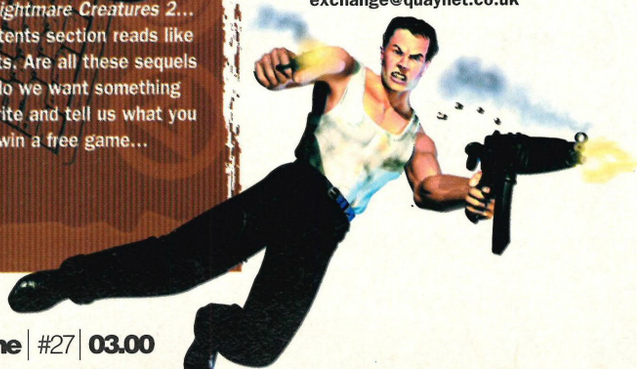
EXCHANGE

EPM SAYS...

MediEvil 2, Gran Turismo 2, Resident Evil 3, Cool Boarders 4, Die Hard Trilogy 2, Tomb Raider 3, Nightmare Creatures 2... This month's contents section reads like the football results. Are all these sequels a good thing, or do we want something more original? Write and tell us what you think. You might win a free game...

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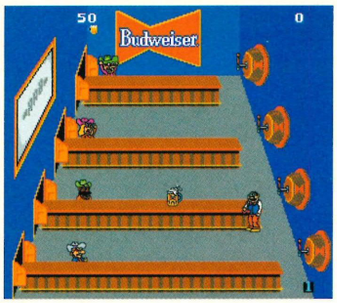
nice screen grabs for the back of the case, which so many naive gamers use to gauge the quality of the game.

Remember, beauty is only skin (or pixel)-deep. It's what's underneath, ie. the gameplay, which counts.

There's no doubt this letter will provoke many of your readers into spewing out garbage such as 'You should buy Atari compilation disks, then', or ' crawl back into your hole, you old fart', but I can assure you I'm only young. I know that if the trend continues at this rate, we will arrive at a stage where a game's so graphically enhanced and linear that it will be just like watching a film. This will no doubt kill the gaming industry for good.

■ **Adam Jensen, Plymouth**

epm: ***Aaah, the sky is falling in, the apocalypse is coming, run to the hills! Actually, developers should listen to Adam as he's making a very good point. If I want to watch a movie, I'll get a video. What I want from my games is involvement and fun. Oh, Adam, we would suggest you buy the Atari compilation disks, as just this week Kendall spent many hours playing Root Beer Tapper. Now that was a game with endless hours of fun, with no graphical bells and whistles. What a beauty!***



CASH-IN OR SMASHIN'?

Dear extreme

I have decided to write to your great mag, which I buy every month, about add-ons such as *GTA London* and *Metal Gear Solid: Special Missions*, which I feel are a blatant cash-in on games which are very good. I feel the originals are being tainted by these stop-gap releases. I mean, who wants 300 levels of VR training, which have no story at all and come priced at an insulting 20 quid, when you can buy the full game for an extra ten pounds?

■ **Ken Budd, via e-mail**

epm: ***Well Ken, the truth is that if people weren't going to buy these add-ons, the big guns wouldn't release them. What do other readers think? Are these just rip-offs, or do you want more spin-offs of your favourite games? Let us know...***

PS 2 WHIPS ASS...

Dear extreme

I think the PlayStation 2 is going to whip serious ass. It will easily beat the Dreamcast, but will it beat the big N's Dolphin? Okay, the Dolphin won't come out in the shops until way after the PlayStation 2, but it still might be a bit of a challenge, and also the Dolphin is supposed to use discs, which will bring up the competition a bit. Because I'm one of the biggest PlayStation fans, I can almost definitely predict victory for the PlayStation 2 in the console wars.

■ **Oliver Platt**

epm: ***Yeah, the Dolphin could provide a challenge, especially if it comes with a new game featuring a certain Italian plumber, which I should imagine is a pretty safe bet. As for the PlayStation 2, we've already showed you some of the delights on offer – keep watching this space for further news.***

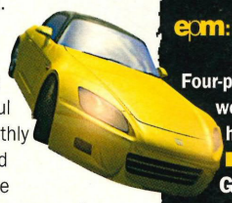
GRAND GRAN

Dear extreme

My game of the millennium is *Gran Turismo*.

From the moment the intro sequence appeared, I had finally experienced what racing games should be about. Real-life production cars, awesome tracks, endless longevity and, most of all, exciting edge-of-your-seat action. Yes, *Gran Turismo* came into my life and it was going to stay there.

After playing other racing games, which were average at best, *Gran Turismo* was released and it was the most eagerly-anticipated game in 1998, which gave other developers something to think about.



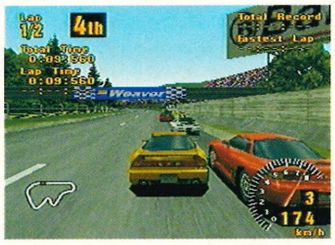
Many a night was spent getting to the elusive £500,000 dream of a car that was beautiful to look at, handled smoothly around corners and wiped away its slower rivals. The soundtrack was pumping away, and even the neighbours complained, but what do they know? It's really satisfying to complete each licence and to test out cars, especially when you have mates around.

This game is the ultimate racing simulation, no question, and really gave me sleepless nights.

■ **Mathew Bullman**

epm: ***No doubt our boy Matthew is currently glued to his PlayStation trying to beat the sequel. And who can blame him?***





Pearls of Wisdom

PlayStation is great.

■ **Ger Farnan, Dublin**

epm: ***You're not wrong, mate.***

***FIFA 2000* is crap! *ISS Evolution* kicks ass!!**

■ **John Anderson, Ireland**



epm: ***No it's not and yes it does.***

Four-player games rule, and most weekends me and my friends have competitions.

■ **Matt Raybould, Gloucester**

epm: ***Good for you.***

The new-look mag is great.

■ **Alex Reid, London**

epm: ***Aw, shucks, thanks matey.***



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STUFF

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ANALOGUE CONTROLLER PLUS

STAR BUY! epm

BY: JOYTECH | DAMAGE: £14.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

This controller certainly has much to recommend it. It's shaped well and the buttons are spaced excellently, even though the designer has decided to change the shape of the symbols slightly, no doubt due to Sony banging tables about copyright.

Not only is the pad incredibly sturdy, but it looks better than most on the market. Its shiny silver colour makes it look a lot more expensive than it is. The best selling point, though, is the fact that it features an amazing amount of Dual Shock feedback, adding greatly to your favourite games. Damn fine. epm

OFFICIAL JORDAN MEMORY CARD

BY: JOYTECH | DAMAGE: £4.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

Okay, pop quiz; what exactly have Jordan got to do with PlayStation, let alone memory cards? No, we can't answer that question either, but basically, if you want a 15-block memory card, this does the job and, bizarrely, comes in a lovely banana yellow colour too. Oh, and there's a racing car on the box... epm

4-WAY MANIA MEMORY CARDS

BY: WILD THINGS | DAMAGE: £17.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

With some games now requiring 15 blocks just for a single game, owning one memory card is no longer adequate. The price of cards can soon add up, especially if you're a strategy or management fan. Now Wild Things has come up with the answer, an impressive four-card set, usefully packed in a normal CD case for easy storage and coming in four see-through colours to stop you getting your *Tekken* saves mixed up with those for *Rugrats*. epm



COMPETITION

Joytech Go For The Jugular...



To celebrate the release of their shiny new joypad and memory card, Joytech have given us a bucketful of prizes to give away. One lucky winner will receive a Jordan Steering Wheel, a chrome Analogue Controller Plus and a chrome memory card. Five runners-up will take home a chrome joypad and matching memory card.

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

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KICKBACK 2

BY: WILD THINGS | DAMAGE: £17.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

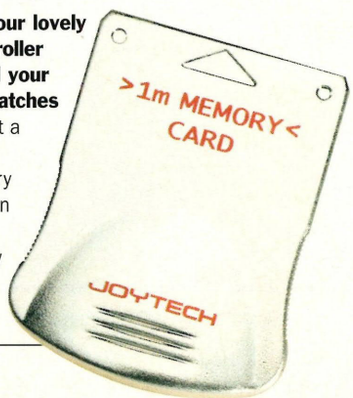
This is a decent pad which looks aesthetically pleasing as well as working excellently. The pad comes in clear plastic, and the D-pad is extremely sturdy.



The buttons are perfectly spaced and due to Sony banning third-party manufacturers using their symbols, they have the name of the button spelt out in words – or maybe it's for those who don't know what a square is. With autofire and slow modes available, even cheats are well catered for, and this pad is definitely recommended. epm

1MB MEMORY CARD SPECIAL EDITION

BY: JOYTECH | DAMAGE: £5.99 | RATING: ☆☆☆☆☆☆☆☆☆☆



Now you've bought your lovely new Analogue Controller Pad, you've realised your memory card no longer matches your other peripherals. Not a problem, as now Joytech has released a lovely shiny memory card to match your pad. Fifteen save slots are available, and this is as stylish as a memory card can get... epm

Sizzling Savings on Wild Things Goodies...



Our last bargain-tastic Wild Things money-off voucher went down so well, they very kindly gave us another. Thanks to Wild Things and extreme PlayStation, you can get cut-price deals on the Kickback 2 and 4-in-1 memory card pack, reviewed this month, as well as other polished peripherals. What are you waiting for? Get out those scissors (or photocopy the form if you don't want to damage your mag)...

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10/10 Official Playstation Mag





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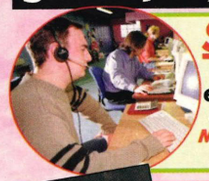
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To assist you in choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.



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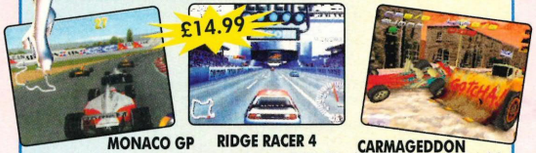
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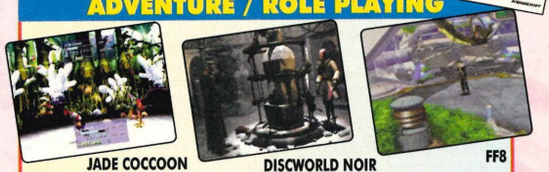
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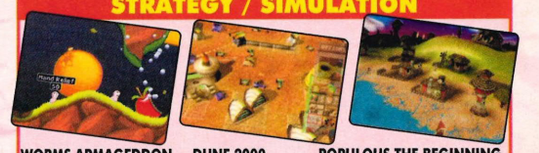
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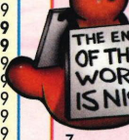


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NFL Madden 2000	Out Now	£26.99
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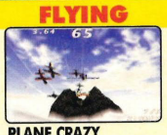


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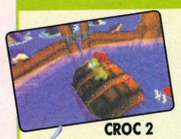
Ace Combat 2	84% PY, 85% PP	£24.99
Ace Combat 3 *NEW*	**Due 28th January**	**£26.99**
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Oddworld Abe's Exodus	**91% PP**	**£14.99**
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Smurfs	Out Now	£24.99
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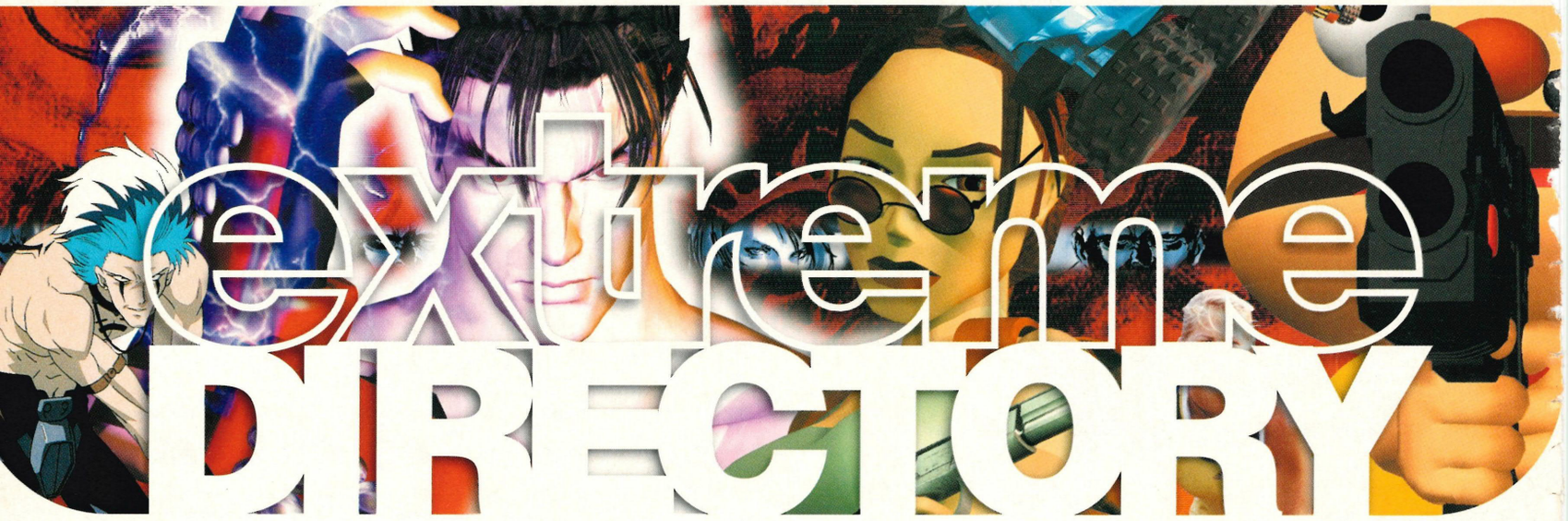
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GUARANTEE

PlayStation NINTENDO64 DVD VIDEO Dreamcast PC CD ROM WINDOWS 95 GAME BOY COLOR



extreme DIRECTORY

Welcome to **extreme** PlayStation's round up of every game we've ever reviewed...

KEY:

Our directory offers the review score, publisher, genre and issue the game was reviewed in. The coloured banners signify the following:

Red Banner
This signifies the title is a PAL game.

Blue Banner
This signifies the title is an import game.

Yellow Banner
This signifies the title has scored over 90%. These are PlayStation classics.

Grey Banner
This signifies the title is now out on Platinum at the bargain price of £19.99.

