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extreme

THE MAGAZINE FOR PLAYSTATION™ GAMERS



WORLD EXCLUSIVE REVIEW!

MEDIEVIL 2

Sir Dan's back in another madcap adventure, and it's bigger, bolder and better than before!

TAKE A HEADSHOT...

Syphon Filter 2

Sony's own action stealth offering returns with a second instalment. But is it a Metal Gear Solid-beater?

MORE MANGA MAYHEM!

Fear Effect

Is this four-disc extravaganza the best action adventure yet? Find out inside...

Micro Maniacs
Crusaders Of Might & Magic
Player Manager 2000
Victory Boxing Challenger
WWF SmackDown!
Premier Manager 2000
Speedball 2100
Theme Park World
Suikoden II
Test Drive 6
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RESIDENT EVIL 3: NE
COMPLETE PLAYER'S GUIDE

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Those people that have never bought a WF game before should...

Wake Up and smell the canvas.

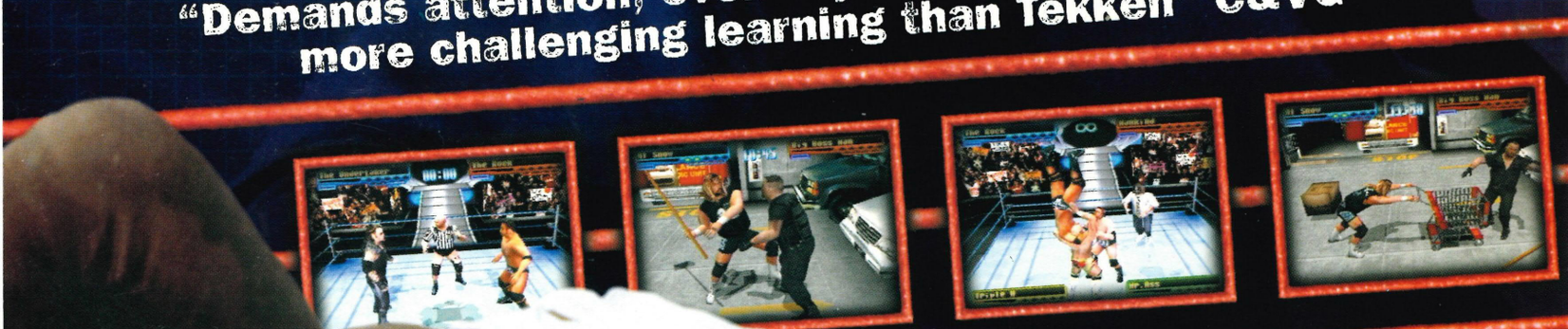
Bang up to date
updated line-up • video entrances • spectacular graphics • facial expressions • realistic lighting

Career mode
play a full career • tag team partners • rivalries • backstage storylines • tv & PAY-PER-VIEW events

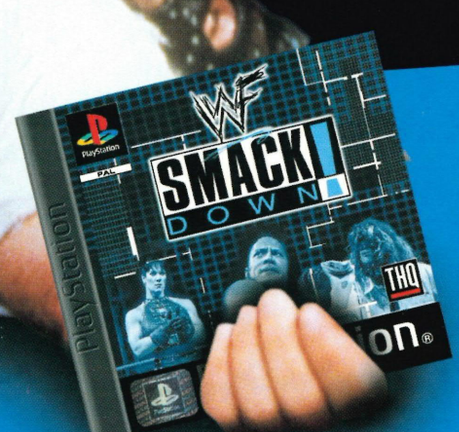
Backstage
fight out of the ring • hallways • boiler room • loading docks • parking bays • kitchen • backstage weapons

Play as referee
count slow/fast • let your ally win • screw-over your foes • cheat like hell • swing matches

"Demands attention, even if you're not a wrestling fan... more challenging learning than Tekken" C&VG



WF SMACK! DOWN!



BANG ON! 93% TOTAL PLAYSTATION

computer and video GAMES ★★★★★

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HIGHLIGHTS THIS ISSUE

New Name, Same Game...

In case you hadn't heard, Sony has demanded all PlayStation magazines remove (or at least greatly reduce in size) the word 'PlayStation' from their covers. extreme PlayStation is now called 'extreme'.

Rest assured we'll still bring you the very best the PlayStation scene has to offer. From this month, we're a stonking 132 pages per issue, giving us more room for news, reviews, previews and features. We've great plans for the future too – look out for a dedicated PlayStation 2 section starting next ish, as well as some hot new features and sizzling free gifts.

Remember, there's only one 'extreme', and we're always ahead of the game...

extreme
THE MAGAZINE FOR **PLAYSTATION**™ GAMERS



PlayStation 2 Takes Japan By Storm...

The UK release of the PlayStation 2 is still some months away, but it's already arrived in Japan. What will the new console be like? How much will it cost? Will it be available on import? What about the games? For all this and more, check out this month's PlayStation 2 coverage...

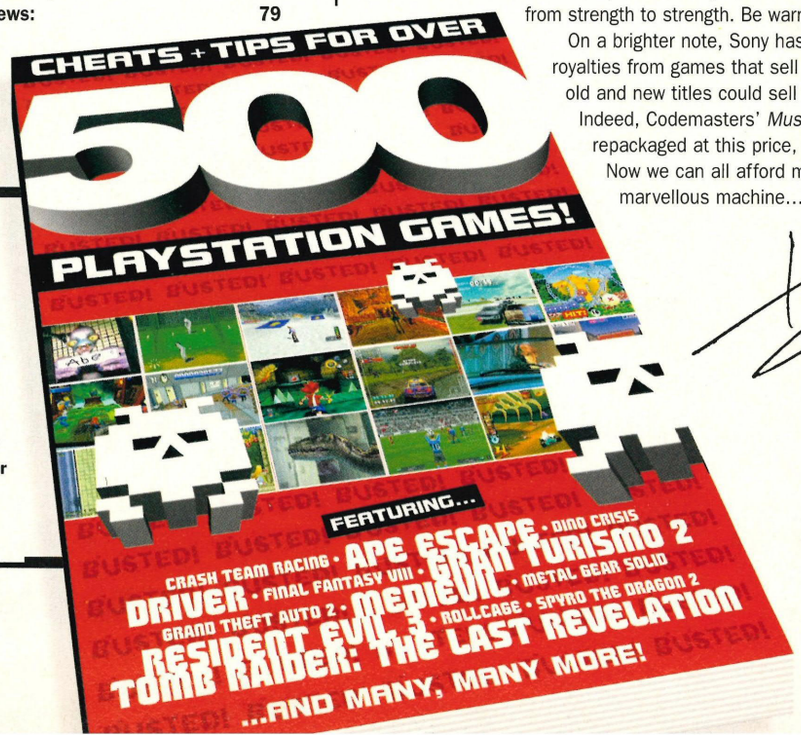
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- Festival PlayStation 2000, Tokyo: 36
- PS 2 – The Importers' Views: 79



FREE!

Checked out our 212-page A-Z cheats book yet? Great, isn't it? With over 500 games covered, it's the most comprehensive tips and cheats directory ever compiled.

We've more sizzling free gifts in the pipeline, including solutions guides to some of the PlayStation's most taxing games. Keep your eyes peeled for extreme, and make sure you don't miss out...



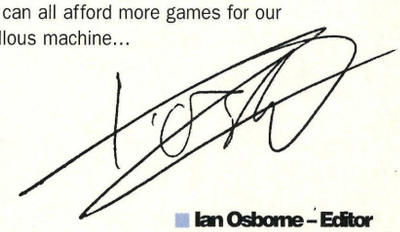


WHAT AN ISSUE!

Traditionally, the videogames scene declines after Christmas and doesn't hot up again until the Autumn, but this year the games are coming thick and fast – no wonder we had to add an extra 16 pages to the mag! This issue, check out *Micro Maniacs, Fear Effect, Syphon Filter 2, Theme Park World, WWF SmackDown!, Suikoden II, Player Manager 2000*... The list goes on, and we haven't even mentioned this month's covergame, the hilarious *MediEvil 2*. We also have extensive coverage of the PS 2 launch in Japan.

Regular readers will have noticed we've changed our name – extreme PlayStation is now simply extreme. Why? Because of a change of policy at Sony HQ. Early this year, we received a letter from Sony's legal department pointing out that 'PlayStation' and the four button symbols are their trademarks, and that we're to stop using them by 1st April. Incidentally, this is why we now see 'Cross, Square, Triangle, Circle' written in words or presented in modified form on non-Sony joypads. Why, after five years of happily allowing mags and manufacturers to use their trademarks, has Sony changed its mind? We don't know and they're not saying, but the powers-that-be at Sony CEE should learn from their rival's mistakes. From the dawn of the PSX, Sony was very helpful to the media, and keen to bring on board third-party peripheral companies. Result? Mega-publicity, with entire shelves dedicated to the PlayStation in every newsagents and games store, and the PSX became the best-selling and best-supported console ever. Nintendo, on the other hand, has always been precious about its name and restrictive in who can develop for it. Perhaps this is why the N64 is ailing while the PSX goes from strength to strength. Be warned, Sony.

On a brighter note, Sony has agreed to accept lower royalties from games that sell at cheaper prices, so both old and new titles could sell for as little as £9.99. Indeed, Codemasters' *Music* is already being repackaged at this price, with more games to follow. Now we can all afford more games for our marvellous machine...



Ian Osborne – Editor

Welcome In!

extreme
THE MAGAZINE FOR PLAYSTATION GAMERS

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The future of the PlayStation, this month including the arrival of the next-generation machine...

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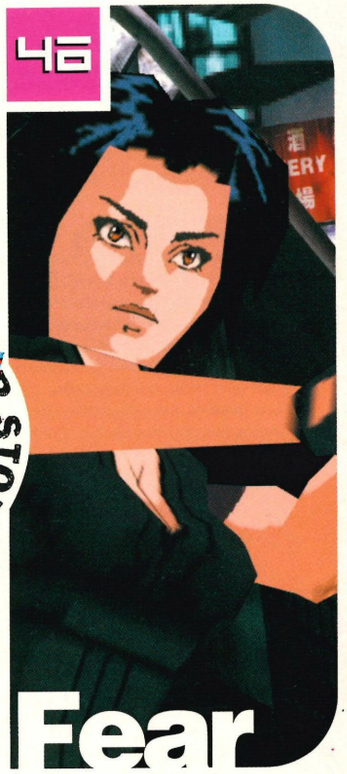
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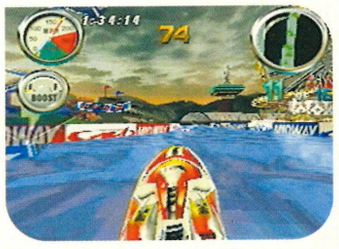
MediEvil 2

Dan is indeed the man! Take a look at his new adventure and read our world-exclusive review! It all starts on Page 14...



Fear Effect

Can this four-disc anime-inspired action adventure finally snatch *Resident Evil*'s crown?



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We've played the futuristic sports extravaganza and we like what we see. Speed to Page 20 for our in-depth look...



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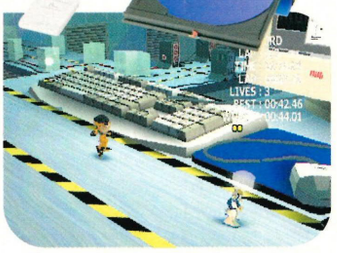
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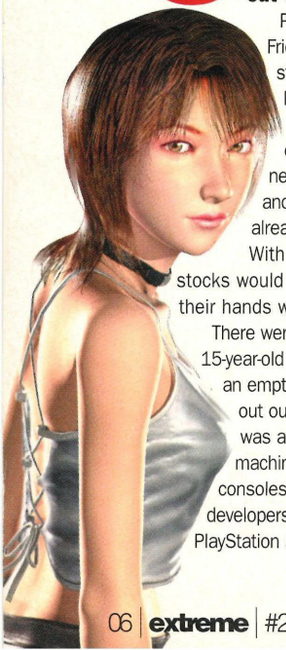


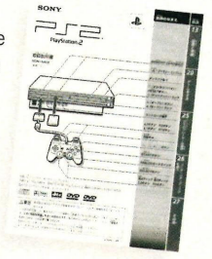


PLAYSTATION 2

On 4th March the long-awaited Sony mega-machine hit the shelves in Japan. And what a stir it caused...

Unbelievable, isn't it? On Monday, 6th March, Sony announced 980,000 PlayStation 2s had been sold since its launch two days earlier on the 4th. That's almost a million machines in two days. And imagine what it could've sold if the shops didn't keep running out of stock...





PlayStation 2 caused a near-frenzy in Japan. From Friday afternoon, eager punters queued outside game stores, eagerly awaiting the midnight hour when the PlayStation 2 officially went on sale. The hype was incredible. Media coverage was huge, with commercials on Japanese television, several newspapers running stories on the new machine and a dedicated PS 2 magazine (PS2 Emotion) already on the shelves.

With so much demand for PS 2s, it was inevitable stocks would run dry. This caused some frantic bidding, as lucky punters with PS 2s in their hands were offered three or four times their asking price by those less fortunate.

There were also some unsavoury incidents, which marred an otherwise-perfect day. A 15-year-old boy was robbed of his PS 2 by two youths on a motor scooter, leaving him with an empty PS 2 paper bag. At the time of writing, they're still at large. Also, fights broke out outside a few shops as supplies thinned. Overall, though, the launch of the PS 2 was a great success. Early reports suggest gamers are overjoyed with their new machines, being wowed by the graphics, running speed and gameplay. The first few consoles have found their way to these shores, too – check out our import section for a developers'-eye view. With the PS 2 looking so strong, and sales of the original PlayStation still outstripping all other consoles, the PSX scene has never looked fitter...

ORIGINAL PLAYSTATION, ALIVE AND WELL...



If all this talk of PS 2 leaves you worried about your trusty grey console, worry no more. There are millions of PSX owners out there – indeed, the PlayStation is the most successful console ever. Can games developers afford to ignore this huge number of gamers?

Also, as reported earlier, the PS 2 is backwards-compatible, meaning it can play games designed for the original PlayStation. Why would Sony build in such a function if the PSX will disappear as soon as the new machine arrives? Of course, it also means you can upgrade your console without throwing away your software collection.

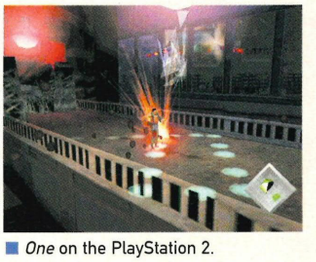
Finally, not only does the PS 2 play games designed for the PS 1, but it also upgrades their graphics. Using a PS 2, original PlayStation games offer a higher resolution than before, giving your old games a new lease of life.



With the PS 2 being backwards-compatible and PlayStation games coming down in price, there's no need at all to worry about your console dying an early death. It just won't happen.

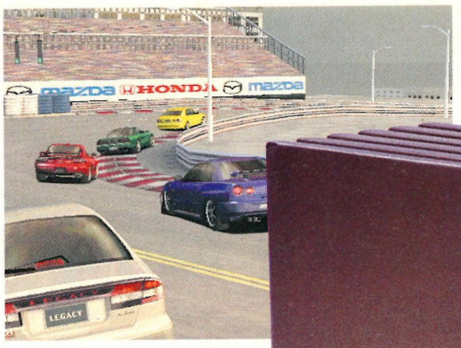


■ *One* on the original PlayStation.



■ *One* on the PlayStation 2.





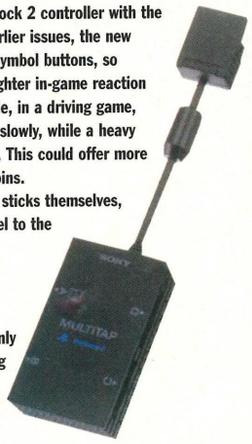




DUAL SHOCK 2

Sony is packaging its new Dual Shock 2 controller with the PlayStation 2. As reported in earlier issues, the new controller features analogue symbol buttons, so pressing them softly gets a lighter in-game reaction than a hard press. For example, in a driving game, pressing the accelerator button lightly makes you accelerate slowly, while a heavy press is the equivalent of putting your foot down in a real car. This could offer more realistic starts, with too-heavy acceleration leading to wheel-spins.

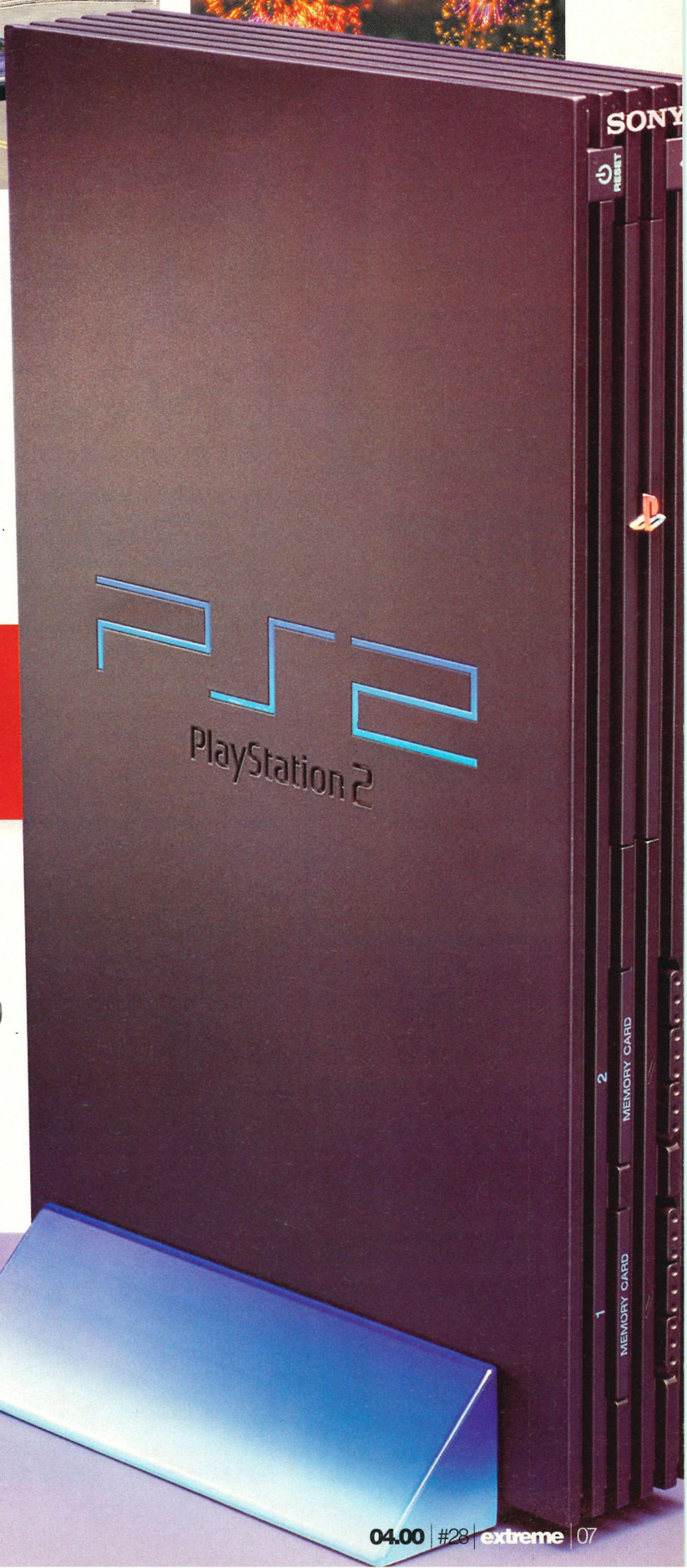
Another significant improvement in the new controllers concerns the sticks themselves, which snap to the central position much better, leading to a less loose feel to the controls. Overall, the Dual Shock 2's a real winner.



MULTIPLAYER GAMING

One of the few criticisms of the PlayStation 2 is that it only has two controller ports, when most new and forthcoming consoles have four. There's no excuse for this, but at least Sony was quick to release a next-gen Multi Tap, which should be available by the time you read this.

ARRIVES!



INTERNET READY?

Unfortunately, PS 2 won't be Internet-ready straight out of the box, but Sony is planning to release an add-on to get PS 2 owners on-line in 2001.

The PlayStation 2 will link directly to Cable Network Television (CATV), and play games over the net, as well as downloading demos to the rumoured 25-gig hard drive add-on also due next year.

In a first for the console scene, PS 2 owners can also buy and download complete games to the hard drive. It will be interesting to see how Sony implements this without turning on-line gaming into a pirate's paradise.



MEMORY CARD MALADY...

Sony's new 8Mb PS 2-specific memory card seems to have had a few teething troubles. Game file data can be corrupted, as can the DVD driver which powers the PS 2 DVD player (though this can be reloaded from the demo CD packaged with the machine). Sony cancelled further shipments of the faulty memory cards in Japan (but by the time this mag hits the shelves, they should be back again), but has not yet recalled those already released.

GREY IMPORTS ILLEGAL?

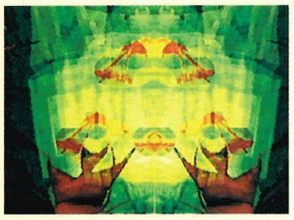
While Sony has never approved of grey imports, ie. PlayStation games and hardware being bought in one country and then resold in another, with the launch of PS 2 it seems to have gone one step further. According to the official Japanese PlayStation web site, exporting PS 2s out of Japan is against the law. "As of June 18, 1999", the site states, "the International Foreign Exchange and Trade Law prohibits transporting of Sony PlayStation 2 and the Sony PlayStation 2 memory cards outside of Japan without a consent from the Department of Trade and Commerce". Sony claims to enjoy such protection because of the encryption technology, Magic Gate, found on the memory cards.

While most sources consider this unenforceable hype (numerous Americans and Europeans were spotted buying systems on launch day), international courier UPS is refusing to carry anything PS 2-related out of Japan.

STOP PRESS

OLD PSX, NEW PRICES...

According to industry rumours, Sony is to relaunch the PlayStation with a new casing just before Christmas. This redesigned machine would be sold alongside the forthcoming PlayStation 2. Also, Codemasters has reduced the price of its scorching sound sim *Music* to an incredible £9.99. Other publishers are bound to follow suit.



COLONY WARS PRICE DROP

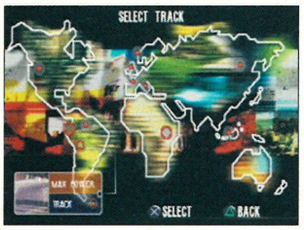
Sony has put out the latest *Colony Wars* game, *CW: Red Sun*, at an incredible £19.99. This is a move calculated to bring the space-based shoot-'em-up down to earth and increase its popularity. As the

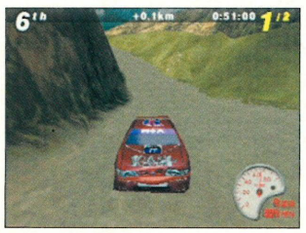
BONUS GAME

Max Power Racing

BONUS GAME:
Max Power Track

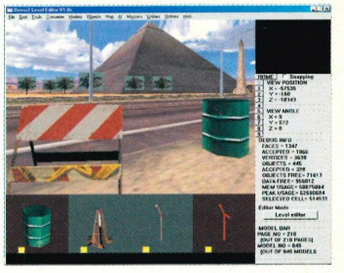
There's a hidden race in *Max Power Racing*. Enter Arcade Mode and highlight Peru. Now tap ●, ■, R2, R2, R1, R1. A new territory appears in South America. This is the Max Power Track, a one-off event using graphical elements drawn from various areas of the game and raced in identical touring cars.











BREAKING!

DRIVER 2

BRAND NEW ARTWORK

GT Interactive's crim sim returns...

It's not out until November, but there's already a real buzz around GT Interactive's *Driver 2*. It boasts a much-improved game engine, offering more cars, objects and detail, a more intuitive Director's Mode and is so big it covers two CDs.

The game takes place in four new cities; Chicago, Havana, Rio and Las Vegas. There are now curved road sections alongside the first game's block-and-grid system. Together with the new flyovers, bridges and freeways, this makes for a far more interesting map.

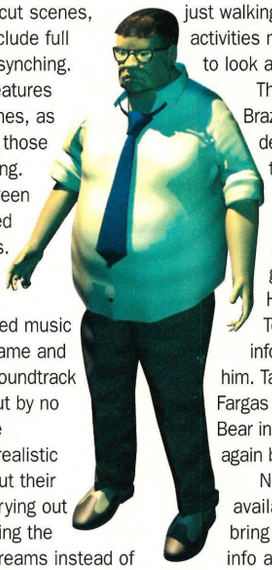
Tanner can now get out of the car and walk around on foot, the camera taking a *Tomb Raider* perspective as he sets detonator timers, unlocks doors, throws switches and more. Many missions start on foot, with Tanner hijacking cars. He can also leave a damaged vehicle and get into a fresh one. The vehicles are still mainly muscle cars, but fire engines, buses, trams and ambulances are also catered for. There are 40 missions, which offer far more variety than those in the first game, answering one of its few criticisms. The plot unfolds using a huge bank of cut scenes, which now include full character lip-synching.





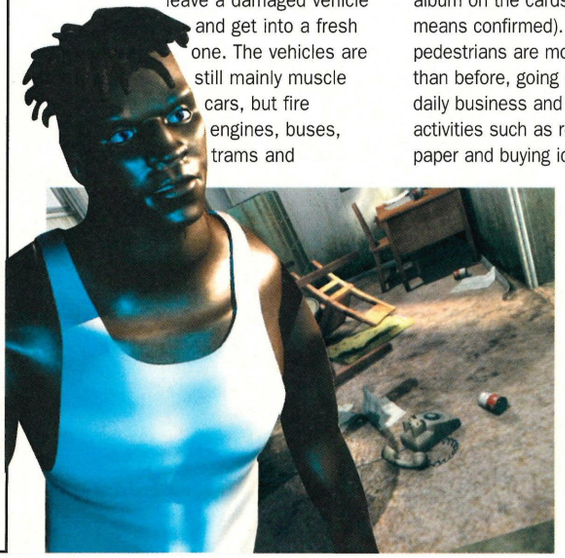
Driver 2 features new driving games, as well as updates of those found in the first offering. There's also a split-screen Multiplayer Mode played over custom-built maps.

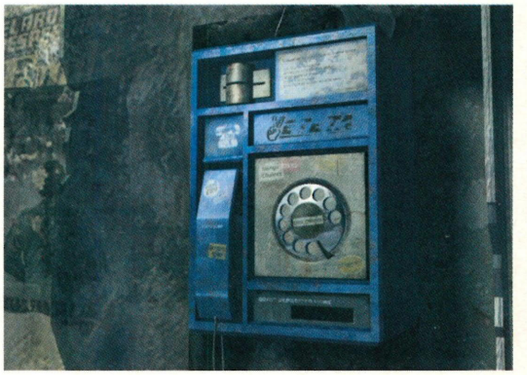
The cosmetic aesthetics have also been improved. Licensed music is offered during the game and in cut-scenes, with a soundtrack album on the cards (but by no means confirmed). The pedestrians are more realistic than before, going about their daily business and carrying out activities such as reading the paper and buying ice creams instead of just walking. They react to your activities more realistically too, turning to look at crashes and near-misses.



The storyline involves a Brazilian drugs baron, and demands the player take on all the missions to reach the end. The missions flow more smoothly than before, and are directly linked to the on-going story. Tanner now has a Huggy Bear-style sidekick, Tobias Jones. He feeds Tanner information and works under him. Talking of Huggy, Antonio Fargas (the actor who played Huggy Bear in Starsky and Hutch) will once again be involved in the ads.

No screenshots are yet available, but rest assured we'll bring you all the latest art and info as soon as it's released.





BREAKING!

NO SHADES OF GREY...

Lionhead's *Black & White* is coming to the PSX

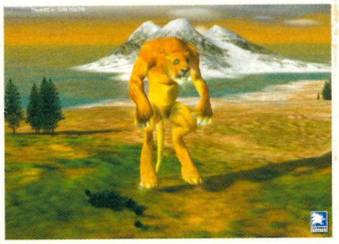
The PC smash-hit *Black & White* is to be converted to the PlayStation. The game, produced by Lionhead Studios, sees you taking the role of a god whose followers offer strange worship rituals to increase your magical powers.

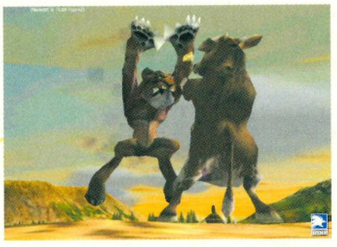
FIRST SIGHTING! • FIRST SIGHTING!

Black & White

The human worshippers lead lives of their own, being born, growing up, marrying, having children and dying under your watchful gaze. The adoration of various tribes, such as Indians, Japanese, Zulu, Greek, Cossack and more, offers different types of spells. These are graded from pure good to pure evil, and the choices you make regarding the way you conduct yourself affect the way the game unfolds. On the PC, you began making these decisions even before you bought it – two versions were released, the 'good' game costing £5 more than the 'evil' one, with the extra dosh going to charity. Packaging aside, the games were otherwise identical.

The PlayStation conversion is being carried out by Krisalis Software and published by Midas Interactive. "We're delighted with the acquisition of such a huge game. *Black & White* is a brilliant game concept, and one of the most eagerly-anticipated releases", said Midas Interactive MD Jeremy Cooke. "Midas is delighted to be responsible for bringing such an excellent game to the PlayStation. We fully expect it to be one of the best PlayStation games ever published". Brave words, but as Lionhead Studios is fronted by games guru Peter Molyneux, *Black & White* just might live up to them.







STOP PRESS

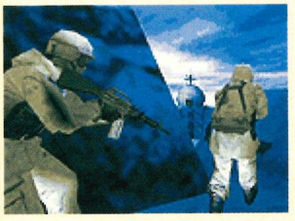
game's a real scorcher, it's unmissable at this price.



RAINBOW SIX SEQUEL TO COME SOON



Saffire Corporation is working on a sequel to the first-person spy thriller *Tom Clancey's Rainbow Six*. *Rainbow Six: Rogue Spear* is expected in November.



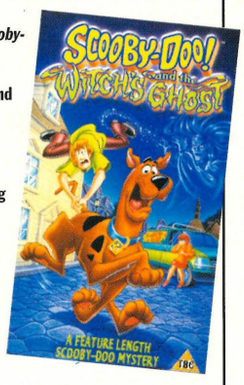
COMPETITION

SCOOBY DOOBY DOOOOO!

Scooby's back, with his own feature-length cartoon! Warner Home Video is proud to announce the rental release of *Scooby-Doo and the Witch's Ghost* on 13th March 2000, priced £12.99. The movie sees Scooby, Shaggy and the rest of the gang tackling a spine-tingling supernatural mystery. Invited to New England for the harvest festival by mystery writer Ben Ravencroft, they soon learn the place is haunted by Ben's ancestor, Sarah. But is she a benign healer or a malevolent witch?

***Scooby and the Witch's Ghost* also features two episodes from the original TV series and a music video of Billy Ray Cyrus performing the theme tune. Tim Curry provides the voice of Ben Ravenscroft.**

In association with extreme magazine, Warner Home Video is giving away five copies of the video. To stand a chance of winning, just answer this simple question:



What was the Scooby team's psychedelic van called?

Answers on a postcard to:
Those Meddling Kids Competition,
extreme Magazine,
22 Strand Street,
Poole, Dorset, BH15 1SB.

Entries which arrive after 19th April will be moulded into Scooby snacks and fed to the dog.

BARGAIN!

DOUBLE TROUBLE

Double cut-price release for MGS

As well as the Platinum release reviewed on Page 75, Konami's *Metal Gear Solid* is now out as a twin-pack, bundled with *MGS Special Missions*. The *Special Missions* disc is, of course, last year's add-on pack featuring 300 new VR training missions. The double pack will be priced at £29.99.





STOP PRESS

SQUARESOFT GO IT ALONE

Squaresoft is to publish its own games in the future, instead of going through Sony. The first games to be published as well as developed by Square are *Front Mission 3* (May) and *Vagrant Story* (June), with *Final Fantasy IX* and *Parasite Eve 2* to follow.



DO THE DINOSAUR

Ubi Soft is to produce a game based on the forthcoming Disney film, *Dinosaur*. The film stars an Iguanadon called Aladar, and features incredible computer-generated graphics. The game will be a 3D arcade adventure, and will appear on both the PlayStation and the PlayStation 2.



EAT MY SHORTS!

The Simpsons are to make their long-awaited PlayStation debut, courtesy of Fox Interactive. *Simpsons Bowling Tournament* is due in the Summer, with *Simpsons Wrestling* on its way in time for Christmas.



ARMY MEN INVADE PS 2

3DO's *Army Men* series is to appear on the PlayStation 2. Which particular games are ⇨

TITLE DEFENCE!

IT COULD BE A CONTENDER...

Empire to release new boxing game for PS 2



With the *Ready 2 Rumble, Victory Boxing* and *Knockout Kings* games slugging it out for supremacy on the PlayStation, Empire is to make an early challenge for the PS 2 crown. *Title Defence* promises to 'float like a butterfly, sting like a Cruise Missile', and is due on several next-generation machines early next year.

Gameplay revolves around four individual gaming modes. Players can fight against a computer-controlled boxer or another player in the Exhibition Mode, or practice their face-thumping, ring-shimmying skills with the Sparring option. In the Shadow Mode, a single player can replay a two-player game as a single-player bout. The career option, Tournament, allows players to start in small-time domestic boxing with dreams of a Las Vegas pay-day and a championship belt. The advanced AI system gives boxers individual styles. Watch out for a realistic ref who breaks up clinches and can even stop the fight to prevent further punishment to one of the pugilists.

"Historically, there has never been a truly great boxing game", said Karl Jerrfrey, President of developers, Climax. "There have been games with certain good points, but never one that could be heralded as the definitive game of its type. With *Title Defence*, we have the opportunity to make the game that fight fans and sports enthusiasts alike have been waiting for".







GADGETS

DINOZAURS

What do you get if you cross prehistoric monsters with transforming robots? DinoZaurs, that's what! When the evil Gigano Dragon invades Earth, the human race turn to dinosaurs for help. Not just any old outsized extinct dinosaurs, though – these are transforming DinoZaurs from Bandai! Look out for a whip-wielding warrior who turns into a sabre-toothed tiger, a hulking strong-man with a brachiosaurus for an alter ego, the inevitable T-Rex, who turns into a winged fighter and more besides.

The DinoZaurs, which cost between £4.99 and £14.99 depending on their size, are colourful and exciting, but not very versatile – there's little you can do with 'em except turn them from warrior to dinosaur and back again. They look great poised for battle on your bedroom shelf, though...





TRUE OR FALSE?

PS2 RUMOURS UNTRUE

Another false tale spreads via the Internet...

Rumour regarding the PlayStation 2, circulated on the Internet and printed in lesser magazines, both here and abroad, has proved largely untrue. It had been suggested that Sony's new machine wasn't completely backwards-compatible with the first PlayStation as advertised. While there is a grain of truth in this, the 'problem' isn't as bad as rumoured – in fact, it's negligible.

"The issue was blown out of all proportion on the Internet", says Sony's Jonathan Fargher. "The problem's caused by developers not following Sony's strict programming guidelines. Out of over 2,500 games, only 15 have been found that aren't compatible with PS 2. These are obscure Japan-only titles – all the biggies like *Gran Turismo* and *Tekken* will play perfectly on the new machine". But what about the UK? "All UK games will play on a UK PS 2".

So there we have it – nothing to be concerned about after all.

BREAKING!

NAMCO TO THE RESCUE

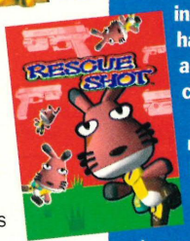
New gun game in the pipeline



Imagine a lightgun game crossed with *Lemmings*. No, you don't blast blue-haired rodents before they march to their doom, but instead take out various hazards in order to protect a sweet little main character called Bo.

Poor Bo has lost his memory after a knock on the head. He's also lost his will power and common sense, and wanders blindly into danger, making no attempt to protect himself from hazards such as falling rocks and flying bombs. It's up to you to shoot them out of the way, clearing a path for our hapless hero.

Cute and cuddly, and with two-player action and GunCon gaming catered for, *Rescue Shot* should appeal to everyone when it comes out in May.



BREAKING!