2Xtreme 30%
Sony CEE • Sports Sim • #16
Dodgy extreme sports offering that's been totally eclipsed by the *Cool Boarders* series.

3Xtreme 59%
Sony CEE • Sports Sim • #19
This imported extreme sports game doesn't know whether to be arcadey or a sim.

360 82%
Cryo • Combat Racing • #18
Futuristic hover-bike racing with some clever course design.

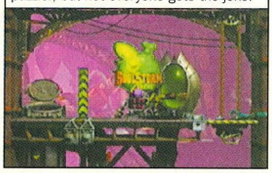
3D Lemmings 60%
Psygnosis • Puzzle Game • #8
The 3D perspective makes for awkward controls that take the heart out of the game.

4-4-2 20%
Virgin Int. • Sports Sim • #10
The worst football game ever. Unbelievably shallow and simplistic.

40 Winks 76%
GT Int. • Platform Game • #24
Easy platformer for the young gamer, but even then, there are better ones around.

A

Abe's Exoddus 92%
GT Int. • Platform Game • #21
Humourous and interesting platform puzzler, but not everyone gets the joke.



Abe's Oddysee 94%
GT Int. • Platform Game • #9
An all-time classic platform puzzler executed with real style.



A Bug's Life 88%
Sony CEE • Platform Game • #15
Fantastic graphics make this 3D platformer a joy to both watch and play.

Ace Combat 3 72%
Namco • Flight Sim • #9
The flight simmer's flight sim – definitely not for the arcade-oriented.

Ace Combat 3: Electrosphere 75%
Sony • Flight Sim • #26
Decent enough flight simulator that lacks any real long-term thrills.

Action Man: ME 84%
Hasbro Int. • Shoot-'em-up • #24
Another kid's game. It gets the job done, but won't excite adults or hardcore gamers.

Activision Classics 10%
Activision • Compilation • #18
30 games directly ported from the Atari 2600.

Actua Golf 3 49%
Gremlin • Sports Sim • #12
Shoddy and poorly-executed golf sim from people who should know better.

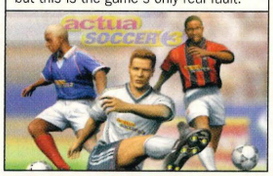
Actua Ice Hockey 74%
Gremlin • Sports Sim • #3
Rushed out to be on the shelves in time for the Nagano Winter Olympics.

Actua Ice Hockey 2 79%
Gremlin • Sports Sim • #17
It's an ice hockey game. Again.

Actua Soccer 88%
Gremlin • Sports Sim • #1
Puts in a good performance overall, but the goalies are a little weak.

Actua Soccer 2 88%
Gremlin • Sports Sim • #10
Controls are awkward at first, but has great graphical touches.

Actua Soccer 3 91%
Gremlin • Sports Sim • #12
The ball travels too fast when in the air, but this is the game's only real fault.



Actua Soccer: Club Ed. 59%
Gremlin • Sports Sim • #13
A cynical Premier League cash-in version of the original *Actua Soccer*.

Actua Tennis 31%
Gremlin • Sports Sim • #11
Disgustingly badly programmed sports sim.

Adidas Power Soccer 39%
Psygnosis • Sports Sim • #5
Arcadey football sim – not worth buying, even at Platinum prices.

Adidas Power Soccer 2 65%
Psygnosis • Sports Sim • #10
The best of the Adidas games, but that's not saying much.

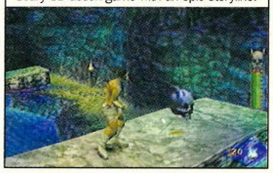
Adidas Power Soccer 98 55%
Psygnosis • Sports Sim • #7
Shoddy soccer sim. Matches are slow, tedious and disjointed.

Agile Warrior FIIIX 35%
Virgin Int. • Flight Sim • #9
Old flight sim which raised few cheers.

Air Combat 43%
Namco • Flight Sim • #9
Too much time spent doing nothing destroys this flight sim.

Aironauts 70%
Red Storm • Action • #18
Aerial action featuring fighting and racing.

Akuji The Heartless 90%
Eidos • Platform Game • #13
Scary 3D action game with an epic storyline.



Alien Trilogy 90%
Acclaim • 3D Shoot-'em-up • #7
Another *Doom* clone, but for once the film licence actually adds to the game.



Allied General 72%
Mindscape • Strategy • #17
Follow-up to *Panzer General*.

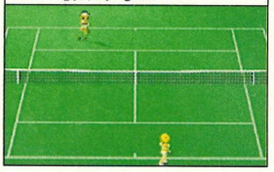
All Star Tennis '99 80%
Ubi Soft • Sports Sim • #13
A decent game of tennis with a few arcadey events thrown in for good measure.

Alone In The Dark 70%
Infogrames • Action Adventure • #3
Dodgy conversion of a great PC game.

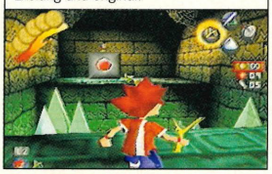
Alundra 83%
Psygnosis • RPG • #5
Arcadey RPG in the *Zelda* mould.

Andretti Racing 69%
EA • Driving • #14
Lightweight *IndyCar/NASCAR* sim which can't hold its own with modern drivers.

Anna Koumikova's SCT 91%
Sony CEE • Sports Sim • #19
Looks ugly, plays great!



Ape Escape 91%
Sony CEE • Platform Game • #19
Involved and original platformer that demands you use an analogue stick. Exciting and original.



Apocalypse 90%
Activision • Shoot-'em-up • #24
Atmospheric and graphically excellent – one of the best blasters on the PSX. Good cut scenes too.



Arcade's G.Hits: Atari Col.2 60%
GT Int. • Compilation • #8
Paperboy, Marble Madness, Gauntlet, Crystal Castles, Road Blasters & Millipede. For retro-heads only.

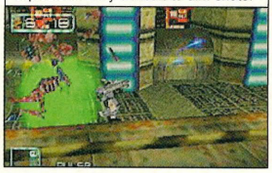
Area 51 79%
Atari • Light Gun Game • #6
Lightgun game with lots to offer. Superb interactive backdrops.

Armoured Core 65%
Sony CEE • Shoot-'em-up • #6
Slow and uninteresting mech game. Fun at first, but gameplay's too thin.

Army Men 3D 83%
3DO • Shoot-'em-up • #26
Blasting action with battalions of small plastic men slugging it out. Surprisingly involved and strategic.

Army Men – Air Attack 84%
3DO • Shoot-'em-up • #26
Plastic adventure antics as you take to the skies over the back yard with your green army.

Assault 90%
Telstar • Shoot-'em-up • #10
3D shoot-'em-up with great graphic explosions. Very difficult to aim shots.



Asterix 78%
Infogrames • Strategy/Platform • #17
Seen better, seen worse – an interesting if unremarkable hybrid.

Asteroids 80%
Activision • Shoot-'em-up • #13
Top update of the old '79 classic, which retains the charm and subtlety of the original. Expensive at full price.

Atlantis: The Lost Tales 40%
Cryo Int. • Adventure • #11
Graphic adventure with a great engine but weak gameplay. Too many sudden deaths.

A-Train 68%
Ocean • Strategy Game • #17
Build and manage your own railway. Crap graphics but high on depth.

Auto Destruct 67%
EA • Driving • #2
Boring and repetitive driving combat game made redundant by *Vigilante 8*.

Ayrton Senna Kart Duel 72%
Phillips • Driving • #14
Interesting variant on the sports driving sim. Not perfect, but worth a look.

Ayrton Senna Kart Duel 2 74%
Infogrames • Driving • #14
Not a bad game, but really only a tweaked version of the first offering.

Azure Dreams 69%
Konami • RPG • #9
Great new ideas in this RPG, but they don't really come off.

B

Baby Universe 40%
Sony CEE • Utility • #10
Create your own light patterns. A pointless and badly executed pile of shite.

Barbie Race & Ride 36%
Mattel Media • Multimedia Sim • #26
Everyone's favourite plastic lady brings her cheery smiles to the PlayStation.

Baseball 2000 83%
Interplay • Sports Sim • #25
A surprisingly enjoyable simulation of the world's dullest spectator sport.

Bass Landing 70%
Agetec • Sports Sim • #24
Interesting fishing sim with its own dedicated controller. But it's only fishing...

Batman & Robin 70%
Acclaim • 3D Action Game • #8
Interesting action adventure, but badly programmed and unoriginal. Some good ideas, though...

Battle Arena Toshinden 30%
Takara • Beat-'em-up • #4
Beat-'em-up from the dawn of time – dreadful by today's standards.

Battle Arena Toshinden 2 58%
Takara • Beat-'em-up • #4
Interesting tactical weapons-based fighter, but too shallow for anyone but beginners.

Battle Arena Toshinden 3 70%
Takara • Beat-'em-up • #4
More of the same, but let's face it – there are better beat-'em-ups around.

Beatmania 47%
Konami • Music • #18
Music making action with a controller that costs £100; crap music, crap game

Bedlam 64%
GT Int. • Strategy Game • #17
You need a mouse to play this strategic PC port. Poor relation to *Syndicate Wars*.

Big Air 73%
EA • Sports Sim • #17
Great animation, but too slow. Why bother when there's *Cool Boarders 3*? A pointless snowboarding release.

Big Race USA 48%
Empire Int. • Pinball Sim • #14
What's there's good, but only one table? Not good value as a full-pricer, but worth a tenner if you see it cheap.

Bio Freaks 80%
GT Int. • Beat-'em-up • #11
Great blood and gore in this beat-'em-up, but the aerial combat is unconvincing.

Biohazard 3: Last Escape 96%
Capcom • Action Game • #23
Resi 3, Japanese-style. Brilliant zombie-zonking fun.



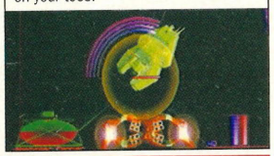
Bish Bash 2 67%
Konami • Puzzle Game • #24
Colourful, insane and very Japanese, this interesting puzzler is fun but short.

Black Dawn 73%
EA • Flight Sim • #9
Flight sim lite, featuring a helicopter and lots of arcadey bangs and flashes.

Blam! Machinehead 55%
Sony CEE • 3D Shoot-'em-up • #7
This *Doom*/mech offering's a chore to play, and has no real sparkle.

Blasto! 80%
Sony CEE • Platform Game • #8
The graphics on this 3D platform shooter are terrible, but it plays better than it looks.

Blast Radius 91%
Psygnosis • Shoot-'em-up • #8
Outer space dogfighting at its best. Intelligent enemy AI always keeps you on your toes.



Blaze & Blade 81%
Funsoft • RPG • #11
Four-player RPG puts new perspective on the genre. Interesting storyline too.

Blazing Dragons 80%
BMG • Adventure • #3
Fun graphic adventure starring Monty Python's Terry Jones. Very much for the younger gamer.

Blood Lines 45%
Sony CEE • Sports Sim • #17
Futuristic game of tag? No thanks. Keep this tedious crap.

Blood Omen: Legacy Of Kain 88%
Eidos • RPG • #11
Mean and moody RPG with great cut sequences and chilling voice-overs.

Bloody Roar 72%
Virgin Int. • Beat-'em-up • #4
Beat-'em-up where you can change from human to animal form mid-fight.

Bloody Roar 2 87%
Virgin Int. • Beat-'em-up • #16
Not quite up there with the *Tekkens*, but a playable and original fighter nonetheless.

Bloody Roar 2 85%
Virgin Int. • Puzzle • #18
All-time classic puzzle action returns to the PSX, excellent for one to four players.

Bomberman Fantasy Race 32%
Virgin Int. • Racing • #18
A particularly poor racing game that tarnishes a good licence name.

Bomberman Wars 78%
Hudson Soft • Puzzle Game • #8
Interesting *Final Fantasy Tactics* clone using the *Bomberman* characters.

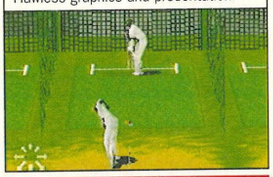
Bomberman World 83%
Sony CEE • Puzzle Game • #6
Excellent multi-player game, but flawed single-player offering.

B-Movie 76%
GT Int. • Shoot-'em-up • #12
Fast-paced and thoughtful shoot-'em-up that takes the PSX to its limits.

Brahma Force 76%
JVC • Mech Game • #7
Doom meets mech in this fun but flawed offering. Fun for a while, though.

Breath Of Fire III 86%
Ocean • RPG • #7
Little new in this Jap-style RPG, but if it ain't broke, don't fix it...

Brian Lara Cricket 90%
Codemasters • Sports Sim • #12
This is as good cricket sims get. Flawless graphics and presentation.



Brigadine 74%
Atlus • RPG • #11
Solid but unspectacular RPG. Plays well, but offers nothing new.

Broken Sword 80%
Sony CEE • Adventure • #3
Great graphic adventure, but sampled speech takes its toll on loading times.

Broken Sword 2 81%
Sony CEE • Adventure • #1
In-depth but occasionally obscure graphic adventure. Good plot, though.

Brunswick Circuit Pro Bowling 89%
THQ • Sports Sim • #14
Excellent ten-pin bowling sim wisely released at a budget price.

Bubble Bobble Pack 79%
Acclaim • Compilation • #13
Two top games (*Bubble Bobble* and *Rainbow Islands*).

Bubsy 3D 25%
Bubsy 3D • Platform Game • #13
This 3D platformer redefines the term 'bland'. It's awful.

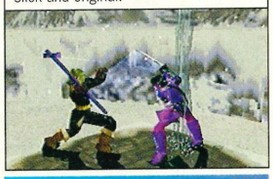
Buggy 70%
Gremlin Int. • Driving Game • #11
Driver based on remote controlled cars. Fun for a while, but shallow.

Bug Riders 51%
GT Int. • Shoot-'em-up • #8
Playable for a while, but no lasting fun. A flawed concept is poorly executed.

Bugs Bunny: LIT 53%
Infogrames • Platform Game • #20
This useless platformer is a complete waste of a promising licence. Don't buy it.

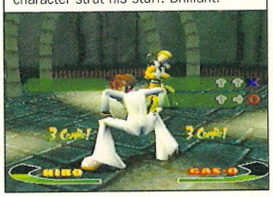
Burning Road 70%
Funsoft • Driving Game • #14
An ageing driver with lots to offer, but not when compared to the newer racers.