TOMB RAIDER

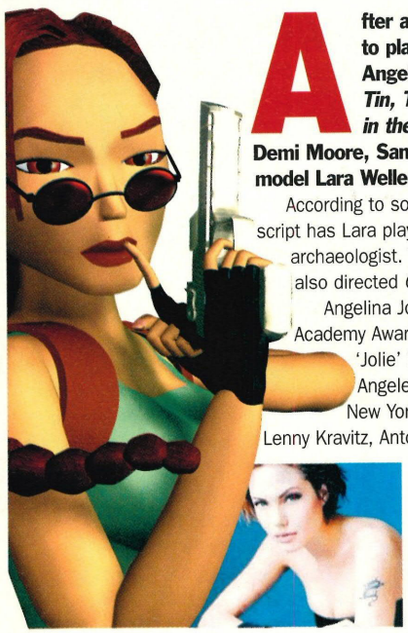
THE MOVIE, THE MUSIC

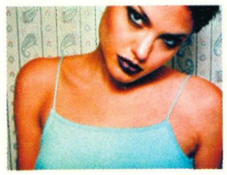
Lara actress announced and soundtrack announcement imminent

After all the speculation, extreme can now exclusively reveal who's to play Lara Croft in the forthcoming *Tomb Raider* movie. Angelina Jolie, whose credits include *Hackers*, *Pushing Tin*, *The Bone Collector*, *Girl, Interrupted* and *Dancing in the Dark* has beaten off a host of hopefuls, with Demi Moore, Sandra Bullock, Liz Hurley and current promo model Lara Weller all suggested at one time or another.

According to sources at film-makers Paramount Pictures, the script has Lara playing a publishing executive who's also an archaeologist. The film's to be directed by Simon West, who's also directed *Con Air* and *The General's Daughter*.

Angelina Jolie, born in the year 1975, is the daughter of Academy Award and Golden Globe-winning actor Jon Voight. 'Jolie' is actually her middle name. She grew up in Los Angeles, but also worked as a model in London and New York. She's appeared in music videos for Meat Loaf, Lenny Kravitz, Antonello Venditti, and The Lemonheads too.









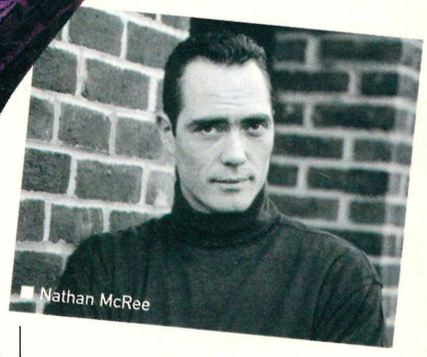


STOP PRESS

going to be converted has yet to be decided.

SEGA ANNOUNCE DREAMCAST LOSS

Sega of Japan has announced a huge loss for the financial year ending March 2000. The company expected to lose around 19.8 billion yen (approx. £114,500,000), but actually lost 44.9 billion yen (approx. £260,000,000). The Dreamcast was expected to sell more than 1.1 million units in Japan this year, but only sold 600,000. Aren't you glad you bought a PlayStation?



Nathan McRee

THE SOUND OF MUZAK...

The guys who supplied the music for the *Tomb Raider* games reckon the film contract's as good as theirs...

Meode Productions, the creative team behind the music for *I*, *II* and *III*, reckon they'll win the contract for Paramount Pictures' forthcoming *Tomb Raider* movie too. Work on the soundtrack is likely to start around Christmas.

"Paramount recognises that the quality of the music is one of the things that helped establish the huge following for *Tomb Raider*", said Meode Director Nathan McRee. "The studio wants to make sure that fans of the game who go to see the movie will enjoy the same sort of experience". The movie will have an original score, but Meode intend to use the same blend of baroque and modern music found in the games.

So who are these people so confident of grabbing the coveted contract? extreme caught up with Nathan McRee and found out...

extreme: How long have you been in the music business? What did you do before founding Meode Productions? What bands have you worked for?

Nathan: *I've been working as a professional composer for about seven years now. Before I started Meode, in July '98, I was working full time for computer games developer Core Design Ltd as their music and sound developer. In the past, I've worked with Breathe, ATJazz, Michelle Gayle, The Spice Girls, Paul Gotel and various as-yet unknown artists.*

extreme: What's your inspiration for the *Tomb Raider* soundtracks?

Nathan: *Mostly British contemporary classical composers and a few old masters from the Baroque period – Bach, Vivaldi. Also Holst, Howells, and Stravinsky.*

extreme: What other game soundtracks have you produced? What other movie soundtracks? Any interesting anecdotes about them?

Nathan: *Game soundtracks include Asterix II, Asterix III, BC Racers, BLAM! Machinehead, Bubba 'n' Stix, Chuck Rock II, Dragonstone, Heimdall II, Skeleton Krew, Soulstar, Swagman – need I go on? Film soundtracks include Liquid Lunch, A Night Like This and Sliver Linings.*

When I first thought about doing music for film, some of my mates jested I would end up doing the music for some German porno film. Ironically, the first film I was did the music for (A Night Like This) opens with these two computer geeks watching a German porno movie at breakfast – I had to provide the music!

extreme: What's the most difficult part of writing a game soundtrack? What's the most rewarding?

Nathan: *There is an awful lot of work to be done in a short space of time – producing the vocal sequences, seven different languages, scoring for ten to 20 full-motion video sequences, 80+ in-game tunes, 400 to 500 in-game SFX, all in about three to four months. The most difficult bit (which is on-going throughout the project) is to make sure all elements are balanced at the correct level. There are many sound files. The most rewarding part, aside from the money? Sleep!*

extreme: Did you have anything to do with the Lara Croft/Rhona Mitre and Dave Stewart album *Come Alive*? What did you think of it?

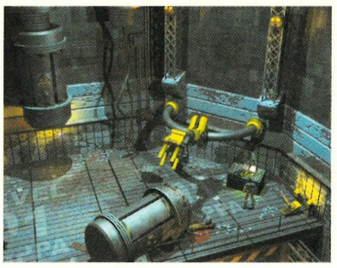
Nathan: *No I didn't. I don't really rate it. I thought it was out of character with Lara. She is not the sort of girl to drink a 'lager and lime' down the local. I don't know who wrote the lyrics, but they're certainly not familiar with Lara Croft.*

extreme: What's the main difference between writing for films and for computer games?

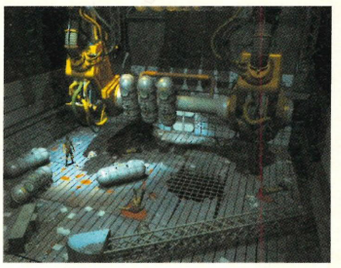
Nathan: *The soundtrack for a film is predictable and linear. A computer game is not. You cannot tell what the user is going to do or experience next, particularly with a game like Tomb Raider. This makes the overall flow of the game's music difficult to design and it's easy to end up with too many or too few tunes to describe a particular portion of the game.*

Good luck to Nathan and the Meode crew with winning the contract for the *TR* movie...









UPDATE!

IN COLD BLOOD
NEW INFORMATION

Revolution's action adventure's shaping up well...

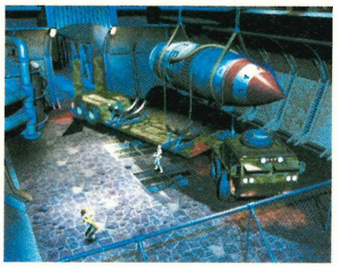
As announced in Issue 26, Revolution Software are working on a *Resi*-style action adventure called *In Cold Blood*, an espionage game due for release this Summer. We now have more exciting visuals to offer you, and some hot info to boot.

The game begins when, overstretched by trouble in China, the CIA begs a favour from MI6. An American agent has gone missing while on duty in Volgia, a former Soviet republic run by a hard-line racist, General Dmitri Nagarov. London sends John Cord, who finds more than he bargained for...



Trapped in a hostile country and depending on uncertain friendships, Cord lives on his wits as he struggles against unlikely odds.

Unlike the graphic adventures for which the Revolution team are famous (*Broken Sword, Lure of the Temptress, Beneath a Steel Sky*), *In Cold Blood* offers direct control over your character, *Resident Evil*-style. the heart of the game is in exploring your surroundings, interacting with your environment and piecing together what's going on. Cord, betrayed by a colleague, must tackle nine missions, seven of which are presented as flashbacks. A variety of tactics must be used, from all-out action to creepy stealth.



According to Charles Cecil, Managing Director of Revolution Software, "Our objective was to employ compelling gameplay, visuals and innovative storytelling to create a stunning interactive game with the tension and excitement of the very best blockbuster action movie". We'll have to wait until the Summer to see if he's succeeded, but expect a full preview next issue.

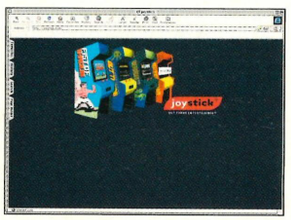
WEBSITE

Joystick
www.joystick.ot.se/

Everyone loves a retro game, but not all are keen on paying modern-day prices for them (updated or otherwise). Thanks to Joystick, you can play a few of your favourite blasts from the past via the Internet.

These games aren't arcade-perfect – they're played in lo-res on a very small window – but they're still fun for a quick blast. There's *Kill Everything Out There*, a pseudo-*Defender* clone, *Fist of Shaolin* (obvious) and even a version of *Frogger*. A fourth machine is labelled 'out of order', so perhaps the arcade will be expanded.

These games aren't exactly state-of-the-art, but they're a mild distraction when your PlayStation blockbuster starts getting on your nerves. Take a look, but don't take it too seriously.



BREAKING!

DRILLER THRILLER

New Namco puzzler on the way...

According to developers Namco, *Mr Driller* is a puzzle game in reverse. Instead of starting with a blank canvas and building heaps of coloured blocks, you start with the pit already full. Your task, as Mr Driller, is to tunnel your way through the bricks, getting as deep as you can without running out of air or getting crushed by a falling block. The blocks disappear when a certain number of similarly-coloured units connect. Needless to say, *Columns*-style combos are possible.

FIRST SIGHTING!

Puzzle games are generally cool apres-pub fun if the multiplayer mode's up to scratch, so let's hope this base is covered too.







CONFIRMED

FALCON GETS ITS LASER SIGHTS

Laser lightgun approved for UK

Back in Issue 21 we gave Blaze's G-Con-compatible Falcon lightgun an impressive 8/10 in import, but lamented that the full version might not make it to these shores as questions were asked about its main selling point, a built-in laser pointer. Happily, the device got approval, and is available now. At last, you can emulate Solid Snake and use a genuine laser targeting system to pick out your prey.



BREAKING!

ON A BLENDER

Game creation utility comes to the PSX...

Ever wanted to write your own game, but without splashing out on a Net Yaroze and a PC or learning to program? Soon you can, because the forthcoming *GameBlender* will let you create your own 3D worlds and games. Developed by the Holland-based team Not a Number, *GameBlender* allows you to build your own games and play them with your friends.

It's early days yet, and frankly, at this stage there are more questions than answers. Will it allow you to save out your completed games? Will it be versatile enough for you to feel you're building your own games and not just tweaking someone else's? Can you then sell your creations with no copyright hassles? Not a Number is staying tight-lipped at the moment, but for all this and more, check out our preview in a forthcoming issue.

COMPETITION

FROM RUSSIA WITH LOVE...

Ten copies of *Tetris Plus* must be won!

You know you want it – *Tetris* is one of the best-loved games ever, and JVC's *Tetris Plus* is the best version ever to hit the PSX. It features the classic falling-blocks game, a spectacular two-player duel and also a top Adventure Mode, where you must deal with bricks already in the playing area as you help the professor find his way to the floor and on to the next stage.

JVC has very kindly given us ten copies of *Tetris Plus* to give away. To stand a chance of winning, just answer this simple question:

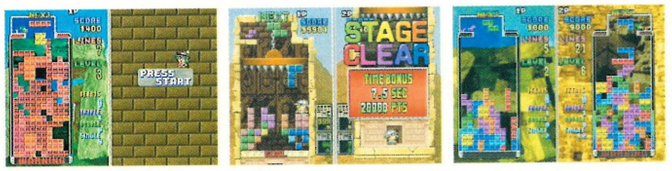
From which country does *Tetris* originate?

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

Answers on a postcard to:
A Chip Off The Old Block Competition
extreme Magazine,
22 Strand Street,
Poole, Dorset, BH15 1SB.



Entries which arrive after 19th April will be blasted into space on a Sputnik.



STOP PRESS

ELSPA RAID NETS PIRATE HOARD...

The European Leisure Software Producers' Association (ELSPA) led an anti-piracy raid on Cross Green Market in Leeds. Over 30 police officers took part, and almost £500,000-worth of pirate CDs, DVDs, videogames and videos were seized. Thirty-one people were arrested.

SONY'S BE ON EDGE FOR PS 2 RENAMED...

Sony's forthcoming PlayStation 2 title *Be On Edge* has been renamed. The game will now be called *TVDJ*.

DOLPHIN DELAYED

In a move which mirrors their launch problems with the N64, Nintendo has delayed the release of their forthcoming Dolphin console until 2001. And by then, everyone will have bought a PlayStation 2...

BARGAIN

Mr Domino

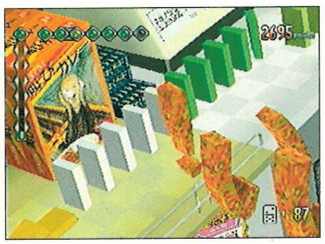
JVC

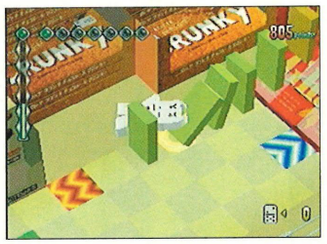


You're lucky to find this anywhere, even the bargain bins. It scored a generous 91% in Issue Seven, then promptly disappeared. We can't think why – it's far too weird and Japanese to top the charts, but it deserved to sell much better than it actually did.

***Mr Domino* is essentially a PlayStation interpretation of *Domino Rally*, where lines of dominoes are stood on their bases, close enough together for a falling domino to knock over the next in the line, and so on. You have direct control over the eponymous Mr Domino, running round a veritable obstacle course set in your home (shades of *Micro Machines* there), laying dominoes to topple and set off various devices as you go. Of course, there are power-ups, special features and the like too.**

If *Mr Domino* had a fault, it's that it gets too tricky, but those who like a challenge should seek it out. It was a good game as a full pricer, let alone in the bargain bin.





ChartTrack

ALL-FORMATS CHART, MARCH 2000

1: RESIDENT EVIL 3: NEMESIS	EPM #27, 93%
2: Gran Turismo 2	EPM #26, 93%
3: Toy Story 2	EPM #26, 86%
4: Pokemon Red	(GAMEBOY ONLY)
5: Pokemon Blue	(GAMEBOY ONLY)
6: ISS Pro Evolution	EPM #25, 94%
7: The Sims	(PC ONLY)
8: Crazy Taxi	(DREAMCAST ONLY)
9: Medal Of Honor	EPM #25, 82%
10: Superbikes 2000	(PC VERSION)



COMPETITION HOTLINE
INTERACTIVE TELCOM



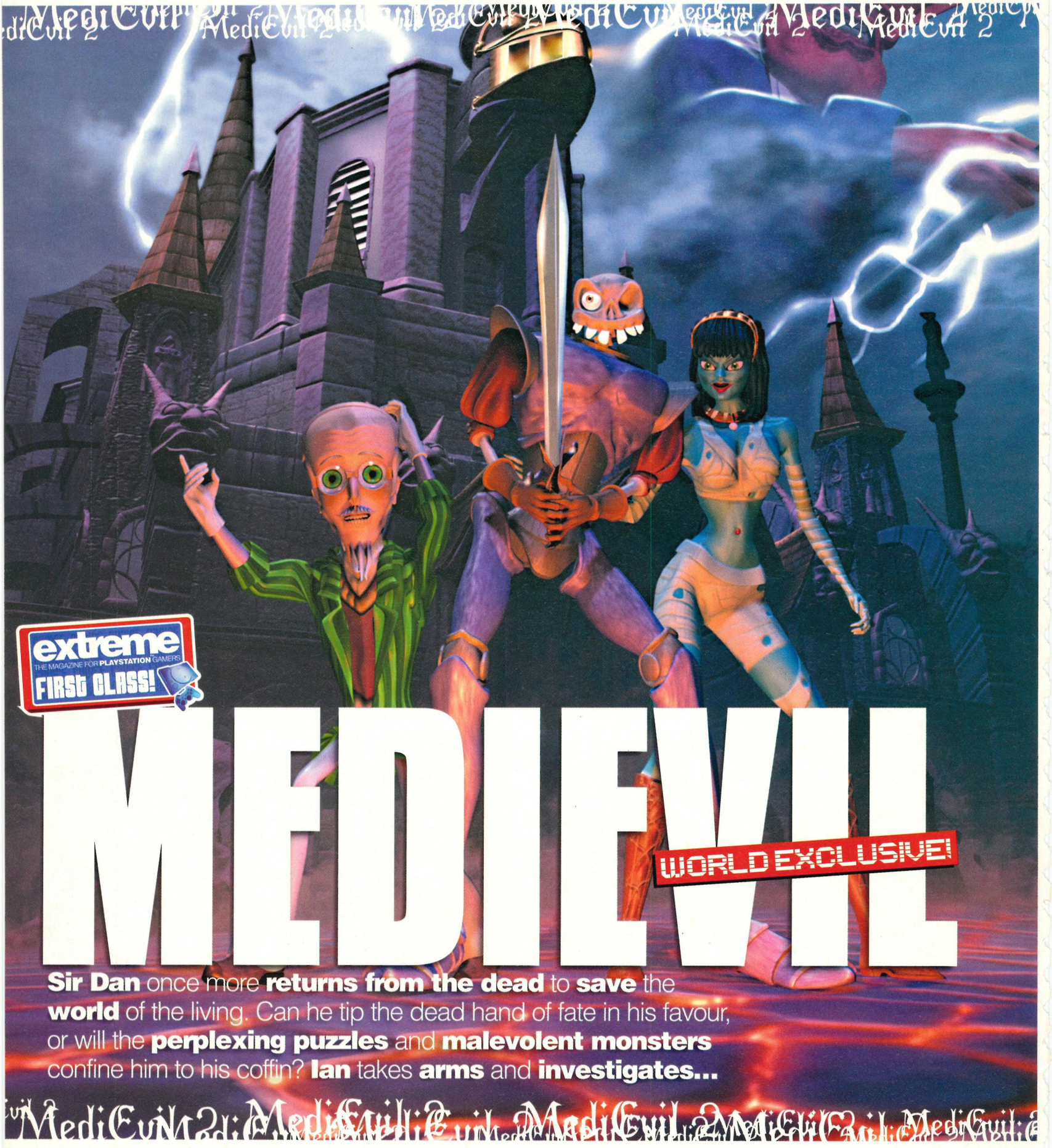
WIN

09066 098103

Calls to the above number cost 60p a minute

All entries must be received by the final closing date of 31st May 2000 for the DVD prize draw. Monthly draws will be made on the 1st day of each and every month for the games voucher and cheat books.

Maximum cost of £3, please ask permission before calling. After the closing date, this service may be replaced by a similar competition.
For rules, or winners names, send S.A.E. 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



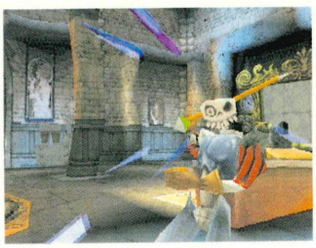
extreme
THE MAGAZINE FOR PLAYSTATION GAMERS
FIRST CLASS!

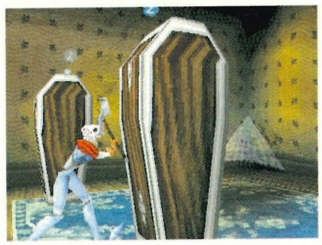
MEDIEVIL

WORLD EXCLUSIVE!

Sir Dan once more **returns from the dead** to **save** the **world** of the living. Can he tip the dead hand of fate in his favour, or will the **perplexing puzzles** and **malevolent monsters** confine him to his coffin? **Ian** takes **arms** and **investigates...**







extreme INFO:

Publisher Sony CEE
Developer Sony Cambridge Studio
Genre Arcade Adventure
Released 21st April 2000
Version PAL **Price** £29.99 **Players** 1

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

Sir Dan Fortesque – what a guy! Born in 1250, when he was 36 he bravely led his troops into battle against the evil Zarok. Although victorious, he died bravely as his army finally toppled the evil sorcerer. Or so it said in the legends. In reality, he was slain by the first arrow of the battle. In 1386 Zarok returns, raising an army from the dead using arcane magic. Unfortunately for him, Sir Dan was one of those raised, and he thwarted the sorcerer's plans, destroying him and his castle. Those who've played the first MediEvil game are very familiar with this feud. At last – Sir Dan was a hero for real. However, in 1888, the miserable Lord Palethorn finds pages from Zarok's spellbook and raises a new army of zombies with which to take over the world. Time for Sir Dan, who rises from his coffin, now held in the British Museum, to save the world once more...

"...MediEvil 2 is everything a sequel should be..."

MediEvil 2 is everything a sequel should be. It's close enough to the original to offer a necessary degree of familiarity, but different enough to be a separate game in its own right, and it makes significant advances in the gameplay department. Take the controls. Once more the rotate-and-move system favoured by *Tomb Raider* is used, and once again you can rotate the camera around you. You can again switch to an own-eye view too, with full 360° movement. This is much more effective than in the first game, where obstacles and walls often stopped you changing the perspective. The user-defined camera is ideal for the platform-style jumps. Moving the camera before leaping slows the action, of course, but the heart of *MediEvil* was never in the pace – rather, it's in the exploration and puzzle-solving.

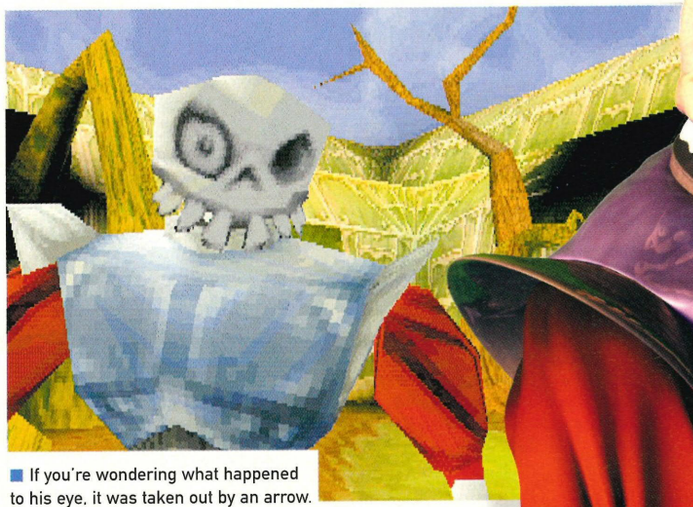
Dan-Hand



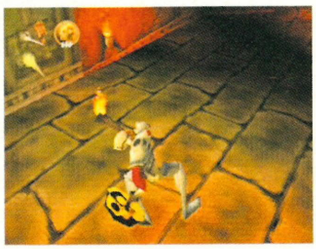
During the game, Dan learns how to remove his head and place it on one of the many dismembered hands found wandering around. The player can then control this new character, Dan-Hand, who can reach areas Dan's too large to enter. This leads to some mind-boggling puzzles, with you switching between the hand and the body, working together to get the job done.

Look out too for Dankenstein, Dan's head on a manufactured strong-man body. He must better a big baddie in a winner-takes-all boxing match.





■ If you're wondering what happened to his eye, it was taken out by an arrow.





Colourful Creations

You get to meet some freaky friends, fearsome foes and funny fellows as you battle your way through Victorian London. Here are the most important of *MediEvil 2*'s colourful characters...



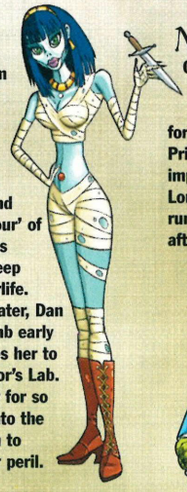
Sir Dan Fortesque

The hero of *MediEvil*. He had a chequered history, leading the soldiers into battle against the evil Zarok back in 1286, only to be felled by the battle's first arrow. Despite this impromptu departure he was crowned a hero, and spent *MediEvil 1* proving to the rest of the Hall of Heroes he really was one. By *MediEvil 2*, he's well prepared for this do-gooding lark, and takes to the quest like a duck to water, aided this time by a quirky group of chums.



Professor Hamilton Kift

This eccentric yet brilliant inventor and all-round good guy has a history with Lord Palethorn that commits him firmly to the cause of finding the magic book, to the exclusion of the feelings of others. He is, however, critical to Dan's success, providing him with a plan and a varied assortment of weapons he creates using the 'zombie-juice' collected by Dan as he travels through the levels.



Princess

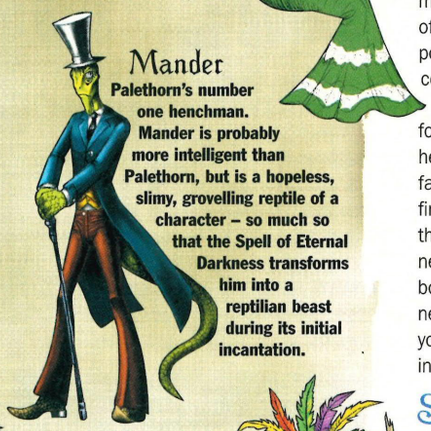
"Fwoooarrr!" said Dan. Princess Kiya comes from Egypt and was the 91st Consort to Rameses himself. She lived an unfortunate life, being selected as an old man's queen at an early age, and was soon given the 'honour' of joining her husband in his tomb when he died, to keep him company in the afterlife.

Thousands of years later, Dan rescues her from her tomb early on in the game, and takes her to the safety of the Professor's Lab. Having been locked away for so long, she's keen to get into the thick of the action, much to Dan's concern and to her peril.



Madam Jo-Jo

One of the good people Dan meets on his travels when he's searching for his missing Princess. She's an important socialite in London's East End, running a club and looking after many of the local girls.



Mander

Palethorn's number one henchman. Mander is probably more intelligent than Palethorn, but is a hopeless, slimy, grovelling reptile of a character – so much so that the Spell of Eternal Darkness transforms him into a reptilian beast during its initial incantation.



Winston the Help Ghost

Who knows most about what goes on in London? Taxi drivers! As a result, Dan gets most of his advice from a cheeky cockney ghost with the same sort of patter as your standard cab driver. Winston replaces the gargoyles from the first game, and appears when you stand on a sparking area and summon him.



Mullock King

In Victorian times, deep under London there was a group of people called the Mullocks (nothing to do with the Morlocks of HG Wells' books – no, honest!). They were a happy tribe who indulged in singing and dancing, until all of their women were stolen by an evil, malevolent force. Guess who's going to have to come to their rescue?



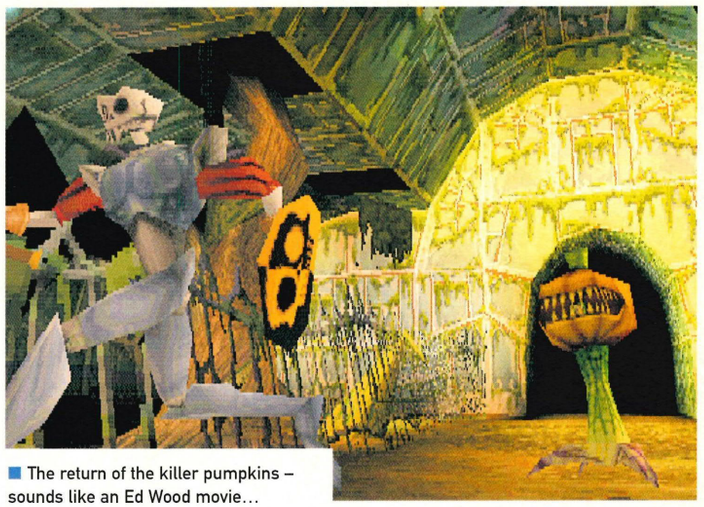
The Count

This character's very evil and very powerful (and he knows it), so Palethorn calls upon him to assist in his dastardly plans. However, this lethargic vampire has probably spent too long sleeping off his ego.



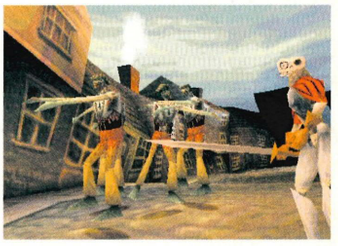
Lord Palethorn

The typical wannabe. He comes from a miserable background, and is intent on improving himself at any cost – the cost in *MediEvil 2* is giving his soul to evil and destroying civilisation. He works hard to lose his East London accent, but it soon comes back when he loses his temper (which is often). He's totally untrustworthy and despicable.



■ The return of the killer pumpkins – sounds like an Ed Wood movie...

☞ Another asset is the new weapons system. Once more you accumulate weapons as you go, accessing them on an inventory screen, but now you can ready two tools at once and switch between them with a simple in-game button press. This is more than just a minor convenience. It allows a degree of combat action that just wouldn't be possible without it. For example, you could be attacked by several strong, lumbering monsters while fast-flying foes flutter overhead. You need a heavy-duty hand-held hammer for the fat freaks on the ground, but a fast-firing Gatling gun (made possible by the Victorian setting) for the fliers. The new system allows you to hold them both, switching between them when needed without constantly accessing your inventory. The enemy AI is more intense too, so you'd better be ready.

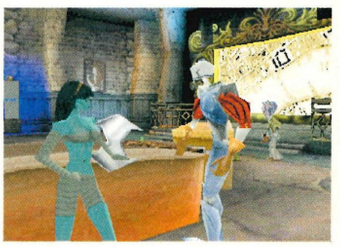


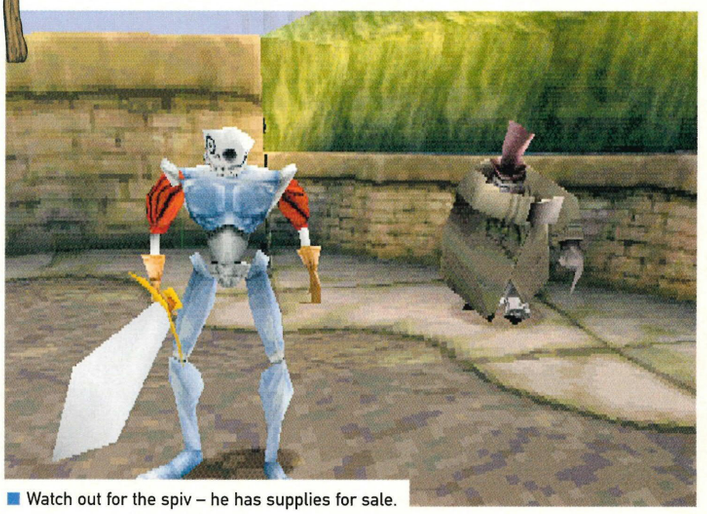
The only real problem with the controls is that as the Action and Attack buttons are one and the same thing, you can find yourself reading notices or talking to the Help Ghost when you were trying to slice off a zombie's head. This doesn't happen too often, and thankfully the action freezes during dialogue screens, so you won't suffer damage.

Once more the game is divided into bite-sized levels, which are tightly

Social Climbing...

Unlike the first game, Dan can now climb specific (and clearly advertised) sections of wall. This again opens up new exploration and gameplay opportunities, especially when you're trying to scale a building while someone's dropping bombs on you from above.





■ Watch out for the spiv – he has supplies for sale.



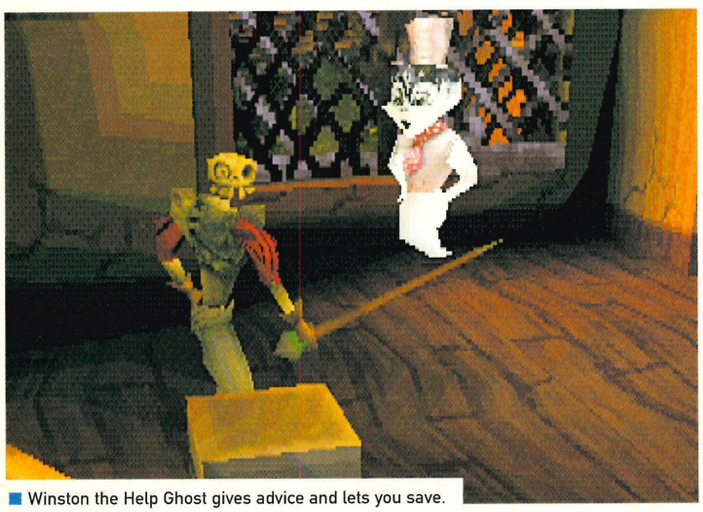
■ The triceratops skeleton is brought to life by Lord Palethorn's spell...

designed and never sprawl. You never get lost among generic scenery or wander for ages looking for the next progress-providing device. The game never relies on lazy monster fights to make up for a lack of interaction either. There's always plenty to do, and if you get stuck, you know the answer's tantalisingly close – often under your nose. Keep looking – the puzzles are logically designed, and you can't render a level insoluble by missing or destroying something you needed, with no way of retrieving or returning for it. It can get very frustrating if you've killed everything in the area, explored every nook and cranny and used your current collection of objects in every way imaginable, but still can't work out what to do next. If you're in this situation, you must look harder and think more flexibly – there's something you've overlooked, and once again, levels never become insoluble because (say) you crossed the collapsing bridge before you found the key, and are now unable to go back for it and unlock the door. Keep trying – finally finding the solution to the game's perplexing puzzles is incredibly rewarding.

Pistols at Dawn...

The fighting is much more strategic than in the first offering. As the game's producer explains in this issue's interview, the combat in *MediEvil 1* was criticised for being too hack-'n'-slash, and this has been addressed in the new outing. Enemies attack much more intelligently, and can hold back or group together instead of just charging in. Being hit now interrupts your own attacks and makes you recoil, becoming vulnerable for a second. This makes being surrounded by baddies far more dangerous. In the first game, you could arm a sword, charge up your super-move and then wait for the monsters to come to you, releasing when they were in range and slicing down everyone around you. Sure, you took hits, but it cleared the field remarkably quickly. Try this now and you're pummelled. Your super-move is prevented from charging when you're hit, and recoiling back leaves you open for the other enemies to strike. The combat here is still fairly light and hardly demands beat-'em-up skills, but you have to think a bit more about it in the new game. This is especially true for the boss fights, where you must analyse their methods of attack and find the fiendish tactic needed to better them. Here the planning is far more important than the action, though if you've played the first game, one or two are easily sussed.

> "...it wouldn't be *MediEvil 2* if the changes were too radical..."



■ Winston the Help Ghost gives advice and lets you save.

For all the polish and genuine improvements made to the game engine, the basic structure's the same as before – if it ain't broke, don't fix it, and it wouldn't be *MediEvil 2* if the changes were too radical. The levels are still bite-sized, big enough to be challenging but small enough to be manageable. They sometimes take several attempts to complete, but each time you play you get a little further, finding more features and devices, and catching a tantalising glimpse of what's to come. You usually find better ways of tackling areas you've passed before too, picking up goodies you previously missed and tackling baddies in a better way, now you know what's coming. It's this sense of progress that keeps you going back and trying again, even after failing the same level several times.

Once you've completed a level, you return to the Professor's lab, where you collect a new weapon if you've filled and found the Chalice. You can then access the next stage or even return to one you've already completed to find secret areas, or collect the Chalice if you missed it. Abilities gained later in the game can open new areas in already-completed levels, so doing so is in your interest.

Success Story

The first MediEvil game proved a surprise success, gaining very little push from Sony but selling on sheer quality and word-of-mouth. The sequel builds on the playability, accessibility and humour of the first, offering a more polished and technically proficient experience. It makes few radical departures from the tried-and-tested *MediEvil* formula, but nor is it a cheap-and-nasty rehash of the first game. 'You won't be able to put it down' is an irritating cliché, but it's tailor-made for *MediEvil 2*. Buy it!

Ian Osborne

What's where?

There's a wealth of information offered on-screen.



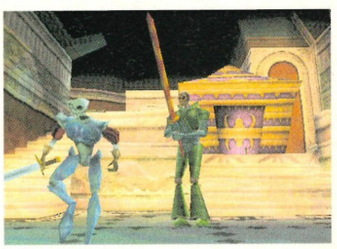
A These are your readied weapons. To change them, access the inventory. To switch between them, hold L1 and press ■. Simple. Where necessary, a weapon's current ammo supply is offered underneath it – here the pistol has 175 bullets left.

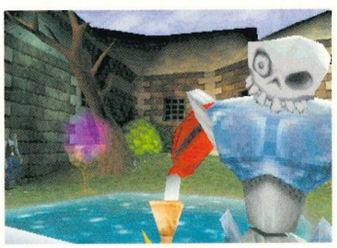
B Your current shield. This has a 'hit points' rating – hits taken on your shield instead of your life bar reduce its strength until it breaks.

C Your life bar. When it reaches zero, it refills from one of the vials above it. If these are empty, your game is over.

D The Chalice. As you kill enemies it gradually fills, and when it's 100% full, you can find and collect it. This gives you a new weapon at the end of the level.

E Your dosh, used to buy provisions such as ammo from the spiv, who replaces the gargoyle shop from the first game.





■ You've found the Chalice – now you must fill it.

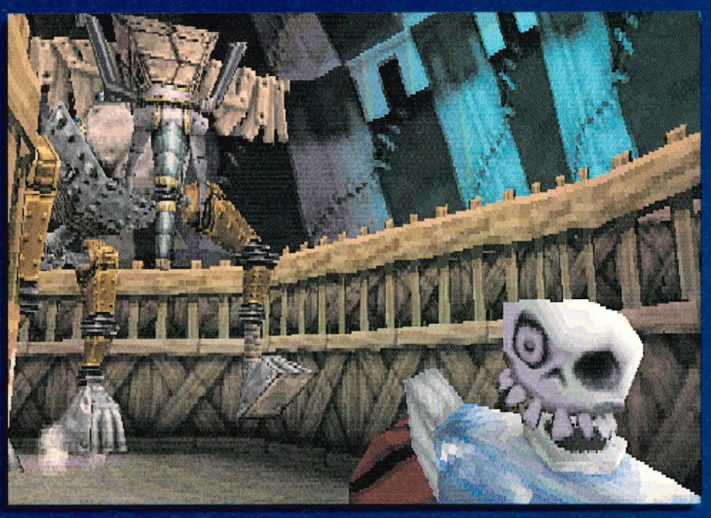
Now turn over for our exclusive interview with the people behind MediEvil 2

extreme

UPPERS
Great puzzles • Challenging • Thoughtful

DOWNERS
Can frustrate • Jumps sometimes awkward

92%





THE CREATORS SPEAK...

We catch up with Sony's Cambridge studio to find out what makes *MediEvil 2* so cool...



■ PRODUCER: Andrew Kennedy ■ CREATIVE DIRECTOR: James Shepherd

Sony's Cambridge studio team has worked very hard on *MediEvil 2*. Instead of putting out a lightly-tweaked rehash of the first game, they polished every part of it for the sequel, improving on the original's aesthetics and gameplay but keeping faithful to what made the original such fun. So what have they got to say about the game? We spoke to Producer, Andrew Kennedy and Creative Director, James Shepherd...

extreme: From where did you get your inspiration for Sir Dan Fortesque and the other characters in *MediEvil 2*?
Andrew Kennedy: *Sir Dan was originally thought up by Chris Sorrell, the inspiration behind MediEvil 1. When we approached MediEvil 2, it wasn't a forgone conclusion that Dan would be the hero. We looked at a Blackadder-style scenario, where an ancestor of Dan comes back from the grave. But in the end, how could we possibly do MediEvil 2 without the gangly and awkward hero of the first?*
James Shepherd: *What's important about the additional characters in MediEvil 2 is that we wanted to make them strong. I come from a film background, so I consider plot and character development the key to engrossing the viewer. The supporting cast needed to suit the period, fit their gameplay roles and be inherently 'MediEvil' in their quirkiness.*

extreme: What advances has the second game made over the first?
Andrew Kennedy: *Where do we start? In terms of gameplay, we tried to emulate MediEvil's mix of exploration, combat and puzzle-play. Within each of those areas we made great efforts to improve the experience. The combat in MediEvil 1 was accused of being too hack-'n'-slash (though a lot of people liked that none-too-strategic approach). We've given the enemies better AI, so they react better to the player's approach, blocking, retreating and attacking. We've also addressed the weapons to create a better strategic balance. In MediEvil 2, the player greatly benefits from collecting the chalices in each level, as the weapons they receive as a result are tuned to have a big impact on the following levels. This doesn't mean a player is frustrated without the 'perfect' weapon, but it does reward those that fully play the game. The addition of an extra weapon slot on the HUD has also improved combat situations too.*











Puzzle-play was a well-received part of MediEvil 1, but some criticism was aimed at the lack of any sort of difficulty curve. We obviously did not want this to happen again, so we've simplified the clarity and execution of puzzles, as well as presenting them to the player in such a way that they learn techniques from each that help in later, more complex ones.

We've developed some new 'section-loading' technology enabling us to very quickly refresh memory and increase the level size. Also, Dan can climb now, so that has expanded the maps in a totally new direction!

The characters support a lot more polys than those in the first game, due to a 40% increase in the engine speed. We get much closer to the action in this game, so it was essential we increased the poly count to make the characters look better than ever.

The game engine's been vastly improved too.

extreme: What was the most difficult part of producing *MediEvil 2*?

Andrew Kennedy: *We split production into four phases, and each had their own difficulties. The design period was tricky because of the detail that had to be designed, debated, approved and documented. The pre-production period was tricky as we were dealing with the development of new technologies, many of which are inherently high-risk.*

The production period was incredibly rewarding as we had a large programming force. We were getting to see new levels at the rate of one a fortnight. The difficulties here are with managing such a large team of interdependent individuals.

Post-production is concerned with the preparation and polishing of the full game for launch. It's a phase that could easily go on forever because of the perfectionism of the team.

James Shepherd: *If the question was, 'what was the most difficult part of creating MediEvil 2?', I would say identifying what's 'crazy fun' as opposed to just plain 'crazy'! Also, concept gameplay ideas that appear simple can be the most complex to code, so coming up with absorbing and original gameplay that can be swiftly implemented is one of the most challenging aspects.*

extreme: Is there anything you wish you could have done but couldn't?

James Shepherd: *There are always areas in a game that you reflect upon and say, 'I wish we had time to change that'. But on the whole with MediEvil 2, because we allowed ourselves so much time to polish the game, I'm pleased to say the occasions I might be tempted to say that are very few.*

extreme: What's the most important part of the game, the puzzle-solving or the fighting?

James Shepherd: *That depends on the punter. Some prefer the fighting, others the puzzles. As a result, we wanted to fulfil everyone's expectations, so they were regarded as equally important.*

Also, you can have a situation where the player has to work out exactly how to go about defeating an enemy in the game; this can almost become a puzzle in itself. It's something I've tried to put a lot of in the game, as it stops the fights from becoming hack-'n'-slash affairs.

extreme: Any plans for a third game? Sir Dan in Space? A prequel set when he was still alive?

Andrew Kennedy: *There are thoughts about doing MediEvil 3, but for the time being, just completing this title is taking 110% of our concentration, so ask us in July!*

We really have to see if MediEvil 2 is a success first. We've tried to offer the public more than just a sequel with MediEvil 2, and reaction to that could go either way. However, we're very pleased with the results, and confident the gameplaying public will like it too.

As for the setting, with a game such as MediEvil there are no restrictions, especially as Dan has the ability to time-travel. Perhaps your readers could suggest some new scenarios?

extreme: Which arcade adventure type games do you most respect? Which ones influenced you the most when producing the *MediEvil* games?

James Shepherd: *Legacy of Kain is a recent game that impressed me, with its arty style and strong gameplay. Purely for its lead character, I would have to pick (and I'm sorry to say this) Banjo-Kazooie 2 on N64!*

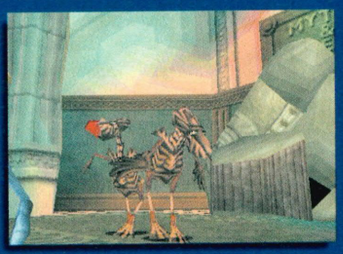
The first MediEvil, of course, had a large influence on the sequel.

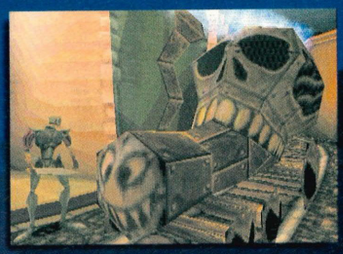
extreme: Ever thought of taking Sir Dan to the dentist?

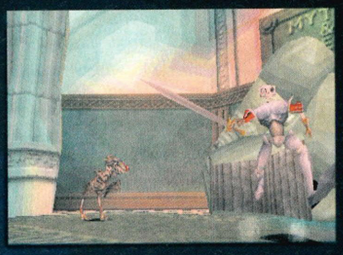
James Shepherd: *We did give him a new set of dentures for this game. In fact, we re-shaped his skull slightly, and obviously the exercise he received completing the first game made a difference, as he looks a bit sportier and (dare I say it) sexier than he did in MediEvil 1! It obviously paid off too, as he gets the girl this time around!*





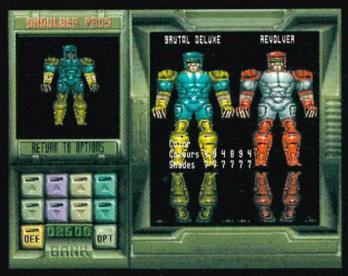








Cheers guys. Does anyone want to take up Anthony Kennedy's challenge and offer ideas for the setting of the next *MediEvil* game? Send 'em to Exchange and you could win a prize!







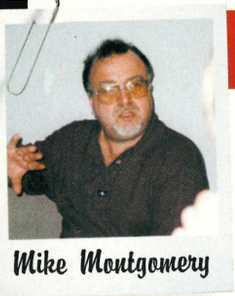


Case Study No. # 01

Publisher Empire Interactive **Developer** The Bitmap Brothers **Released** May 2000

SPEEDBALL 2100

CASE PROFILE



Mike Montgomery

Name: Mike Montgomery
Job Title: Managing Director
Company: The Bitmap Brothers

Mike Montgomery hasn't slept much recently. He's spent his time ensuring everything in *Speedball 2100* is spot-on, and the thought of releasing a less-than-perfect game is out of the question. Kendall escorted him to the pub (for purely professional reasons, obviously) and learned more...

KENDALL: What differences can we expect in this version?
MIKE: ***The chance to put teams on memory cards increases the longevity of the game, and you're also able to view replays of your goals and save them. Whilst the game is now in 3D, we've kept the same camera angles, as it just plays better that way.***

KENDALL: What about the control system?
MIKE: ***The game can still be controlled via a single button to keep the action flowing and frantic, but if you want, you can use all the buttons on the pad. Your choice.***

KENDALL: Did you consider new moves?
MIKE: ***Yeah, we worked on a new somersault move, but we took it out as it really didn't work. We've been very careful not to ruin the original magic.***

KENDALL: Can you use analogue?
MIKE: ***Yes, and it makes some of the moves easier, as it gives you greater precision – very handy when the action gets manic, which is often!***

KENDALL: Why update the game now?
MIKE: ***The market just seems to be crying out for a game like this, and having started a new studio, we had more time to do everything right.***

KENDALL: How is sound utilised?
MIKE: ***The sounds are being mixed as we speak to make sure the balance between music and crowd noise is just right. We're looking at signing a band for the soundtrack, as well as having remixes of the original Speedball tunes.***

KENDALL: What's on your PlayStation at home?
MIKE: ***My son had a day off when Gran Turismo 2 came out and went straight out to get a copy, so that's the current favourite. Plus Speedball 2100, of course!***

KENDALL: What's the plan for later?
MIKE: ***I'm going home to make Speedball 2100 even better!***



When the news hit the extreme office that an update of the classic *Speedball* games was on its way to the PlayStation, we knew we had to find out more...

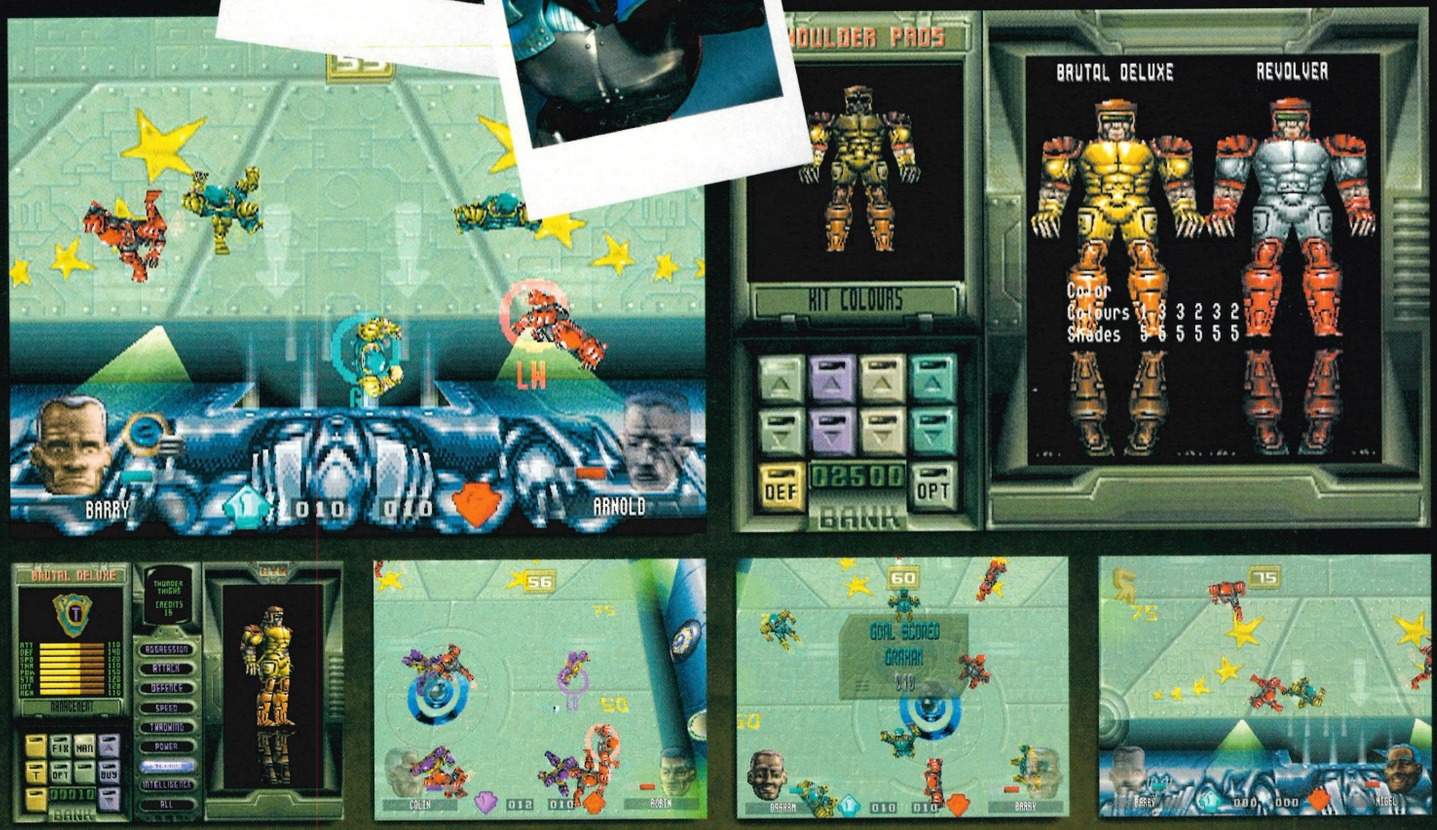
There was a definite charge of electricity in the air as your humble narrator headed into North London to check out the forthcoming *Speedball 2100*, which sees the most welcome return of The Bitmap Brothers to the series many consider one of the most original and exciting ever.



For those not clued up about the existing *Speedball* games (*Speedball* and *Speedball 2*), they put you in the middle of the action in a futuristic sports tournament, where good sportsmanship simply means not punching the opposing player too many times as you head for his goal. *Speedball*, back in the days of 16-bit, was a favourite pastime for players just home from the pub who wanted some quick no-brainer fun before they passed out. Today, when FMV and flashy graphics are often used to disguise a lack of originality and involvement, we need an updated *Speedball* more than ever.

> "...The new technology allows some positive enhancements..."





On the Ball...

Managing Director Mike Montgomery knows he has something special on his hands, and instead of hitting us with a prepared PR spiel, he simply passes us the joypad and lets us have a hands-on first look at *Speedball 2100*. Within seconds, a pair of normally cynical, jaded hacks are smiling broadly and trading insults as the action unfolds.

Mike knows exactly what made the games so special, and has not messed with the formula. The new technology allows some positive enhancements, such as the option to completely customise your teams, whether it be just the colour of their armour or the names of the entire squad, and then this new club can be saved onto memory card for future games,

> "...There are plenty of tactics to slay your opponents..."

meaning you can carry your favourite team around and load them up when playing on friends' machines.

There are plenty of tactics to slay your opponents. Put the steel ball through the score multipliers and the goal value increases, first by 50% and then by an impressive 100%, which makes a last-minute heroic comeback an exciting reality. Also, the ball can become electrified, so, for example, you could race down the wing, knock out the goalie with the powered sphere and slam it into the empty goal. If you constantly hurt one player, he's eventually crippled and the Robodoctor is brought on to remove his twisted carcass. This comedic moment also earns you an extra ten points.

With all players fully upgradeable and a built-in Management Mode, there's plenty of depth available if you want it. Or you can just turn on the machine and play – the hours fly by. Best make space in your diaries now, kids; this is shaping up to be something very special indeed... e

Blast From The Past

Updates of classic games are always a dangerous business. Is the magic the same?





Luckily, the team who worked on Speedball 2100 for the PlayStation know how protective the fans will be about the licence, and so they've ensured all the original charm and humour of the older games has been retained.

As these shots show, the graphics have obviously been enhanced, but the layout remains exactly the same, meaning even on your first game you're likely to feel an instant rush of nostalgia and familiarity. The question is, will the ice cream seller still be offering his wares whilst the violence rages? He kept us highly amused in our youth – oh yes!





PlayStation

PC CD

3DO

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Join and fight with the Crusade. For what?

Respect?

Honour?

Valour?

No. For revenge.

Just Revenge.

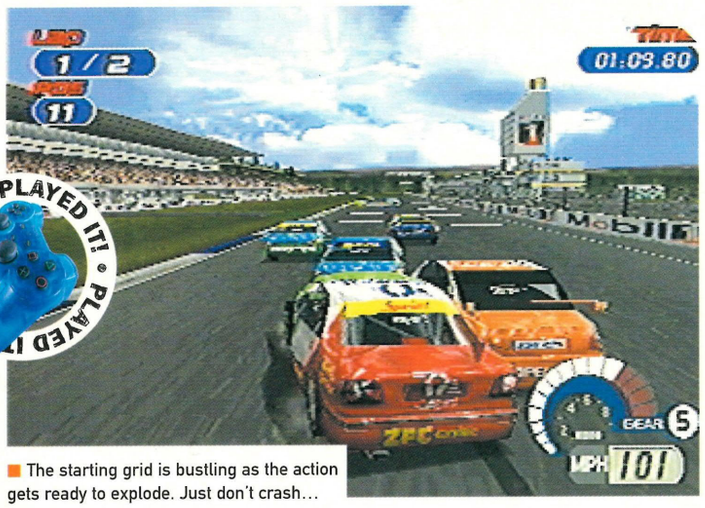






CRUSADERS OF MIGHT AND MAGIC™

blood pumping action





The starting grid is bustling as the action gets ready to explode. Just don't crash...

PLAYED IT! • PLAYED IT! • PLAYED IT!

PREVIEW

Publisher Codemasters **Developer** Codemasters **Released** Summer 2000

WTC WORLD TOURING CARS

Another chapter in the *Touring Cars* series that just might take pole position...



So many options, so little time...

So far Codemasters' *WTC* series has clocked up a massive two-and-a-half million sales, and you might have to add another couple of hundred thousand onto that once this game hits the shelves.

So what's going to be so new about this one? Well, according to Codemasters (and we agree), this is the only motorsport sim to deliver intense, close-contact racing. And you can see what they mean, as when you drive maniacally round the circuits, accidentally scraping the driver next to you causes bits and pieces of your car to fall off onto the track – oops!

All the tracks are completely real. Choose from any around the globe, including Buenos Aires, Hockenheim, the Gold Coast and Monza. There are 23 of them in total, so you won't be needing a change of scenery after you've been driving for an hour.

START YOUR ENGINES

Specially for this new title in the series, the game's developers have produced a completely new engine called the Momentum Prediction Engine. This apparently provides the best car handling yet seen on the PSX, and after playing an early version of the game, we can certainly vouch for it (at least as far as we can tell at this early stage).

As far as the cars go (the most important bit), there are 40 of them from all over the world. How about trying a Peugeot 206 or a Toyota Celica GT4? No? What else is there? A BMW 328, an Alfa Romeo or a Ford Mustang? You're bound to find one that tickles your fancy.

"...AT THIS STAGE, THE GRAPHICS ARE LOOKING DAMN FINE, WITH PLENTY OF LUSH BACKGROUNDS..."

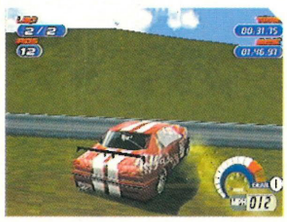


DIRTY DAMAGE

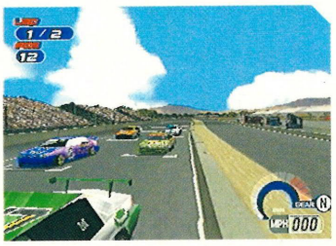
Being a competitive racing sport, there's plenty of potential car damage to contend with in *WTC World Touring Cars*. The game features a powerful new dynamic polygon deformation damage system (speaks for itself, surely?), which makes a collision an even more nerve-wracking experience.

The damage system is based on real-life impact physics and, by emulating the crumple zones found on a real car, applies simulated damage effects to the graphic models of the in-game vehicles. To make sure it's all authentic, each polygon that forms part of the overall car graphic can be deformed independently.

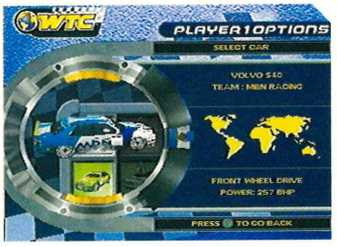
We'll give you an example. Say, if a car hits you side-on at 25 degrees, a 25-degree impact mark is left on your car. The cars squash wherever possible, absorbing all the appropriate forces until the safety cage is reached. This is like nothing we've seen in any other racing sims, as they normally just exchange car body parts on impact, which ultimately means the resultant collision damage effects are completely unrealistic – less fun, in other words.

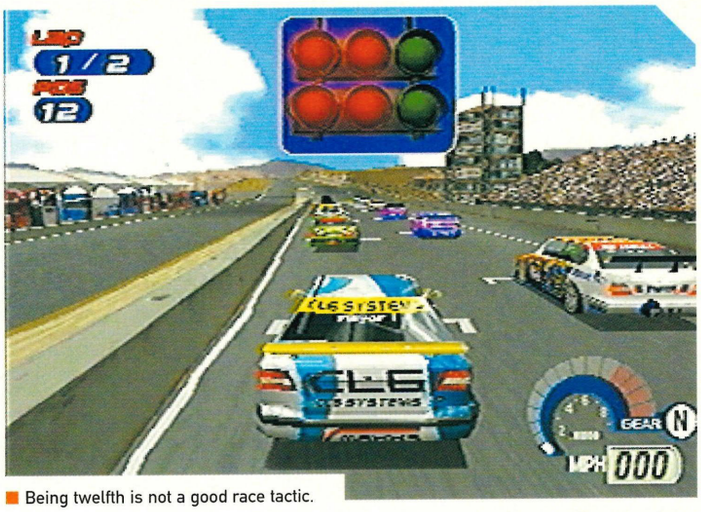










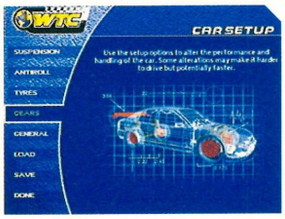


■ Being twelfth is not a good race tactic.

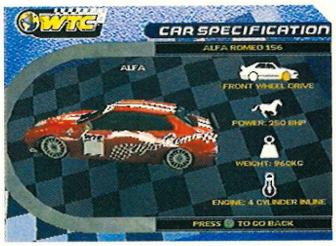
NO EXCUSES

I know your trick, sonny. You'll lose the race at the last second and then blame the car set-up for your tragic performance.

That will not work here though, as you are in charge of every minute detail, from the type of tyres utilised to the suspension.







"...THE RACE OPTIONS INCLUDE THE ALL-NEW CAREER GAME AND A NEW TOURNAMENT MODE..."

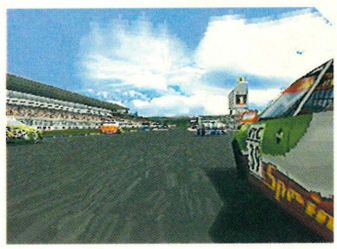
You can alter your car set-up to whatever suits your needs, of course. You can tweak the suspension, anti-roll, tyres and gears to your liking and it's probably a good idea, as the races push your vehicle and your driving to the limits.

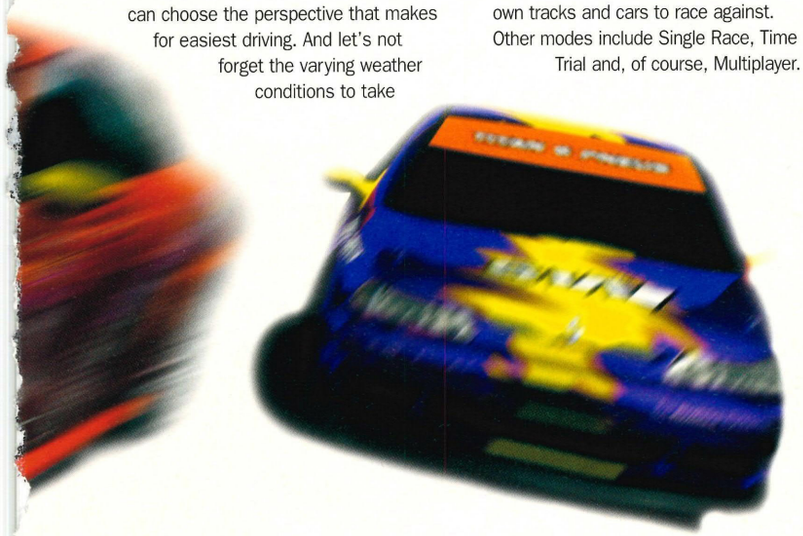
At this stage, the graphics are looking damn fine, with plenty of lush backgrounds, and the cars look about as realistic as you're going to get. There are also various camera views, including in-car, rear-view and far-rear-view, so you can choose the perspective that makes for easiest driving. And let's not forget the varying weather conditions to take into account while you're in the garage – there are all the usual ones; sunny, wet, snow and so on.

ACE RACIN'

The race options include the all-new Career game and a new Tournament Mode. The Career Mode has you competing through National, International and World Championships, whilst the Tournament Mode lets you create your own mini-championship by picking your own tracks and cars to race against. Other modes include Single Race, Time Trial and, of course, Multiplayer.

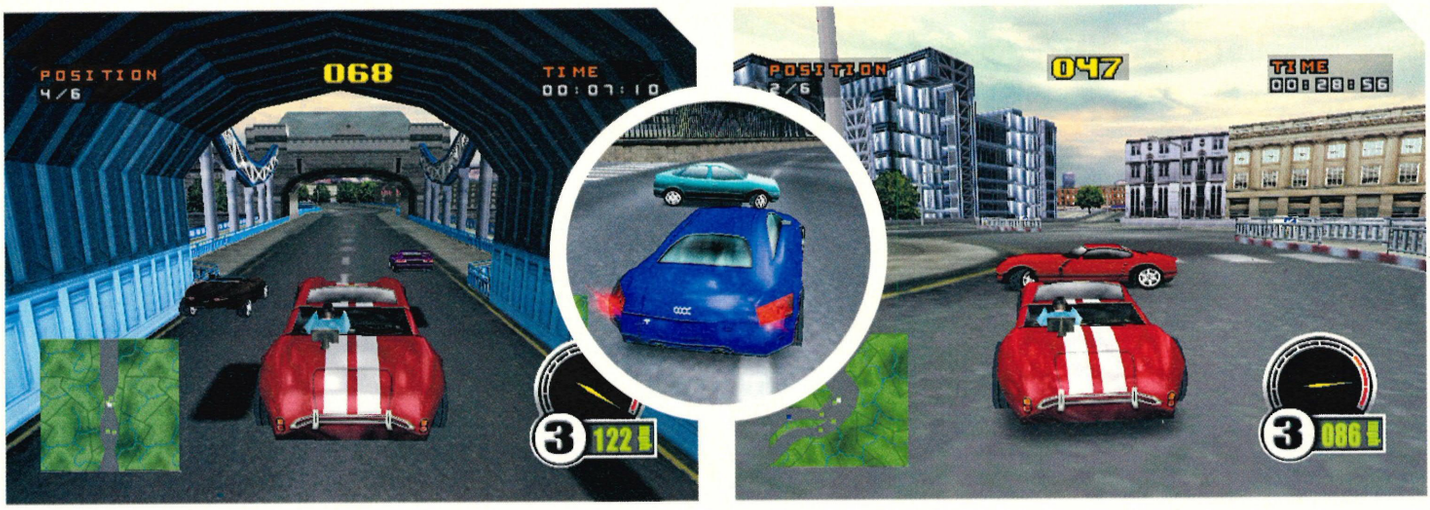
It's looking splendid and playing like no other racer already, and we've only got to wait another couple of months for its release. Until then, you're just going to have to take it from us that it will be well worth the wait (they said, whilst impatiently strumming their fingers on the office desk). In the meantime, if you really can't wait, you could always buy the Platinum release of *TOCA 2* – but make sure you read our review on Page 74 first.







■ The view from behind the wheel. Broom!



PREVIEW

Publisher Cryo Interactive **Developer** Pitbull Syndicate **Released** May 2000

TEST DRIVE 6

Get off the road, kids – I'm back behind the wheel!



***Test Drive 6* looks promising from the moment you switch on the machine.** The first thing you see is the music video for *Cars* by Fear Factory and Gary Numan – just part of the high-octane soundtrack included. The fact that the game displays the artists involved at the start shows how important the sonics are here, and it certainly adds to the atmosphere when you're flying down the wrong side of the road with Lunatic Calm blasting through your lugholes.

Test Drive 6 takes a more arcade-style approach than simulation titles such as *GT*, and this means it's fast-paced and easy to get into. There are several modes of play available; Time Trial will be familiar to driving fans, and the classic Arcade Mode merely demands you to drive faster than everyone else (what could be simpler?). The difference here is, instead of having a set amount of prize money for winning each race, the bounty changes every time, as each competitor can bet any amount of their previous winnings on each race – all this cash goes into the pot, and the victor receives the spoils. With this money, you can buy upgrades for your dream machine or even flog your car and buy a faster model.





COPS 'N' ROBBERS

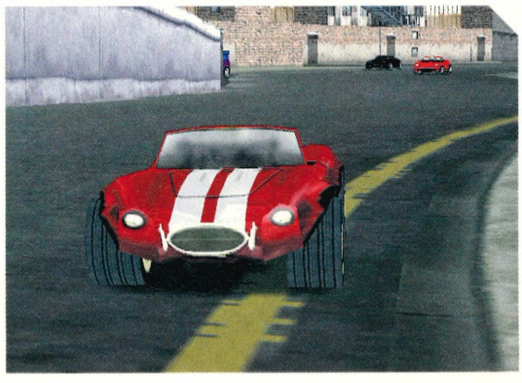
Tired of being a boy racer? No problem! You can join forces with the other side of the law in the Cop Chase Mode, where, in the guise of a policeman, you must track down and give tickets to the speed demons clogging up the road.

For more of a challenge, there's a Special Mission Mode where a track must be completed in a certain time. Instead of having competitors, the roads are full of other drivers, some going fast, whilst others crawl along at an annoyingly slow pace. Not only must you overtake these road hogs, but you must also make sure there's nothing coming the other way, or you'll be the victim of some seriously nasty crashes.



■ Opponents will do anything to slow you down. Watch that bumper!

With an impressive selection of vehicles and authentic locations to choose from (when racing around London, watch out for Buckingham Palace, The Royal Albert Hall and Harrods), *Test Drive 6* could well find itself in pole position later this year.



FIRST LOOK

Publisher Activision **Developer** Contrail **Released** Summer 2000

ALUNDRA 2

The first game was a big hit – can the sequel repeat the trick?



The original *Alundra* was an interesting RPG, focusing more on puzzles and atmosphere than flashy graphics and FMV. Looking like the classic *Zelda* games, it soon found a special place in the hearts of adventure fans everywhere. Due to its success, it was inevitable a sequel would soon arrive.

What's surprising about this second chapter is the makers have decided to mess with the proven formula in a major way. The graphical style is now completely different, moving away from the cute super-deformed look to a more conventional appearance. The action is also faster, and the emphasis is more on action than in the first instalment. Whilst the expected RPG elements are still present, you're also required to fight many enemies with your trusty sword, in bouts of one-on-one combat action. Herbs have been scattered around the landscape, and these can be kept in your pocket for when your energy is depleted.

CANDID CAMERA

An impressive graphical touch is the fact that, using the shoulder buttons, the camera can be turned to any angle, so you can get a 360° view of your surroundings. This often reveals treasure chests that were previously out of sight. Whilst you play as the normal clichéd male hero, the game does its bit for girl power with the inclusion of a heroine who also joins the adventure.



FIRST SIGHTING! • FIRST SIGHTING!

■ Not the first time I've spent an evening talking to a cow, oh no.



■ Saving the forest has taken a more radical turn recently...

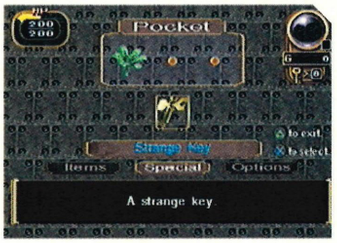
"...THERE'S NO DOUBT THE DEPTH HERE WILL SATISFY RPG FANS WHO DEMAND MORE AND MORE..."

The story unfolds at such a pace that you're never far from a cut-scene to move the saga along, often in a surprising fashion. Also, instead of the typical enemies you face in this sort of game, *Alundra 2* introduces you to a strange troop of nasties who are clockwork robots, later revealed to be androids who used to be human.

To give away any more would deplete your enjoyment of the game, but there's no doubt the depth here will satisfy RPG fans who demand more and more fantastic adventures. *Alundra 2*'s mix of exploration and puzzle-solving, along with plenty of action and special effects, should make it a game to look out for soon.



















UPDATE

Publisher Virgin **Developer** Bandai **Released** TBA

SILENT BOMBER

Here comes an interesting-looking arcade combat game...

From the opening epic movie, *Silent Bomber* looks to be an exciting cyber-adventure, borrowing from a multitude of different games ranging from *Metal Gear Solid* to *Bomberman*.

You play a troubled young man, haunted by a recurring nightmare which is seen during the introduction of the game, and sets the scene well for what's to follow.

Silent Bomber is separated into a number of missions, and once you've been briefed, you're alone in the field, fighting for survival. The graphics impress, as does the smoothness and speed of the main character, which certainly comes in handy as the screen fills with enemies. You're armed with an arsenal of bombs which you must lay as you run around, and then detonate when the robot enemies walk over them.

As well as the normal bombs, which are effective and can be doubled up for some extra firepower, you can pick up such destructive tools as napalm to wipe out your foes. This adds a good arcade blasting thrill to the action, meaning that you can enjoy some no-brainer button bashing excitement as well as being drawn into the story.

Silent Bomber will explode on the scene very soon. It scored 80% on import in Issue 25, so imagine how much fun it will be when you can read the text...

UPDATE

Publisher Virgin Interactive **Developer** Awesome Developments **Released** Apr 2000

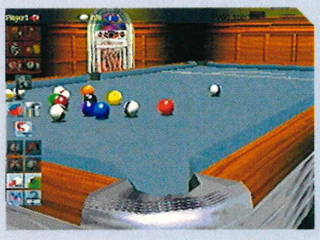
JIMMY WHITE'S 2 CUEBALL

The Whirlwind is heading our way...

We've looked at the game in detail in past issues, but now we've actually played *Jimmy White's 2 Cueball* and it's certainly shaping up to be something rather special.

What caught our eye about the game on first play was the amazing amount of options available to you in the Pool and Snooker Modes. This is no arcade simulation where you just shoot the ball and hope; here you choose intricate details, such as exactly where the cueball is struck and how high you raise the butt of the cue before striking the ball. Even in the unfinished version, you really feel in control. The options also allow you to bring up a guideline so you can see roughly where the ball will travel to, and therefore you can adjust the power used. The game also doesn't dictate where you view the action from at any particular time. You may choose to use the overhead camera while you perfect the angle, and then switch to the player's perspective when you take your shot.