Bushido Blade 90%
Sony CEE • Beat-'em-up • #2
A beat-'em-up with no life bar? Cool, slick and original.



Bushido Blade 2 86%
Sony Japan • Beat-'em-up • #15
Satisfying sequel that builds on the original. Speech in Japanese doesn't help.

Bust-a-Groove 94%
Sony CEE • Puzzle Game • #10
Follow button sequences to make your character strut his stuff. Brilliant.

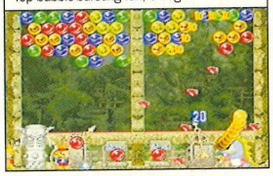


Bust-a-Move 2 77%
Enix • Music • #18
Sequel of the hit 'Simon Says' that doesn't match the might of the original.

Bust-a-Move 2 (Groove) 80%
Acclaim • Puzzle Game • #8
Not as good as its sequels and not worth buying if you have one, but a great puzzler.

Bust-a-Move 3 DX 86%
Acclaim • Puzzle Game • #4
This puzzler's based on a simple concept, but is interesting and addictive.

Bust-a-Move 4 90%
Acclaim • Puzzle Game • #13
Breaks no new ground, but offers the same addictive gameplay as its predecessors. Top bubble-bursting fun, though.



C

Capcom Generations 73%
Virgin Int. • Compilation • #21
Thirteen (yes, thirteen) old Capcom games. Some are better than others. *Ghouls & Ghosts* and *1942* still rock.

Capcom Generations 5 77%
Capcom • Compilation • #15
Three arcade-perfect versions of *Street Fighter 2*, with tips, art and info thrown in for good measure.

Cardinal Syn 90%
Sony CEE • Action Adventure • #5
Fast and bloodthirsty beat-'em-up with weapons. One for the gore-fans, but not for the faint-hearted.



Carmageddon 72%
SCi • Driving Game • #24
Not baaaaad, but lacking in depth. Your opponents don't play by the same rules.

Castrol Honda SB 70%
THQ • Driving Game • #22
Half-hearted bike racer. Nothing much wrong with it, but no real sparkle.

Centipede 61%
Hasbro Int. • Retro Update • #24
Fun for a while, but samey levels soon make it boring.

Championship Motocross 86%
THQ • Driving Game • #24
A fine motorcycle racer, but not the accurate motocross sim we hoped for.

Cheesy 14%
Ocean • Platform Game • #13
Great CGI intro, but the game's a woefully inept platformer. No fun at all.

Chefs Luv Shack 60%
Acclaim • Quiz Game • #24
A quiz game with questions that are either too tough or too America-centred.

Chessmaster 3D 73%
Mindscape • Strategy Game • #17
It's chess. For the PlayStation. And it works very well...

Chessmaster II 79%
Mindscape • Strategy Game • #20
As a chess sim it couldn't be better, more could be done to make it a game

Chill 46%
Eidos • Sports Sim • #4
A disastrous snowboarding effort with awkward controls and stupid time limit.

Chocobo Dungeon 2 83%
Squaresoft • RPG • #26
The greatest Final Fantasy character of all receives his own adventure. Chocobo-tastic.

Chocobo Racing 69%
Sony CEE • Driving game • #25
Not the greatest *Mario Kart* clone. Not by a long way.

Choro Q Wonderful 40%
Takara • Driving RPG • #22
RPG with cars as characters. Too simplistic, and language barrier kills it...

Chronicles of the Sword 60%
Psygnosis • Adventure • #3
Very poorly presented adventure.

Circuit Breakers 89%
Mindscape • Driving Game • #6
One of the best multi-player racers ever.

City of the Lost Children 81%
Psygnosis • Adventure • #3
Slow interface, but gripping game.

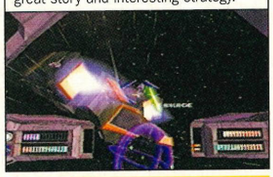
Civilization II 61%
Activision • Strategy Game • #16
Deep as you like, but a little too much like an interactive history lesson.

Clock Tower 77%
ASCII Ent. • Adventure • #2
Shoddily put together, but at times terrifying, real-time adventure.

Colin McRae Rally 91%
Codemasters • Driving Game • #19
Another cool driver. No overtaking, but plenty of rally racing.



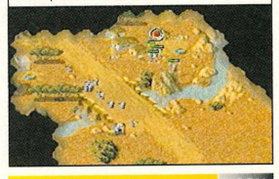
Colony Wars 90%
Psygnosis • Action/Strategy • #14
Brilliant space combat offering with a great story and interesting strategy.



Colony Wars: Vengeance 90%
Psygnosis • Strategy Sim • #12
Epic space combat and strategy outing with six possible endings. An epic game.



Command & Conquer 91%
Virgin Int. • Strategy Sim • #6
Top strategy offering, but the lack of a link-up mode is criminal.



C&C: Red Alert 93%
Virgin Int. • Strategy Sim • #18
A distinct improvement on the original, offering more of everything.



C&C: Retaliation 91%
Virgin Int. • Strategy Sim • #17
More of the same *Command & Conquer* action, but if it ain't broke...



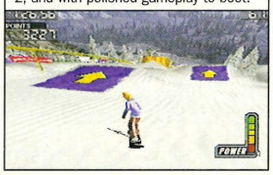
Constructor 82%
Acclaim • Strategy Sim • #12
City building and resource management in this wonderfully humourous strategy sim.

Contra: Legacy of War 60%
Konami • Shoot-'em-up • #5
Unspectacular in the extreme.

Cool Boarders 2 90%
Sony CEE • Sports Sim • #17
Not as good as the third outing, but ideal for the casual snowboarding fan.



Cool Boarders 3 92%
Sony CEE • Sports Sim • #13
A much bigger game than *Cool Boarders 2*, and with polished gameplay to boot.



Cool Boarders 4 93%
Sony CEE • Sports Sim • #26
Fourth instalment of the series providing great snowboarding thrills.



Courier Crisis 82%
BMG • Driving Game • #1
A game where you ride a bicycle? Fun, but imperfectly executed.

Crash Bandicoot 82%
Sony CEE • Platform Game • #4
Surpassed by its sequels, but still worth a look at Platinum prices.

Crash Bandicoot 2 90%
Sony CEE • Platform Game • #16
Oozes atmosphere and class.



Crash Bandicoot 3: Warped 89%
Sony CEE • Platform Game • #13
Loveable 3D platformer, but repetitive after a while. Basically, more of the same.

Crash Team Racing 93%
Sony CEE • Driving Game • #24
The best *Mario Kart* clone on the PSX.



Crime Killer 64%
Interplay • Driving Game • #8
Race 'n' chase cops 'n' robbers action, but too samey and full of design flaws.

Croc 67%
Fox Int. • Platform Game • #10
Not the worst 3D platformer on the PSX, but far from the best.

Croc 2 68%
Fox Int. • Platform Game • #19
Weak platformer which uses every platforming cliche. Dodgy, derivative, dire.

Crusader: No Remorse 80%
Origin • Action Adventure • #5
Poor controls and lousy graphics fail to kill this strategy shooter. Great ideas.

Crypt Killer 11%
Konami • Light Gun • #6
Disastrous light gun offering. One of the worst PSX offerings ever.

Cyberia 54%
Interplay • Adventure • #3
Hopelessly linear adventure where exploration leads to death.

Cyber Speed 65%
Mindscape • Driving Game • #14
Hovercar racing/combat game made redundant by the *WipEout* series.

Cyber Tiger 60%
EA • Sports Sim • #26
Golf game, not featuring wild animals or robots, but rather the super-talented golfing sensation Mr Woods.

D

D 62%
Acclaim • Adventure • #3
An adventure with a two-hour real-time time limit, no save and no pause – honest!

Dark Forces 79%
LucasArts • 3D Shoot-'em-up • #7
Technically superb Star Wars-licensed *Doom* clone, but the levels are a little too large.

Dark Omen 90%
EA • Strategy Sim • #4
Warhammer wargame in the *Command & Conquer* mould. Fiendishly addictive, and a must for strategy fans.



Darkstalkers 80%
Virgin Int. • Beat-'em-up • #4
Street Fighter clone licensed from a Japanese cartoon.

Darkstalkers 3 65%
Virgin Int. • Beat-'em-up • #17
Basically a *Street Fighter* clone with boring characters. Not outstanding.

Dead Ball Zone 91%
GT Int. • Sports Sim • #6
Spectacular gameplay, and a superb management system. An excellent future sport sim.



Darkstalkers 3 65%
Virgin Int. • Beat-'em-up • #17
Competent fighter, but not as good as the inimitable *Tekken 3*...

Deathtrap Dungeon 88%
Eidos • Action Adventure • #4
Hack-'n'-puzzle offering based on Ian Livingstone's Fighting Fantasy gamebook. Bit of a *Tomb Raider* rip-off, though.

Defcon 5 86%
Sony CEE • Strategy Game • #17
Strategic shooting – fun if you can pass the ridiculously hard opening levels.

Demolition Racer 82%
Infogrames • Driving Game • #24
Fun *Demolition Derby*-style game with great action but weak car physics. Smashing the cars up is fun, though.

Descent 78%
Interplay •3D Shoot-'em-up • #7
Quality gravity-free *Doom* game, but only if you can think in 3D. Can be very confusing, despite on-screen maps.

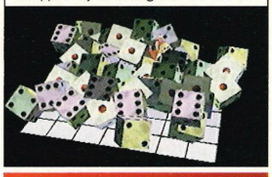
Descent 2 50%
Interplay •3D Shoot-'em-up • #7
Throws in extra weapons and gizmos, but throws out the original's playability.

Destraga 28%
Sony CEE • Beat-'em-up • #22
This lousy fighter should've been called 'disaster'. Don't buy it.

Destruction Derby 85%
Psygnosis • Driving Game • #14
Banger racing sim with a few flaws, mainly in its crash physics.

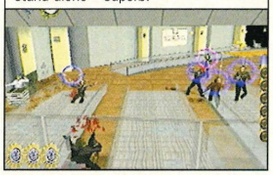
Destruction Derby 2 89%
Psygnosis • Driving Game • #3
Be the last car moving as you drive into other racers. Edge-of-your-seat stuff.

Devil Dice 90%
Sony CEE • Puzzle Game • #13
Fiendish puzzler where you make dice disappear by matching their numbers.



Diablo 64%
EA • Action Adventure • #4
An arcade shooter with RPG overtones.

Die Hard Trilogy 94%
Fox Int. • Compilation • #3
Three games in one, all of which could stand alone – superb!



Dino Crisis 90%
Vigin Int. • Action Adventure • #24
Dinosaur drama from the people behind *Resident Evil*. Gory, gripping – great!



Discworld 80%
Psygnosis • Adventure • #3
Too difficult for non-Pratchett fans, but otherwise a sound adventure.

Discworld 2 86%
Psygnosis • Adventure • #1
One of the best graphic adventures on the PSX.

Discworld Noir 86%
GT Int. • Graphic Adventure • #25
A fine game in a neglected genre.

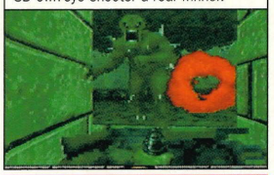
Disney's Hercules 73%
Sony CEE • Platform Game • #12
Stupid title, but great for-the-kids.

Disruptor 89%
Interplay • 3D Shoot-'em-up • #7
Too short at 12 levels, but now it costs around £20, this *Doom* game's a winner.

Diver's Dream 70%
Konami • Action Adventure • #16
Dodgy flaws bring down reasonable game.

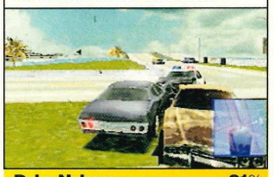
Dodgem Arena 85%
Black Friar • Sports Sim • #12
A driving game crossed with a sports sim? This football/racer hybrid works well too.

Doom 91%
GT Int. • 3D Shoot-'em-up • #9
Spectacular level design makes this 3D own-eye shooter a real winner.



Dreams 31%
Cryo Int. • Platform Game • #20
Poor *Pandemonium* wannabe.

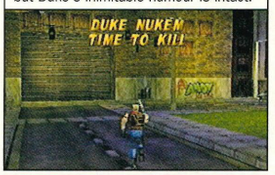
Driver 93%
GT Int. • Driving Game • #19
Car crime in full 3D. It's a steal.



Duke Nukem 91%
GT Int. • 3D Shoot-'em-up • #7
Doom with attitude – takes the game's interactivity a stage further.



Duke Nukem: TTK 93%
GT Int. • 3D Shoot-'em-up • #10
Owes more to *Tomb Raider* than *Doom*, but Duke's inimitable humour is intact.



Dynasty Warriors 75%
KOEI • Beat-'em-up • #4
Fighting game with lots of weapons but no kicking moves. Interesting, but unremarkable.

E

Eagle One: Harrier Attack 84%
Infogrames • Flight Sim • #26
Fast and furious flight sim with varied missions and in-depth strategies.

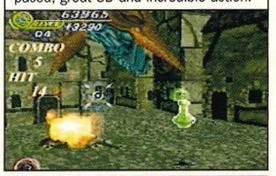
Earthworm Jim 2 60%
Virgin Int. • Platform Game • #13
A direct port from the Mega Drive version. Good, but surely the PSX deserves more?

Ehrgeiz 60%
Squaresoft • Fighting/Adventure • #26
A failed mix of adventuring and fighting featuring characters from the Final Fantasy series.

Einhänder 95%
Squaresoft • Shoot-'em-up • #7
Fantastic side-scrolling blaster with superb attention to detail. Pity it's only available on import.



Elemental Gearbolt 94%
Sony Japan • Light Gun • #6
Superb import light gun game. Fast-paced, great 3D and incredible action.



Eliminator 43%
Psygnosis • Shoot-'em-up • #14
Acceptable two-player mode, but disappointing one-player blast.

Epidemic 51%
Sony CEE • 3D Shoot-'em-up • #7
Unofficial sequel to *Kileak*. Poor.

Episode 1: Phantom Menace 80%
Activision • Action Adventure • #23
Cool Star Wars movie action, but not quite a classic – just like the film.

ESPN Extreme Sports 20%
Sony CEE • Sports Sim • #16
Dire graphics and events that basically play the same. A disaster from the past.