Pool and snooker not enough for you? Well, there's a similarly-authentic darts mode, where you have to learn how hard to throw your arrows. The physics are spot-on, and whilst this might annoy initially, as you miss the board completely, in the long run it should make for a more satisfying experience. Add to this draughts, slot machines, a juke box and a fully playable version of *Dropzone*, and you have a title to look out for. Now if only it could serve you a pint too...

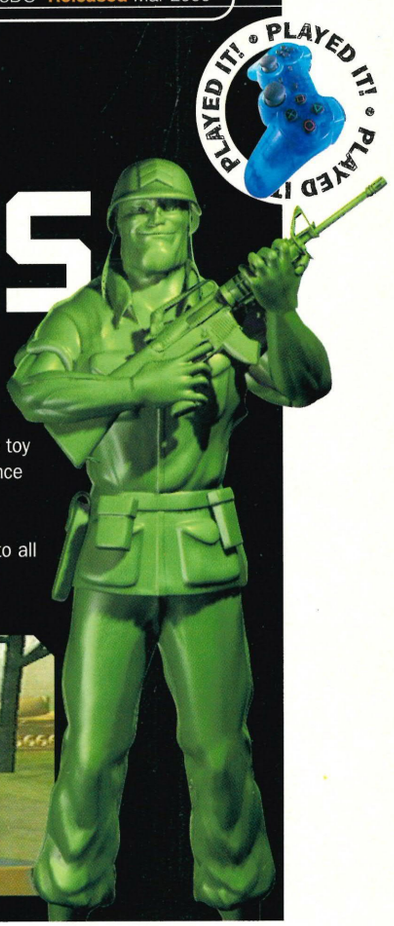


PREVIEW

Publisher 3DO **Developer** 3DO **Released** Mar 2000

ARMY MEN: SARGE'S HEROES

It's a war out there; who ya gonna call?



It's always the way. You wait for a game featuring little green plastic army men to come along, and then suddenly the little blighters are all over the place. Luckily, 3DO's adventure series has so far produced high-quality titles, and this new release looks likely to continue the trend.

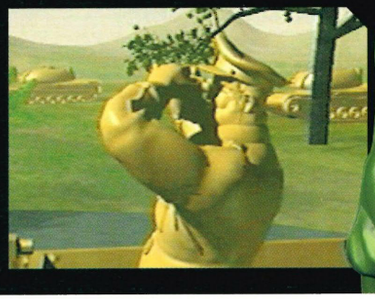
Army Men: Sarge's Heroes features the Green Army struggling to destroy the menace of the evil Tan soldiers. Each stage offers you a specific mission, featuring several orders which must be carried out to succeed. The game's easy to get into as the on-screen map aids your progress, and there are plenty of varied missiles and power-ups lurking around to help you.

The graphics at this stage are already looking lush, as you travel between the two game worlds. In the toy world, Sarge appears full size, but once you pass into the real world, you're suddenly the size of a plastic toy.

This looks as if it should appeal to all ages, and should keep the franchise ticking along nicely.







PREVIEW

Publisher Sony CEE **Developer** Traveller's Tales **Released** Summer 2000

MUPPET RACE MANIA

It's time to light the lights and play the game...

The Muppets. Everyone loves them. We also love cute kart-racing games, so if these two could be combined by some quick-thinking developer, surely we would have a great piece of software? Well here it comes, and the best thing is that rather than knock out a lazy, third-rate racer, they've certainly done their homework when it comes to the legacy of our furry friends.

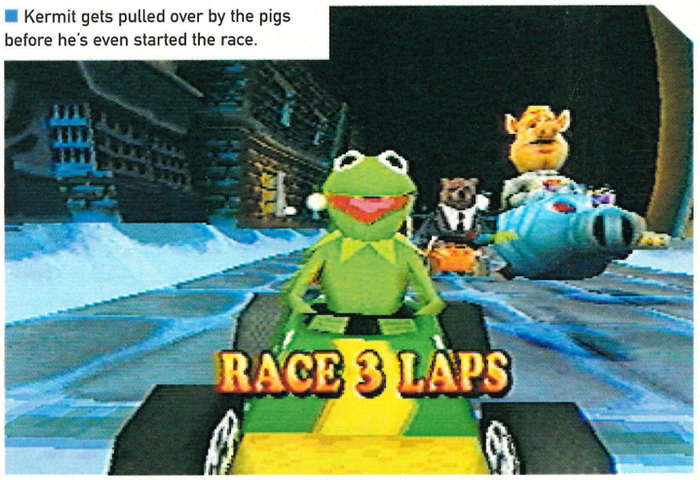


Muppet Race Mania features courses taken directly from the classic Muppet movies. Not only the contemporary trilogy, but also the original three '80s films. This means the game includes a great selection of characters, from the obvious such as Kermit The Frog to our personal favourite, Rizzo The Rat.





Kermit gets pulled over by the pigs before he's even started the race.



The game overall plays well and features a large number of different modes, from the usual Grand Prix challenges to a Battle Mode to an original Stunt Mode, where you must make your way through a tough course in the shortest time.

With original environments and music, Muppet fans shouldn't be disappointed with the fun on offer here.

PREVIEW

Publisher 3DO Developer 3DO Released Mar 2000

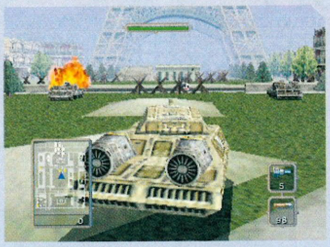
BATTLE TANX: GLOBAL ASSAULT

Tanx for the memories...



There's something rather tranquil and calming about driving around in a massive tank, blowing the hell out of anything that gets in your way. Now 3DO are giving us the chance to do just that with the impending release of *Battle Tanx: Global Assault*.

This sequel to *Battletanx* sees gang warfare breaking out around the globe. Whole cities can be annihilated, including famous landmarks in capitals around the world. Great detail pervades throughout the game, with care taken to ensure the pyrotechnics at the heart of the game are as impressive and realistic as possible. For example, as buildings are reduced to rubble, pieces rain down from the sky onto the surrounding wasteland.





Of course, with this sort of game, you want the opportunity to destroy your friends and *Battle Tanx: Global Assault* does not fail on this level, with an extensive four-player deathmatch option available. For those who fear this may become too complex, fear not, for the game also features a simplified Family Mode to ensure anyone can pick up the game and soon become an architect of mass destruction. Cool.

PREVIEW

Publisher 3DO Developer 3DO Released Mar 2000

CRUSADERS OF MIGHT AND MAGIC





God! Show me magic!

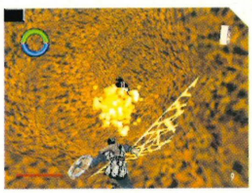
Back in my day, we played Dungeons & Dragons when we fancied a spell of monster-slaying fantasy action, but in the Zeroes, the kids have *Might and Magic* – same deal, different name. Now the franchise has come to the PlayStation, and at this stage it looks to be something rather special for the wannabe wizards out there.

You take the part of Drake, a traditional hero, battling all kinds of mystical ghoulies whilst at the same time having to complete complex quests.

The graphics are suitably stylish, and whilst on first look Crusaders *of Might and Magic* seems to borrow from the *Tomb Raider* series, on further play the game shows itself to be closer to *Soul Reaver*, with its impressive lighting effects and horrific foes.

As you continue, you can pick up various potions to strengthen or revive your gallant hero, as well as swords, axes and other weapons. If you want to succeed in this world, you must use a mix of brains and brawn, as you decide whether to unleash magic or merely go in with your sword swinging.









An intriguing plot and a recognisable game style should increase interest, and there looks to be plenty here, even for those who don't normally indulge in this fantasy malarkey.

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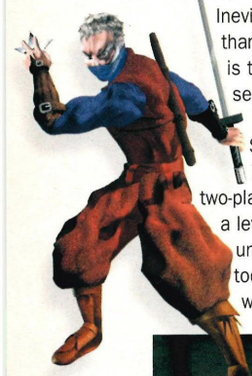
BLAZE VIDEO GAME ACCESSORIES

UPDATE

Publisher Activision **Developer** Aquire **Released** Apr 2000

TENCHU II

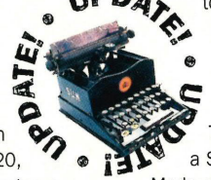
Time to kill by stealth again...



Tenchu: Stealth Assassins was 1998's surprise hit, proving an original project could take on the hordes of sequels, slitting their throats from behind and claiming its rightful position at the top of the charts.

Inevitably (and thankfully), *Tenchu* is to spawn a sequel of its own.

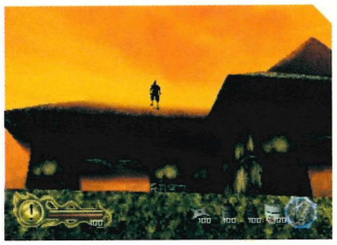
As reported in Signals, Issue #20, *Tenchu II* incorporates a two-player mode, more tools and a level builder. You can swim underwater *Tomb Raider*-style too, instead of just drowning when you fall in. You also get three ninjas to control, as opposed to the original's cast of two.

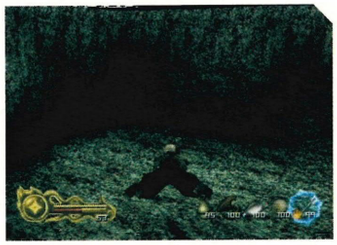


Tenchu II is actually the prequel to the original game, being set in Japan's period of warring states. You've new skills to master, new tools and weapons to utilise and new mission objectives. Look out too for a multi-level Training Mode, a Story Mode and a Custom Mode, which lets you create your own levels.

We'll bring you some more detailed news on this one next issue, but in the meantime, check out these cool new shots...















PREVIEW

Publisher Studio 3 **Developer** Tamsoft Corporation **Released** Spring 2000

TOSHINDEN 4



Enter the Battle Arena once more...

It took a while, but the ageing *Battle Arena Toshinden* series has at last spawned a fourth offering. *Toshinden 4* takes place ten years after *BAT 3*, and features Wang, pupil of Eiji. The game sports a whole new look, with a completely revamped fighting system. Cancel Moves and Air Blocks are catered for, as are the expected Ring-Outs. There are several new story modes, including a Team Battle Mode, but as our preview copy is Japanese these are largely incomprehensible.





The graphics are pretty minimalistic, but this allows for some cool fluidity and speed. The weapons-based combat is very tactical, once again asking you to use your arms to their best advantage. If you have a short weapon, get in close. If you have a longer one, stay back. This can lead to some great skirmishes when two fighters struggle to impose contrasting tactics on the bout, struggling for control.

The *Toshinden* series has always been one for the beat-'em-up connoisseurs, and this looks set to continue the trend. The speed and tactical awareness of the game look set to be beyond reproach, but it's not a game that appeals to every *Tekken* fanatic.



PREVIEW

Publisher Infogrames **Developer** NAPS Team **Released** Apr 2000

GEKIDO

There's a rumble and it ain't in the jungle...







Gekido is an old-style beat-'em-up, closer to classic games such as *Streets Of Rage* and *Double Dragon* than today's arena-based fighters. Of course, an Arena Mode is present for those who want some quick bashing action, but it's the Adventure Mode that holds the most interest. This is a sideways-scrolling feast of non-stop punching and kicking fun, with foes constantly thrown into your path. When the action gets too hectic, you can use your Rage Power to bring on some crazy lighting effects, after which you have some serious ass-kicking power – and you're soon going to need it.

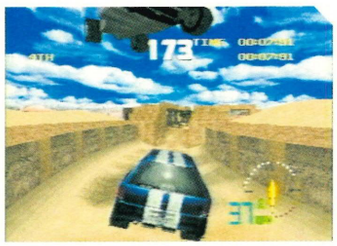
At the end of each level you face various bosses, and to help you with these harder foes, combo instructions are flashed on the screen. If you time it right and use the correct sequence of buttons, you can pull off some impressive moves.

Those used to constant save points may be surprised by the classic credit-based continue system used here, but it should provide the game with a longer lifespan and keep players plugging away for longer. Get ready to be aggressive soon.

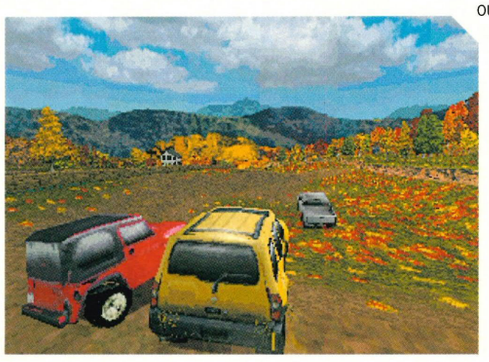
PREVIEW

Publisher Infogrames **Developer** Infogrames **Released** Apr 2000

4X4 WORLD TROPHY







Rev up and get off the road...

4x4 *World Trophy* (previously called *Test Drive Off-Road 3*) features genuine licensed off-road vehicles battling it out over some seriously challenging environments. Instead of your regular race tracks, these monsters go over any type of terrain that gets in their way, from mud hills to swampland, and it takes great skill and accuracy to keep control of your high-octane monster.

There are some good graphical touches, such as the mud which sprays across the paintwork as you tackle the tough environments, and the trucks themselves are authentic representations of the real thing.

At this stage, the game already plays very fast, and the only problem so far is the tracks aren't that well defined. We often found ourselves getting lost, but it's early days yet.

Great attention has been paid to the soundtrack too, with top bands such as *Girls Against Boys* and the fantastic *Blink 182* adding to the excitement and credibility of the game.

The game features a Challenge Mode, where you can upgrade your beast with money won from winning races, and a simple Arcade Mode for instant thrills. Get ready to race soon.

PREVIEW

Publisher JVC Developer Victor Entertainment Released Easter 2000

VICTORY BOXING CHALLENGER

It could be a contender...

It's been a long time coming, but at last we've got our hands on a playable copy of *Victory Boxing Challenger*, formerly known as *Victory Boxing 3*.

The game's now running at 60 frames per second, and is therefore much smoother than *VB 2* and quicker than both *Ready 2 Rumble Boxing* and *Knockout Kings 2000*. The commentary is far more tied into the game than in the previous versions, with your trainer offering helpful advice which genuinely aids your game.

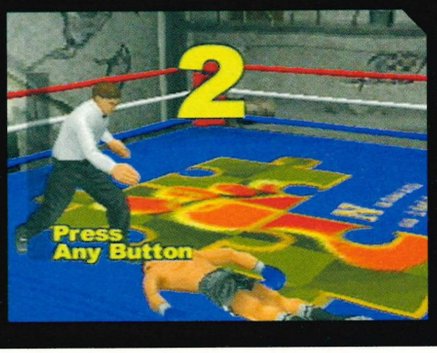
There's a full Training Mode, where you can gain points and allocate them to specific skills, and your fighter gains special punches through training and experience.

The *Victory Boxing* series was always famous for its camera angles, and this one's no exception. Look out for a neat behind-the-fighter view, with your boxer picked out as a wireframe, and an own-eye perspective. New tournaments include a *Tekken*-style tag mode called Team Elite and an FA Cup-style elimination competition.

Perhaps the best thing about *Victory Boxing Challenger* is that if you make a single slip and drop your guard at the wrong time you can suffer a killer knockout blow that takes you out of the fight completely. At last – a boxing game that's more than just a beat-'em-up in gloves. Check out next month's review to see if its fun-but-tactical approach beats the simulation-based *Knockout Kings 2000* and the arcadey *Ready 2 Rumble Boxing*.







PREVIEW

Publisher JVC Developer Victor Entertainment Released Easter 2000

VAMPIRE HUNTER D

Garlic and crucifixes won't save you now...



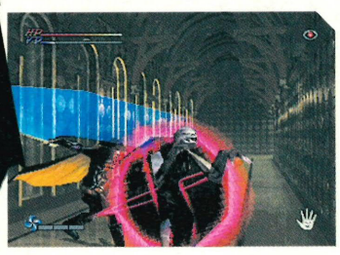
If you read our news article in Issue 24, you know the plot for this one – set in 12,090 AD, you play a guy who's part man, part vampire and accepted by neither group.

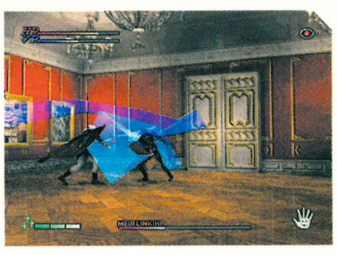
With a handy range of weapons and a face on your left palm (honest), you hunt vampires for a living. The game, based on a Japanese anime movie, sees you rescuing your friend Charlotte from the clutches of the evil Mier Link.

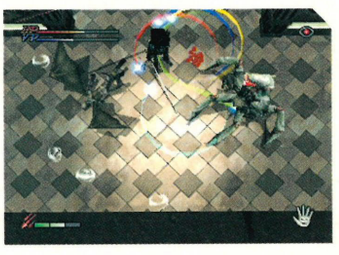
After an outstanding CGI intro, you're launched into the game, viewed using a *Resi Evil*-style perspective. The gothic-style mansion you explore is decked out with richly-coloured but understated artwork, offering a sense of foreboding. This in turn is intensified by the sound, which is minimalistic to say the least. There's virtually no background muzak, but every footstep echoes with a chilling resonance. The voice-overs use genuine actors, the same people used for the *Vampire Hunter D* anime movie.

There's a little tidying up to be done in the gameplay department. For example, if you return to the scene of a previous battle, the enemies re-set, forcing you to kill them again. This is to change in the final version, so felled foes stay felled, removing an atmosphere-destroying annoyance that curses many games. Look forward to a big challenge too – if you play the game from start to finish without making a single mistake (blimmin' unlikely), it takes around 4 1/2 hours to complete.

Vampire Hunter D is so scary it will make you crap your pants (if you're wearing any).







PREVIEW

Publisher Infogrames **Developer** Curly Monsters **Released** May 2000

N-GEN RACING

Up, up and away; it's time to race again...





Okay – in a few words, it's *Gran Turismo* in the sky. High-speed planes racing through realistic environments, flying dangerously close to the ground as they cruise to victory.

Coming from the team behind the classic *WipEout* racing series, hopes are high for this title, and at this stage it's already playing incredibly fast, and the tracks seem challenging and original.

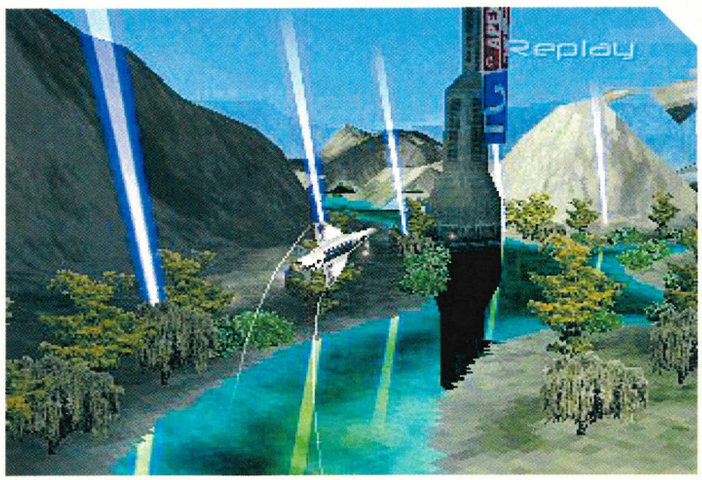
Basically, the better you become at *N.Gen*, the faster and more intense the game becomes, as victory unlocks customisable options, making the next challenge greater and more exciting.

The advanced 3D engine allows for authentic-looking vehicles, and you get to choose from 40 different high-speed jets with which to take on the world.

N.Gen features a split-screen two-player mode, and there's a great selection of weapons available to destroy your opponent. Then you can use the Replay Mode to gloat about your brilliance.

Expect an atmosphere-enhancing soundtrack to accompany the fast-racing madness, and let's hope *N.Gen Racing* lives up to its early promise.







PLAYED IT! • PLAYED IT! • PLAYED IT!

FIRST LOOK!

Publisher Sony CEE **Developer** Eighting/Raizing **Released** Summer 2000

GHOUL PANIC

There's something strange in the neighbourhood. I'll get my gun...

Those of you who are big fans of the *Point Blank* games should get in the queue now, as *Ghoul Panic* could almost be the third game in that series. Obviously it hasn't been titled as such, and it doesn't include everyone's favourite explorers, Dr Don and Dr Dan. Instead you play the part of a cat who must infiltrate a scary haunted house and shoot all the ghosts.

Where it differs from *Point Blank* is in the fact that, after you've completed four screens, you're faced with a boss who must be defeated before you can progress.

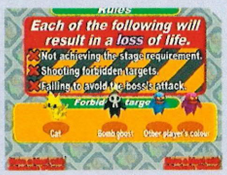
Also, there's a completely new mode entitled Race Mode, where up to four trigger-happy individuals can go against each other. The idea is to get your car to the finish line first by successfully completing shooting challenges. Clever. The Adventure Mode is also included, as well an action-packed Party Mode for up to four players.

The graphics are in the same cartoon style as *Point Blank*, and this looks as if it will turn out to be a favourite amongst lightgun addicts and those looking for good, old-fashioned, simple FUN.

FIRST SIGHTING! • FIRST SIGHTING!







UNLEASHED



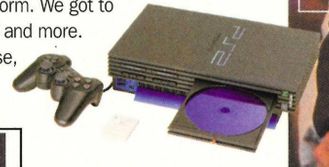
Just before the **LAUNCH** of the **INCREDIBLE PLAYSTATION 2**, Sony threw a **THREE-DAY FESTIVAL** to show off their wares. Everyone **WHO'S ANYONE** on the **PLAYSTATION 2** scene was there, and **SO WERE WE...**

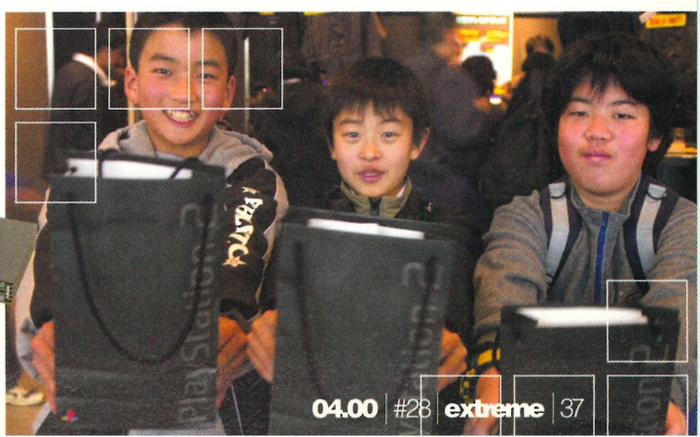


IN THE EAST

Japan. Land of the rising yen, world leader in gaming technology and home of the Sony Corporation. It's a 16-hour flight to Tokyo, but we knew it would be worth it – from the 18th to 20th February, Sony held the PlayStation Festival 2000 at the Makuhari Messe, and we were there to see it.

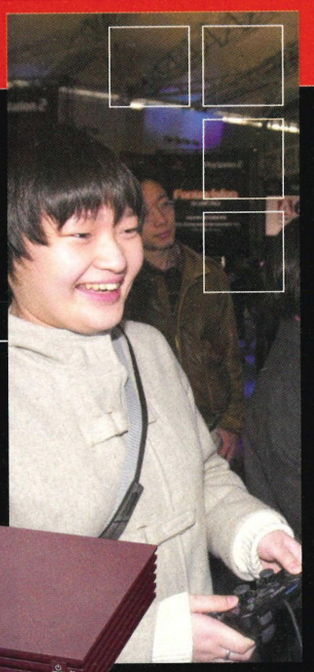
The queues outside the doors were enormous, which is hardly surprising. Not only was the PS 2 and its forthcoming games on display, but some were demoed in playable form. We got to take a look at *Tekken Tag Tournament, Ridge Racer V, Grand Turismo 2000* and more. Lots of video footage of forthcoming masterpieces was shown too. Of course, being in Japan, there were also huge merchandising stands where you could get PlayStation clothes, figurines, bags – in fact, just about anything.



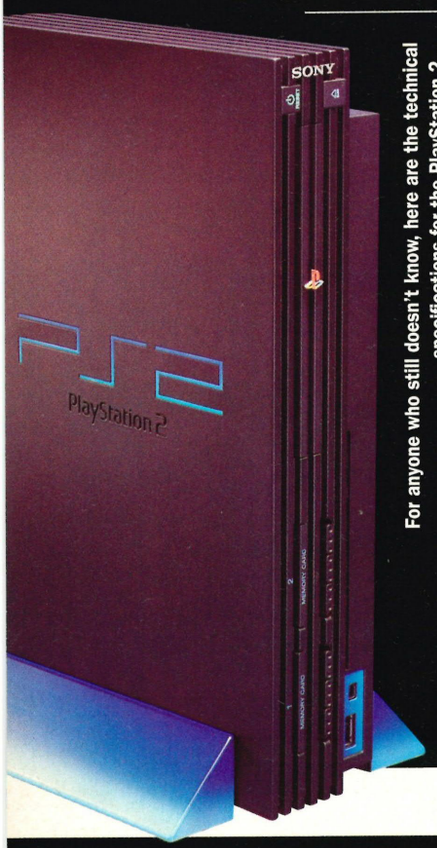


Next issue we'll bring you a full review feature on the PlayStation 2 and its launch titles, but now, let's soak up the sights of the PlayStation Festival 2000...





TECHSPECS

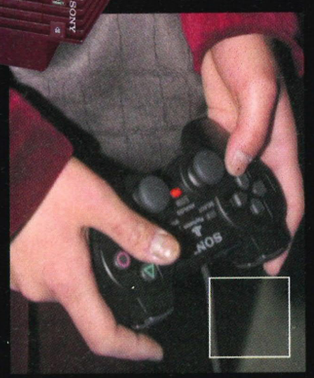


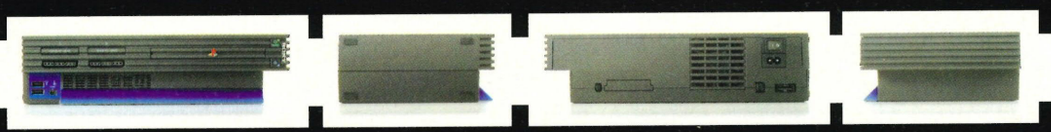
For anyone who still doesn't know, here are the technical specifications for the PlayStation 2...

PRICE:	39,800 Yen (£233.50)
DIMENSIONS:	301mm x 178mm x 78mm
WEIGHT:	4lbs 10oz
DRIVE SYSTEMS:	PlayStation CD-ROM, PlayStation CD-ROM, DVD-ROM (Supports audio CD, DVD and PlayStation)
INTERFACES:	Controller port (2) Memory card slot (2) AV multicable output Optical digital output USB port i.Link (IEEE1394) Type III PCMCIA card slot
CPU:	128-bit Emotion Engine™ Clock frequency 294.912 MHz Main memory direct RDRAM Memory size 32Mb
GRAPHICS:	Graphics Synthesiser Clock frequency 147.456 MHz Embedded cache VRAM 4Mb
SOUND:	SPU2 Sound memory 2Mb
IOP:	I/O processor CPU core PlayStation CPU+ Clock frequency 33.8688MHz or 36.864MHz (selectable) IOP memory 2Mb
DISC SPEED	CD-ROM 24 times speed DVD-ROM 4 times speed

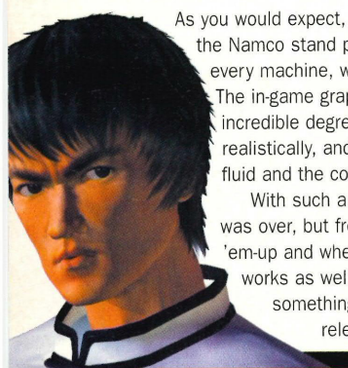








TEKKENTHEFIGHTTOPS2...



As you would expect, *Tekken Tag Tournament* caused a huge buzz at PlayStation Festival 2000. With the Namco stand packed to bursting with happy punters and huge queues of people in front of every machine, we didn't get much of a play, but from what we saw, the game looks superb. The in-game graphics are of a similar standard to the cut-scenes from *Tekken 3*, with an incredible degree of detail on the fighters and backgrounds. Even their clothing moves realistically, and every hair on their heads looks individually drawn. The fighters' movement is fluid and the controls responsive.

With such a huge demand for the demo machines we were barely warmed up before our go was over, but from what we've seen it plays brilliantly. How it works as a thinking man's beat-'em-up and whether the skills curve works as well as the graphics is something we'll find out when it's released – we can't wait...









THEFRONTEND

The PlayStation 2 features an all-new start-up sequence, and we've got the first screenshots. Nice, ain't they?















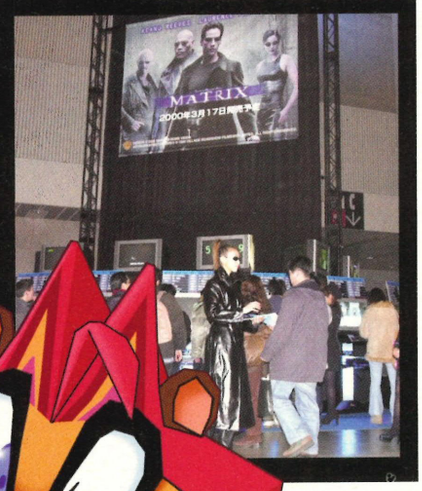
KEN KUTARAGI SPEAKS...



Sony's Ken Kutaragi made a keynote speech introducing the festival. "Five years ago, there were not as many gamers as today", he said. "This morning, I have been to Shinjuku, Shibuya and Akihabara, and I was surprised by the number of people waiting to buy their PlayStation 2, and also, particularly, by the impressive number of media representatives present.

"This impressive number of journalists shows that everyone and every media, not only the games media, is focusing their attention on the PS 2, and I'm very glad of it".





MOVIEMANIA

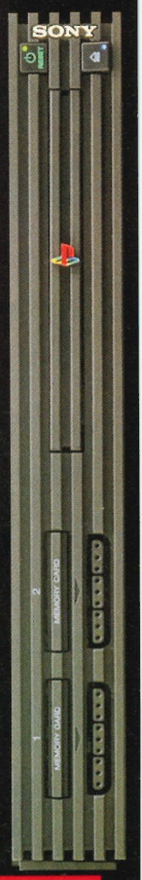
As we all know, the PS 2 is capable of playing DVD movies straight out of the box. This wasn't neglected at the PlayStation Festival 2000, with an entire stand devoted to its digital video capabilities. Sony showcased the hit movie *The Matrix* to show just what the PS 2 can do in this respect.

Rumours started by a Japanese magazine saying the PS 2 DVD player would have very few features were incorrect. Contrary to those reports, it will indeed offer multi-angle, multi-story, and subtitling options, and you won't need a separate boot disc to use it. It also supports Dolby Digital (AC-3), DTS, and digital sound output.

The PS 2's DVD features are demonstrated on a utility disc packaged with the console.









TERRIFIC TIE-INS

The Japanese love their merchandising, and Sony were hardly going to let a money-making opportunity like PlayStation Festival 2000 slip by without producing loads of branded goodies. There were coats, hats, sweat shirts, T-shirts and fleeces offering PS 2 logos. Not to mention badges, posters, figurines – in fact, just about everything you can think of. And to think the stampede has only just started...



"THIS IMPRESSIVE NUMBER OF JOURNALISTS SHOWS THAT EVERYONE AND EVERY MEDIA, NOT ONLY THE GAMES MEDIA, IS FOCUSING THEIR ATTENTION ON THE PS 2, AND I'M VERY GLAD OF IT"

Ken Kutaragi, Sony Japan









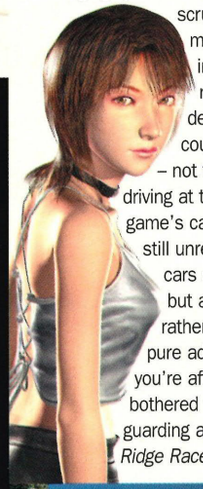


A RIDGE TOO FAR?

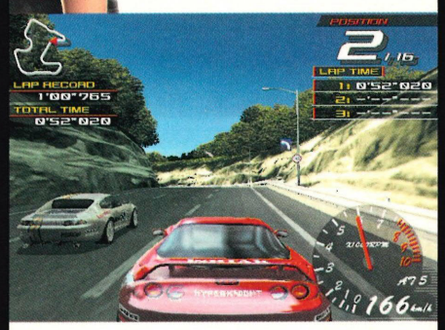
Ridge Racer Type 4 split the PSX massive right down the middle. Some loved its arcade-style action, with the grim realities of driving physics ignored in favour of all-out racing, but others considered it dated due to its lack of realism. Is *Ridge Racer V* truly a ridge too far, or can it hold its own against the onslaught of the ultra-realistic *Gran Turismo 2000*?

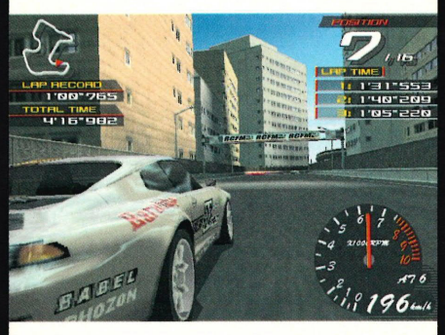
Judging by what we've seen so far (which isn't much – there was an incredible scrum around every machine demoing it), we reckon Namco just might pull it off. The graphics are (as you would expect) incredible. The shiny cars reflect every trackside detail, and you can almost count the leaves on the trees – not that you'd want to while driving at the incredible speeds this game's capable of. The handling's still unrealistic, but it works. The cars still spread out a lot too, but again, this is a design fact rather than a design fault. If it's pure adrenaline-packed racing you're after, and you couldn't be bothered with tuning your engines or guarding against spin-offs and rolls, *Ridge Racer V* is one to look out for.



















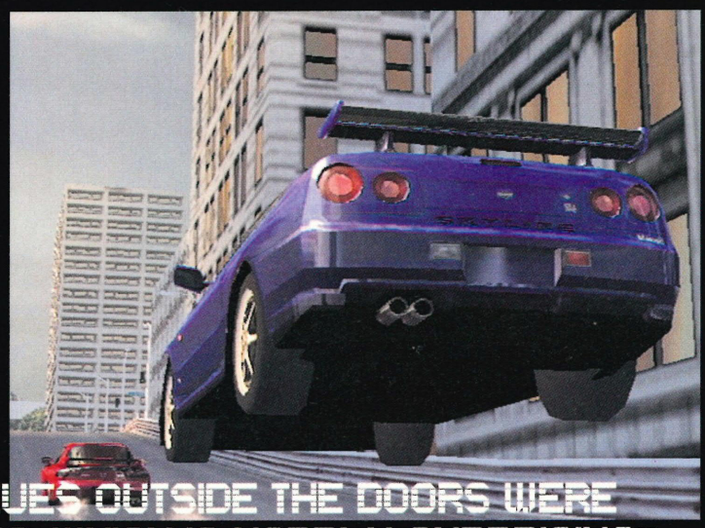


SUPER-GRAN...

One game that needs no introduction is *Gran Turismo 2000*. Its PSX ancestor redefined the driving genre, with its ultra-realism and superb graphics engine. The sequel, *Gran Turismo 2*, offered (lots) more of the same, with additional Rally Modes and hundreds more cars, but didn't extend the series in the way many had hoped. *Gran Turismo 2000*, on the other hand, could well do for the PS 2 what the original game did for the first machine.

The graphics are of near-cinematic quality and, true to its realistic roots, the licensed cars handle just like their real-life counterparts. Unlike the arcade-friendly *Ridge Racer V*, where the cars spread out from the 'off' and act as mobile markers for the gamer, with *Gran Turismo 2000* you feel every car on the track wants to win. Sometimes they bunch up and make life difficult for anyone who wants to get through, sometimes they spread out as the faster cars make headway, but everyone drives like they're trying.

This one wasn't ready in time for the Japanese launch of the PS 2, but it should be out in time for us to take a look at it next ish.



"THE QUEUES OUTSIDE THE DOORS WERE ENORMOUS, WHICH IS HARDLY SURPRISING"



MORE FORTHCOMING GAMES

There are plenty more games in the pipeline for PS 2. Here's a few snapshots of those displayed at the PlayStation Festival 2000...



Dark Cloud

Sony's strategy RPG mixes atmospheric lighting, fast-paced combat and in-depth adventure elements.



Fantavision

Believe it or not, this Polyphony Digital-produced extravaganza is a firework simulation! We've only seen a video of it so far, so it'll be interesting to see how (or even if) it plays...

Extermination

This one invents a new genre, 'panic action'. A dark and edgy thriller, watch out for gruesome graphics and jaw-dropping special effects.

Be On The Edge

This is Polyphony Digital's cartoon game. Looks a little different to *Gran Turismo*, doesn't it?

Dead or Alive 2

Tecmo's top beat-'em-up comes to the PS 2. This will be one of the first games to use the DVD-ROM system.

Armored Core 2

There aren't many blasters in the pipeline for the PS 2, but From Software's *Armored Core 2* should keep shoot-'em-up fans happy. It's a robot blaster of the first degree.



Onimusha

Little is known about this Capcom-developed game, but it looks like it will be a *Ronin Blade*-style fighter. Let's hope it fares better...

Maximo

This one hasn't even got a proper title yet, but it's another Capcom action game.







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Syphon Filter 2

extreme INFO:

Publisher Sony CEE
Developer 989 Studios
Genre Action Adventure
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

Employing nerve, tactical know-how and sheer brain power. How could we not we give the job to Simon? Ahem...

It wasn't *quite* a hit out of nowhere, but we'd still wager the majority of you hadn't heard of *Syphon Filter* at the start of last year. We'd also have a couple of quid on the fact that, because of *Metal Gear Solid*, even more of you have become familiar with what *Syphon Filter* has to offer. Hopefully, with the sequel, one or two injustices are about to be addressed.



This time around, 989 Studios have a slightly clearer field. A sequel to *Metal Gear Solid* is happening, but not yet, and there's only the Platinum release of its greatest nemesis (the first *MGS*) to be concerned about. Still, it takes a lot of ambition and something quite special to impress us in the sneak-'em-up genre at the start of the year 2000.

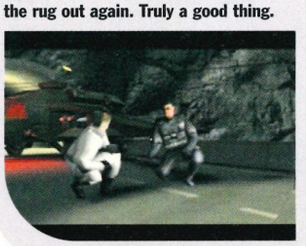
Fortunately, it's a challenge the programmers have accepted, and it's immediately clear from the opening sequence onwards that the whole thing stinks of quality. The action picks up immediately after the end of the first game, with agents Gabriel Logan and Lian Xing on the run from the agency that once employed them, framed for a crime that they didn't commit. This time around, it's a race against the clock as the daring duo attempt to stop the sale of the Syphon Filter virus to nasty terrorists, which is the product of a conspiracy that leads right the way up to the top. Bottom line? Not only do you have a bloody hard mission to perform, but this time you're fighting your own people as well, and as you'd guess, they've had a fair bit of training themselves.

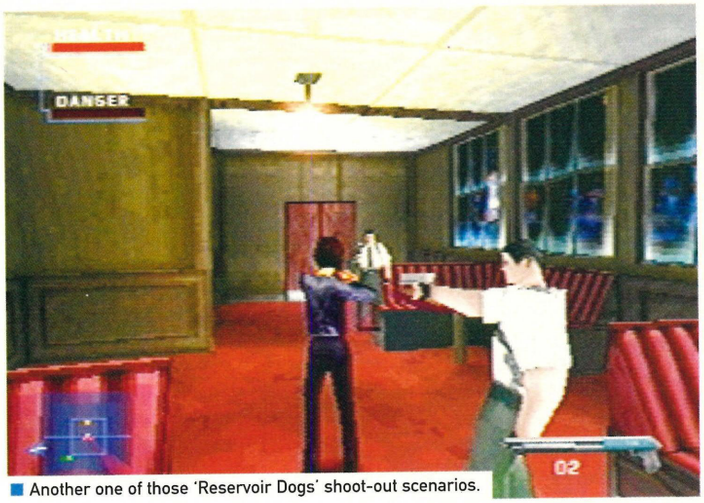
Still, to help you out there are extra bits and bobs to aid you in your quest. For instance, you now play as both Logan and Xing, and to get to the end you have to use both. There are plenty of gadgets, lots of weapons and



It's In The Script

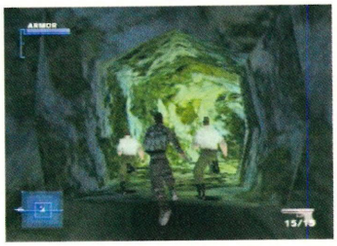
One thing the programmers are justly proud of is the advanced scripting technique that permeates the game. This means that you have more conversations with your colleagues in the game (not just as cut scenes), and it's quite feasible that you're happily in the midst of discovering some important plot points, when the game goes and pulls the rug out again. Truly a good thing.

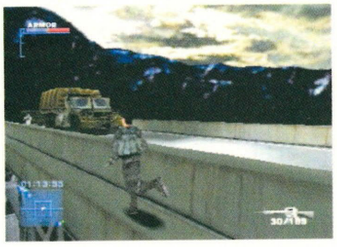




Another one of those 'Reservoir Dogs' shoot-out scenarios.





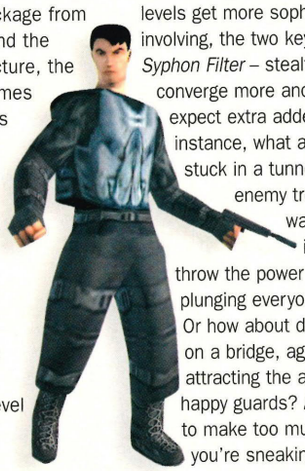


"...ONE OF THE **FINEST RIDES** YOU'LL FIND ON THE **PLAYSTATION...**"

many more places to save the game than in the original. But we'll discuss all of this later.

Getting Started

We're going to start with the fact that *Syphon Filter* 2, for all its complexities, is easily accessible. Starting off with some cut-scene movie sequences that'd sit proudly in a Hollywood blockbuster (save for dodgy facial expressions), the game kicks off with two levels that, whilst challenging in their own right, give the average player the skills they need to progress. The first level sees Logan crash-landing in the middle of some snowy mountains, with his colleagues and various pieces of wreckage from their plane scattered around the landscape. Simple in structure, the level then effectively becomes a case of getting to various stages on the map, interacting with the right people and seeing off the enemy on the way. What it actually does is educate you in using the targeting system, different ways of movement, navigating the terrain and reacting to the events around you.



Likewise, the second level sees the action surround Xing as she tries to evade her captors. The trick here is quite the opposite. Instead of blasting your way out, which is simply not an option (it'd attract security and make escape virtually impossible), you need to sneak around the complex in which you're imprisoned. Whilst doing that, you need to listen in on some key conversations, find yourself some medication and ultimately escape. The most you're able to do to the guards is shock them, which silently removes them as a threat.

As the game progresses and the levels get more sophisticated and involving, the two key strategies of *Syphon Filter* – stealth and shooting – converge more and more. Even then, expect extra added twists. For instance, what about when you're stuck in a tunnel bursting with enemy troops, and the only way to pick them off is to find a way to throw the power off first, thus plunging everyone into darkness? Or how about disarming explosives on a bridge, again without attracting the attention of trigger-happy guards? And remember not to make too much noise when you're sneaking around – you'd hate to attract unwanted attention.

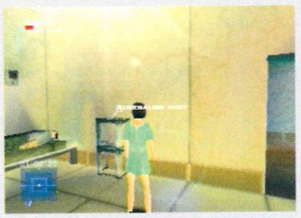
That's the beauty of *Syphon Filter 2*. This is one game that really wants to be a film, and in the spirit of the best action thrillers, it's willing to keep pulling the rug to keep you interested and on your toes. There's nothing unfair about the way it's done, it's just with conversations going on and characters acting independently, you really do feel

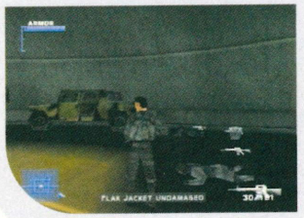


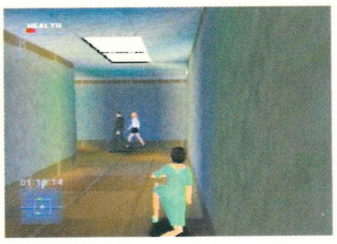
Guns 'n' Gadgets

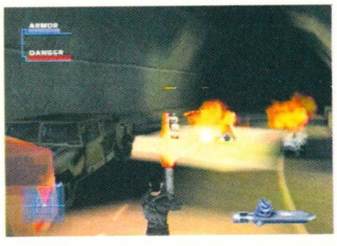
You'll find an arsenal of over 25 lethal weapons in *Syphon Filter 2*, and with the quality of the artificial intelligence in the game, you're going to need a selection to succeed. Silent pistols, combat knifes, crossbows, M-16s, night-vision rifles, flamethrowers and grenades lead the assault, with optional extras such as tear gas, adrenaline shots and binoculars also essential for success.

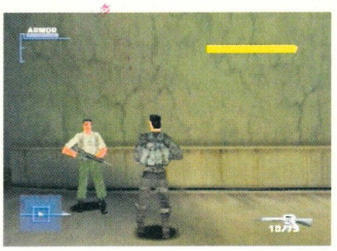




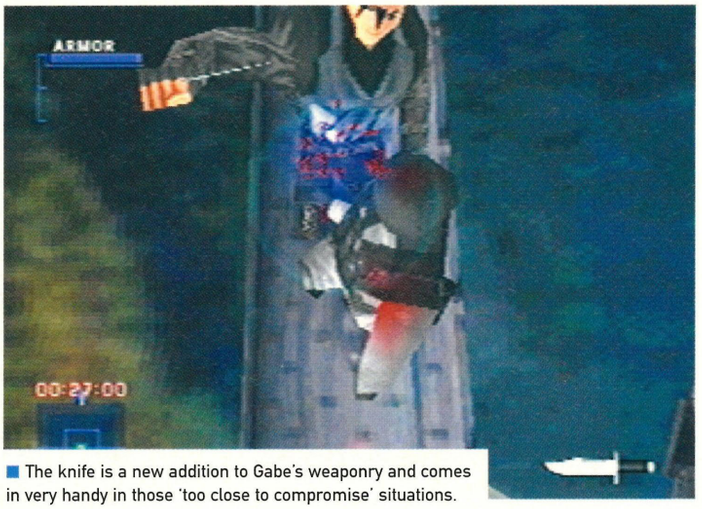








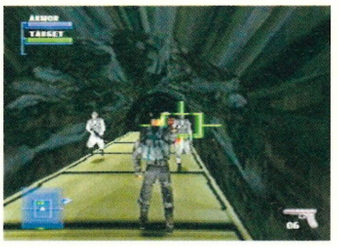


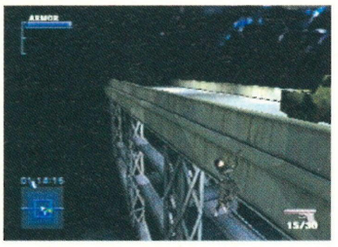


■ The knife is a new addition to Gabe's weaponry and comes in very handy in those 'too close to compromise' situations.



■ The action sure hots up with the flamethrower...





like one member of a cast, as opposed to the usual game trick of waiting for you to arrive before the action kicks off.

Lots of Levels

There are over 20 levels to the game in all, each starting with several key objectives, which are likely to be added to as you discover new information. The levels are of a decent size too, which makes it all the more crucial that the save game system has had an overhaul since the original *Syphon Filter*. At certain points on a level you reach a checkpoint, which acts as a restart point if you get killed, and also allows you to save the game too.

It's a double-edged sword, though. True, it saves the frustration of getting to the end of a level, being shot and having to do it all again, and it certainly means you can pick up the game for a ten-minute session with the realistic possibility of advancing a checkpoint or two. It does, however, significantly speed up your progress through the game, and we found within a couple of hours we were almost half-way through. To be fair, though, this is a double-CD effort, and the standard player should get more than one weekend's entertainment out of it.

Action-Packed

Still, this isn't the only drawback to be found. One key criticism of the original was that close combat using the otherwise highly-effective auto-targeting system was very tricky indeed, and when you need to react the quickest, the controls just seem that bit more fiddly. Unfortunately, *Syphon Filter 2* is plagued with the same problem. Chances are there will be one or two occasions when you're shooting at one enemy, only to have another sneak up behind you, and the targeting system makes it incredibly tricky to get out of something like that.

It's unfortunate, because aside from that, the action is a strong point, with those Hollywood action movie comparisons evident from the first level. There's a great bit about two thirds through, when you pick off two troops from afar and then run over to help your wounded comrades. Just as you rush to their aid, a swarm of enemy troops start dropping in via parachute, forcing you once again to respond quickly to a crisis. *Syphon Filter 2* is full of wonderful moments like that, and they get even better when you need to include stealth in your array of tactics. And it's a testament to the great scripting and narrative that every sequence falls neatly into the ever-intriguing storyline, helped considerably by a liberal splattering of cut-scenes.

With all the action going on, it's a wonder we weren't treated to the PlayStation's arch-enemy – slowdown. It's even more of a feat when you consider that the graphical quality throughout is above average, and that at any one time you may find yourself on the same screen as several other moving characters. And praise is due for the extremely well used sound too, and the thought that's gone into when to give you a thumping backing track and when to leave things silent, save for some crackle on the radio. It may sound like simple common sense, but it sure makes a lot of difference.

A Mission You Should Accept...

However, no matter how much you analyse *Syphon Filter 2*, you're likely to reach the same conclusion. This isn't a major step forward in the genre, and likewise, it's hard to argue it's an enormous leap forward from its predecessor. But don't let that blind you to what you get for your money. This is a tense action adventure in the finest style, brimming with detail and full of excellent moments. The narrative keeps driving forward, the fun keeps coming, and whilst it may not take forever to get to the end, the route there is one of the finest rides you'll find on the PlayStation. In short, well worthy of your cash.

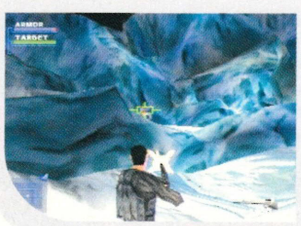
Simon Brew

"...A TENSE ACTION ADVENTURE IN THE FINEST STYLE..."



Head Shot

Snipers are rife in *Syphon Filter 2*, and whilst it's possible for you to despatch enemies with a single shot to the head (essential if they happen to be wearing flak jackets), it's just as possible for them to do it to you. Few moments raise the tension more than when a Head Shot Indicator appears above your bonce, delivering with it the message that you've a matter of seconds before some enemy sniper blows your brains out. Best get out of the way – perhaps with the provided forward-roll facility, we suggest. Or better still, do it to them before they do it to you.



extreme

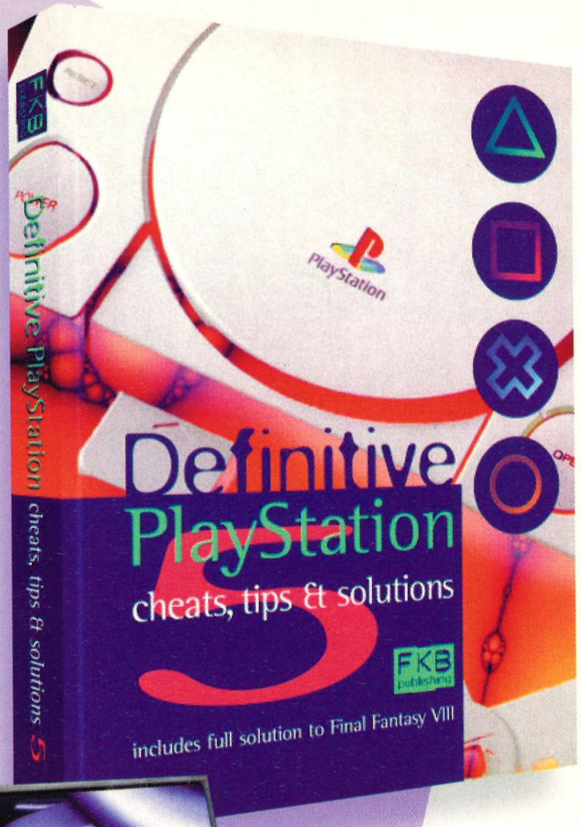
UPPERS
Atmospheric • Excellent FMV • Superb learning curve

DOWNERS
Two-player game • Close-range targeting • Won't last long

90%

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extreme INFO:

Publisher Eidos Interactive
Developer Kronos
Genre Action Adventure
Released Out Now **Version** PAL
Price £34.99 **Players** 1

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

extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

Fear Effect

Looks like there's big trouble in little China. Greg's intrigued...











Those bright lights look appealing...

If inished *Resident Evil 3*? Fancy something similar but strangely different, perhaps with a mix of Oriental spice? Then you better try *Fear Effect*, the latest release from *Tomb Raider* publishers Eidos.

Influenced by John Woo movies and cyberpunk novels, the story puts you in control of three mercenaries, Hana, Glas and Deke. Wise-cracking Hana is fluent in the various Chinese dialects; Glas is a highly-decorated, square-jawed military veteran, while his Aussie friend Deke is an explosives and weaponry nutcase. Based in a futuristic Hong Kong-style city known as Shan Xi, this motley crew attempt to rescue Wi-Mung, the young daughter of a powerful Triad leader. She initially ran away, but has now been kidnapped by a rival crime organisation. Her desperate father has put up a large bounty for her successful return, thus alerting Hana and co to the situation.

Of course, what seems a simple task to begin with soon turns incredibly sinister, and the plot opens up to include niceties such as the Gateway to Hell. So, as you can see, Hana, Glas and Deke have their work cut out to get their paws on the loot.



"...A SUPERB BLADE RUNNERESQUE INTRO LEADS YOU INTO THE ACTION..."

Cosmic Cosmetics...

Right, that's an interesting story, but what does *Fear Effect* look and sound like? A superb Blade Runneresque intro leads you into the action, and it's here the *Resident Evil* influence becomes apparent. Wide-angled camera shots are prevalent, as are the pre-rendered backdrops. However, these backdrops are not static, but alive with all sorts of movement and action going on in the background. On the first level there are giant fans purring away and flickering advertisements on the roadside. This feature, known as Motion FX technology, uses hefty compression techniques and gives *Fear Effect* a unique and compelling look. This style is further helped by the use of anime stylings for the characters, complete with a cool use of colour and strong shadow effects.

Square-jawed Deke and curvy Hana are particularly well drawn, with a wide range of facial expressions, even if Hana does run like Penelope Pitstop. These cartoony visuals mean the cut-scenes are practically the



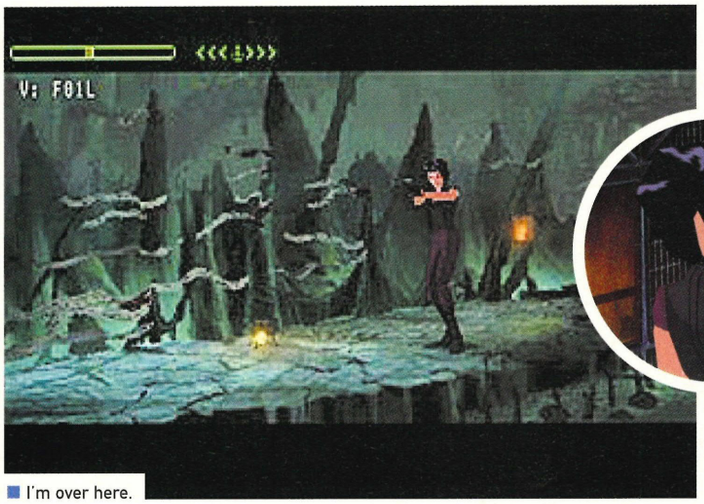
Two guns are better than one.

Meet The Characters

Say 'no' to clean-cut, all-American heroes. Instead, say 'hello' to a ruthless bunch of mercenaries out for a quick buck.

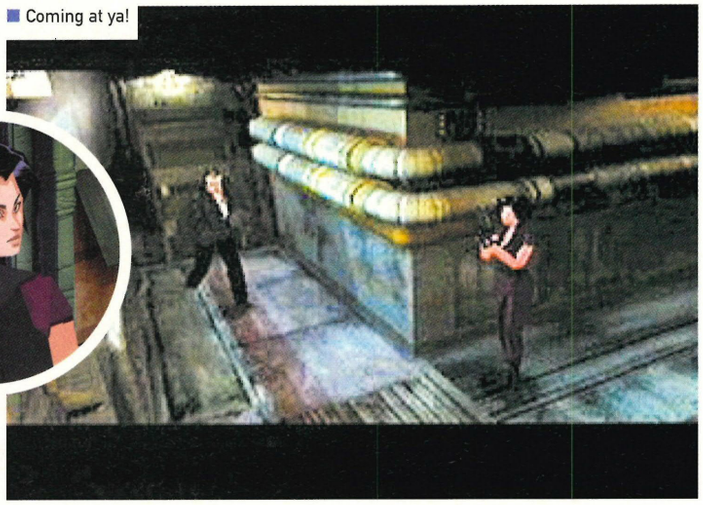
These loveable rogues soon realise they've bitten off more than they can chew. Curvy Hana is fluent in Chinese dialects, and is possibly the new Lara; Glas is square of jaw and a military vet; Deke is an Aussie who prefers explosives to surfboards.





I'm over here.

Coming at ya!



Evil Enemies

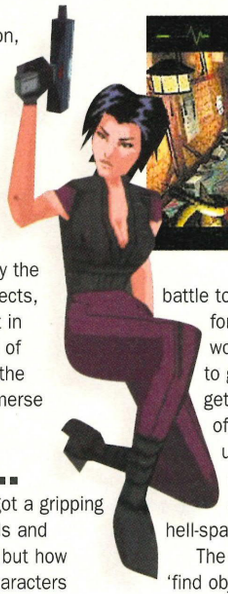
You need a mixture of stealth and brute force to beat the baddies in *Fear Effect*. Sneak up on the guards before swiftly dispatching them, or pile in guns blazing if you're feeling lucky. Enemies get increasingly nasty, especially when you enter the hellish later levels.

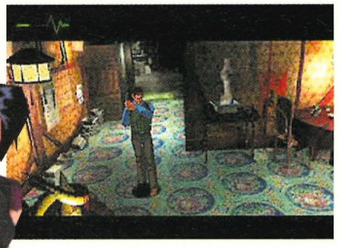


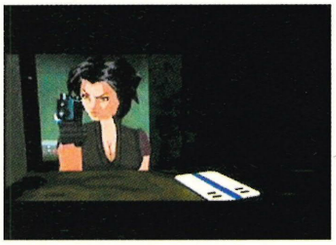


same as the in-game action, allowing the story to flow much more smoothly.

Another cinematic feature is the use of widescreen, which allows the inventory to appear off the main action screen. All this visual splendour is augmented by the effective use of sound effects, an oft under-used element in games. The distant sound of traffic and the whirring of the giant fans really helps immerse you in the environment.







In the Game...

Okay, so *Fear Effect* has got a gripping storyline, innovative visuals and atmospheric spot effects, but how does it play? Well, your characters don't jump, but they can dodge, crawl and sneak around the place. The control system is reminiscent of *Resi*'s, but you can't simply pause a battle to change weapons or reach for another object. *Fear Effect* works in real-time, so you need to get fully equipped before you get stuck into the good mixture of tough puzzles and unforgiving enemies. These range from scary prostitutes and gun-toting thugs to flying hell-spawned beasties.

The puzzles start off in standard 'find object, solve problem' mode, but soon increase in difficulty. In fact, this is one of the few drawbacks with *Fear Effect*, as some of the puzzles are obscure in the extreme and it can be frustrating to get stuck for ages. You need to be in the right place to interact with the environment, which can also be annoying. Good job, then, that there's plenty of fighting, sneaking and action, not to mention some decent weaponry, to keep you occupied. This ranges from basic pistols and knives to assault rifles, and you can carry a gun in each hand to take out different targets. Combat is determined by your level of fear, so you're more vulnerable when relaxed and less in danger when pumped full of adrenaline. This heartbeat-style monitor reacts to your situation and recovers when away from battle, meaning you're always only a few hits from death. Still, this is an innovative system and fits in well with the whole 'realism' element of the game.



Fear Effect is a real challenge. The four discs are packed full of tough scenarios, and there are plenty of frustrating moments as you plough through. For example, you often start a saved game facing the enemy but without a weapon drawn, or a save point will be slightly too far away to be useful. There are also a large amount of sudden death situations, and the game can be very unforgiving at times.

But, quirks aside, *Fear Effect* is a real winner. The innovative and atmospheric visuals frame an immersive game world that's both believable and fantastical. The weaving plot and anti-hero characters also help spur you on for just one more go. Borrowing the style of *Resident Evil* and the sneaky thrills of *Metal Gear Solid*, *Fear Effect* is a triumph and could well see the start of another lucrative game series.

Greg Howson

"...*FEAR EFFECT* IS A TRIUMPH AND COULD WELL SEE THE START OF ANOTHER LUCRATIVE GAME SERIES..."









extreme

UPPERS
So involving • Superb graphics • Loads to do

DOWNERS
Illogical puzzles • Lack of save points • Sudden death

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extreme PLAYSTATION

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Rating 9/10

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Armorines: Project S.W.A.R.M

extreme INFO:

Publisher Acclaim
Developer Probe Entertainment
Genre First-Person Blaster
Released 7th April **Version** PAL
Price £34.99 **Players** 1-4

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

Bugs have invaded the Earth! We need some stupid fool to stick on a nuclear suit and face certain death! We nominate Simon...

Sometimes we have to have a degree of sympathy for games programmers. Often, years of effort can be put into a single videogame, meaning the original idea not only needs to be good, it needs to remain good all that time down the line, when the game finally gets released.



You're well ahead. *Armorines: Project S.W.A.R.M.* (and that's *Armorines* from now on) was quite feasibly conceived just after the folk behind it had nipped off to see *Starship Troopers*. That's because *Armorines* is a first-person action title, with the plot centring around the latest threat to our humble little planet. Never mind global warming and ozone layers; this time we're faced with the invasion of a group of giant bugs which happily attack from all sides in their attempt at absolute conquest. Unfortunately, we're used to our plotlines being a little more sophisticated in the mean and tough 21st Century.

Not a Good Start...

It's fair to say that the presentation initially raises concerns. The text appears across the screen a letter at a time, á là Mega Drive. There's not the fancy intro sequence we're used to and it generally gives the impression of an older game, as opposed to the latest release in the year 2000. Still, presentation isn't everything, which in this case is a good thing because the in-game graphics don't improve matters significantly. To be fair, they

"...*ARMORINES* SIMPLY FEELS OLD, AS IF IT'S MISSED ITS RELEASE DATE BY A COUPLE OF YEARS..."

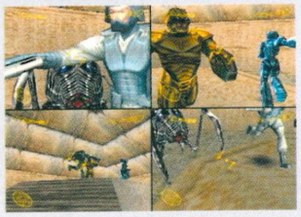


But it's bloody dangerous!



Play Two-Player

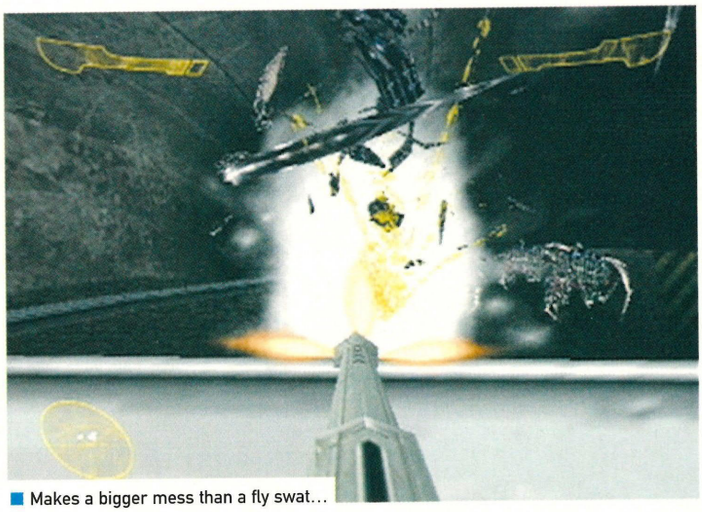
If you're looking for a fun two-player option, *Armorines* could be just the ticket. The game can handle a four-player shooting spree, or two players playing towards the same goal. We obviously prefer the mayhem of the four-player mode, but then we're sick like that.



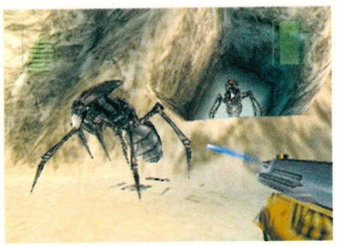


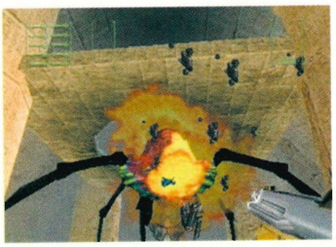
do the job, but stick this on in the shop window of Dixons and you ain't going to see much of a crowd.

Yet the bottom line is the game itself, and providing the graphics don't get in the way, there's room for a good, fun little blaster. Truth be told, the game itself is reasonable fun, albeit much better in Multiplayer Mode. As soon as you hit the ground on Level One, you immediately have to deal with several creatures heading straight for you. Deal with the bugs and you then have to have a gander round to help you achieve the objectives you're set. Frequently, this involves finding a button to press, securing an area, gaining access to extra parts of a level or simply finding someone hidden away.



Makes a bigger mess than a fly swat...

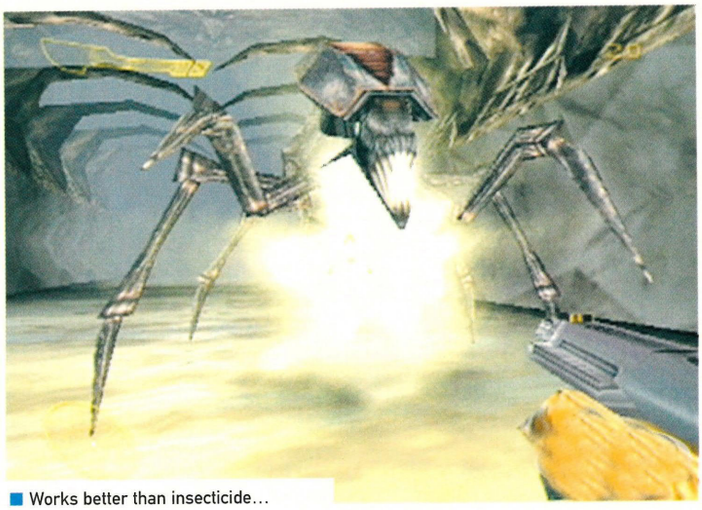




You also need to open up buildings, check out nooks and crannies and climb up to new areas. All of this you have to complete with one ear open for the impending sound of the attack of the bugs. When you do hear them approach, it's time to get your gun ready and move fast. That's because if you don't pop them off from a distance, they come up close, where they can be incredibly tricky to hit in the midst of a frantic attack. It does become quite a problem, especially as some attacks are from smaller creatures, and it's unfairly difficult to lock onto them when they come for you.

Average Action

Also, whilst there are two distinct avenues you can go down with alien based games – that's tension-based or all-out action – the programmers here simply don't seem to have made up their mind. Thus, you find you go for long spells where nothing happens, and when the creatures eventually appear, there's little build-up to get the nerves going. If you ever get a chance to look at the *Aliens vs Predator* game on the PC, you'll see how to get the mix right.



Works better than insecticide...

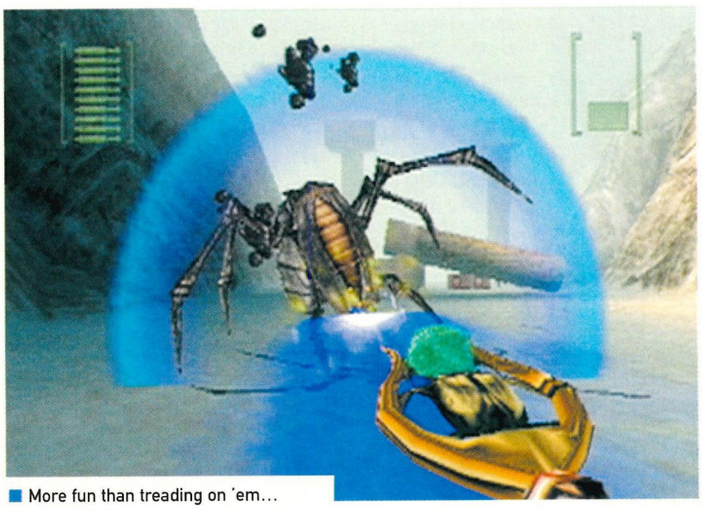
The key problem, though, is that the game simply isn't interesting enough to survive in the market as it stands. In the all-out action stakes, we've now got a superb version of *Quake II* which really dominates the genre as far as the PlayStation's concerned. And let's not forget the likes of *Syphon Filter 2* and *Metal Gear Solid*, both of which are very deserving of your cash. Frankly, compared to the likes of these, *Armorines* simply feels old, as if it's missed its release date by a couple of years. Sure, in Multiplayer Mode you're going to get a good blast out of it, but when it comes to the crunch, this simply isn't a good enough game to warrant your cash.

Simon Brew

Let Me Save!

To add to the challenge of *Armorines*, the programmers haven't exactly been generous with restart and save game points. We're not going to be quick to condemn this as it isn't necessarily a bad thing, but be prepared for the heartache of getting right to the end of a section, only to have to go right back to the start again!





More fun than treading on 'em...

extreme

UPPERS
Multiplayer mode • Simple • Fairly decent challenge

DOWNERS
Boring • Looks and feels dated • Tricky-to-target bugs

54%



Overtaken by the Good Ship Lollipop...

Hydro Thunder

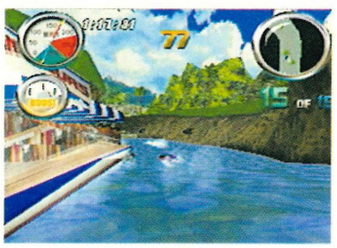
Join Kendall as he goes messing about on the river with some seriously powerful machines. All aboard...

extreme INFO:

Publisher Midway
Developer Blue Shift Inc.
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

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

The problem with many modern racing games is they insist on taking themselves too seriously, sucking out a lot of the fun by insisting on providing a real simulation. Whilst I love *Colin McRae Rally* and *Gran Turismo* as much as the next guy, there are times when I just want to shout, 'I don't care about your genuine vehicles and stats, I want some simple arcade thrills!' Midway has obviously heard my cries, and has converted the arcade smash *Hydro Thunder* for the home. If you want a game you can simply turn on and play, this one should certainly float your boat.



Bloomin' tourists!

***Hydro** Thunder* puts you behind the wheel of some seriously powerful vehicles, as you battle against 15 computer opponents in a fast-paced fight to the finishing line.

Arcade Antics

In Arcade Mode you're first given the choice of three boats (see boxout), and three different courses to race. In order to unlock more tracks and more selectable boats, you simply have to win. This is definitely going to take some serious playing, as although the game's easy to get into and instantly addictive, the courses are very complex and you have to learn the exact layout of each track in order to stay at top speed and arrive ahead of the pack. To aid you in your quest, the tracks are all strewn with two different kinds of power-ups. The blue power-ups give you a turbo boost for four seconds, whereas the harder-to-obtain red boosters give you nine seconds of super-power. Some of these float on the surface of the water and get picked up as you

Prize Money

If you want to be successful in Circuit Mode, you need to win to gain money to enter tougher races. Here my purse is looking a touch empty.

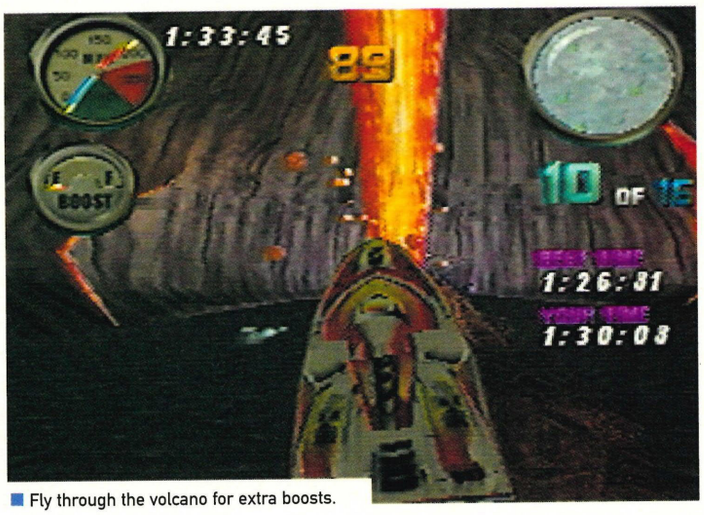




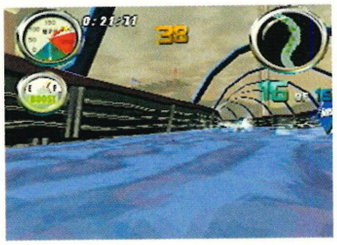
"...A FAST, FRANTIC FEAST OF FUN, OFFERING ARCADE THRILLS AND INSANE ACTION..."