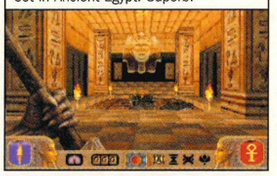
European PGA Golf 75%
Infogrames • Sports Sim • #23
Not the best golf sim out there, but not the worst either. Deserves better.

Everybody's Golf 65%
Sony CEE • Sports Sim • #6
This one has a cult following, but we didn't like it. Lacks challenge.

Evil Zone 86%
Titus Software • Beat-'em-up • #19
Two-button fighter. Ideal for beginners.

Excalibur: 255 AD 75%
KOEI • Beat-'em-up • #4
3D action adventure with object-based puzzles. Lacks polish.

Exhumed 92%
BMG • 3D Shoot-'em-up • #7
Doom crossed with an adventure and set in Ancient Egypt. Superb.



Explosive Racing 62%
TOKA • Driving Game • #14
Cartoon-style racer, high on speed but lacking in depth and with weak controls.

Extreme 500 40%
THQ • Racing Game • #26
Extremely dull motorcycle game.

F

F1 World Gran Prix 88%
Video System • Driving Game • #24
Not as good as *F1 99*. The graphics and handling aren't quite there.

FA Manager 68%
Eidos Int. • Strategy Game • #20
Not baaaad, but hardly earth-shattering.

FA Prem Lge F'Ball Man. 2000 75%
EA • Strategy Sim • #25
Not a baaaad footie management game, but hardly *LMA Manager*.

Felony 11-79 80%
ASCII Ent. • Driving Game • #1
Driving game where you steal cars. Fun but too short.

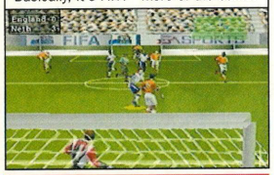
FIFA 2000 76%
EA • Sports Sim • #24
The *FIFA* series takes a backwards step with this, an arcadey kick-about.

FIFA 97 70%
EA • Sports Sim • #10
Big improvements over the previous version, but still shoots wide of the goal.

FIFA 99 92%
EA • Sports Sim • #12
It's a *FIFA* football sim again. Well what did you expect?



FIFA: RTWC 91%
EA • Sports Sim • #19
Top footy game, but no surprises. Basically, it's *FIFA* – more of the same.



Fifth Element, The 85%
Sony CEE • Action Adventure • #9
Interesting though imperfect *Tomb Raider* clone. More puzzles would help.

Fighting Force 78%
Eidos • Beat-'em-up • #1
A 3D run-around fighting game with too many glitches to be outstanding.

Fighting Force 2 75%
Core Design • Beat-'em-up • #25
Average-ish sequel to an average game. Good degree of interaction, but dull.

Final Doom 80%
GT Int. • 3D Shoot-'em-up • #7
A polished sequel to *Doom*, but why only 30 levels when the PC game had 64? Great action, though.

Final Fantasy Anthology 96%
Squaresoft • RPG • #24
Compilation of two early *Final Fantasy* outings with updated cut scenes.



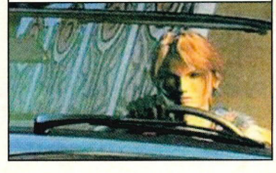
Final Fantasy Tactics 90%
Sony CE Japan • Strategy Sim • #11
Turns-based RPG combat. Cool game, but only available on import.



Final Fantasy VII 96%
Sony CEE • RPG • #18
The greatest RPG ever just got better at a Platinum price.



Final Fantasy VIII 96%
Squaresoft • RPG • #16
Spectacular role-player on four disks. Great characterisation and plot.



Firestorm: Thunderhawk 2 79%
Core Design • Flight Sim • #9
Very old helicopter arcade flight sim. Ageing, technically, but still thrills.

Floating Runner 21%
THQ • Platform Game • #13 RU
Awkward perspective and stupid controls destroy this 3D platformer.

Fluid 54%
Sony CEE • Utility • #8
Part game, part sequencer, but neither has the depth to justify the asking price. Buy *Music 2000* instead.

Formula 1 88%
Psygnosis • Driving Game • #5
Superb driving game, but cursed by some terrible bugs. Opponent AI's weak too – they hog the apex something chronic..

Formula 1 '97 91%
Psygnosis • Driving Game • #19
Bugged but brilliant F1 sim. A genuine televisual experience.



Formula 1 '98 80%
Psygnosis • Driving Game • #11
Significant improvements on opponents' AI, but overall the game has regressed. Twitchy controls too.

Formula One '99 96%
Psygnosis • Driving Game • #23
At last, the *F1* series is worth the plaudits heaped upon it.



Formula Karts SE 87%
Telstar • Driving Game • #1
It's a little short, but thrilling nonetheless.

Forsaken 93%
Acclaim • 3D Shoot-'em-up • #7
Doom meets *Descent*, taking the best of both. A top 3D blaster.



Frenzy 59%
SCI • Shoot-'em-up • #7
Kiddie's shoot-'em-up where it's almost impossible to die.

Future Cop: LAPD 2100 85%
EA • Shoot-'em-up • #11
Nothing ground-breaking, but fun nonetheless.

G

G-Police 87%
Psygnosis • Flight Sim • #14
Great space combat, but showing its age.

G-Police 2: WOJ 92%
Sony CEE • Flight Sim • #21
Space-based blasting doesn't get much better than this. A great achievement.



Gallop Racer 69%
Tecmo • Sports Sim • #25
Horse racing sim? Whatever next? And can you believe there's no betting mode? Bet it never makes it over here...

Gex 70%
BMG • Platformer • #13
This platformer seems to have it all, but is somehow a little uninspiring. Well worth a look, though...

Gex 3D: Enter the Gecko 93%
BMG • Platformer • #5
Fantastic 3D platformer – real effort has been put into the level design.



Gex 3D: Deep Cover 91%
Eidos • Platformer • #16
The lizard returns in his best outing yet. The character of Gex has come a long way, and the action's cool too.



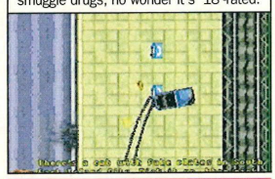
Ghost in the Shell 81%
Sony CEE • Shoot-'em-up • #5
Great Anime blaster, but too insubstantial to be good value.

Global Domination 55%
Psygnosis • Strategy Game • #15
Dull strategy war sim with poor controls. Weak and boring.

Glover 78%
Atari/Hasbro • Puzzle Platformer • #26
Entertaining, colourful puzzling action with the first ever glove superhero.

Goo Goo Soundy 30%
Konami • Weird • #25
Dodgy droll and very Japanese, this one isn't really worth seeking out. Crap.

Grand Theft Auto 90%
Take 2 • Driving/Action • #10
Steal cars, bomb police stations, smuggle drugs; no wonder it's '18'-rated.



Grand Theft Auto 2 85%
Rockstar • Driving/Action • #24
Violent crim sim; fun, but basically more of the same. Will appeal to fans of the first game.

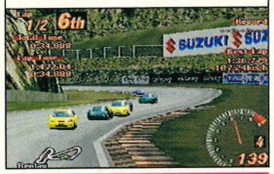
Grand Theft Auto: London 83%
Take 2 • Crime Sim • #18
World's first PSX add-on disc, a great addition to the original.

Granstream Saga, The 72%
Sony CEE • RPG • #15
Slow storyline and easy puzzles, but not bad for beginners. Won't enlighten those who've played RPGs before.

Gran Turismo 95%
Sony CEE • Racing# • 18
Amazing visuals and an incredible driving engine for 20 quid; a real winner.



Gran Turismo 2 93%
Sony CEE • Racing • #26
The king of the genre returns, better than ever. High-octane thrills and long-term fun.



Guardian's Crusade 63%
Activision • RPG • #17
Spectacular fresh ideas, but weak in a few areas.

Guardian of Darkness, The 35%
Cryo Int. • 3D Action Game • #22
Takes a while to get into, and it isn't really worth the effort.

Guitar Freaks 72%
Konami • Music Game • #21
Cool guitar interpretation of *Beatmania*.

Gungage 32%
Konami • Shoot-'em-up • #23
80s attitudes, dodgy graphics and poor gameplay make this a non-starter.

Gunship 38%
Microprose • Flight Sim • #9
Helicopter flight sim with terrible graphics.

H

Hardcore 4x4 75%
Gremlin • Driving Game • #14
Monster trucks and rugged tracks, but little lastability.

Hard Edge 82%
Sunsoft • Action Adventure • #17
Same vein as *Resi Evil*, but not as good.

Heart of Darkness 74%
Infogrames • Arcade Adventure • #17
Interesting, graphically excellent but essentially flawed. Also too short.

Heberek Popitto 34%
Sunsoft • Puzzle Game • #8
Derivative puzzler which 'borrows' from several games.

Hellnight 84%
Konami • Action Adventure • #25
Chilling, atmospheric action adventure with the emphasis firmly on 'adventure'

Hexen 33%
GT Int. • 3D Shoot-'em-up • #7
Uses the *Doom* engine, but retains none of its playability and verve.

Hi-Octane 54%
Bullfrog • Driving Game • #14
Slow frame rate, sluggish controls and lack of visual detail make this one to miss.

Hot Wheels Turbo Racing 72%
EA • Driving Game • #24
Stunts and racing with Matchbox cars. Amusing but shoddy – not recommended.

Hugo 64%
ITE Media • Platform Game • #11
Don't laugh – it's for the kids. The very young will enjoy its cartoony graphics.

Hyper Tennis 34%
Gremlin Int. • Sports Sim • #16
Crude animations, dire graphics and shoddy gameplay destroy this tennis sim.

I

Impact Racing 58%
JVC • Driving Game • #14
Destruction Derby-type racer, but nowhere near as accomplished.

Independence Day 29%
Fox Int. • Shoot-'em-up • #9
A complete joke. Bad graphics, dodgy gameplay and ridiculously samey levels.

International Moto X 71%
Warner Int. • Driving Game • #14
Motorbike scrambling game.

In the Hunt 59%
THQ • Shoot-'em-up • #5
2D blaster for kids – sluggish and with poor visuals, but reasonable fun.

Int. Track and Field 34%
Konami • Sports Sim • #16
This one's quite addictive, especially in multiplayer mode. Fun multi-eventer.

Invasion 27%
Microids • Flight Sim • #16
Dire sci-fi blaster that fails on every level. Inept and cursed by poor design.

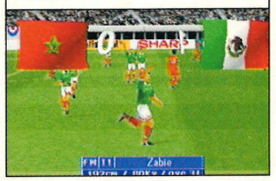
ISS Deluxe 66%
Konami • Sports Sim • #10
Update of an old SNES game. Can't keep up with today's offerings.

ISS Deluxe 66%
Konami • Sports Sim • #10
Update of an old SNES game. Can't keep up with today's offerings.

ISS Pro 90%
Konami • Sports Sim • #10
Perfect mix of simulation and arcade action. The graphics showing their age, now though.



ISS Pro '98 95%
Konami • Sports Sim • #9
This tactical, in-depth soccer sim puts in a genuinely world class performance. A winner.



ISS Pro Evolution 94%
Konami • Sports Sim • #25
The best gets even better – this latest *ISS* is truly the king of PlayStation soccer sims.



Iznogoud 10%
Sony CEE • Platform Game • #13
Disastrous 2D platformer. Don't even think of buying it.

J

Jade Cocoon 60%
Crave Ent. • RPG • #22
Neat RPG game from the PlayStation newcomers, but far from a gem.

Jeremy McGrath SC 98 71%
Acclaim • Driving Game • #7
Flawed, sub-standard motocross sim. For die-hard fans of the sport only.

Jersey Devil 89%
Ocean • Platform Game • #13
Full freedom of movement in this fully-3D platformer. Great visuals.

Jet Rider 44%
Sony • Driving Game • #14
Dull courses, dumb computer opponents and dodgy physics – it sucks.

Jet Rider 2 61%
Sony • Driving Game • #14
Better-designed courses than the original, but still ropey and frustrating.

Jonah Lomu Rugby 89%
Codemasters • Sports Sim • #16
Intuitive controls and a true representation of the sport make this a joy to play. You don't risk injuries either.

Jonny Bazookatone 64%
US Gold • Platform Game • #13
It's not bad, but is definitely showing its age.

Judge Dredd 33%
Gremlin Int. • Light Gun • #6
Boring light gun game with bugger all to do with Dredd. Not good.

Jumping Flash! 79%
Sony CEE • Platform Game • #13
An own-eye perspective platform shooter? Sounds terrible, but it works really well.

Jumping Flash 2 86%
Sony CEE • Platform Game • #13
A similar game to the first one, but with tighter, better designed levels.

K

K1 Arena Fighters 44%
THQ • Beat-'em-up • #4
Kickboxing sim with foes so thick they throw punches while you're miles away.

Kagero Deception 2 77%
Virgin Int. • Strategy • #18
Fiendishly clever strategy game that's let down by poor control and iffy graphics.

Kensei 90%
Konami • Beat-'em-up • #14
Top fighting game with cool blocking animations. Not quite *Tekken*.



Kick Off '97 60%
Maxis • Sports Sim • #10
Fair-to-middling soccer sim. It's not bad, but there are better games around.

Kick Off World 70%
FunSoft • Sports Sim • #8
So-so kick-around which just can't manage a Premier League performance.

Kileak the Blood 28%
Sony CEE • 3D Shoot-'em-up • #7
Great technically, but where's the game? As interesting as juggling on the radio.

Killer Loop 50%
Crave Ent. • Driving Game • #26
Tragically average racer that owes rather too much to the WipEout series.

Kings Field 69%
ASCII • RPG • #11
First-person perspective RPG. For die-hard fans of the genre only.

Kingsley's Adventure 70%
Psygnosis • Platform Game • #23
Unremarkable 3D platform romp. For the younger gamer.

KKND: Krossfire 73%
Infogrames • Strategy Game • #16
Command & Conquer clone, but not quite as good.

Klonoa 74%
Sony CEE • Platform Game • #6
A decent cutsey platformer, but lacks long-term appeal. Ideal for kids, though.

Knockout Kings 2000 74%
EA • Beat-'em-up • #25
Great career mode and top real-life fighters, but overall, a dull sim.

Knockout Kings 99 42%
EA • Sports Sim • #13
Abysmal graphics and dull fighting make this one to avoid.

Konami Classics 72%
Konami • Retro Comp • #26
Back to the good old days of gameplay with Konami classics.

Krazy Ivan 43%
Psygnosis • Mech Game • #7
Mech game with graphics showing their age and simplistic combat.

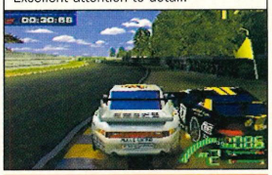
Kula World 88%
Sony CEE • Puzzle/Platform • #6
Puzzle platformer where you guide a beach ball over some weird structures.

Kurushi Final 88%
Sony CEE • Puzzle Game • #21
More of the same, but who cares? The original was great...

Kurushi: Intelligent Cube 79%
Sony CEE • Puzzle Game • #8
Lousy presentation, but this unusual puzzler scores heavily in the gameplay department.

L

Le Mans 24 Hours 90%
Infogrames • Driving Game • #24
Superb sports car racing game. Excellent attention to detail.



Legend 81%
Funsoft • Beat-'em-up • #11
Side-scrolling beat-'em-up in the *Double Dragon* mould. Good, but unremarkable.

Legend of Kartia 68%
Konami • RPG • #19
Interesting if uninspiring RPG – fun, but no *FFVII*.

Legend of Mana 60%
Squaresoft • RPG • #22
Cool RPG, but avoid it if you can't speak Japanese. You won't have a clue.

Lego Racers 58%
Lego Media • Driving Game • #24
A very weak kart racer. Neat ideas, but the execution's terrible.

Lego Rock Raiders 14%
Lego Media • Action Adventure • #26
Terrible game with very little gameplay and atrocious graphics. Yuck.

Lemmings 59%
Psygnosis • Puzzle Game • #12
Retro compilation featuring the original *Lemmings* and the data pack for £20.

Lethal Enforcers 1&2 23%
Konami • Light Gun • #6
This retro release shows how far games have moved since the 16-bit days. It's crap.

Libero Grande 80%
Sony CEE • Sports Sim • #13
A new look at PSX football – you control a single player, not the team.

Lifeforce Tenka 52%
Psygnosis • 3D Shoot-'em-up • #7
Superb interactivity which makes *Doom* look dated, but the game is uninspired.

Little big Adventure 76%
EA • Adventure • #3
Isometric perspective and interesting puzzles make this a cool adventure.

Live Wire! 73%
SCi • Puzzle Game • #15
Fast and colourful, but ultimately too clever for its own good.

Lomax 45%
Psygnosis • Platform Game • #13
A 2D platformer set in the land of the lemmings. Poorly designed levels ruin it.

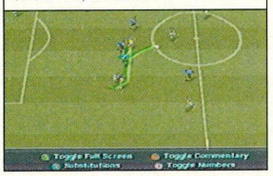
Lone Soldier 22%
Telstar • Shoot-'em-up • #5
Insipid disaster of a 3D shoot-'em-up with the worst control system ever seen.

Lord Of Fist 72%
Mediaworks Inc. • Beat-'em-up • #25
Fun and involving fighter with a good story mode. Very martial arts orientated.

Lost Vikings 2 22%
Interplay • Puzzle Game • #8
Three vikings with individual abilities puzzle their way through this epic game.

Lost World, The 29%
EA • Platform Game • #13
Outrageously shoddy platformer that breaks every known rule in game design.

LMA Manager 92%
Codemasters • Strategy Sim • #22
The best football management game on the PSX, bar none.



Lucky Luke 40%
Infogrames • Platform Game • #22
This platformer's two bullets short of a revolver. Crap, even on Platinum.

M

Madden 98 76%
EA • Sports Sim • #19
Madden 97 with updated rosters and a few minor tweaks.

Madden NFL 2000 87%
EA • Sports Sim • #22
Yet another American sports game from EA.

Mad Panic Coaster 77%
Takara Co. • Driving Game • #23
Curious roller coaster game. Fun, but tricky.

Magic Carpet 70%
Bullfrog • Strategy Game • #17
Incredible feeling of freedom, but overall, the game is showing its age.

Magical Tetris Challenge 84%
Disney Int. • Puzzle Game • #26
The best puzzle game of all, this time featuring Mickey Mouse and his pals.

Marvel Vs. Capcom 69%
Virgin Int. • Beat-'em-up • #26
2D fighter featuring Capcom characters slugging it out with Marvel guys.

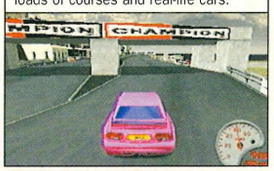
Marvel S. Heroes Vs SF 86%
Virgin Int. • Beat-'em-up • #17
Your fave Street Fighters meet the men from Marvel. Not a bad scrap.

Mary King's Riding Star 79%
Midas • Sports Sim • #26
Original horse simulation featuring all manner of equine tomfoolery.

Master of Monsters 45%
Sony CEE • Strategy Game • #23
Not the most exciting wargame/RPG hybrid. Too one-dimensional.

Masters of the Teräs Käsi 82%
Virgin Int. • Beat-'em-up • #4
Star Wars beat-'em-up. Fun, but easy when you find Luke's near-unstoppable move...

Max Power Racing 92%
Infogrames • Driving Game • #13
Top arcade-style driving game with loads of courses and real-life cars.

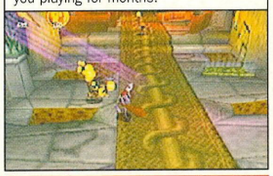


MDK 85%
Interplay • Shoot-'em-up • #1
A brilliantly innovative 3D action game.

Mech Warrior 2 71%
Activision • Mech Game • #7
Excellent mission-based objectives.

Medal of Honor 82%
EA • Action Strategy • #25
Atmospheric, classy and fun to play, a real thinking-person's soldier sim.

Medievil 93%
Sony CEE • Arcade Adventure • #21
Stunning slash-'n'-solver which keeps you playing for months.



Megaman Legends 82%
Virgin Int. • Platform Blaster • #13
Megaman, that old warhorse from the 16-bit consoles, returns in glorious 3D.

Megaman X4 79%
Virgin Int. • Platform Blaster • #13
Looks and plays like a SNES game, but this 2D platform shooter is still enjoyable.

Men In Black 38%
Gremlin Int. • Action Adventure • #8
Bloody awful 3D action adventure with lousy controls and disastrous glitches.

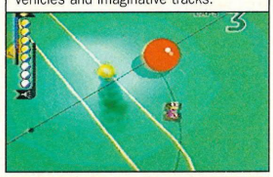
Metal Gear Solid 96%
Konami • Action Adventure • #15
James Bond with knobs on – a fantastic 3D cinematic experience.



Michael Owen's WLS '99 70%
Eidos • Sports Sim • #13
Awkward controls and unforgivable bugs bring down this otherwise-impressive game.

Mickey's Wild Adventure 69%
Sony CEE • Platform Game • #12
Another fun kiddie 2D platformer from Disney. A must for Mickey fans...

Micro Machines V3 93%
Codemasters • Driving Game • #3
Brilliant top-down racer featuring tiny vehicles and imaginative tracks.



Midnight Run 60%
Konami • Driving Game • #14
Conversion of a Konami coin-op. Lacks substance and longevity.

Mighty Hits Special 83%
JVC • Lightgun Game • #24
A playable and intelligent puzzle-based blaster, but not quite *Point Blank 2*.

Millennium Soldier: Exp. 55%
Infogrames • Shoot-'em-up • #25
Stylish blaster, but very '80s and too repetitive. Good two-player modes.

Mission: Impossible 85%
Infogrames • Stealth/Spy Sim • #23
Great mission-based 3D offering, but a little too hard in places.

Monaco Grand Prix 78%
Ubi Soft • Driving Game • #17
Reasonable Formula One racing action, but with no licences the cars look bland.

Monkey Hero 88%
Take 2 • RPG • #14
Interesting action-style RPG for the younger PlayStation gamer. Too easy for the RPG expert, though.

Monopoly 20%
Hasbro • Strategy Game • #17
What's the point of releasing a PSX game based on Monopoly? Utter madness!

Monster Seed 48%
Sunsoft • RPG • #16
Tedious RPG that tries to be different but leaves the gameplay behind in the process.

Monster Trucks 69%
Psygnosis • Driving Game • #14
Mediocre truck game with too much pop-up and poor handling.

Mortal Kombat 3 60%
GT Int. • Beat-'em-up • #4
Gimmick-riddled gameplay, but no depth. The series is getting tired.

Mortal Kombat 4 91%
GT Int. • Beat-'em-up • #9
The *Mortal Kombat* crew in their first 3D outing. Works well.



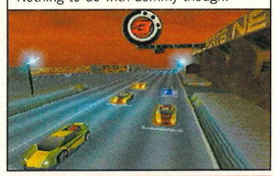
Mortal Kombat Mythologies 20%
GT Int. • Beat-'em-up • #13
Platform beat-'em-up. Should've been good, but is riddled with flaws.

Mortal Kombat Trilogy 60%
GT Int. • Beat-'em-up • #5
All the characters from the first three *MK* games, but the same flat gameplay too.

Moto Racer 73%
EA • Driving Game • #16
Two styles of racing (scrambling and Grand Prix) don't mix well, but it's still fun.

Moto Racer 2 86%
EA • Driving Game • #10
Scrambling and Grand Prix motorcycle action in this arcadey driving game.

MotorHead 90%
Gremlin Int. • Driving Game • #5
Great driving game, but bloody hard. Nothing to do with Lemmy though.



Moto Toon GP 70%
Sony • Driving Game • #14
Great for the kids, and amazing considering it was coded in 1994.

Moto Toon GP 2 83%
Sony • Driving Game • #14
Cartoon racer which makes significant improvements over the original.

Mr Domino 91%
JVC • Puzzle Game • #7
Great puzzle game based on domino tipping. Excruciatingly hard, though.



MTV Sports: Snowboarding 83%
THQ • Sports Sim • #24
Cool, action-packed and fun, but not quite up to *Cool Boarders* standards.

Music 84%
Codemasters • Utility • #11
Create your own music tracks, along with its own light show. Flexible and accessible.

Music 2000 88%
Codemasters • Utility • #24
Music creation on the PlayStation. Versatile, easy to use and very comprehensive. Ideal for budding mixers...

Myst 55%
Broaderbund • Adventure • #3
Ridiculous puzzles, lack of plot and slow pace ruin this adventure.

N

N20 60%
Gremlin Int. • Shoot-'em-up • #8
Great psychedelic visuals, but ultimately it's just another flawed *Tempest* clone.

Nagano Winter Olympics '98 50%
Konami • Sports Sim • #3
Huge number of events, but all are too shallow and unenjoyable.

Namco Museum Volume 5 72%
Sony CEE • Compilation • #2
Five retro reissues – three good games and a couple of fillers.

NASCAR 2000 50%
EA • Driving Game • #25
Turn left – turn left – turn left – YAWWWWWWWN...

NASCAR 98 61%
EA • Driving Game • #14
Better, but limited by the sport itself – for NASCAR nuts only.

NASCAR 99 43%
EA • Driving Game • #11
Contains real-life teams and drivers, but driving round in circles doesn't excite.

NASCAR Racing 43%
EA • Driving Game • #14
Half finished in almost every respect – avoid this four-wheeled flop.

NBA Basketball 2000 83%
Activision • Sports Sim • #24
Cool arcadey basketball sim. Easy to get to grips with, and ideal for after the pub.

NBA Fastbreak '98 89%
GT Int. • Sports Sim • #5
Basketball sim – great graphics, shit sound, realistic gameplay.

NBA Hangtime 50%
Acclaim • Sports Sim • #19
Useless basketball sim. Who buys this crap?

NBA In The Zone 2 85%
Konami • Sports Sim • #19
Oh no, not more basketball...

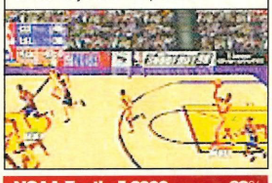
NBA Jam TE 80%
Acclaim • Sports Sim • #19
Top arcade action in this pleasantly unrealistic basketball offering.

NBA Live '99 73%
EA • Sports Sim • #13
A basketball sim for true enthusiasts.

NBA Pro '98 73%
Konami • Sports Sim • #4
A very user-friendly, though ultimately unremarkable basketball sim.

NBA Pro '99 87%
Konami • Sports Sim • #19
It's a basketball game. No more, no less...

NBA Shootout '98 90%
Sony CEE • Sports Sim • #19
Arguably the best basketball offering on the PlayStation. Top stuff.



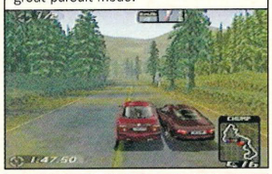
NCAA Football 2000 89%
EA • Sports Sim • #25
Excellent college gridiron sim that probably won't be released over here.

Need For Speed 79%
EA • Driving Game • #14
A cool game in most respects, but despite the title, lacks speed.

Need For Speed 2 68%
EA • Driving Game • #15
A poor update of the original – bad graphics and no real feeling of speed.

Need For Speed 3 83%
EA • Driving Game • #4
An excellent driving game, with the added attraction of racing coppers.

Need For Speed: RC 92%
EA • Driving Game • #17
The best *Need for Speed* game yet – great pursuit mode.



Newman Haas Racing 60%
Psygnosis • Driving Game • #4
Disappointing race game based on the American Indy Car series.

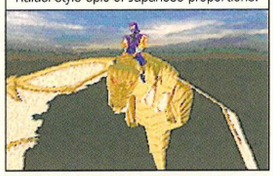
Next Tetris, The 56%
Hasbro Int. • Puzzle Game • #24
How can you get *Tetris* so wrong? New additions take the heart out of the game.

NFL Blitz 73%
GT Int. • Sports Sim • #11
Arcadey gridiron game. Cool as a two-player offering, useless on your own.

NFL Blitz 2000 70%
Midway • Sports Sim • #26
More American football tomfoolery with an arcadey approach.

NFL Xtreme 49%
Sony CEE • Sports Sim • #13
Arcadey five-a-side gridiron game. Let down by dodgy perspectives and bad controls.

Ninja: Shadow Of Darkness 90%
Core Design • Action Adventure • #10
Run around slashing things in this *Tomb Raider*-style epic of Japanese proportions.



NHL 2000 75%
EA • Sports Sim • #23
EA's annual hockey update is back, and it's more of the same...

NHL '99 87%
EA • Sports Sim • #11
Yet another update of the *NHL* series. Cool stuff, with up-to-date rosters.