■ Fly through the volcano for extra boosts.





pass, whereas others require more precision, such as those found in the air, demanding you speed up large ramps to reach them.

More experienced players can also find many short-cuts and secret passages, which often contain more boosts, and on some of the main screens the boosts are hidden, such as a screen with a volcano in the centre. You can choose to go round it to avoid crashing, but if you're more daring, go airborne off a ramp and pass straight through the centre of the bubbling lava, where you find a nine-second booster cloaked in the flames. Clever!



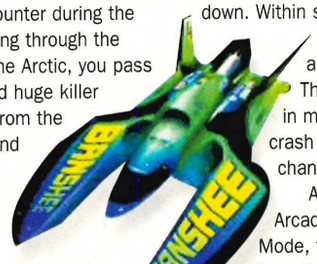
Designer Danger

The volcano is just one of a multitude of dangers you encounter during the races. When speeding through the freezing waters of the Arctic, you pass by and have to avoid huge killer whales which leap from the icy depths, swiftly and without warning. When racing through the canals of Venice, the screen twists and turns in such a manic fashion you're sure you'll fly off the side of the track, but being a pure arcade title, this is impossible – instead your boat just spins crazily and ends up upside down. Within seconds, you're returned to the correct position and your race continues. This is a good feature, as in many games, such a crash would eliminate your chance of victory.

As well as the frantic Arcade Mode and a Time Trial Mode, there's also a circuit option. Here you're given three races to enter, each requiring an entry fee. When you begin, you have enough cash to race in all three of these events, but in order to progress you need to come in the top three and win prize money. If this is achieved, another three tracks are unlocked, and the challenge continues until you're victorious on all the tracks (which, trust me, is going to take a while) or your finances hit rock-bottom. This mode certainly increases the lifespan for the single player, and the multiplayer game is certain to be popular for after-pub competitions.

Overall, *Hydro Thunder* is a fast, frantic feast of fun, offering arcade thrills and insane action. Highly recommended.

Kendall Lacey





■ Anyone found their sea legs yet?

Which Craft?

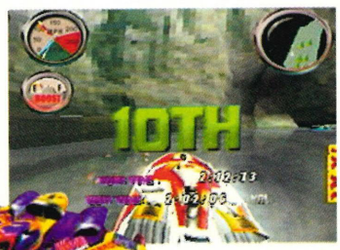
At the start of the game, there are only three vehicles to choose from. Will you choose the Midway speedboat or go for the hilariously-named Miss Behave? Later, another six are unlocked.







"...IF YOU WANT A GAME YOU CAN SIMPLY TURN ON AND PLAY, THIS SHOULD CERTAINLY FLOAT YOUR BOAT..."





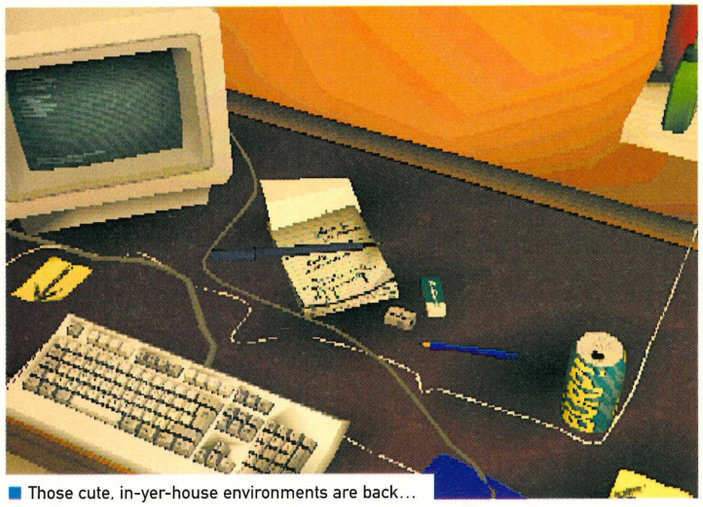
■ Give Leonardo a wave as you pass. Oh and if you see Kate, snog her for me...

extreme

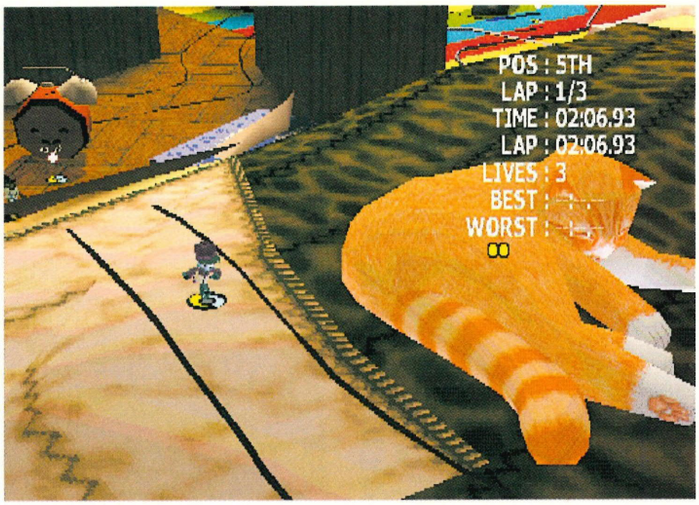
UPPERS
Interesting vehicles • Very fast • Classic arcade style

DOWNERS
Very hard • Not for sim fans • Makes you seasick

88%



Those cute, in-yer-house environments are back...



Micro Maniacs

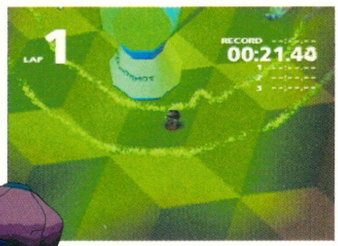
extreme INFO:

Publisher Codemasters
Developer Codemasters
Genre Arcade Racer
Released 7th April **Version** PAL
Price £34.99 **Players** 1-8

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

The *Micro Machines* series drops the vehicles, but has it still got the legs? Ian shrinks to the size of a mouse and gives chase...

Well, whadayaknow? The Codies' amazing *Micro Machines* series gets a lick of paint and a makeover, returning as the weird and inspired *Micro Maniacs*, with whacked-out runners replacing the miniature machines. Codemasters should be congratulated on pushing the game further by making radical changes to a successful formula – it would've been so easy to put out a lazy rehash of the last game and banked the cheques. Unfortunately, in doing so the series has taken a backward step, and *Micro Maniacs* is nowhere near as good as the now-Platinum *MM V3*.



Hmmm, a hippie lava lamp in bogey green...

Taking the role of one of eight miniaturised marvels, you take part in a series of running races over the now-familiar household circuits. Dodge tools and tacks in the garage, use rulers to cross office desks and bounce on jellies during the kids' party. The way the stages are set out is a wondrous piece of innovation. Ignoring the deliberately-easy training track, there are eight levels in all, with four circuits in each. You only need to complete one of the four tracks to move onto the next level, but if you lose your three lives (by not coming first or second) and have to start again, you begin at the lowest level where you haven't completed EVERY track. This offers swift progress without allowing you to complete the game too quickly. Full marks there, then.

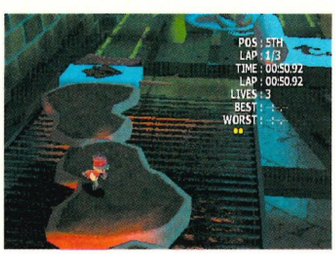


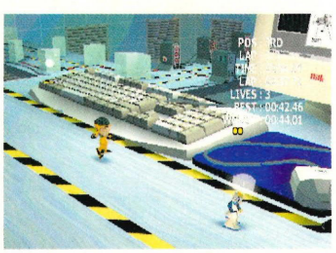
On the Run...

Unfortunately, the handling of the runners takes the game into areas it really didn't need to go. There's just too much inertia here – it's really hard to tackle a corner without understeering and shooting off the track. To make matters worse, the game's very intolerant of off-track running, pulling you back for even slight corner-cuts. This can make the game become very frustrating.

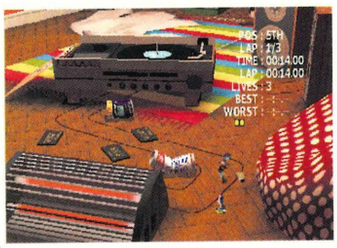
The flaws don't end there either. Banging off-track objects often brings you to a standstill, and some of the

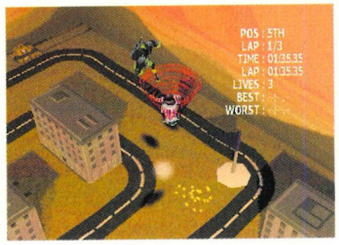
"...*MICRO MANIACS* IS NOWHERE NEAR AS GOOD AS THE NOW-PLATINUM *MM V3*..."



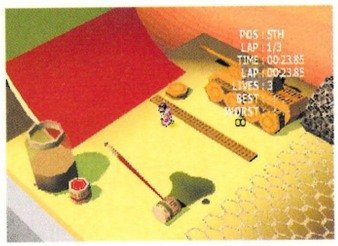








■ Twister gives his foes a dose of wind.



■ Half-pipes – tricky without a skateboard...

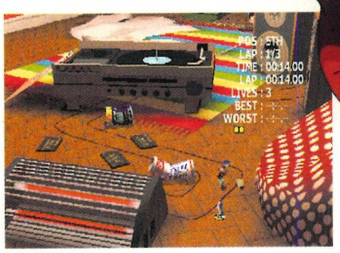
racers' weapons send you into a flat spin, but because of the shapes of the runners, it's not as immediately obvious which way they're pointing as it was with the vehicles. It's easy to run in the wrong direction, and if this takes you off the track, you often disappear and get replaced before you can correct yourself. The learning curve's a little dodgy too, with some third-level tracks easier than the first set.

Fun Run

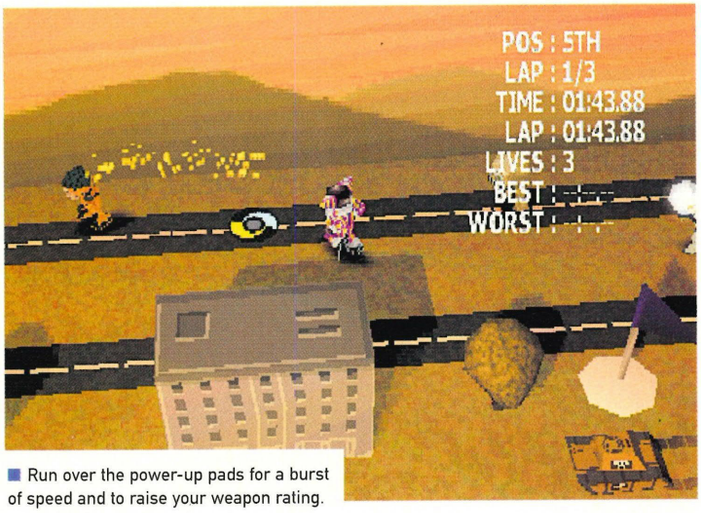
There is fun to be had here. The power-up system, where you can accumulate points by running over pads before using them to power one of two weapons, is an extremely agreeable feature. Also the courses are as imaginative as ever, and there's even the occasional vehicle to ride on to keep things fresh.

Overall, though, *Micro Maniacs* just isn't as much fun as its illustrious predecessors. Codemasters is very brave making such innovative changes to a winning formula and we must respect that, but at the end of the day, the game's just not as good as before. Ho hum!

Ian Osborne







■ Run over the power-up pads for a burst of speed and to raise your weapon rating.

Meet The Maniacs

Dr Minimiser's experiments produced a colourful collection of cutsie critters, each with their own weapon abilities. Most racers have one forward-firing weapon and an attack to deter chasers hard on their heels. So who are these curious creations? Let's find out...



V4

This guy's part man, part motorbike. His primary weapon is a Plasma Punch, launched at highlighted targets. His Secondary Weapon's an energy trail which sends chasing opponents into a spin.



WALDO

This is the traditional tough-guy character. His Laser Cannon takes out faster foes, while his Laser Mines are great to deter people from overtaking, especially on the last lap.



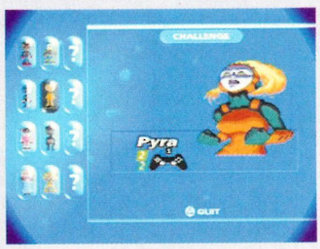
MESME

The mute, mutant orphan has amazing psychic abilities, like the Nightmare Projection to chase down foes and a Psychic Grab which forces foes to follow your every move – great if you're ready to turn a bend and they're not.



MAW MAW

This fiendish ghoul was created by the good doctor to guard his lab. In miniature form, his main weapon is a Tongue Lash, which removes an opponent's head, which he then swallows. The Fireball Fart, his second attack, fires backwards.



PYRA

This fiery femme fatale was originally Minimiser's lab assistant. Her forward-firing Fireball Attack does more than singe your hair, as does her trailing Flamethrower.



VORTEX

The game's inevitable babe, Vortex's attacks are White Hole, a repelling forcefield, and Black Hole, a mine-type weapon which swallows up anyone who walks over it.



TWISTER

This insane yo-yo fanatic is dressed like a clown, but his attacks are anything but funny. His Spinner uses the yo-yo to pull back opponents, and his Whirlwind protects him from collisions with other racers.



BEATBOX

Yo dudes, Beatbox is the game's rhythm king. His Sonic Boom sends out a wave of energy to topple foes, and his Shatter Notes drop bad music that deafens his enemies. A bit like Macy Gray.

extreme

UPPERS
Challenging • Good graphics • Cute

DOWNERS
Frustrating • Awkward • Weaker than *MM V3*

78%



extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

Theme Park World

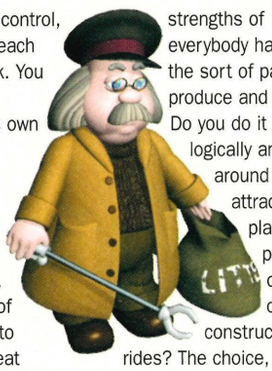
extreme INFO:

Publisher Electronic Arts
Developer Bullfrog Productions
Genre Strategy Game
Released Out Now **Version** PAL
Price £29.99 **Players** One

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

Kendall grabs his golden ticket and heads for the roller-coaster. Let's ride!

In the cinematic classic *Field of Dreams*, Kevin Costner is given one simple piece of advice: 'If you build it, they will come'. Now you have the chance to find out if this rings true for you, as you take on the task of building the greatest theme park in the world and dealing with the day-to-day running of your business.

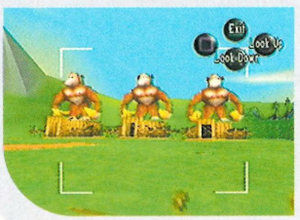


Everything is under your control, from deciding where to place each ride to when to open your park. You start the game with a blank canvas, and each park has its own theme, ranging from Space, where all the rides have a futuristic edge, to Halloween, where you have devilish fun constructing spooky side-shows and chilling attractions.

Having acquired your plot of land, tactics instantly come into play, and this is one of the great strengths of *Theme Park World*; everybody has their own idea of the sort of park they want to produce and how to go about it. Do you do it all completely logically and build the paths around the park, with attractions strategically placed to catch as many punters as possible, or do you just go completely crazy and construct loads of expensive rides? The choice, as they say, is yours.

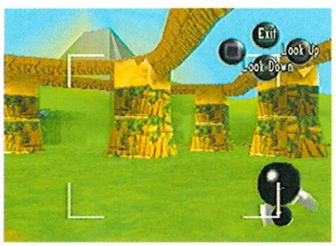
Monkey World

With complete freedom over what rides you construct and where you place them in your park, you can create some crazy theme parks such as this lovely world of monkeys.



When you start to build, you discover you only have a very limited number of rides and side-shows available, but this can soon be remedied as you can hire researchers to develop new and exciting attractions for your park. The more researchers you bring on board, the quicker new rides become available, but of course



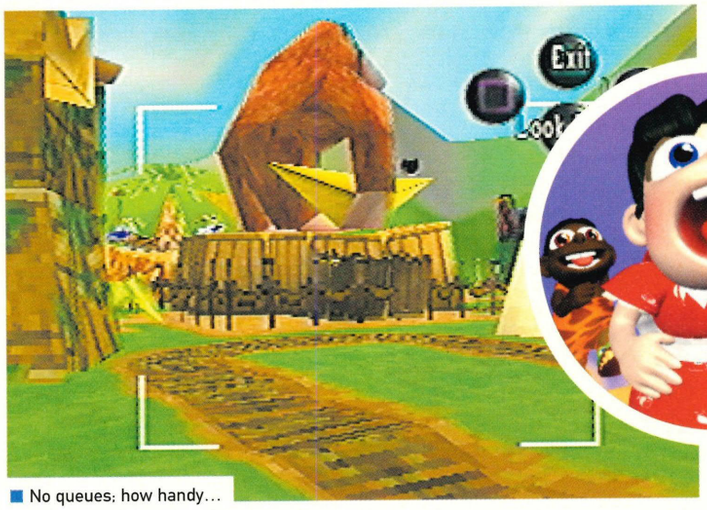








My park is thriving now.



■ No queues: how handy...

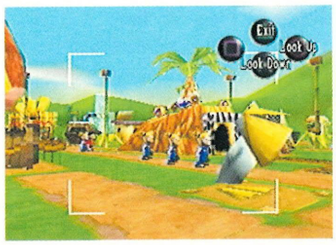








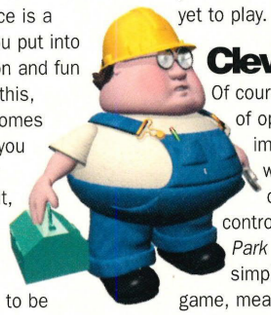
■ Everything looks ominously quiet.



■ The dustbins are shaped like pelicans.

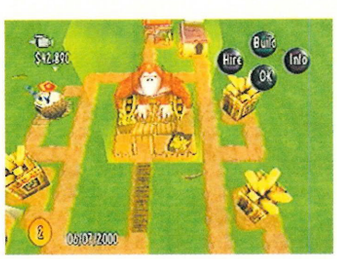
"...THEME PARK WORLD HAS ONE OF THE SIMPLEST CONTROL SYSTEMS OF ANY GAME..."

this can be costly, so you may wish to build your park slowly to free up finances. It's certainly true of *Theme Park World* that patience is a virtue and the more you put into it, the more satisfaction and fun is gained. Because of this, *Theme Park World* becomes the sort of game that you put on for half an hour and, before you know it, it's eaten up your whole evening. There are so many options available and so much to be discovered that even after creating the ultimate fun park, there are still rides you haven't seen or side-shows you've yet to play.



Clever Controls

Of course, with such a multitude of options available, you'd imagine *Theme Park World* was an inaccessible, cumbersome beast to control. Not true. In fact, *Theme Park World* has one of the simplest control systems of any game, meaning that within seconds you can be erecting the world's most stomach-churning experience, without having to first wade through a huge instruction manual. The game features an on-screen graphic which shows you exactly what each button does, and there's also an advisor who gives you tips on managing your park throughout. His help can range from useful tips such as when to increase the prices of your tickets, to annoying little asides when he believes your park is not living up to its full potential. This guy's the only downer in the game, as whilst he's sometimes handy, he does become tedious, especially when he continuously pops up to inform you your park doesn't have enough features. When he does this for the tenth time, you find yourself shouting obscenities at the screen, which is at odds with the calming atmosphere of the rest of the experience!



■ Who wants monkey and chips?



■ A flume with a view.





For the Ride...

So what about when you've created your masterpiece? Obviously, you're wondering how much fun it would be to go there. Well now you can, with an innovative feature involving golden tickets which allows you to enter the park as a punter and actually ride on all the attractions. All the side-shows are also accessible, meaning you can have a flutter on the racetrack or whack critters with mallets.

Overall, *Theme Park World* is easy to get into, but features enough variety for even the most demanding gamesplayer. If you've ever wanted to give Walt Disney a run for his money, go get your hands on a copy of *Theme Park World* now. It's a roller-coaster ride of pure fun. See you in the park...

Kendall Lacey

I Am A Camera

If you collect the correct number of golden tickets, you can acquire a camcorder and journey around your park, even riding the rides.



extreme

UPPERS
Variety of rides • Easy controls • Colourful graphics

DOWNERS
Annoying commentary • No instant thrills • Tough to master

90%



■ Just looking, not buying.



Player Manager 2000

extreme INFO:

Publisher 3DO **Developer** Anco
Genre Strategy Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD

Okay team, let's go to work. Kendall puts on his boots and heads for the pitch...

One minute you're sitting in front of the television, moaning at the tragic performance of your favourite team and screaming about how much better you would do if you were in their shoes, and suddenly, thanks to the power of PlayStation, you find you have that chance and the job isn't as easy as you thought. It's damned good fun, though.



Keep The Faith

You have complete control over who you hire to improve your team's performance. As well as the obvious coaches, you can also take a dietician on board, or if you agree with Hoddle's bizarre tactics, a faith healer is on hand...



The last edition of *Player Manager* was endorsed by George Graham, and despite the big name attachment, really didn't cut the proverbial mustard. I'm glad to report the new version is a vast improvement, and may indeed be the best PlayStation management game yet, providing an amazing level of depth which is sure to satisfy football fans everywhere with its multitude of modes, football facts and options.

"...THE **BEST** PLAYSTATION MANAGEMENT GAME **YET**..."



■ I'll take it!



■ Manchester United win again.

View from the Dugout...

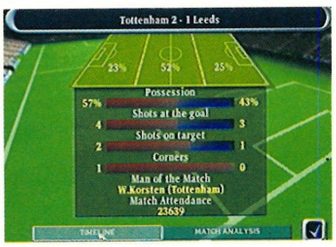
The problem you expect to encounter with a football management game of this size is it taking a great deal of time to move between the different screens to get to the option you want. This is not true of *Player Manager 2000*, as every screen's at your fingertips. Just one press of the shoulder button brings down the extensive menus, and then you're one click away from whatever option you're looking for – and what an amazing range of options there are. Every aspect of the game is entirely customisable, so no two players play in the same fashion. You can progress through the season day by day, or you can opt for time to move forward until game day, whilst during the days in-between you're kept abreast of what's happening by text boxes which flash onto the screen, informing you when players have been transferred or injured. You're also informed who's been named Manager of the Month – just one of the targets you're aiming for.

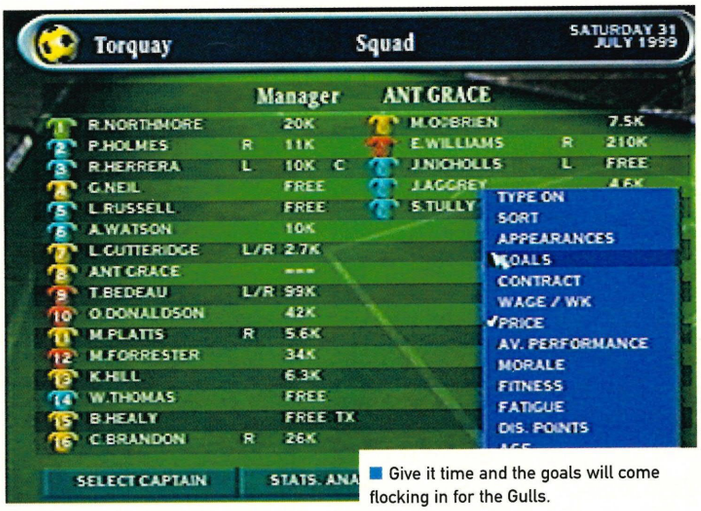
At any time you can change your team's tactics to suit your own style. You need to constantly evaluate your players, as their morale can become low, leading to a poor performance

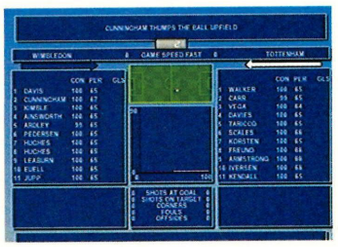
Variety Is The Spice (Girl's Husband) Of Life

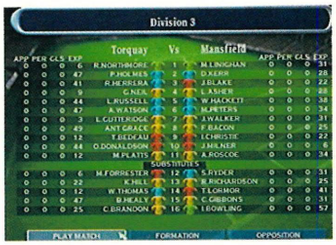
Gotta catch 'em all... Well, not quite, but it is an original idea that *Player Manager 2000* is being released in four separate covers, all representing a different star player from the beautiful game. I think I'll choose David Beckham, if only for his expensive hairstyle and foxy wife.

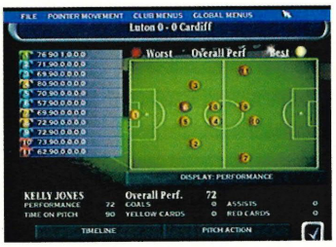










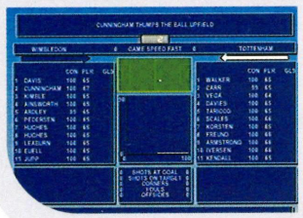


■ Give it time and the goals will come flocking in for the Gulls.

Watch It Your Way...

There are different ways to view the action. You can either have written commentary, so you can watch the stats pile up as the game progresses, or you can opt for the Watch Mode, where the action unfolds graphically.





and a substandard team. Each player has ratings out of 100 for each aspect of his game, which can be called upon at any time. The game recounts their entire histories, from the amount of games they've been involved in to how many goals they've scored. If a player's doing particularly well, you're likely to see another team attempting to purchase him and offers coming through – you can accept, ask for more or simply refuse their advances. Also, the players have complete freedom over whether they sign the contracts or decide to stay put with your team. The game has a great degree of intelligence and is aware of the real-life attributes of the players, so you won't see Division Three players in their first game suddenly pulling off tricks you would usually see in the Premiership, and likewise those at the top of the game can pull off some spectacular moves. There's a full tactics manager, which means you can take advantage of the specific skills of each member of the team.

Transfer Market

If you're looking out for new talent for your side, you can narrow your search right down to the age of the player and which skills he must possess. Once you've decided this, a screen instantly appears, showing you just who's available with those attributes.



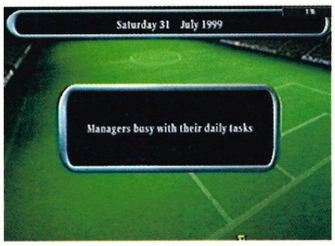


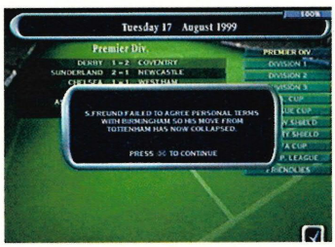
■ Assign duties to the player of your choice.

The games can be viewed just like the real thing, or simply with text describing the action. Another nifty feature allows you to follow one player for the whole game using a scanner, so you can make sure everyone's pulling their weight and doing exactly what they've been instructed to do. At the end of the games, you're shown the hardest-working player and which players need to go back to the training ground, where, incidentally, you can work on any skills.

With so much shoe-horned into the game, *Player Manager 2000* is instantly playable, but the longer you play, the more delights are revealed. Anyone who invests in this excellent sim should be prepared to take the longest period of sick leave ever, as the game grabs you and sucks you deeper into its world. *Player Manager 2000* is certainly in the Premier League, and all football fans are advised to get themselves a piece of the action.

Kendall Lacey



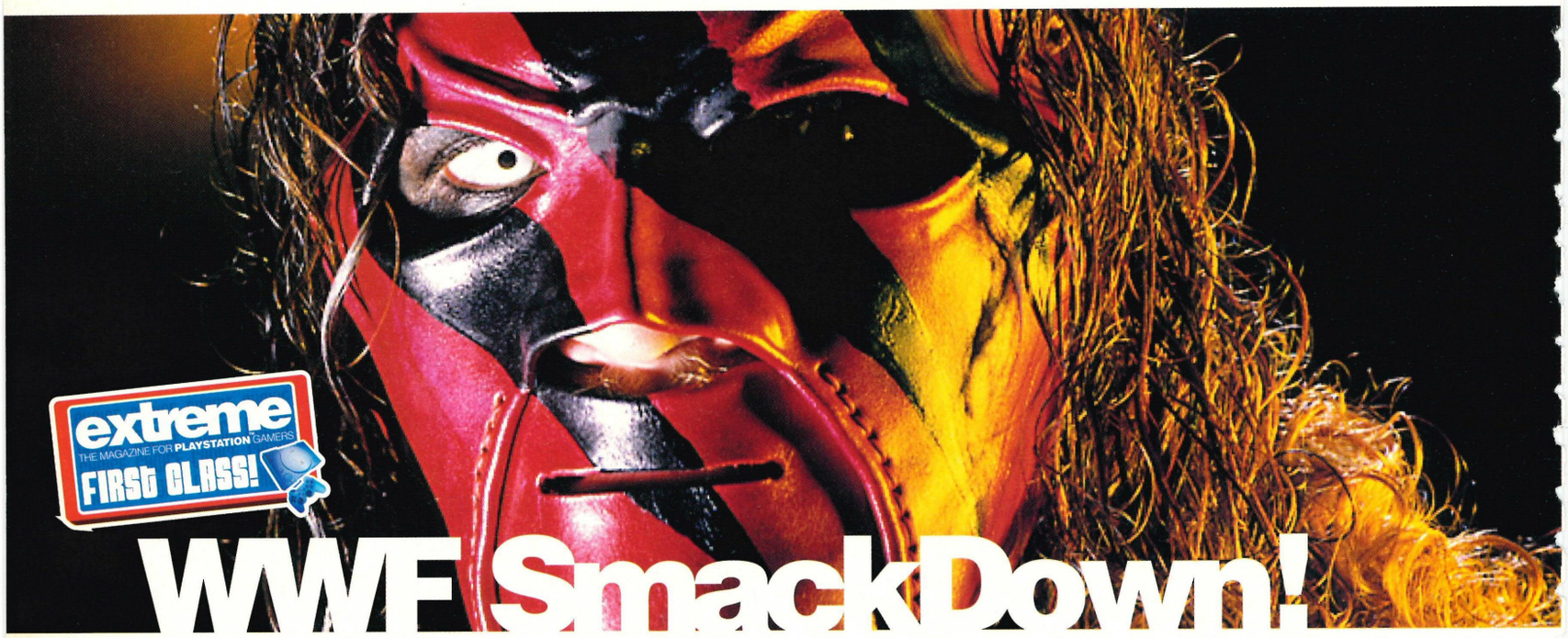


extreme

UPPERS
Amazing depth • Easy to use • Addictive

DOWNERS
Complex for some • No big-name endorsement • ...that's it

91%



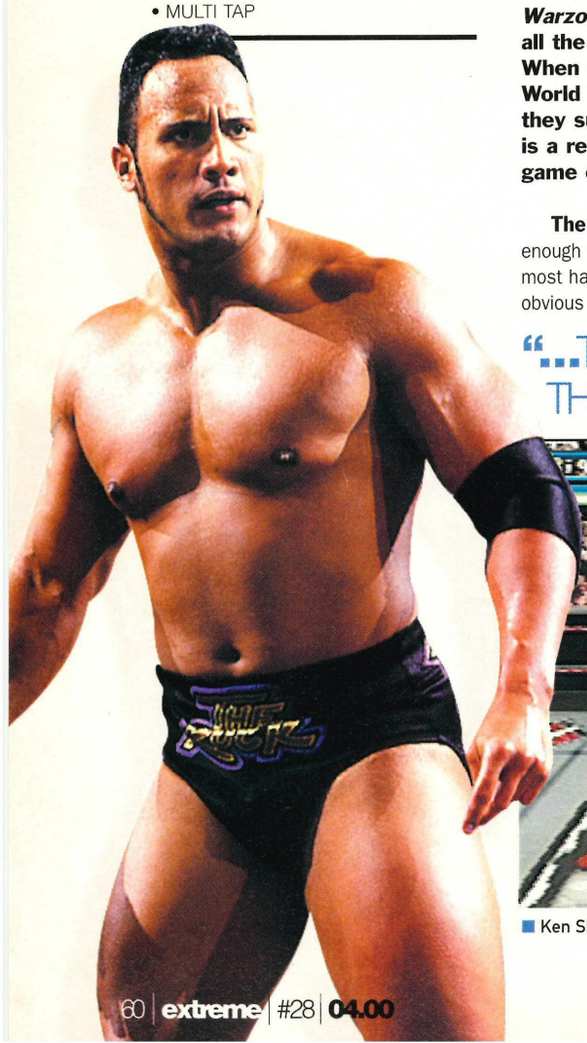
extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

WWF SmackDown!

extreme INFO:

Publisher THQ **Developer** Yukes
Genre Sports Sim **Released** Apr 2000
Version PAL **Price** £29.99 **Players** 1-8

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

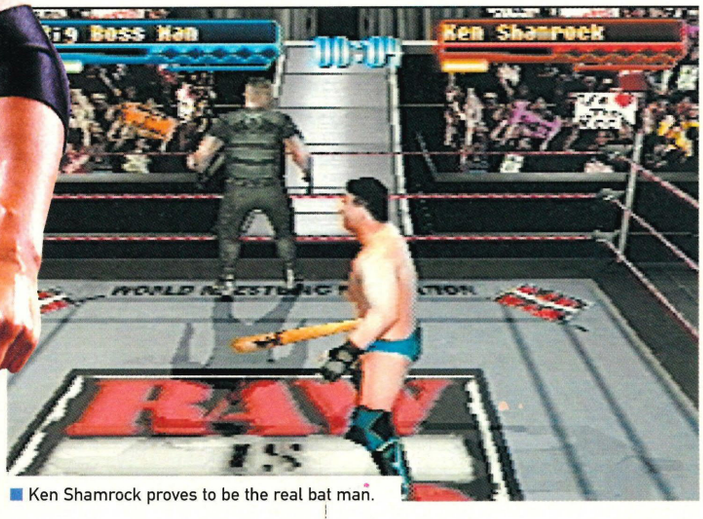


Oh, you didn't know? Your ass better call somebody, and then get ready for some blistering bouts with Kendall...

It used to be an unwritten rule that all console wrestling titles were immense disappointments, and early PlayStation efforts did nothing to disprove this theory. This trend was finally halted with the release of Acclaim's impressive *WWF Warzone* and *WWF Attitude*. For the first time, fans were given all the scenarios they could expect to see on the TV shows. When the licence changed hands and THQ took over the hallowed World Wrestling Federation franchise, the question was, could they succeed where so many in the past had failed? The answer is a resounding yes, as *WWF SmackDown!* is the best wrestling game on the PlayStation, bar none.

The initial options screen features enough variety to satisfy even the most hardcore of WWF fans, and it's obvious the designers did their homework before creating *WWF SmackDown!* Most match types are perfectly recreated, conveying all the excitement of the real thing.

"...THE **BEST WRESTLING GAME** ON THE PLAYSTATION, **BAR NONE...**"

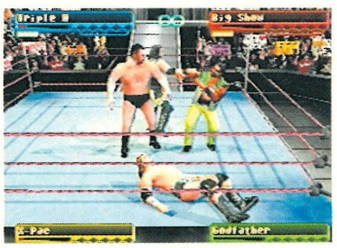


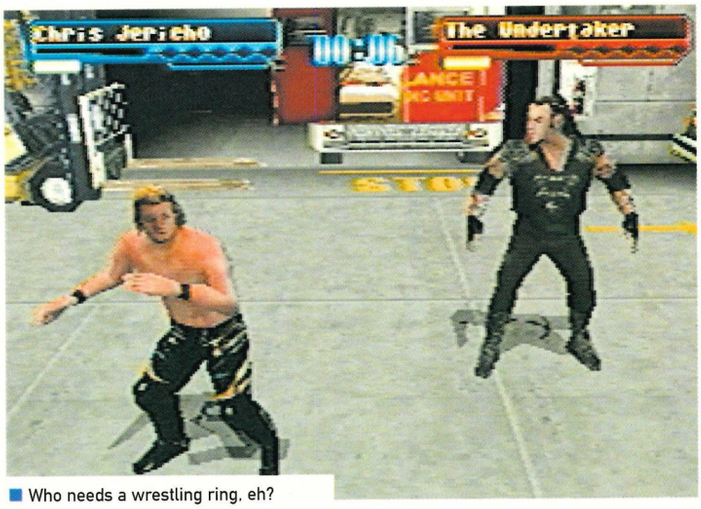
Ken Shamrock proves to be the real bat man.



Men in Tights...