NHL Breakaway '98 75%
Acclaim • Sports Sim • #19
Yet another ice hockey game. Not a bad one, mind...

NHL Championship 2000 87%
Activision • Sports Sim • #24
Great pick-up-and-play gameplay, but the AI's a little dodgy.

NHL Face Off '98 80%
Sony CEE • Sports Sim • #3
Smooth controls, but overall it's a little too clinical.

NHL Face Off '99 73%
Sony CEE • Sports Sim • #16
An ice hockey sim with lots of attention to detail. Still not perfect, though.

NHL Open Ice 80%
Midway • Sports Sim • #3
Very arcadey ice hockey game, but none the worse for it.

NHL Powerplay '98 82%
Virgin Int. • Sports Sim • #3
Exciting and packed with options, this one's got a great long-term challenge.

No Fear DHMB 79%
Codemasters • Driving Game • #23
An interesting title, but perhaps a little over-ambitious.

Nuclear Strike 89%
EA • Shoot-'em-up • #5
The EA helicopter-based thinking person's shoot-'em-up saga continues. Great FMV.

O

O.D.T 82%
Psygnosis • Shoot-'em-up • #12
Awkward at first, but as you get into it, this 3D shooter improves.

Off World Interceptor 31%
BMG • Driving Game • #15
Bad controls and sluggish movement.

Ogre Battle 79%
Atlus • RPG • #11
Not a bad RPG/wargame hybrid, but basically just a glorified SNES game.

Olympic Battle 61%
US Gold • Sports Sim • #16
The individual games in this multi-eventer are too close for comfort. Average.

Olympic Soccer 82%
US Gold • Sports Sim • #10
Arcade-style soccer played at break-neck speed. Good overhead perspective.

Omega Boost 75%
Sony CEE • Shoot-'em-up • #20
Wonderful-looking blaster, but let down by repetitiveness and lack of power-ups.

Onside Soccer 45%
Telstar • Sports Sim • #10
Awkward footie game. Plays unbelievably slowly and the gameplay frustrating.

Overblood 2 75%
PBH Systems • RPG • #25
Atmospheric RPG with a great storyline. It's not the most difficult of games, though.

Overboard! 58%
Psygnosis • Shoot-'em-up • #13
Interesting ideas, but this ship-to-ship combat game is too smart for its own good.

P

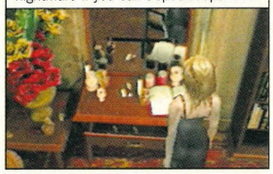
Pac-Man World 87%
Sony CEE • Platform Game • #23
Nothing new in this platformer, but the *Pac-Man* atmosphere is preserved.

Pandemonium 88%
BMG • Platform Game • #5
3D camera, 2D action but a great platformer nonetheless.

Pandemonium 2 52%
Eidos • Platform Game • #11
Dodgy sequel which retains the original's charm, but not its gameplay.

Panzer General 70%
Mindscape • Strategy Game • #17
Strategy wargame for the purest of purists. Basic hex-based graphics.

Parasite Eve 94%
Sony Japan • Action Adventure • #6
Great *Resident Evil*-style offering, but a nightmare if you can't speak Japanese.



Parodius Deluxe 70%
Konami • Shoot-'em-up • #5
Great Japanese-style shoot-'em-up, but basically a SNES port.

Pax Copius 19%
Cryo Int. • Action Adventure • #9
Woefully inept *Tomb Raider* wannabe – everything about it sucks.

Peak Performance 25%
JVC • Driving Game • #15
Embarrassing physics, wonky collision detection and abysmal AI. Rubbish.

Pet In TV 71%
Sony CEE • Virtual Pet • #9
Train your pet using rewards and punishments. Innovative and different.

Pitball 44%
Warner • Sports Sim • #16
Violent future sports offering let down by poor controls and too large a playing area.

Pitfall 3D 72%
Activision • Platform Game • #13
A few flaws prevent this free-roaming platformer being a classic, but it's not bad.

Phat Air 31%
Funsoft • Sports Sim • #13
Dodgy snowboarding sim which 'rewards' winners with a new jacket.

Philosoma 55%
Sony CEE • Shoot-'em-up • #5
This shoot-'em-up is cheesy, dated and visually unremarkable, but still fun.

Plane Crazy 44%
Acclaim Ent. • Racing Game • #22
The best thing about this aerial racer is the pun in the title.

Player Manager '98 - '99 64%
Infogrames • Sports Sim • #16
Not a disaster, but it's too slow to be outstanding. Get *Premier Manager* instead.

Pocket Fighter 92%
Virgin Int. • Beat-'em-up • #10
Cutesy beat-'em-up featuring kiddie versions of the *Street Fighter* characters.



PO'ed 69%
Interplay • 3D Shoot-'em-up • #7
A *Doom* clone based on a chef gathering ingredients. Is it meant to be funny? It isn't.

Point Blank 89%
Sony CEE • Light Gun • #6
Fairground-inspired light gun high-jinks.

Point Blank 2 91%
Sony CEE • Lightgun Game • #21
More fairground frolics and GunCon mayhem. Who thought a lightgun game could be cute?



Pong 68%
Hasbro Int. • Retro Update • #24
Amusing update of the grand-daddy of all games, but is it worth the asking price?

Pool Hustler 79%
Activision • Sports Sim • #15
Near-genius representation of the sport, but lacking in presentation.

Pool Shark 45%
Gremlin Int. • Sports Sim • #12
Dreadful presentation and terrible graphics make this pool sim one to avoid.

Pop'n Music 2 72%
Konami • Music Game • #24
Annoying as hell, but you just have to keep on playing...

Pop 'n' Pop 90%
JVC • Puzzle Game • #23
Multiple modes, cute presentation, great gameplay – it has the lot!



Pop'n Tanks 55%
Enix • Driving Game • #23
One-on-one tank combat – too flawed to be worth considering.

Populous: The Beginning 86%
EA • Strategy Game • #15
A wonderfully-accessible god sim, and a must for fans of the 16-bit *Populous* games.

Porsche Challenge 79%
Sony CEE • Driving Game • #4
A quality game, but with only one car and four tracks it's just too short.

Powerful Baseball 53%
Konami • Sports Sim • #21
Cute baseball sim as only the Japanese can do 'em. Language barrier awkward.

Power Move Pro Wrestling 82%
Activision • Beat-'em-up • #19
One of the better wrestlers on the PSX.

Power Soccer 2 65%
Psygnosis • Sports Sim • #1
More uninspiring than outright bad, and made redundant by subsequent soccer sims.

Poy Poy 89%
Konami • Puzzle Game • #4
Great multiplayer brawling.

Poy Poy 2 78%
Konami • Action Game • #15
A wonderful multiplayer combat experience, but lacking in one-player mode.

Premier League STARS 78%
EA • Sports Sim • #21
Another game based on the *FIFA* engine.

Premier Manager '98 91%
Gremlin Int. • Strategy Sim • #5
Spectacular and in-depth football management sim. User-friendly too.



Premier Manager '99 93%
Gremlin Int. • Strategy Sim • #14
Top football management game, even for soccer haters.



Primal Rage 85%
Midway • Beat-'em-up • #4
Too few characters to be a real classic.

Pro 18 Golf 75%
Psygnosis • Sports Sim • #18
Excellent graphics help to spotlight an otherwise run-of-the-mill game.

Pro Pinball: FJ 80%
Empire Int. • Pinball Sim • #26
Great pinball fun; fast, responsive and packed with hidden features.

Project: Horned Owl 43%
Sony Japan • Light Gun • #6
Another import light gun game. Dull and boring enemies make it a thrill-free zone.

Psybadek 46%
Psygnosis • Sports Sim • #12
Boring, frustrating hoverboard game with colourful graphics but sod all gameplay.

Psychic Detective 50%
EA • Adventure • #3
Confusingly unplayable adventure, but with genuine innovation.

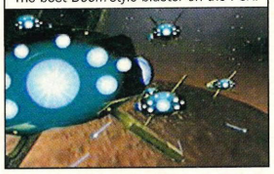
Puchi Carat 38%
PHB Systems • Puzzle Game • #23
No new ideas and boring gameplay.

Puma Street Soccer 30%
Infogrames • Sports Sim • #18
Soccer games are ten-a-penny as we all know, so why did Infogrames bother?

Q

Q*Bert 45%
Hasbro Int. • Retro Game • #26
Old-school thrills with one of the arcade's first real heroes.

Quake II 96%
Activision • 1st-Person Blaster • #23
The best *Doom*-style blaster on the PSX.



R

Raging Skies 70%
Warner • Flight Sim • #9
This flight sim's not for beginners, but offers very realistic gameplay.

Raiden Project 49%
Ocean • Compilation • #5
Two old coin-ops on one disc.

Rainbow Six 66%
Take 2 • 3D Action Game • #22
Interesting but flawed counter-terrorist *Doom*-style game.

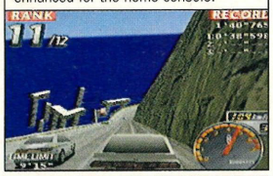
Rampage 2: Universal Tour 35%
GT Int. • Action • #18
A very old arcade beat 'em-up reborn; okay for ten pence in the arcade...

Rampage World Tour 72%
GT Int. • Smash-'em-up • #2
Updated retro game doesn't give you enough for your money.

Rapid Racer 58%
Sony CEE • Driving Game • #15
Great visuals, but boring, samey course design lets down this powerboat sim.

Rapid Reload 41%
Sony CEE • Platform Blaster • #5
Dated platform antics in the *Mega Man* mould.

Rage Racer 90%
Sony CEE • Driving Game • #15
Conversion of coin-op *Rave Racer*, enhanced for the home console.



Railroad Tycoon II 60%
Take 2 • Strategy Game • #26
Serious strategy time as you build the ultimate railway network.

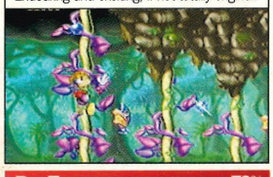
Rally Cross 36%
Sony CEE • Driving Game • #15
Too short and erratic difficulty level, but reasonable graphics and four-player mode.

Rally Cross 2 40%
Sony CEE • Driving Game • #15
Shite graphics and abysmal physics, and you hardly ever need to brake. 'Nuff said.

Rascal 50%
Psygnosis • Platform Game • #13
Dodgy platformer with a dreadful main character and flawed design.

Rat Attack 74%
Mindscape • Save-'em-up • #22
Cartoony rat-catcher that oozes originality. Great fun in party mode.

Rayman 91%
Ubi Soft • Platform Game • #13
Brilliantly colourful 2D platformer. Endearing and exciting, if not totally original.



Ray Tracers 70%
Sony CEE • Driving Game • #15
Chase HQ for the 90s, but not very hard.

R/C Stunt Copter 92%
Virgin Int. • Software Toy • #20
Fantastic simulation of flying a remote controlled helicopter.



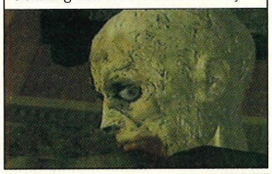
Ready 2 Rumble Boxing 89%
Midway • Beat-'em-up • #25
An entertaining and humourous boxing sim. No real-life pugilists, but who cares?

Reboot 80%
EA • Sports Sim • #4
Crap American TV show becomes good PSX hoverboard game.

Reel Fishing 40%
Crave Ent. • Sports Sim • #25
The most boring sport in the world comes to the PSX. And it's boring.

Renegade Racers 30%
Interplay • Driving game • #26
A cartoon-style racer that annoys more than it thrills. Best avoid it, really.

Resident Evil 94%
Virgin Int. • Action Adventure • #10
Blood-thirsty action adventure. Unbelievable atmosphere and sickening violence. For over-18s only.



Resident Evil 2 93%
Virgin Int. • Action Adventure • #20
The most violent and gruesome game ever? An all-time classic.



Resurrection: RoR 2 20%
Acclaim • Beat-'em-up • #4
Sluggish characters and slow loading times render this one almost unplayable.

Retro Force 67%
Psygnosis • Shoot-'em-up • #16
A blaster from the old school, but with late-nineties graphics.

Return Fire 88%
Warner Int. • Strategy Game • #17
This capture-the-flag offering provides great strategy action.

Re-Volt 42%
Acclaim Ent. • Driving Game • #22
Neat ideas, but this remote controlled racer's batteries are somewhat flat.

Revolution X 31%
Acclaim • Light Gun • #6
Rescue Aerosmith in this light gun blaster. Only for die-hard fans of the band.

Ridge Racer 88%
Sony CEE • Driving Game • #15
Direct port from the arcade coin-op. Pure racing with little physics.

Ridge Racer Revolution 87%
Sony CEE • Driving Game • #15
Basically *Ridge Racer* part two, but with improved graphics, link-up and more courses.

R4: Ridge Racer Type 4 88%
Sony CEE • Driving Game • #17
Desperately unrealistic but a cool arcade drive nonetheless.

Riot 71%
Psygnosis • Sports Sim • #16
A violent future sports sim in the *Dead Ball Zone* mould. If only it wasn't so hard...

Risk 69%
Hasbro • Strategy Game • #17
Based on the boardgame, the console version offers new modes. Great way to practice without a partner (no sniggering).

Rising Zan: SG 66%
Agetec • Action Adventure • #24
Interesting and fresh ideas, but overall, this one doesn't excite.

Rival Schools 86%
Virgin Int. • Beat-'em-up • #14
Colourful fighter filled with fresh ideas and Japanese totty.

Road Rash 80%
EA • Driving Game • #15
Graphics are a little 16-bit, but it's still a hot and violent motorcycle racer.

Road Rash 3D 82%
EA • Driving Game • #8
3D update of the respected 16-bit bike racing and combat game.

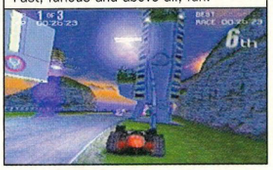
Roadsters Trophy 36%
Titus • Driving Game • #25
Dreadful driver with no physics, lousy AI and CPU cars that cheat.

Robotron X 70%
GT Int. • Shoot-'em-up • #5
Update of the classic which retains the heart of the original, but lacks its addictiveness.

Rock and Roll Racing 2 21%
Interplay • Driving Game • #15
Lousy PSX update of a SNES classic.

Rouge Trip 81%
GT Int. • Driving Game • #11
Futuristic taxi driving game.

Rollcage 92%
Psygnosis • Driving Game • #16
Fast, furious and above all, fun.

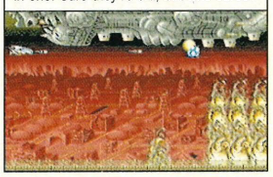


Ronin Blade 40%
Konami • Action Adventure • #26
Tedious adventuring in ancient Japan with a boring storyline and battles.

R-Type Delta 92%
Sony CEE • Shoot-'em-up • #17
A fine update on one of the best blasters of all time.

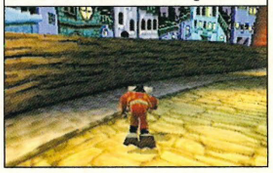


R-Types 90%
Virgin Int. • Compilation • #9
Retro at its best – two classic blasters in one. Sure they're old, but who cares?



Rugrats 81%
THQ • Action Adventure • #15
Faithful to the cartoon, and great for kids. Controls awkward, though.

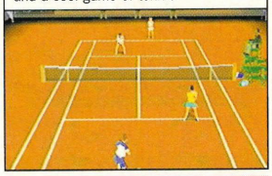
Running Wild 90%
Sony CEE • Sports Sim • #16
A fresh variation on the racing theme.



Rushdown 34%
Infogrames • Sports Sim • #12
Rushed Out, more like. A dodgy sports sim with some disastrous flaws.

S

Sampras Extreme Tennis 91%
Codemasters • Sports Sim • #16
One of the most playable tennis sims on the PSX. Gorgeous motion capture and a cool game of tennis.



San Francisco Rush 69%
GT Int. • Driving Game • #9
Dodgy loading times and sloppy driving physics kill this arcade racer. A waste of a licence.

S.C.A.R.S 80%
Ubi Soft • Driving Game • #11
Combat racing with futuristic cars and cool weapons. There's a four-player mode too. Good post-pub action.

Sensible Soccer ECE 20%
GT Int. • Sports Sim • #13
Disastrous update on the 16-bit classic. A complete embarrassment.

Sentient 78%
Psygnosis • Action Adventure • #3
Absorbing adventure, but too easy to lose your way.

Sentinal Returns 33%
Psygnosis • Action Adventure • #10
...But we wish it hadn't. Ugly and confusing update of cool 8-bit outing.

Shadow Gunner 36%
Ubi Soft • Mech Game • #14
Boring, frustrating mech offering with non-existent learning curve.

ShadowMan 82%
Acclaim • 3D Action Game • #22
Deep, dark and mysterious *Tomb Raider* clone.

Shanghai: True Valour 37%
Sunsoft • Puzzle Game • #15
Mah Jong conversion with awkward controls and an appalling skills curve.

Shaolin 43%
THQ • Beat-'em-up • #26
A hybrid of a normal fighting game and a story-led adventure title.

Silent Bomber 80%
Bandai • Action Game • #25
Plant bombs and detonate them on your enemies. Interesting spin on the blaster.

Silent Hill 83%
Konami • Action Adventure • #20
Gruesome shock horror title which entertains, but not a blockbuster.

Sim City 2000 88%
Maxis • Strategy Game • #17
A little awkward on the PSX, but still great fun nonetheless.

Skull Monkeys 65%
EA • Platform Game • #3
Great animation, but very little gameplay.

Slam 'N' Jam '96 74%
BMG • Sports Sim • #19
Not a bad b-ball game, but woefully dated.

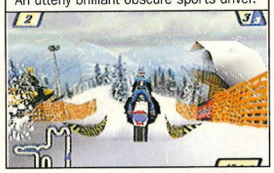
Soul Blade 92%
Sony CEE • Beat-'em-up • #15
King of the weapons-based beat-'em-ups. Great animation and top moves.



Soul Reaver 96%
Eidos • 3D Action Game • #19
At last – a 3D game to beat the mighty *Tomb Raider*.



Sled Storm 90%
EA • Driving Game • #22
An utterly brilliant obscure sports driver.



Small Soldiers 72%
EA • Shoot-'em-up • #12
Woeful interpretation of the film which wastes the licence completely.

Smash Court Tennis 93%
Sony CEE • Sports Sim • #16
The best tennis game on the PlayStation is long-deleted and very hard to find. Shame.



Smurfs, The 76%
Infogrames • Platform Game • #25
Great cutsie cartoony platformer.

Snow Racer '98 90%
Ocean • Sports Sim • #3
Skiing and snowboarding simulation. Works well and offers good longevity.



South Park 29%
Acclaim • 1st-Person Shooter • #24
Dodgy *Doom* clone, with not enough interactivity and appalling fogging.

South Park Rally 76%
Acclaim • Racing Game • #26
Sweet racing thrills with all your favourite South Park icons. Tough but rewarding.

Soviet Strike 91%
EA • Shoot-'em-up • #3
Spectacular strategic helicopter game – the thinking man's shoot-'em-up.



Space Debris 70%
Infogrames • Shoot-'em-up • #26
Futuristic blasting action as you blow up little green men from another universe.

Space Hulk 73%
EA • Strategy Game • #17
Good conversion of the boardgame.

Space Invaders 60%
Activision • Retro Update • #24
Fun for 15 minutes, but not much more than that. Neat ideas, though.

Space Jam 64%
Acclaim • Sports Sim • #19
Dire basketball movie tie-in starring Bugs Bunny, Daffy Duck and – Michael Jordan?

Spawn: The Eternal 59%
Sony CEE • Action Adventure • #5
Dodgy 3D action adventure-cum-beat-'em-up – boring as hell.

Speed Freaks 86%
Sony CEE • Driving Game • #21
Not a *Mario 64*-beater, and now surpassed by *Crash Team Racing*, but not a bad game in its own right. A little too tricky, though.

Spice World 75%
Sony CEE • Puzzle Game • #7
This isn't what you want, what you really, really want. Geri's still there too…

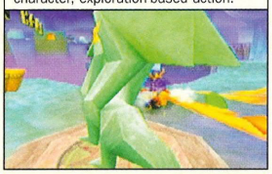
Spider 75%
BMG • Platform Game • #13
Platformer where you control a spider who can cling to the underside of platforms.

Sports Car GT 35%
EA • Driving Game • #17
Terrible sports racer with boring tracks, lifeless cars and dodgy graphics.

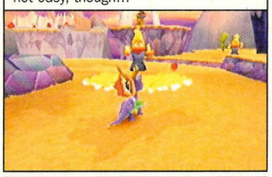
Spot Goes To Hollywood 24%
Virgin Int. • Platform Game • #13
…And we wished he'd stayed there. This game's crap, basically.

Spriggan: Lunar Verse 40%
FromSoftware • Action Game • #23
Good *MGS*-style action, but nailing jelly to the ceiling would be easier.

Spyro The Dragon 91%
Sony CEE • Platform Game • #22
One of the best PSX platformers. Cute character, exploration-based action.



Spyro 2: GTG 90%
Sony CEE • Platform Game • #23
A fine update of a respected game. It's not easy, though…

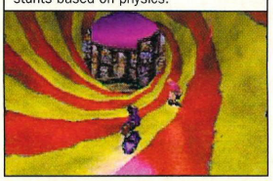


Star Gladiator 23%
Capcom • Beat-'em-up • #4
You can complete this beat-'em-up on the hardest setting using only one move.

Star Winder 42%
Mindscape • Driving Game • #15
Blatant *WipEout* clone, but nowhere near as good. Redundant.

Steel Reign 68%
Sony CEE • Shoot-'em-up • #2
This tank combat game makes good use of the analogue pad, but is ultimately boring.

Streak 94%
GT Int. • Sports Sim • #12
Futuristic hoverboarding sim with stunts based on physics.



Street Fighter Alpha 3 92%
Virgin Int. • Beat-'em-up • #17
New moves, new characters but all the old faves too. A must for fans.



Street Fighter Collection 70%
Virgin Int. • Compilation • #4
A retro collection of three *Street Fighter* offerings, but two are virtually identical… What's the point?

Street Fighter Collection 2 60%
Virgin Int. • Beat-'em-up • #16
Retro fever in full effect, but what's the point with better 2D fighters around?

Street Fighter EX+Alpha 85%
Virgin Int. • Beat-'em-up • #21
Street Fighter makes the transition to 3D reasonably successfully, but no side-step.

Street Fighter : The Movie 21%
Acclaim • Beat-'em-up • #4
Terrible beat-'em-up which features graphics digitised from the film. A complete embarrassment to the PSX.

Street Fighter Zero 3 92%
Capcom • Beat-'em-up • #14
Unoriginal but brilliant 2D fighter with some neat touches.



Street Racer 42%
UBI Soft • Driving Game • #15
Cartoon kart racer with four-player mode and weird, wacky weapons.

Street Skater 54%
EA • Sports Sim • #15
Dodgy physics make this game an insult to the sport of skateboarding.

Strike Point: Hex Missions 50%
Elite Software • Flight Sim • #9
Flawed helicopter sim. Both perspectives cause the chopper to obscure your view, which is annoying.

Suikoden 88%
Konami • RPG • #11
RPG with 108 characters and a home base which grows as you go. Interesting if unoriginal storyline.

Supercross 2000 68%
EA • Driving Game • #25
Twitchy controls and questionable long-term appeal hamper this bike sim. Best avoided, even for Supercross fans.

Super Pang Collection 82%
Ocean • Compilation • #4
Essentially three versions of the same game, but it's a very good game…

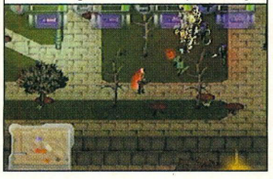
Super Puzzle Fighter II Turbo 92%
Virgin Int. • Puzzle Game • #8
Puzzle game with the *Street Fighter* characters added for cosmetic appeal.



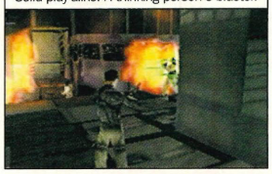
Supersonic Racers 46%
Mindscape • Driving Game • #15
Micro Machines V3 clone, but nowhere near as good.

Swing 45%
Software 2000 • Puzzle Game • #16
This weak puzzler's too complicated for its own good – for anoraks only.

Syndicate Wars 90%
Bullfrog • Strategy Game • #17
Dark, mysterious action/strategy game in a chilling Blade Runner-style setting.



Syphon Filter 93%
Sony CEE • Action Adventure • #19
Rough-looking, hard-playing *Metal Gear Solid* play-alike. A thinking person's blaster.



T

Tekken 3 90%
Sony CEE • Beat-'em-up • #20
The best beat-'em-up ever, though it's showing its age a little.



Tempest X3 57%
Atari • Shoot-'em-up • #5
Boring retro update of a game best left in the past. For die-hard *Tempest* fans and extreme retro nuts only.

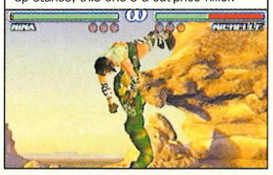
Tactics Ogre 78%
Atlus Software • RPG • #8
An RPG/wargame hybrid in the *Final Fantasy Tactics* mould. Samey after a while.

T'ai Fu 88%
Activision • Beat-'em-up • #16
This exploration-based fighter is full of fresh ideas and great cartoony graphics.

Tank Racer 70%
Grolier Int. • Driving Game • #16
They don't handle much like tanks, but so what? It's great apres-pub fun.

Tarzan 86%
Sony • Platform Game • #24
Simple, cartoony platformer that's ideal for kids or the young at heart.

Tekken 2 94%
Sony CEE • Beat-'em-up • #4
Second only to its sequel in the beat-'em-up stakes, this one's a cut-price killer.



Tenchu: Fan Missions 92%
Activision • Action Adventure • #26
A great follow-up to the original classic, featuring levels created by the fans. Top bloody action.



Tenchu: Stealth Assassins 95%
Activision • Action Adventure • #21
The first ever stealth game. A bloodthirsty, atmospheric marvel and the forerunner to *Metal Gear Solid*.



Tennis Arena 77%
Ubi Soft • Sports Sim • #16
An accurate tennis sim, but not as technically perfect as *Sampras* or *Smash Court Tennis*.

Test Drive 4X4 82%
EA • Driving Game • #11
Off-road version of *Test Drive*. Works reasonably well without being outstanding, and fun without being fantastic.

Test Drive 5 80%
EA • Beat-'em-up • #12
Fun racing game, but let down by one or two minor niggles.

Tetris Plus 70%
Jaleco • Puzzle Game • #8
It's *Tetris*; guide those falling blocks and fit them together. A classic puzzler with a great Adventure Mode as a bonus.

Theme Hospital 82%
EA • Strategy Sim • #3
Build and run a hospital? Sounds boring, but it's actually very rewarding.

Theme Park 86%
Bullfrog • Strategy Game • #17
Build a theme park, develop new rides and attractions, balance the books… It's really cool.

This Is Football 89%
Sony CEE • Sports Sim • #24
A very playable game of soccer, with replays that are absolutely incredible.

Thrasher: Skate & Destroy 60%
Rockstar • Skateboard Sim • #26
Decent enough skating action, but can't compete with the mighty Tony Hawk's.

Three Lions 85%
Take 2 • Sports Sim • #6
Weird team set-up system, but delivers a good game of football.

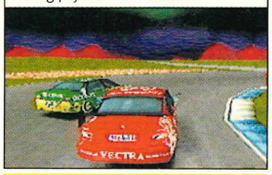
Tiger Woods '99 85%
EA • Sports Sim • #13
The golf sim's finest hour. The motion capture has to be seen to be believed.

Time Crisis 89%
Sony CEE • Light Gun • #11
One of the most exciting light gun games ever. Almost arcade perfect too, especially using a gun with pedals…

Tiny Tank 72%
Sony • Action Game • #26
Take on the role of a little tank as it goes up against the big boys.

Tobal No. 1 85%
Squaresoft • Beat-'em-up • #4
Dreadful one-on-one fighter saved by an excellent Quest Mode.

TOCA 93%
Codemasters • Driving Game • #1
A great simulation-style racer. The driving physics are incredible.



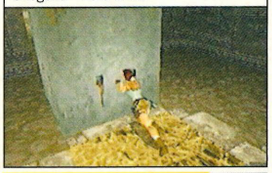
TOCA 2: Touring Cars 93%
Codemasters • Driving Game • #23
Barely showing its age. A true classic among racing games.