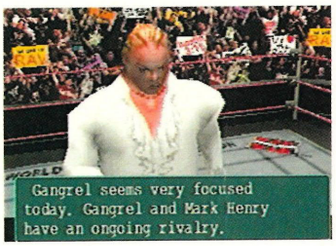
From the start, you're given a huge number of WWF superstars to choose from, and these include the obvious names such as former champion Stone Cold Steve Austin and the current heavyweight champion Hunter Hearst Helmsley, but you also get the chance to play some of the up-and-coming stars of the Federation, such as Test and The Hardy Boys. Obviously, if you're playing as the delicate and foxy Tori and your nasty mate is taking the role of the monster known as Kane, you'd expect to receive a serious kicking. This has been anticipated, and you can give your opponent a handicap or pump your strength up to even the scales. This is very helpful during your early games, as you get the chance to

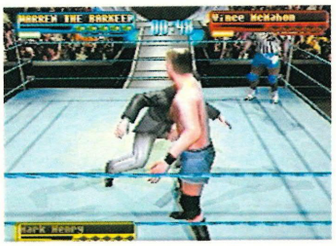


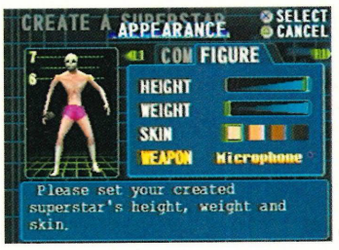


Who needs a wrestling ring, eh?









master some of the moves without your opposing behemoth causing too much damage. Then, once you know how to pull off such impressive actions as the Bronco Buster or the Stone Cold Stunner, you can beat them fair and square on an even playing field.

The camerawork is highly impressive, with the action zooming in and out, making sure you don't miss any of the mayhem, and the movement of the audience helps to increase the manic atmosphere as they cheer and wave a multitude of different banners.

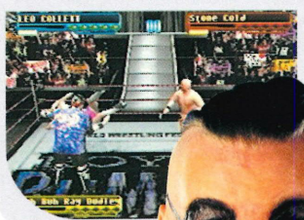
The action doesn't just take place in and around the squared circle; if you opt for the 'falls count anywhere' mode, you may find yourself grappling in the backstage kitchen area or outside in the parking lot, where you can witness the amusement of slamming your foe on the concrete or tossing them into nearby vehicles. The detail here too is excellent – for example, if you collide with something in the kitchen, plates come crashing onto the floor, which you can then pick up and use to belt your unsuspecting enemy. Often hidden around these areas are other nasty props to aid your fight, ranging from the evil Paul Bearer's urn to the bizarre looking mannequin's head that always accompanies Al Snow.

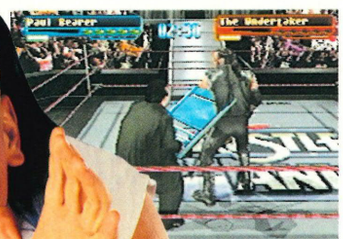
Whilst this is all extremely entertaining, it pales in comparison to the Hardcore Mode, where the action goes seriously over the top. All the rules are tossed out of the ring in favour of a no-holds-barred scrap, where the ring area is strewn with ever-more outrageous props, from the usual assortment of chairs and microphones to more destructive implements like a trash can or a championship belt. Is there anything more satisfying than smacking a seven-foot killing machine around the head with a baseball bat and then watching him drop like a bowling pin? If there is, I haven't yet found it.

Let's Get Ready To Rumble...

The best mode is the crazy Royal Rumble, where the only way to be eliminated is to be thrown over the top rope to the floor below. With four wrestlers constantly in the ring, it soon descends into madness.









Maim That Tune...

All the Superstars' signature tunes are here, as well as cinematic intros, their trademark finishing moves and taunts. These moves don't require a complex button-bashing combination, which would slow down the action. Instead, a SmackDown! logo appears over your strength bar and with a single press of the L1 button, your wrestler executes his victory manoeuvre to the delight of the screaming fans.

Long-term play is catered for, with a Season Mode which takes your wrestler through every event in the wrestling calendar, from the weekly television show Raw is War to the most important event in the sport's year, WrestleMania. All of the computer-controlled participants act just like the real thing, so you won't find a wrestler ranked 30th in the world suddenly winning the belt. With dedication and a little bit of luck you're soon climbing the ranking ladder, and are rewarded with secret characters, unlocked as your season progresses.

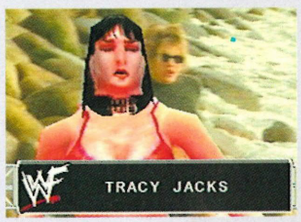
The game offers endless thrills and bucket-loads of non-stop action, which should keep you amused for months to come. There's absolutely no doubt that *WWF SmackDown!* is now the undisputed King Of The Ring.

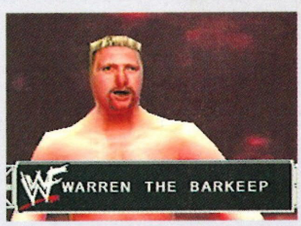
Kendall Lacey

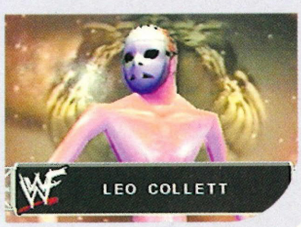
Your Chance To Play God...

Using the brilliant Creation Mode, you can put together the best wrestler in the world, or just make ridiculous buffoons based on friends or enemies, or the bloke who works down the pub. Here's some I made earlier...









extreme

UPPERS
Authentic intro sequences • Career mode • Fast action

DOWNERS
Lack of blood • No cell mode • We want Dude Love!

93%



Suikoden II

extreme INFO:

Publisher Konami
Developer Konami Japan
Genre RPG **Released** Apr 2000
Version PAL **Price** £29.99 **Players** 1

- **MEMORY CARD**
- JOYPAD



■ The party battles are again turn-based.

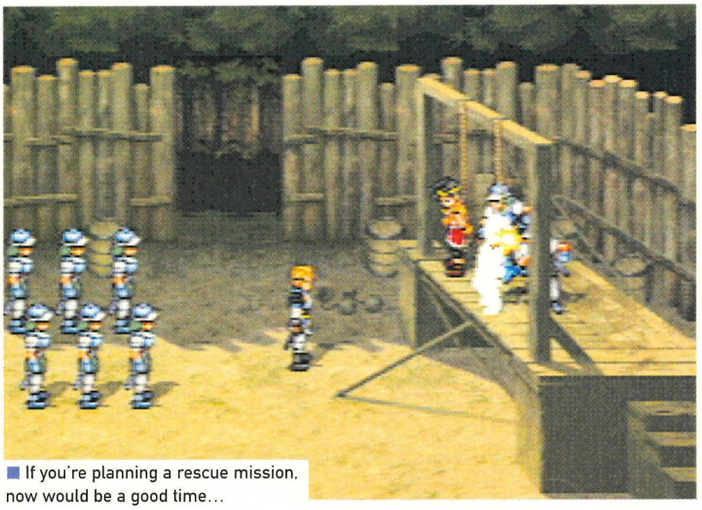
A young hero wrestles the forces of evil, aided by the 108 Stars of Destiny. Sorcha's experiencing that strange phenomenon known as RPG deja vu...

Even avid fans of traditional RPGs have to admit the games can get a bit, well; samey. You all know the formula by now; walk around, have repetitive conversations with identical villagers and fight. A lot. Most new releases try to build on these basic elements to separate themselves from the rest of the RPG heap. Some games feature graphical enhancements or new battle modes, whilst *Suikoden II*... Well, *Suikoden II* has 108 characters to find.



The thing is, the first *Suikoden* had 108 companions for you to enlist as well, but these are 108 new characters. At least some of them are. There are other differences from the first game, though, such as the cut-sequences, and the graphics have been improved in a still-isometric-and-sprite-based-but-bigger-and-sharper sort of way. Then there's the plot; whilst *Suikoden* cast you as a young boy, thrown into the role of an unlikely hero in times of war and treachery, *Suikoden II* places you in the role of a young boy, forced by destiny to become – you guessed it – an unlikely hero in times of...

"...LET'S JUST SAY *SUIKODEN* **MARK II** WOULD'VE BEEN A MORE **APT TITLE...**"

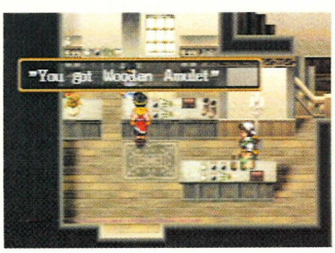


■ If you're planning a rescue mission, now would be a good time...

Same Again, Please

The list of similarities doesn't stop there either. The world map, the turn-based battles and the collection and use of runes for casting magic are all here too, and you can even load saves from the original, but to little effect. But let's be fair; whilst the two games are quite staggeringly similar in most respects, the annoying flaws of the first title seem to have been ironed out in *Suikoden II*.

For starters, the original game's flimsy plot has been replaced by a genuinely engaging tale, which revolves around the testing of the deep bond between the hero of the game and his best friend, Jowy. As young soldiers of the Highland Army's Youth Brigade, the two find their childhood ideals shattered when their comrades are slaughtered in a staged border incident, masterminded by their own army's leaders. Although the pair escape, they're branded by their superiors as traitors and, in a series of dramatic plot twists which suck them into a deepening war, find themselves fighting alongside their nation's traditional enemies. Okay, so it's all very moral and typically RPG, but the relationship between the boys is touchingly portrayed and emotive enough to keep players gripped, with the childhood reminiscences only rarely becoming cloyingly twee.



Army Battles

The army battles are more strategic than before, offering you the chance to move your troops around and pin down the enemy. They're still pretty straightforward, though – don't expect a full-blown wargame.











■ Yes, the big-mouthed Star Dragon Sword's back, as is the Neclord you *thought* you'd killed in the first game.







The driving force behind the plot remains the same – finding all 108 characters, ranging from army-boosting fighters to blacksmiths and shopkeepers to service the troops. This time around, however, the locations of the characters and the conditions you must meet to enlist them seem far better thought through and a lot fairer. This more logical approach makes gameplay more enjoyable, and you find yourself enjoying the flow of the plot rather than worrying about whether you've missed someone out. It's still true to say that if you wander too far from current events, you find yourself having a lot of pointless and frustrating conversations, but the same could be said of nearly all RPGs. At least Konami's strategy has been to recognise this fact and make it central to the game rather than trying to disguise it.

If it Ain't Broke

The battle system was always good in *Suikoden,* and the main improvement in this area concerns the large army battles, which are now more strategic and so more enjoyable. Party battles are still turn-based, with both physical and rune magic attacks available. The runes themselves, crystals which contain spells, are either won in battle, bought, or found en route, and offer a variety of attack, defence and support magic. Up to three runes can be equipped by each character, but, in a nice touch, certain runes are weapon-specific – the Unicorn Rune, for example, allows multiple spear attacks. Runes power up as the characters progress, giving access to a greater variety and number of spells.

One cool feature of the original was the Unite command, which let two or more party members combine to launch more powerful attacks. *Suikoden II* offers more of these attacks with, for example, the hero able to join forces with either Jowy or his sister, Nanami. The handy auto-battle system, which lets your characters sail through easy skirmishes, has been retained too.

"...THE ORIGINAL GAME'S FLIMSY PLOT HAS BEEN REPLACED BY A GENUINELY ENGAGING TALE..."







So what does all this add up to? Let's just say *Suikoden Mark II* would've been a more apt title. Given that it's four years since the original came out – four years which has seen a rise in the number and quality of RPGs available to PAL gamers – the improvements listed were pretty much essential. Luckily, what they've created is an enjoyable, long-lasting RPG. Fans of the original will love the way the gameplay and plot continue from *Suikoden*, with the fate of many familiar characters being revealed, whilst if you never played the first game, the virtually-identical structure won't be an issue. If traditional RPGs are your bag, you'll certainly get some fun out of *Suikoden II,* but if you were hoping for something new and improved... Well, one out of two's not bad, is it?

Sorcha Fenlon



■ The odds are against you – lucky Highland soldiers are badly-trained wimps...

extreme

UPPERS
It's huge! • Engaging plot • Traditional RPG fun

DOWNERS
Extremely familiar • Very linear • Still 2D

80%



Premier Manager 2000

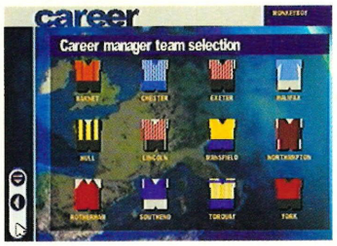
Have you got what it takes to take your team to the top? Kendall makes the dugout his own...

extreme INFO:

Publisher Infogrames
Developer Infogrames
Genre Strategy Sim
Released Apr 2000 **Version** PAL
Price £29.99 **Players** 1-4

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

Football management games, by their very nature, can be confusing beasts. There's always the danger of being drowned in a sea of statistics and finding little gameplay, as the makers try to please the hardcore anorak without catering for the more casual user. *Premier Manager 2000* goes some way towards avoiding this, as it features not only a well designed main screen, but also a simple interface which, whilst you won't quickly master all of the game's nuances, allows you to be off and running without wading through a hundred-page manual before you proceed.



The gameplay divides into two specific areas. Firstly, you can choose to manage any of the current Premier League teams, which is probably the best place to start, as at least you know Manchester United are going to be able to win a few games without you making too many alterations to their tactics and playing technique.

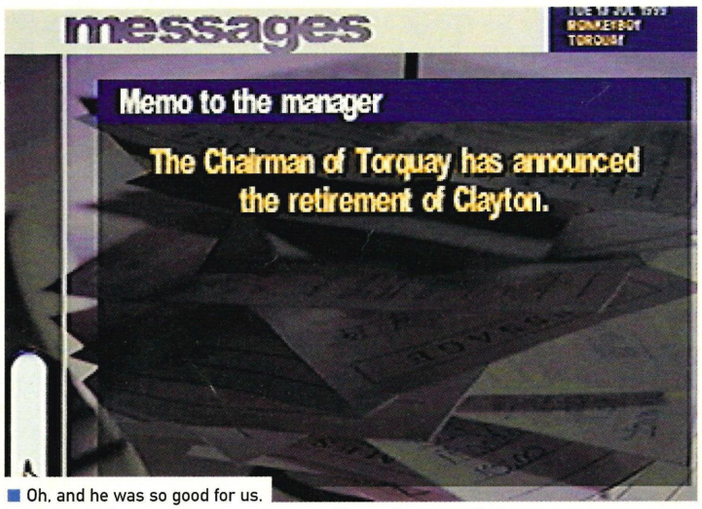
When you're more proficient in the art of management, you can plunge into the Career Mode, which gives you a slightly-more uphill battle as you take control of a Third Division minnow and try and guide them to victory. Obviously, without any Beckhams or Sheringhams to call on, you need more skill to balance your team, making sure they're getting the correct amount of training as well as ensuring they're playing as a complete unit. Of course, you always have the chance to get rid of players who don't fit into your team. For example, you may have a player who's constantly booked in every game and has become a liability, so you can search for a similar player on the transfer market and find exactly the guy you want, quickly and easily.

Backroom Boys

Premier Manager 2000 doesn't forget that as well as being a game, football is also a business. There are extremely detailed financial screens, where you can not



"...AN INTERESTING AND FULFILLING CHALLENGE..."

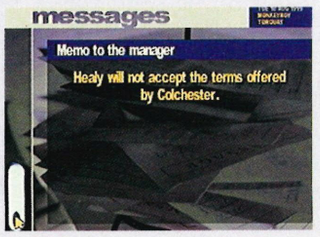


■ Oh, and he was so good for us.

Stay Together

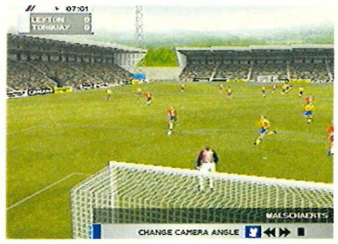
You're given full control over which of your players are placed on the transfer market, but even if a deal is reached, the player can still turn around and refuse to go.

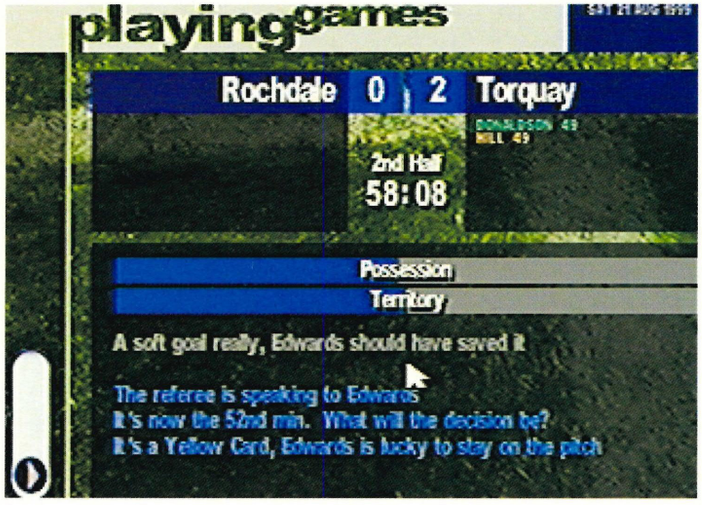


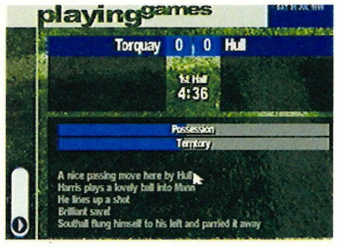












only alter your players' wages, but also dangle the proverbial golden carrot in the shape of goal bonuses, and you can also re-negotiate the contracts of your star players to make sure they're not snapped up by another club after you've done all the groundwork to improve their skills.

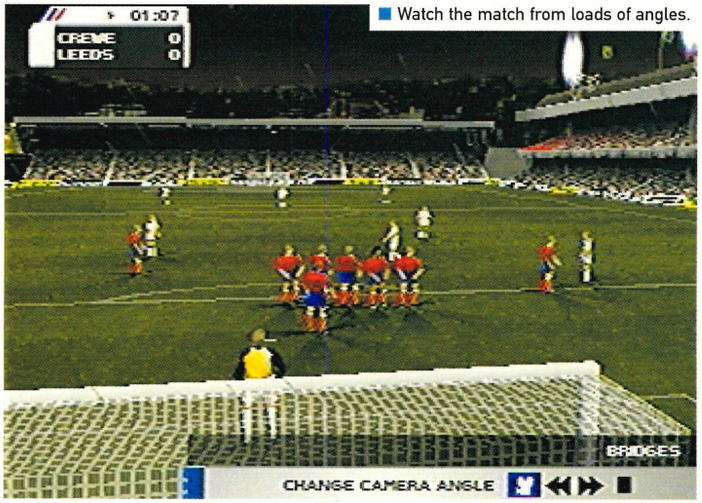
Once your team gets into the season, you're approached by sponsors and so you must choose the most commercially-viable offer on the table and then plough the money back into the club – maybe you'll buy new players, or perhaps reduce ticket prices to encourage more punters, or maybe splash out on a new stadium.



Before the first season starts, you can arrange a series of friendlies to get you ready for the forthcoming challenge. European teams as well as the home sides can be challenged, but realistically, the big teams are going to ignore requests from the Division Three teams for a pre-season kick-about, whilst the little boys like Exeter City are obviously going to agree if Tottenham Hotspur come knocking.







■ Watch the match from loads of angles.

Match of the Day...

Once into the main footballing year, there are two different ways to keep abreast of your team's performance. It's here *Premier Manager 2000* ignores one of the main pitfalls of certain other games of this type. Instead of forcing you to watch the full 90 minutes of each match every time your team hit the pitch, *Premier Manager* opts to present highly-stylised highlights from the game, meaning you get to witness any good shots, corners, penalties or other incidents. All of the action is commentated on by Barry Davies for that realistic televisual feel, and the use of a huge array of camera angles makes this exciting viewing. If you don't wish to watch the highlights, you can access a text commentary, which is a tad simplistic but keeps the game moving at a decent pace and is likely to become the preferred option for prolonged gaming sessions.

Overall, *Premier Manager 2000* has all the options you could want from a management title, but at the same time the good control system makes it easy to pick up and play. To get the most out of the game, you need to put in some serious hours of gaming, but those who do are rewarded with an interesting and fulfilling challenge.

Kendall Lacey

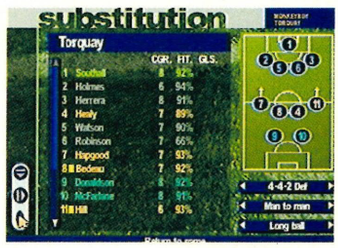
Cut!

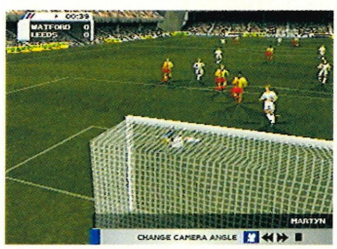
Premier Manager 2000 **features some cool animations which pop up from time to time. These range from a retiring player literally hanging up his boots to seeing a new stadium being erected.**

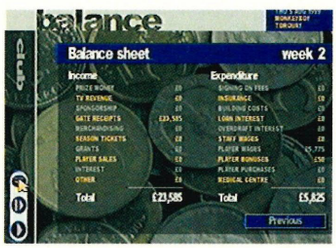












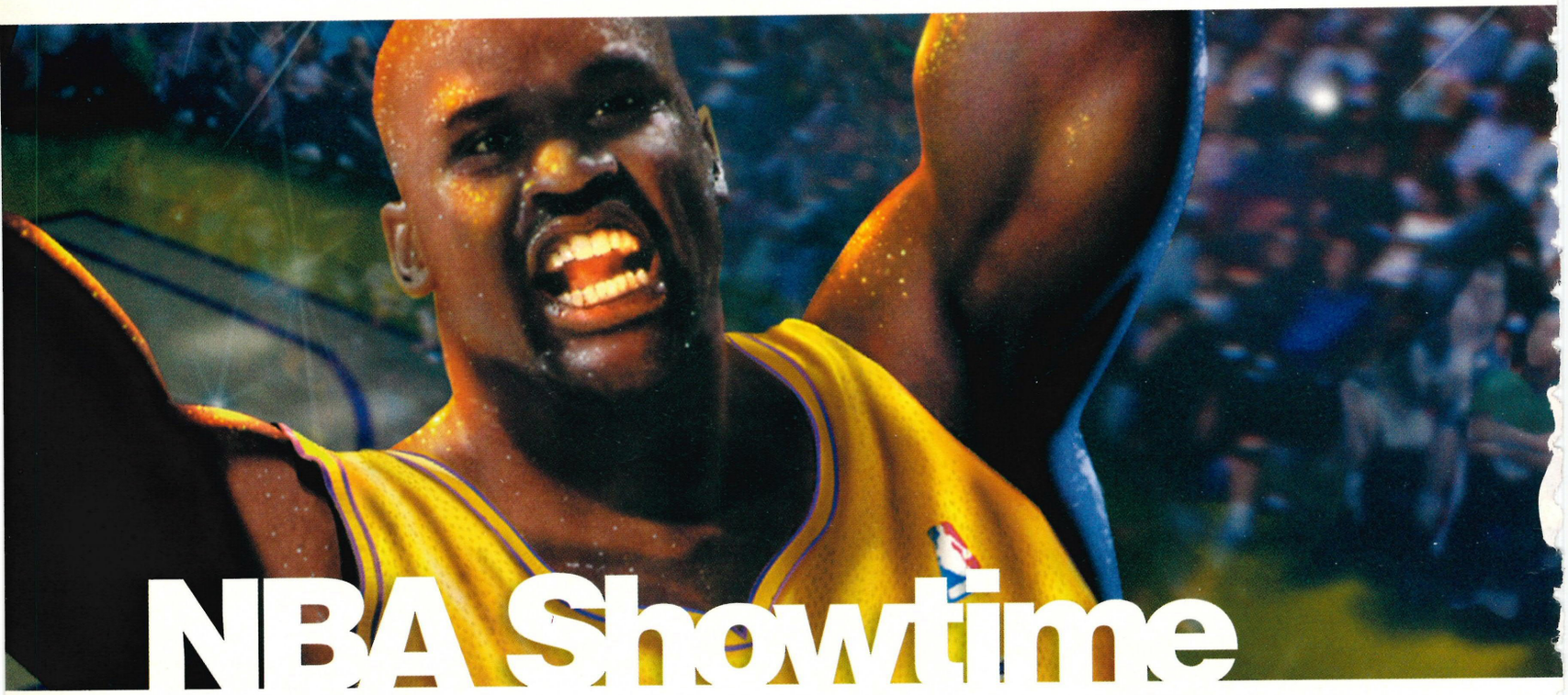
■ Keep track of your team's finances.

extreme

UPPERS
Decent commentary • Easy interface • Long-term appeal

DOWNERS
Some wrong players • Takes time • Teams vs themselves

85%



NBA Showtime

extreme INFO:

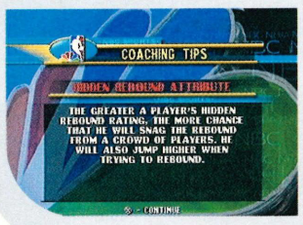
Publisher Midway
Developer Eurocom Developments
Genre Sports Sim
Released Out Now **Version** PAL
Price £29.99 **Players** 1-4

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

Tip Top

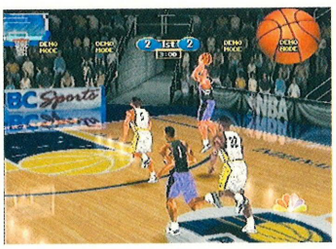
There's nowt worse than having to read through a manual to learn more about how a game should be played to its full potential. Thankfully, then, Midway has kept this in mind while developing *NBA Showtime*, and has incorporated a tips feature which really helps out when you're playing your first few games.

At the end of each quarter, a tip appears which gives advice on everything from taking on defenders to achieving a more effective speed burst. Unlike some other games with a similar feature, *NBA Showtime* has a wealth of stored advice. This is really good news, as it means you don't get the same tip coming up again and again.



Slam-dunk your way to success, as Dave finds Midway's arcade basketball sim plays an impressive game.

Acclaim's *NBA Jam* series has been a roaring success these past few years. They had the videogame basketball scene all-but sewn up, as reviewers and gamers alike took part in dunking sessions that few basketball games could match. Now, following that success, the developers of the *NBA* Series have created a new basketball game and have given the publishing rights to Midway.





So why hasn't it gone to Acclaim? Well, Midway also develop arcade games, and this has already been a mega hit down the arcades. So, Midway held onto the publishing rights and hope to repeat their arcade success in the home.

The thing that really makes this stand out from other basketball games is the graphics. It looks truly awesome, with the perfect frame-rate that helps provide a more-than-glossy look.

Shooting Hoops...

Every detail has been thought of, with the players moving and looking exactly as they would in real life. Well, most of the time, that is! There are occasions when the player movement goes right over the top, such as the incredibly flashy slam dunks, which is actually good news as it serves to make this game even more appealing to arcade fans.

Even with four players involved, the movement is excellent. As is usual with basketball games, it's played two-on-two, but the inventive ways in which you can try to steal the ball the opposition and then rush down the arena really charge up the atmosphere and make for a more addictive playing experience all round.

You can fake and juke, and there's even an on-fire feature, when all hell breaks loose and not even a ten-ton truck can stop that ball from entering the basket. Just in case you become a bit tired of one arena, the developers have included a more-than-ample 28. And for statistics fans, you'll be happy to know the game allows you to choose from over 130 real NBA players, as well as several hidden characters.

As with most multiplayer sports games, it's much more enjoyable when you compete against friends. But even sad, lonely types will find *NBA Showtime* is one of the best basketball games money can buy.

Dave Gibbon



"...ONE OF THE BEST BASKETBALL GAMES MONEY CAN BUY..."

extreme

UPPERS
Awesome graphics • Impressive player movement • Fast

DOWNERS
Basketball fans only • Derivative • Not for sim fans

84%

Spec Ops: Stealth Patrol



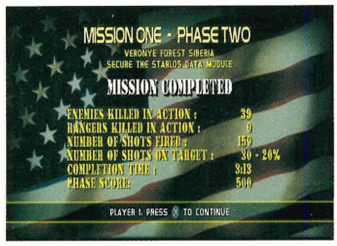
War? What is good for? Not Greg, that's for sure.

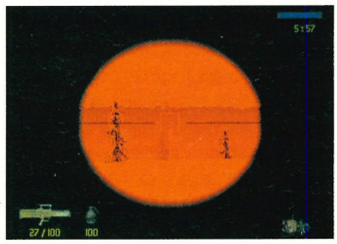
extreme INFO:

Publisher Take Two Interactive
Developer Talonsoft
Genre Stealth Combat
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

It seems not a week goes by without some new combat stealth game clogging up the shop shelves. The latest is *Spec Ops: Stealth Patrol*, which is set in tourist-unfriendly areas such as Bosnia, Vietnam and Siberia. *Spec Ops* follows the standard mission-based structure, with sub-quests to keep you on your toes.

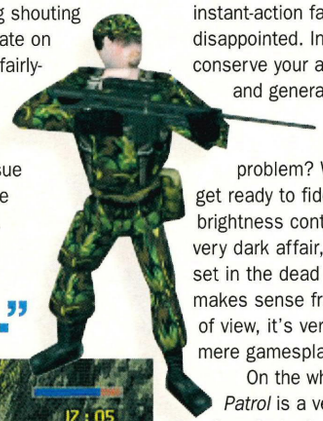




War is hell, even in rose-coloured glasses.

As you'd expect, you and your co-soldier have plenty of weapons, plenty of camouflage and plenty to do. The first level is fairly straightforward and curiously unengaging. In both single and multiplayer modes, your task involves wandering slowly through the poorly-drawn woods and picking out snipers in the murky distance. Luckily, your crosshairs go red when an enemy is sighted, though often your first indication of danger is the vibration of your Dual Shock as you get hit. Things do improve later on however, with more enemy troops to sneak up on and vehicles to play in.

Probably the most exciting part of *Spec Ops* is the two-player mode. It's much more satisfying shouting 'cover me' to your mate on the sofa than to the fairly-useless CPU buddy who fills in when you're home alone. However, you can issue instructions, which he generally adheres to.



This multiplayer mode is more than just window-dressing. Often you receive a radio distress signal from your partner, necessitating a swift response from yourself. This is fine in two-player, but annoying when playing alone, as you need to constantly flick between the two soldiers.

Wild Weapons...

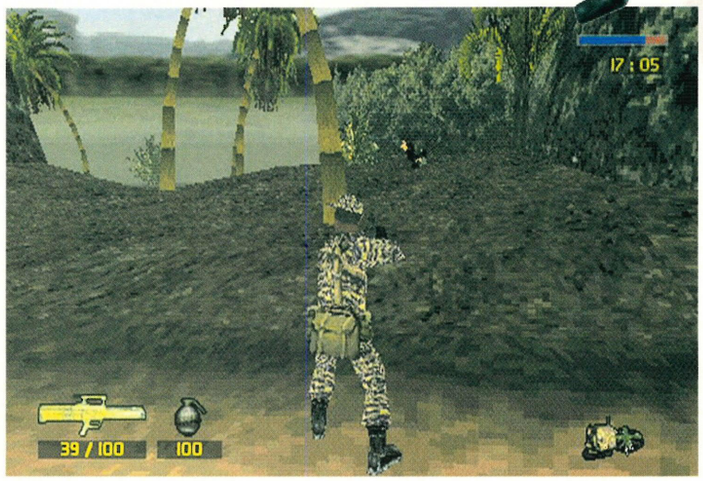
Being a tactical kind of game, you get all the usual bits; binoculars, radios, sniper sights and the like. More destructively, there are eight types of automatic weapon plus plenty of grenades and other explosive materials. This is a tactical combat game though, so Rambo-types and instant-action fans will be sorely disappointed. Instead, you must conserve your ammo, pick off targets and generally be very sparing with your equipment.

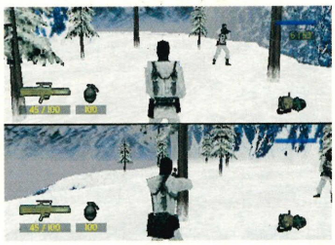
So what's the problem? Well, make sure you get ready to fiddle with your TV brightness control, as *Spec Ops* is a very dark affair, with a lot of the game set in the dead of night. While this makes sense from an infiltration point of view, it's very annoying for us mere gamesplayers.

On the whole, *Spec Ops: Stealth Patrol* is a very average title. Whilst the mission-based gameplay and the co-operative two-player modes are a bonus, the look and feel of the game does little to suggest you're in a war zone. There's an undeniable thrill in fulfiling all those SAS dreams, but in all honesty, *Spec Ops* promises more than it delivers.

Greg Howson

"...SPEC OPS PROMISES MORE THAN IT DELIVERS..."





Do you get the impression these two aren't the brightest of soldiers?

Two-Player Fun

Undoubtedly the most fun *Spec Ops* offers is its two-player mode. It works fine with a computer-controlled 'buddy', but grab a friend for the true experience. The split-screen display means you both know what's going on, and can fight side by side while covering each other. You can, of course, always shoot your partner 'by mistake'.







extreme

UPPERS
Two-player mode • Violent in places • Beats *Rainbow Six*

DOWNERS
Murky graphics • Derivative missions • Very average

68%

Jo Jo's Bizarre Adventure



extreme INFO:

Publisher Virgin **Developer** Capcom
Genre Beat-'em-up **Released** Out Now
Version PAL **Price** £34.99 **Players** 1-2

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

Stand & Deliver

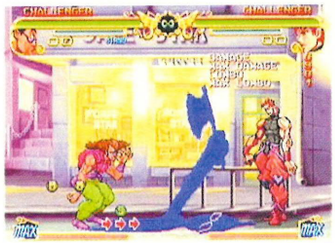
A stand attack is a build-up of psychic energy, released in spectacular fashion. They certainly make you sit up and take notice...





Fancy a straight, no-frills fighting game? Better look away then, says Greg...

What an utterly correct title. *Jo Jo's Adventure* is indeed a totally bizarre fighting game, based on the long-running series of Manga comics. Fans of Japanese culture will rejoice in the streets at the news of its surprising European release, but fighting fans everywhere should be pleased too. *Jo Jo's* is ostensibly a 2D fighting game in the classic style of *Street Fighter* – and it's pretty good too.



'Bizarre' is not the word for this one.

As in any good beat-'em-up, there are plenty of off-beat characters, and *Jo Jo's* are particularly bizarre. The main characters are Joseph and Jotaro, the Jo Jo's of the title, and they're joined by 20 others, including Petshop, a flying bird who causes havoc with its air attacks.

Ace Attacks

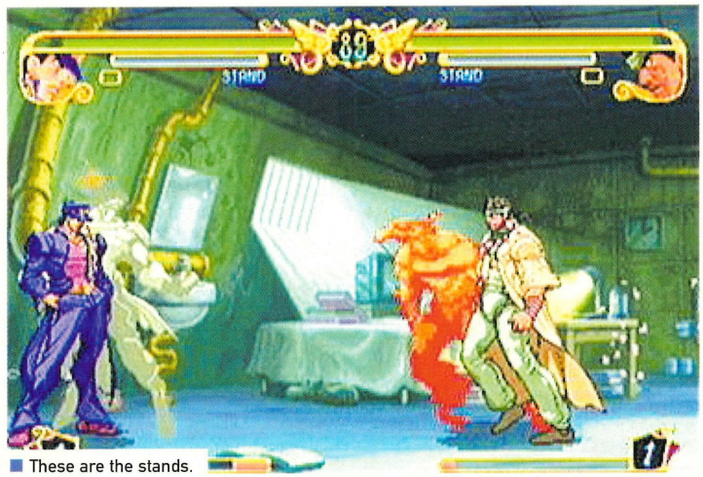
The most innovative feature is the so-called 'stand' attack. This gives you a ghostly presence by your side, a kind of shadowy tag partner. You can use your partner on their own or go for a Super Special Assault where you both attack in a hit-heavy combo. Two players can summon their own stand, giving rise to four-way fighting, even though this is only a two-player game.

Fighting games are always a great multiplayer experience, but they can pall as single-player offerings, hence the inclusion here of an Adventure Mode. Basically, this follows the plot of the comic book, with the story told in the same hilariously-translated style. This mode has plenty of mini-games, including a shooter and a poker effort, and really increases one-player longevity.