Tokyo Highway Battle 68%
THQ • Driving Game • #15
Not a bad racer, but the controls are twitchy and early cars drive poorly.

Tombi 55%
Sony CEE • Arcade Adventure •#8
Interesting arcade adventure but spoiled by dated presentation and awkward gameplay.

Tomb Raider 96%
Eidos • Action Adventure • #4
The 3D action adventure that launched a legend – Lara Croft.



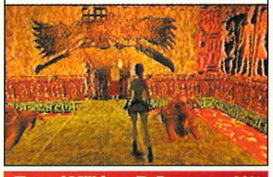
Tomb Raider II 95%
Eidos • Action Adventure • #16
Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.



Tomb Raider III 96%
Eidos • Action Adventure • #12
By investing a little time and effort into the design, Core have come up with a top game.



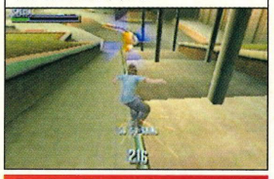
Tomb Raider : TLR 96%
Core • Action Adventure • #12
New moves and fresh ideas make this the best *Tomb Raider* game yet. No radical changes, but if it ain't broke…



Tommi Mäkinen Rally 41%
Europress Soft. • Driving Game • #7
Disastrous rally game that drives like a brick. Technically inept and devoid of gameplay.

Tomorrow Never Dies 84%
EA • Action Adventure • #25
Great Bond game, but why didn't they include a deathmatch? A little easy too.

Tony Hawk's Skateboarding 92%
Activision • Sports Sim • #22
This little gem will appeal to skaters and non-skaters alike.



Top Gun: Fire At Will 59%
Microprose • Flight Sim • #9
This flight sim suffers due to its complete disregard of inertia.

Total Drivin' 87%
Infogrames • Driving Game • #14
Top driver with five styles of car and some great hidden elements to find.

Total NBA '98 85%
Sony CEE • Sports Sim • #6
It's another basketball sim. No more, no less. It's exactly that.

Toy Story 2 86%
Activision • Platform Game • #26
Colourful fun with Buzz Lightyear and the rest of the Disney crew.

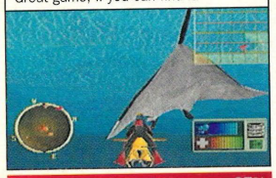
Transport Tycoon 57%
Ocean • Strategy Game • #17
Just doesn't work on the PSX. Poor controls and loading times.

Trap Runner 70%
Atlus • Action Adventure • #16

Spy vs Spy-style action. Set traps for your hapless foe, and avoid his own efforts.

Treasures of the Deep 90%
Sony CEE • Action Adventure • #6

Underwater espionage at its finest. Great game, if you can find it.



Trick'n Snowboarder 65%
Virgin • Sports Sim • #26

More boarding action from Capcom, featuring Resident Evil characters.

Triple Play 2000 89%
EA Sports • Sports Sim • #18

Baseball isn't very popular here, but this simulation should do something about that.

Tunnel B1 89%
Ocean • 3D Shoot-'em-up • #7

A driving mech game? Whatever it is, it doesn't really excite.

Twisted Metal 75%
Sony CEE • Driving Game • #15

Drive and fight in this car combat game. Showing its age, but fun.

Twisted Metal 2 88%
Sony CEE • Driving Game • #15

AKA *Twisted Metal: World Tour*. More of the same, but better executed.

U

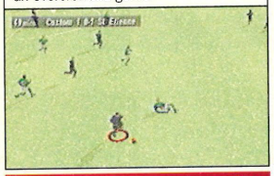
UEFA Champions League 90%
Eidos • Sports Sim • #18

Using the *WLS* engine, *UEFA* offers a vast improvement in almost every respect.



UEFA Striker 93%
Infogrames • Sports Sim • #23

Classic football action – scores well in an overcrowded genre.



Um Jammer Lammy 89%
Sony CEE • Music Game • #20

Copy the button combos to make Lammy play guitar. Great, but short.

Unholy War 69%
Eidos • Wargame • #10

Wargame/beat-'em-up hybrid? Too much compromise to really work well.

U

V2000 80%
Grolier Int. • Strategy Blaster • #11

This strategic blaster takes some getting used to, but is rewarding.

Vandal Hearts 82%
Konami • RPG • #11

Battle-based RPG with incredible depth, but only 16-bit quality graphics.

V-Ball 58%
Infogrames • Sports Sim • #16

Beach volleyball – honest. It works OK, but there isn't enough to it.

Versailles 59%
Cryo Int. • Adventure • #9

Reasonable edutainment adventure, but puzzles too obscure.

Victory Boxing 2 85%
JVC • Sports Sim • #10

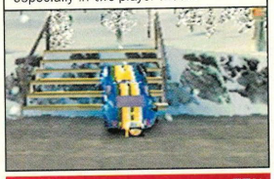
More of a sports sim than a beat-'em-up, this boxing game packs a heavy punch. Much better than the first effort.

Viewpoint 55%
EA • Shoot-'em-up • #5

Diagonally-scrolling blaster in the *Zaxxon* mould. Boring sprites fail to excite.

Vigilante 8 92%
Activision • Driving Game • #6

Car combat in the 1970s. Great fun, especially in two-player mode.



Viper 55%
Ocean • Shoot-'em-up • #7

Dire shoot-'em-up with dark graphics and a main sprite that blocks your view.

Virtual Golf 75%
Core Design • Sports Sim • #16

Playable arcade golf outing, but not a simulation by any means.

Virus 27%
Cryo Ent. • 3D Action Game • #20

Yet another dodgy *Tomb Raider* rip-off. Take our advice – avoid.

Viva Football 89%
Virgin Int. • Sports Sim • #14

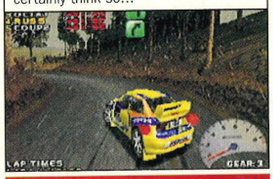
A cool game of footie with great ideas. Fluid animation.

V-Rally 89%
Infogrames • Driving Game • #8

Not a realistic simulation, but this arcade rally driver has stood the test of time.

V-Rally 2 92%
Infogrames • Driving Game • #19

One of the best racers ever? We certainly think so...



VR Baseball '99 45%
Interplay • Sports Sim • #12

Average baseball sim with no real strengths or weaknesses – just so-so.

VR Powerboat Racing 67%
Sony CEE • Driving Game • #15

Bog-standard driver on water, but looks a treat. Not bad, not great.

Vs 61%
THQ • Beat-'em-up • #6

Awful beat-'em-up you can complete by using the same move over and again.

W

Wako Volleyball 39%
Athena • Sports Sim • #22

Boring, shallow volleyball sim – and who the hell wants one anyway? Sad stuff.

Warcraft 2 90%
EA • Strategy Game • #17

Awkward controls, but it's still a real winner. Great *C&C*-style wargame.



War Games 93%
EA • Action/Strategy • #8

Control multiple units in this arcade and strategy hybrid.



War Gods 55%
Midway • Beat-'em-up • #4

Great 3D perspective, but limited gameplay.

Warhammer 86%
Mindscape • Strategy Game • #17

C&C with a Tolkienesque theme. Great.

Warhawk 39%
Sony CEE • Flight Sim • #9

The PSX's first flight sim. Well presented, but severely lacking in gameplay.

War Of The Worlds, The 83%
GT Int. • Strategy/Blaster • #24

A little rough around the edges, but overall, a fine blast.

Warpath: Jurassic Park 61%
EA • Beat-'em-up • #26

Spielberg's dinosaurs fight it out to become king of the Jurassic Age.

Warzone 2100 88%
Eidos Int. • Strategy Game • #17

Direct control over vehicles puts a new slant on *C&C*-style games.

Wayne Gretsky's '98 55%
Sony CEE • Sports Sim • #5

Competent but workmanlike.

WCW Mayhem 85%
EA • Beat-'em-up • #23

Despite awkward-looking wrists, sheer variety makes this a cool grappler.

WCW Nitro 55%
THQ • Beat-'em-up • #6

Wrestling game with huge roster of bone-benders but shoddy execution.

WCW/NWO Thunder 34%
THQ • Beat-'em-up • #15

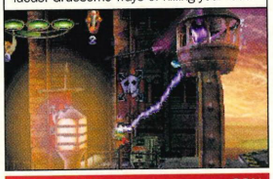
Waste of a licence.

WCW Vs The World 75%
THQ • Beat-'em-up • #19

Interesting game, but no blockbuster. Will there ever be a great grappler on the PSX?

Wild 9 92%
Interplay • Platform Game • #9

A platform offering with some really neat ideas. Gruesome ways of killing your foes.



Wild ARMS 80%
Sony CEE • RPG • #13

Starts slowly, but unfolds into a compelling RPG. Not bad at all.

Wing Commander III 65%
EA • Shoot-'em-up • #9

Interesting cinematic experience, but too many cut scenes and too little game.

Wing Commander IV 76%
EA • Shoot-'em-up • #9

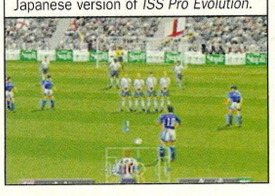
More of the same, but the in-game graphics are more sophisticated.

Wing Over 2 55%
JVC • Flight Sim • #17

Good but over-ambitious flight sim.

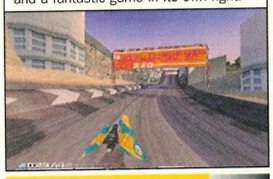
Winning Eleven 4 95%
Konami • Sports Sim • #24

Japanese version of *ISS Pro Evolution*.



Wip3out 91%
Psygnosis • Driving Game • #22

Top future racer. The best of the series, and a fantastic game in its own right.



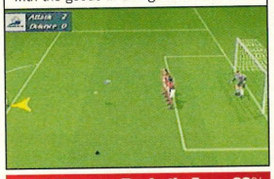
Wipeout 2097 95%
Psygnosis • Driving Game • #3

Is this the fastest racer ever? Futuristic vehicles offer unusual driving physics too.



World Cup '98 90%
EA • Sports Sim • #7

The official World Cup license comes up with the goods in this great soccer sim.



World League Basketball 60%
Mindscape • Sports Sim • #2

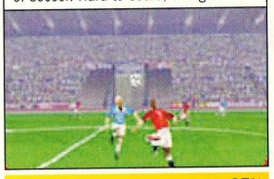
This simulation-style sports game looks good but plays relatively poorly.

World League Soccer 70%
Eidos • Sports Sim • #10

Average football game let down by dodgy power meter.

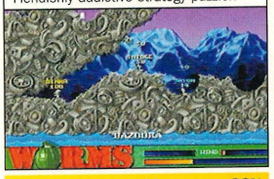
World League Soccer '98 94%
Eidos • Sports Sim • #6

Bad commentary, but a superb game of soccer. Hard to score, though.



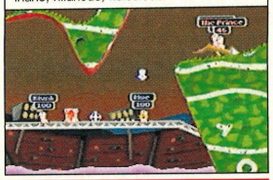
Worms 95%
Ocean • Strategy Game • #8

Fiendishly addictive strategy puzzler.



Worms: Armageddon 92%
Hasbro Int. • Strategy Game • #24

Another worms-based blastathon. Exciting, inane, hilarious, ridiculous. Unbeatable!



Worms Pinball 55%
Infogrames • Pinball • #25

Too indistinct and too few tables.

Wreckin' Crew 58%
Telstar • Driving Game • #7

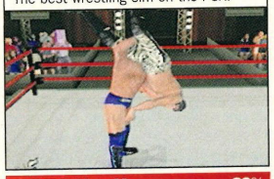
Poor combat racing game with lousy driving physics and awkward gameplay.

Wu Tang: Taste The Pain 78%
Activision • Beat-'em-up • #25

Four-player fighter with cool strengths but also serious flaws.

WWF Attitude 90%
Acclaim • Beat-'em-up • #20

The best wrestling sim on the PSX.



WWF In Your House 60%
Acclaim • Beat-'em-up • #19

Spectacularly arcadey grappler, but a little too shallow to be a classic.

WWF Warzone 64%
Acclaim • Beat-'em-up • #23

Interesting in its day, but superseded by better games.

WWF Wrestlemania 55%
Acclaim • Beat-'em-up • #19

An arcadey wrestling game with unrealistic special moves and awkward graphics.

X

X2 81%
Team 17 • Shoot-'em-up • #5

2D blaster from the old school.

X-Com: Enemy Unknown 85%
Microprose • Strategy Game • #17

Thoughtful if a little dated strategy sim.

X-Com: TFTD 88%
Microprose • Strategy Game • #17

Improvements made over *Enemy Unknown*, but it's basically more of the same.

Xena: Warrior Princess 77%
EA • Action Adventure • #25

Interesting and fun, this accessible *Tomb Raider* clone is cool, but imperfect.

Xenocracy 90%
Grolier Int. • Shoot-'em-up • #5

Poor compared to *Colony Wars*, but fun for strategic blasting fans.



X-Files 79%
Sony CEE • Adventure • #22

Dark and moody, like the show, but can be fiddly at times.

X Games Pro Boarder 75%
Sony CEE • Sports Sim • #13

What's there's great, but this snowboarding sim is just too darned small.

X-Men Vs Street Fighter 83%
Virgin Int. • Beat-'em-up • #10

Yet another *Street Fighter* game – it's good, but the cash cow's running dry.

Y

Yoyo's Puzzle Park 82%
JVC • Puzzle Game • #17

Superb platform puzzler in the *Rainbow Islands/Bubble Bobble* mould.

Z

Z 69%
Sony CEE • Strategy Game • #17

zzzz

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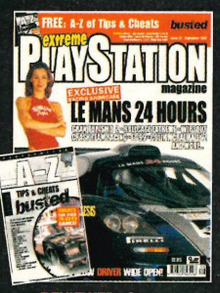
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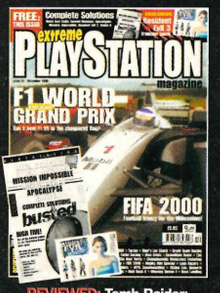
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Tekken 1, 2, 3
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Tenchu
Tennis Arena
Test Drive 4, 5, Off Road
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The Lost World
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Three Lions
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TOCA 1, 2
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Tomb Raider 1, 2, 3, 4,
Tomba
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Tomorrow Never Dies
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Total NBA
Total NBA 97
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Ultraman Fighting
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Vs
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War Hammer:Shadow of the
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