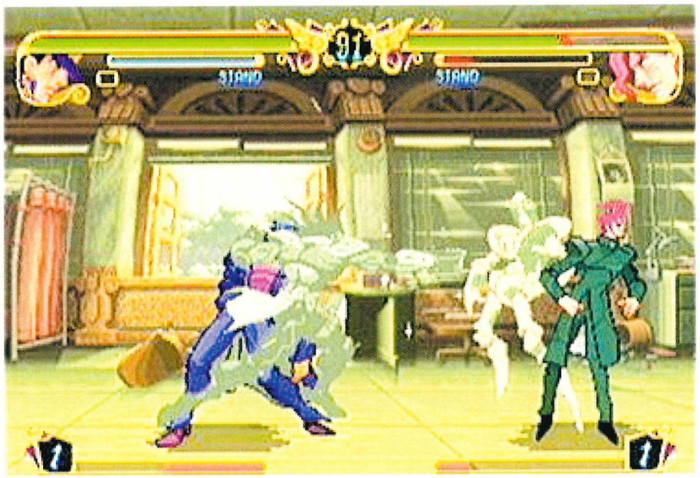
Jo Jo's is a bonkers fighter which, despite its old-school look, has a strangely compelling feel to it. If you're still swooning over *Tekken*, it's unlikely the flat 2D charms here will entice, but give this a go and you may find yourself oddly drawn into the Japanese madness. Not since *This is Football* has a game had such an apt title.

Greg Howson

"...THE MOST INNOVATIVE FEATURE OF THE GAME IS THE SO-CALLED 'STAND' ATTACK..."



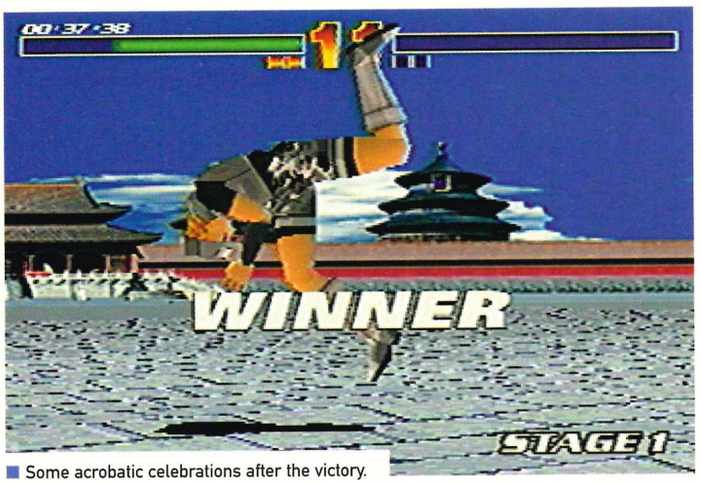
These are the stands.



extreme
UPPERS
Stand feature • Adventure mode • Hilarious translation
DOWNERS
Completely bonkers • Ageing graphics • Very Japanese
75%



How can you fight in such a foxy outfit?



Some acrobatic celebrations after the victory.

Fighter Maker

extreme INFO:

Publisher Agetec
Developer ASCII
Genre Beat-'em-up
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

• **MEMORY CARD**

That's Me In The Corner...

The Creation Mode even allows you to select such information as the occupation and blood type of your fighter. This might be an amusing addition in a game where they actually bleed, but alas, there's no plasma on view here.



Here's your chance to create your own fighters, but Kendall asks, "Is it worth it?"

Okay, before we start on the multitude of faults with *Fighter Maker*, we should first applaud the originality of the idea. This game allows you to create your own combatants and then challenge computer-controlled brawlers or friends with your new superman. Every aspect of your character can be changed. You can create your own sequence of powerful moves, or work on their stance and tactics. Even the more cosmetic angles can be tweaked, as you can alter the sound effects and visual effects triggered and, for budding Tarantinos, the camera angles can also be customised.

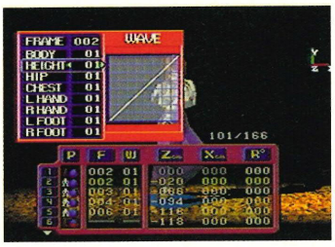
Okay, there's the premise, and it sounded so God-damn promising, but unfortunately the end result is a huge disappointment. The editing suite is a complex beast, which will no doubt appear most daunting for the new player, as it's impossible to just go straight in and create your own Stallone without first wading through the manual.

The game includes only one mode for the single player, an arcade-type challenge where you face off against some of the world's best fighters. For some unknown reason, instead of pitting you against all of the others in the game, the mode only includes six stages. Yes, six. This means that even the most inept gamesplayer can cruise through the game on the hardest setting and reach the end credits screen in under half an hour. This is not exactly value for £30. Even on Platinum this would be a serious rip-off, but at full price, it's unforgivable.

The brief time the game lasts throws up some frustrating facts too. It's possible (trust me, I've done it) to complete the game just by pressing one button continuously without even looking at the screen. Not good. Also, strangely for a beat-'em-up, you can't jump, which not only cuts down the number of attacks, but also gets annoying to the point of insanity.

Fighter Maker is a pitiful attempt to inject something new into a tired genre, and ultimately it fails on every level. Best leave it on the shelf.

Kendall Lacey



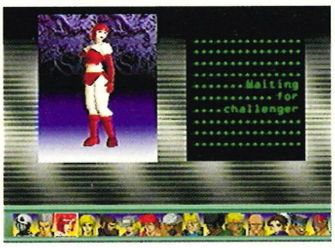


"...BEST LEAVE IT ON THE SHELF..."

Don't Buy This...

Changing the angles of the offensive moves may be a nifty idea, but in reality it's mind-numbingly dull, as you struggle through graph after graph and screens full of numbers, just to make him kick slightly differently than he did before. Although the game boasts a library of 800 moves, you really won't bother trawling through them all, and soon you just want to go into the game. Just don't expect this to last long either...





extreme

UPPERS
Large library of moves • Varied locations • Test mode

DOWNERS
Woefully short • Looks dated • No jump command

26%



Psychic Force 2

extreme INFO:

Publisher JVC **Developer** Taito
Genre Beat-'em-up
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

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

A beat-'em-up where you fly around and throw fireballs at each other? Well it's original if nothing else, but is it a welcome addition to the genre? Claire found out...

Weird – you're what's known as a 'Psychiccer', and by definition you have paranormal abilities which enable you to fly and telekinetically project energy and solid objects. The fighting takes place suspended in mid-air inside a clear cube. As you float around, you have to do maximum damage to your opponent until your final blow sends him or her to the floor of the cube, making the glass shatter.

There are loads of modes to get your teeth into, starting with the standard Arcade Mode, which lets you play against a series of random opponents. I started with this mode, and I was told that it takes a while to master – rubbish! I got to about Stage Seven, taking hardly any hits. In fact, most of the time I only had to perform one single move against an opponent to kill him; now that doesn't say 'challenging' to me.

The Story Mode's worth playing just for the comical storylines, but one of the better modes is Group Versus Mode, where you can play against another human or a computer player in teams of one to five characters, which makes the cube a little crowded. Modes left are Survival (we know that one), Training, Versus and PSY-Expand Mode, where you can gain levels for characters and unlock moves.





Play a game of spot your character...

But it doesn't look good. The cube you play in is pretty big, and if the two fighters move away, the camera zooms out and you can't see a blinkin' thing. Admittedly there's not a lot else that could be done instead, but you don't feel very close to the action.

The most annoying thing about this title is the fact that it's too easy, so it's a good job there's loads of game modes to tackle. As far as beat-'em-ups go, this doesn't really make the grade. There's been nowt decent since *Tekken 3* so far as the genre goes. I wonder how much longer we'll have to wait for a new challenger?

Claire Webster

"...AS FAR AS BEAT-'EM-UPS GO, THIS DOESN'T REALLY MAKE THE GRADE..."

Bit of a Mover

All the moves you use are pretty cool. These include Custom, where you gain a level and obtain one or more power-up points. These affect the ability of your characters when you load them from your memory card before a battle in other modes. Your character can also do a Quick Dash, to which you can add more power-up points to increase the speed and distance of your dash. There's also a Guard move (block, in other words), which again you can upgrade with points to increase your character's resistance to attack.

extreme

UPPERS
Interesting moves • Comical storylines • Loads of modes

DOWNERS
Too easy • Terrible soundtrack • Ugly looking

55%

Caesar's Palace II

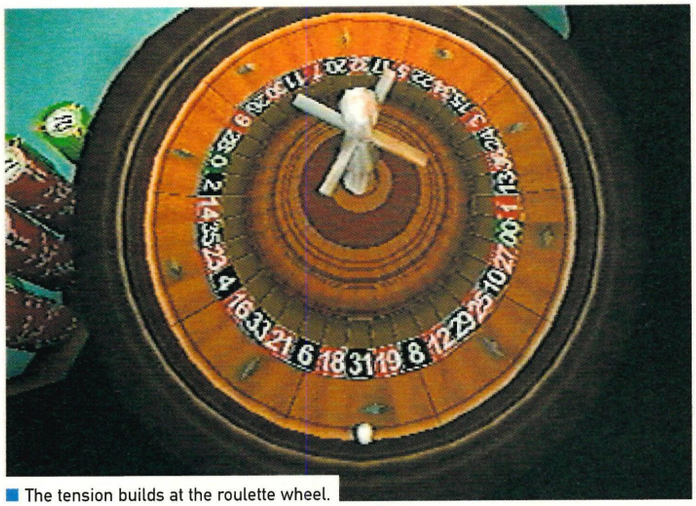
extreme INFO:

Publisher Interplay
Developer Rune Craft **Genre** Gambling
Released Out Now **Version** PAL
Price £29.99 **Players** 1-4

- **MEMORY CARD**
- MOUSE
- **MULTI TAP**

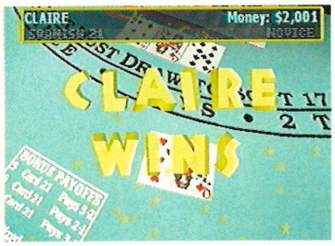
Place your bets, ladies and gentlemen – or should you keep your money firmly in your pocket? Claire's a gamblin' gal, but will she bet on *Caesar's Palace II* being a winner?

Actually, I'm not that much of a gambler. Which is why, when I first started playing this game, I had absolutely no idea what I was doing. The only game I actually knew how to play properly was Spanish 21.



The tension builds at the roulette wheel.



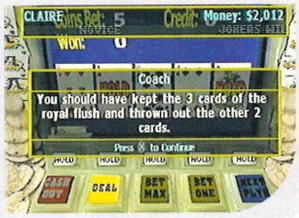


There are 19 different casino games in *Caesar's Palace II*, based around cards, table games like Roulette and Craps (let's leave that one, shall we?), slot machines and video games. Play a hand of blackjack, or try your luck at the old-style fruit machines, but you're bound to need some expert coaching at some point. I didn't have a clue about some of the games; Pai Gow Poker for instance – now what's all that about? Thankfully, you do have the option of getting some coaching, though I didn't find it very useful as it merely spoke a load of betting jargon. I needed coaching for the coaching.

Place Your Bets

When you view your statistics, you can see how much profit or loss you've made. In my case it was more of a loss, but I decided it wasn't entirely all my own fault as the coach only seemed to give me a hint after I'd played my hand in poker (and in all the other games, as it happens). It tells you what you should've done too late, as by the time you've learnt anything, all your money's disappeared because of the mistakes you've made. Doesn't make much sense to me!





Easy Money

You begin the game by entering the names of players taking part. Up to four people can play, which makes it a little more interesting. You're given 2000 dollars to play with, and in all the card and table games, you can raise and lower the playing stakes, depending on whether you're feeling lucky. You've also got the option (if you run out of money later on) of going to the cashier to take out a loan.

For a game such as this, the graphics are as good as they can get. The tables and various fruit machines look authentic enough, and the dealer's wearing those standard white gloves. The music becomes particularly tedious after a while, but that too is only to be expected, seeing as it's just the type of repetitive tune you'd expect to hear in a casino.

After you've been playing for a while you can also check on your statistics to see whether you're rated as a Novice, Expert or a true gambling Genius. You can then compare your abilities against your mates'.

To be honest, I really don't see the attraction of playing a casino-based game on your PSX. You should either do it properly or not at all. I can't imagine getting the same rush from winning a $200 bet in a computer game as you do from actually touching the chips for real. There's a real lack of excitement, and some of the games you play are just ridiculously difficult. It just leaves you thinking, 'What's the point?'

Claire Webster

"...IT JUST LEAVES YOU THINKING, 'WHAT'S THE POINT?'..."



extreme

UPPERS
Not real money • Okay against pals • . . .that's it

DOWNERS
Annoying music • Too hard • No thrills

46%

Missile Command

Ian goes back in time to defend his cities...

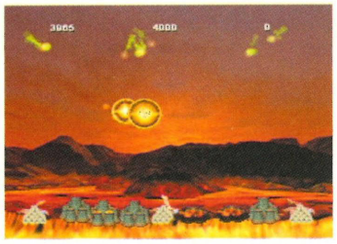
extreme INFO:

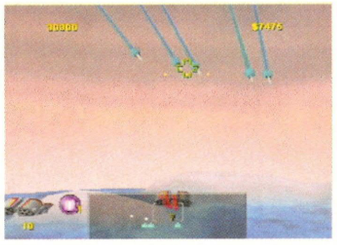
Publisher Hasbro Interactive
Developer Meyer/Glass Interactive
Genre Shoot-'em-up
Released Out Now **Version** PAL
Price £24.99 **Players** 1-2

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



The first end-of-level baddie.





You know the score – missiles fired from three pods and skyburst to stop the alien nukes reaching your cities, with limited ammo and bonus points for saved cities and remaining missiles. Like I said, you know the score. Been there, played that, complained when some arsehole spilt Coke on the trackerball...

The new, PSX-friendly *Missile Command* is extremely faithful to the original. The Classic Mode features very similar gameplay to the ageing Atari classic: enemy missiles raining down with increasing force, your own shots (aimed with crosshairs) exploding in a ball of flame, taking out attackers caught in the blast which in turn explode, offering opportunities for chain reactions. You need to be more precise than you were in arcades of old, though – the explosions aren't as extensive as they once were. Still, the skill level's pretty well balanced.

There's also a worthy Ultimate Game, a story-driven opus with cut scenes and end-of-level baddies. Here you can scroll the screen eight ways, so watch your radar to see where the missiles and brand-new aliens are. You can earn money and use it to research special weapons here too.

Missile Command is a fun game with a lot to commend it, and not just to retro-heads. Both the D-Pad and analogue controls work as well as can be expected, but the lack of mouse compatibility is the most bizarre omission since JVC's PR man visited our office without his pants on.

At £24.99 it's hardly the most expensive PSX game around but even so, it would sit better on a compilation than on its own. Short-term fun, but little VFM.

Ian Osborne

extreme
UPPERS
Retro action • Sympathetic to original • Addictive
DOWNERS
One-dimensional • Awkward at times • How much?
70%

Grudge Warriors

Bear a grudge against Ian – everyone else does...

extreme INFO:

Publisher Take 2 Interactive
Developer Tempest Software
Genre Driving Combat
Released Out Now **Version** PAL
Price £19.99 **Players** 1-2

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







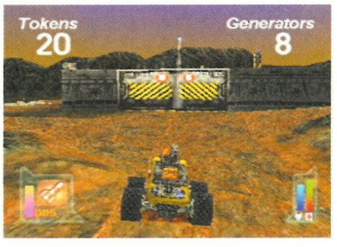
Curious one, this. It's quite good fun, but Take 2 were probably wise to put it out at a budget price – there are too many flaws here for *Grudge Warriors* to be a classic.

Let's forget the plot – it doesn't make sense anyway. You drive a futuristic tank, which is flown to a series of islands. You take on the indigenous forces on each isle, gathering tokens and blasting generators, all the time pursued by various mechanised baddies.

The gameplay is surprisingly puzzle-orientated, with secret areas and hidden entrances which must be found to complete the level. Blast the door to turn it into a platform, then drive off one of the intricate series of ramps and bridges, landing on the newly-created platform to open a new area. Wait for an enemy worker robot to pass, and watch as an otherwise-impenetrable portal opens for him. These puzzles are involved and smart, offering a real sense of achievement when you succeed.

Alas, the puzzles' main strength can also be their weakness. You sometimes get into situations where you've shot just about everything, but can't work out what to do next, offering long, frustrating periods of inactivity. It's hardly a fatal flaw, though, and let's face it; this factor didn't kill *Doom*.



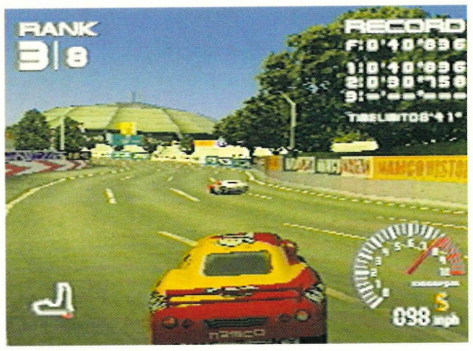


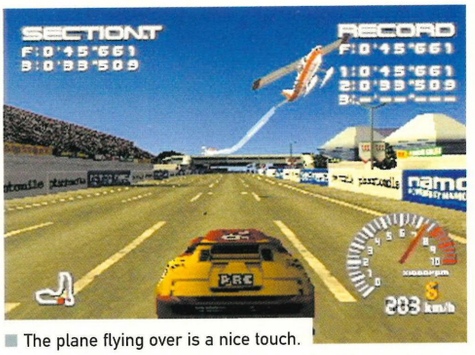
Grudge Warriors is a worthy blast at 20 quid, though not an all-time classic.

Ian Osborne

extreme
UPPERS
Interesting concept • Good puzzles • Cars look cool
DOWNERS
Can get frustrating • Periods of inactivity • Samey
78%







The plane flying over is a nice touch.

PLATINUM

Ridge Racer Type 4



The arcade racing series' last entry speeds onto Platinum. Kendall gets behind the wheel...

extreme INFO:

Publisher Sony CEE **Developer** Namco
Genre Driving game **Released** Out Now
Version PAL **Price** £19.99 **Players** 1-2

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

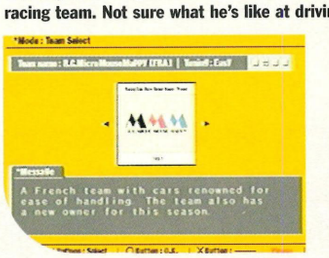


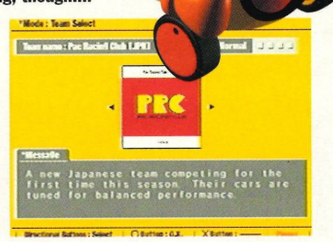
The original *Ridge Racer* was one of the flagship titles heralding the arrival of the PlayStation. Things have changed since then, and now people are demanding more realism and authenticity from their racing games, meaning that the crown has been passed to the *Gran Turismo* series. Luckily for those who still consider the *Ridge Racer* games to be more fun than the more serious *Gran Turismo* et al, Namco did not alter the original formula when creating the fourth in their series.

What this means is *Ridge Racer Type 4* is still mainly focused on action. You won't find yourself reaching for the brake button very often. Instead, keep the accelerator firmly pressed to the floor at all times. Don't worry about crashing; this is *Ridge Racer,* and all that happens is you bounce off the sides of the track and slow down. Cool.

Leader Of The Pac...

At the start of the Grand Prix Mode you're asked to join a team, and there are four to choose from. Of course, anyone with any sense aligns themselves with Pac-Man and joins his racing team. Not sure what he's like at driving, though....





"...FANS OF THE EARLIER GAMES WON'T BE DISAPPOINTED..."

Burnin' Rubber

Despite the relatively small number of tracks, the Grand Prix Mode adds some depth as it includes a quest where you must finish in a certain position to progress to the next stage. After each race you get in touch with another member of your team, who's rather cynical about your appointment and constantly criticises. It's worth winning the races just to annoy this guy...

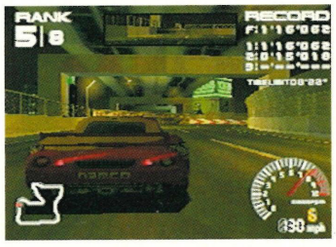
Time Trial Mode is strangely addictive too, as you attempt to take seconds off of your last time, and find yourself going around the same course again and again in your quest for speed.

The Two-Player Mode also impresses as there's no loss of speed during the split-screen action. This mode also prolongs the life of the game after you've mastered the one-player version.

The graphics here are lovely, and everything remains smooth throughout. You may find yourself crashing as you admire the action going on around the screen, such as a plane flying over the race course. There are also a great number of billboards dotted around, paying tribute to old favourites like *Pac-Man* and newer games like *Soul Calibur.*

Overall, *Ridge Racer Type 4* isn't a great leap forward for the series, but fans of the earlier games won't be disappointed, especially for less than 20 notes.

Kendall Lacey



extreme

UPPERS
Accessible • Looks the business • Fast

DOWNERS
No realism • Lacks depth • Few tracks

86%


■ The in-car view is one of the most realistic you'll find.



TOCA 2: Touring Cars

PLATINUM

Codemasters has shown it can be the kings of the road, but can *TOCA 2* stand the test of time? We send Russ to find out...

extreme INFO:

Publisher Codemasters
Developer Codemasters
Genre Driving Game **Released** Out Now
Version PAL **Price** £19.99 **Players** 1-4

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

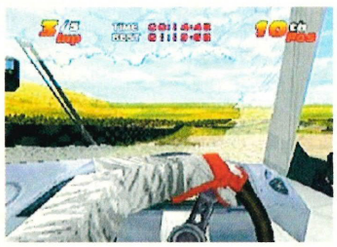
We reviewed *TOCA 2* on Platinum back in Issue 23, but its release was delayed. By the time you read this it will be on the shelves, but with *GT2* also out and *WTC: World Touring Cars* just round the corner, we felt we should take another look at the second game in the series and see how it's aged..

If you want your Touring Car thrills at a throw-away price right now, *TOCA 2: Touring Cars* is just for you. Codemasters isn't a company to jump on the sequel bandwagon, and *TOCA 2* is a prime example of what a 'proper' development team can do with a winning formula like *TOCA*. It isn't a simple update of teams, cars and drivers. In fact, it's anything but. Each car has been completely remodelled using newer programming techniques and, for the first time on the PlayStation (on the game's first release anyway), the cars feature transparent windows and windscreens.

Fans of the real Touring Cars Championships will find everything they need to get their hi-octane fix, and more than enough modes and challenges are on offer to keep even the most casual gamers entertained for a long time. The actual game engine has been refined and tweaked for perfect gameplay, and control is arcade quick, but realistic enough to keep critics (and anoraks) happy. The level of detail is such that there's a staggering six camera angles at your disposal, and even the option to turn your driver's-eye gaze to the left and right to check for overtaking opponents! It doesn't end there, of course; even the dashboard is faithful to the car you're driving, giving total realism for the perfect drive.



"...CODEMASTERS WILL DO ANYTHING TO GIVE COMPLETE GAMER SATISFACTION..."


■ Okay, who swapped the cleaning fluid for acid? I'm trying to race here...

Asset Stripping...

The greatest asset of *TOCA 2* has to be the multitude of playing modes. Look out for Full Championship, Arcade-Style Challenge, Time Trial, Single Race, Support Car Championship and Multi-Player Challenges. Given that *TOCA 2* does nothing by halves, you find a Link-Up Mode thrown in for good measure, meaning you can play amazing four-player challenges across two PlayStations – highly recommended. The challenge doesn't end there. Take a trip to www.toca2.com and you find a whole host of FAQs and information, but what really takes the biscuit is the Hall of Fame. Whenever you get a really fast time, you're given a code. Enter this code on the web site and you could be immortalised for all time. There are prizes up for grabs, so it's well worth the effort, even if a trip to your local internet cafe is required.

All this goes to prove Codemasters will do anything to give complete gamer satisfaction, an accolade that's sadly lacking from most developers' CVs. Why not spoil yourself with *TOCA 2* while you're patiently waiting for the third installment of the excellent series? Go on, you know you want to...

Russell Barnes

View To A Thrill

There are six perspectives to choose from in *TOCA 2*, covering all tastes and distances from the car. You can cycle through all the front viewpoints while you're racing, or you can look behind. In addition to these views, you can also look from side to side while sat in the car to check what is coming up alongside you. It isn't advisable to stay in this view for long, as you'll probably drive straight into a wall.

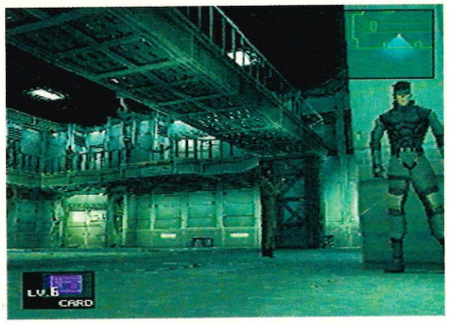




extreme
UPPERS
Loads of cars • Loads of courses • It's Codemasters
DOWNERS
It's not *GT* • It's not *GT2* • A bit dated
90%







Metal Gear Solid

PLATINUM

One of the biggest games of '99 returns. Russell can hardly contain himself...

Solid Snake might be one of the most ridiculous names for a lead character you've ever heard, but if he was real, you certainly wouldn't want to dis him to his face. Rather like the way you wouldn't call James Bond a flowery ponce, name-checking Solid Snake would probably lead to your head being turned inside out, should he catch you bitching behind his back. You probably wouldn't know anything about it until it was too late, though; Solid is the world's greatest espionage agent, and certainly knows a thing or two about sneaking up on people.



extreme INFO:

Publisher Konami **Developer** Konami
Genre Action Adventure
Released Out Now **Version** PAL
Price £19.99 **Players** 1

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



Unseen Killer...

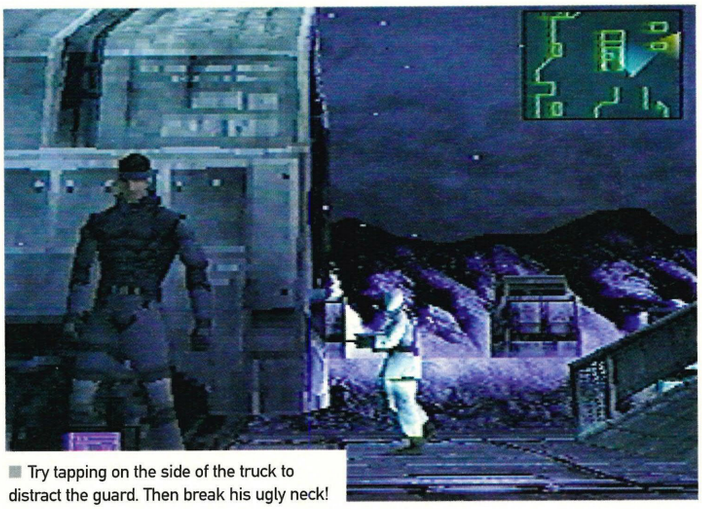
Take *Metal Gear Solid*, for example. Your mission, should you choose to accept it, is to infiltrate a huge and heavily-guarded nuclear weapons disposal facility under the control of a dangerous group of terrorists. To complete your mission, you must use every available top-secret, hi-tech toy at your disposal, including the Codec communication device (a tiny tool which fits inside your ear) that keeps you in close contact with an entire of team of experts, ready to help you should you need them. Snake even keeps a pack of smokes close to his chest to help him search out deadly laser trip-wires planted to catch out unwanted guests. All you've got to do is equip the cigs and take a couple of drags. Once you've spotted the lasers you can avoid them with ease, keeping marauding guards at bay for a little longer.

Guiding Snake past the countless guards and security cameras unseen is vitally important to progress through the game smoothly. It's no good running in guns blazing – you're out-numbered and out-gunned, and you'd be dead before you can say Revolver Ocelot.

So what makes *Metal Gear Solid* so great (considering it can be completed in a mere nine hours)? Easy; it's the closest you're ever likely to get to living the James Bond dream. It's better than the movies (being just as well acted, but you're the star) and a damn sight better than your real life (if you're anything like the editor, that is). Seriously, though, it takes the phrase 'interactive movie' and doesn't make a complete mockery of it. It's slick, smooth and packed full of excellent gameplay and stunning visuals. If you missed out first time around, you should snap it up immediately.

Russell Barnes

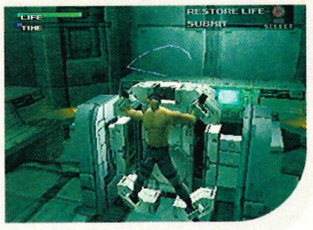
"...IF YOU MISSED OUT FIRST TIME AROUND, YOU SHOULD SNAP IT UP IMMEDIATELY..."



Try tapping on the side of the truck to distract the guard. Then break his ugly neck!

Torture Garden

This neat and clever little excursion comes around about half-way through the game and acts as a turning point for the two available endings. The idea is that you're captured soon after defeating Sniper Wolf, and taken for interrogation in a secure location. While being tortured, you're prompted by your torturer (Revolver Ocelot) to tap the Circle button to replenish your energy or press Select to submit (this is where the two possible endings are determined). He also tells you he'll know if you're using a Turbo-Fire function, and that you'll be killed as a result – tight get!

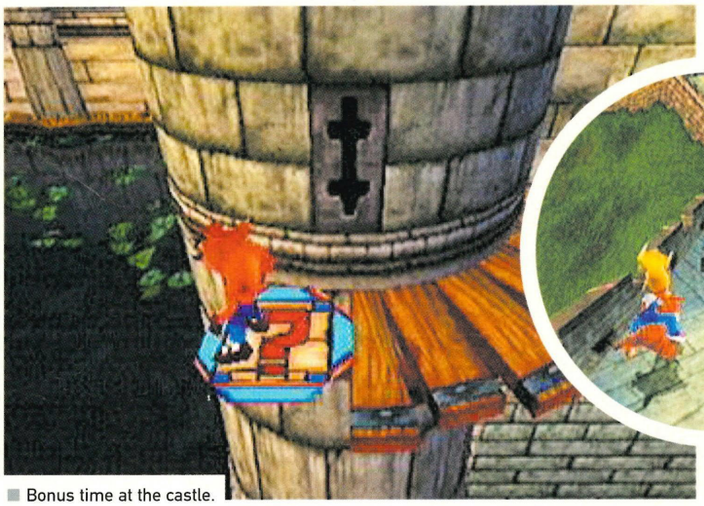


extreme

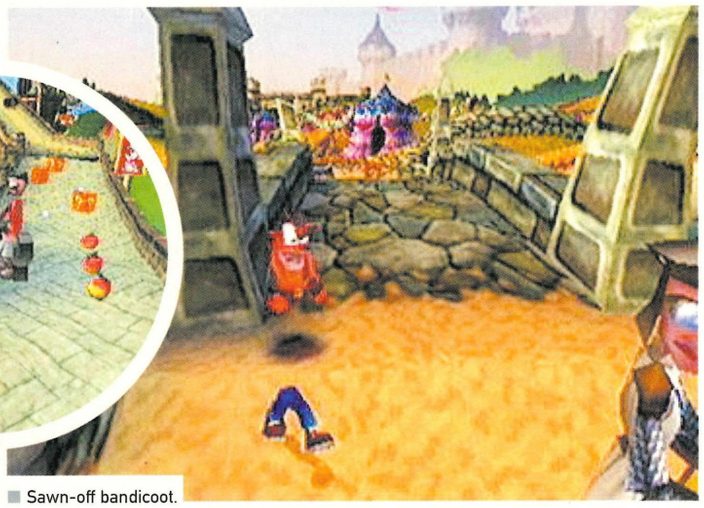
UPPERS
Be James Bond! • Amazing story • Excellent gameplay

DOWNERS
It's not *MGS 2* • Nine hours to complete • That's about it

94%



Bonus time at the castle.



Sawn-off bandicoot.

Crash Bandicoot 3: Warped



Greg goes back in time with the mighty Crash...

PLATINUM

extreme INFO:

Publisher Sony CEE
Developer Naughty Dog
Genre Platform Game **Released** Out Now
Version PAL **Price** £19.99 **Players** 1

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

Crash Bandicoot, eh? Love him or hate him, you can't ignore the old speedy one, especially when he appears in a game as good as *Crash Bandicoot 3: Warped*. If you're one of the few who haven't previously bonded with a bandicoot, you'll pick it up very easily. This is fast and colourful 3D-platform country, with items to collect and baddies to avoid. Added to this are numerous sub-games and the ability to control your sister, Coco, which help add variety to proceedings.

Plots are usually superfluous in this style of game, and so it is here. To sum up, Crash and his kid sister must battle their old nemesis, Dr Cortex, and boss, while aiming to break free from the time warp that's captured them. The only way to defeat this dastardly duo is by collecting all the gems and crystals scattered throughout the levels.



"...*CRASH 3* REMAINS A TOP-NOTCH PLATFORMER..."

Spin on It...

Graphically, *Crash 3* is still gorgeous, with some humourous character animation and solid-looking backdrops making the cartoon world come alive. Unlike the previous adventures, there's a good variety of locales, ranging from volcanic plains and underwater sections to Arabian markets and the Great Wall of China. In all there are more than 35 stages, including some less linear ones involving jet skis and biplanes.

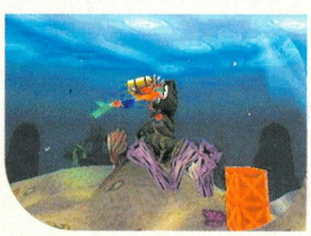
The main problem with *Crash* is its relative ease, due in no small part to the numerous amounts of extra lives dotted around. Experienced players quickly waltz through the main levels, although finding all the goodies takes considerably longer. Perhaps the designers knew this, and that's why they included an addictive Time Trial Mode. This is great fun, as you race your mates through the level, aiming to shave seconds off your times.

Crash 3: Warped has withstood the ravages of time well. There was always a certain quality about it, which even extended to the presentation and level select areas. Subsequent platformers, such as the enjoyable *Spyro 2* and the innovative *Ape Escape*, may have upped the ante, but *Crash 3* remains a top-notch platformer.

Greg Howson

The Spice Of Life...

Say 'no' to boring old platform games that restrict you to similar-looking levels. *Crash 3* positively revels in diversity. From underwater to a certain wall in China, there's plenty of chance to develop that travel bug.



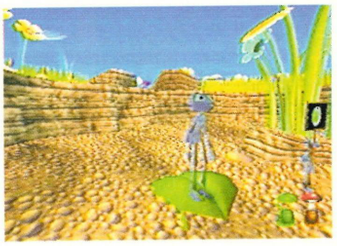


extreme rated

UPPERS
Very good fun • Superb graphics • Loads of variety

DOWNERS
Too easy • Too cute for some • Some frustrating sections

83%



A Bug's Life

PLATINUM

Ian enters a world of insects...

It's a little too loose and samey to be a classic, but this one got a bit of a rough ride in lesser mags when it first came out last Easter. Sure it's twee and lacks depth, but it's ideal for the younger gamer who's after polished, undemanding fun.



extreme INFO:

Publisher Sony CEE
Developer Traveller's Tales
Genre Platform Game **Released** Out Now
Version PAL **Price** £19.99 **Players** 1

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

The characters are instantly loveable and look exactly like they do in the film, with the hero (Flik the ant) beautifully animated. The levels are detailed and polished, though they sometimes lack focus, with sizeable areas of wasted space. Still, there's always lots to do, even if there's sometimes too much space to do it in, and the enemies, which range from small spiders to huge birds and caterpillars, will change the way you look at your garden forever.

A Bug's Life isn't the greatest platformer on the PlayStation, but it's cute and cuddly enough to appeal.

Ian Osborne

extreme

UPPERS
Great animations • Good training mode • Cute

DOWNERS
Too small • Too loose • Can get confusing

83%

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All import titles are available from PROJECT K (Details available on page 86)

CONSTRUCTION DESTRUCTION?

If you thought every possible variation on the beat-'em-up had been tried, check this out. We've had competitive combat tournaments between humans, robots, monsters, dinosaurs and even Plasticene animations, but now we're getting heavy construction vehicles tussling for the ultimate prize. Little is currently known about the game, but it will feature JCB-type diggers and lifters. Whether they have to keep stopping for their drivers to have an extended tea break has yet to be revealed.



PLAYSTATION 2 IN THE ARCADES?



Sony is developing a dedicated PS 2-compatible arcade board for use in coin-ops. This will enable developers to code PS 2 and arcade games alongside each other. Companies already signed up for development kits include SNK, Capcom, Konami, Jaleco, Hudson, and Tecmo.

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

AND THE BEAT GOES ON...

NEW BEATMANIA ANNOUNCED!



Konami has announced yet another *Beatmania* title. *Beatmania Best Hits* is a stand-alone game as opposed to a data disc, and features a collection of the most popular songs from the *Beatmania* series, plus a number of new features not found in the previous games. You can vote for the songs to be included in the game at Konami's Japanese Homepage between 2nd March and 5th April.

Beatmania Best Hits is expected in Japan this Summer. There might follow a UK release, but judging by the time it took to bring the first *Beatmania* game to these shores, it seems unlikely.

STUMPED!

YET MORE FINAL FANTASY VIII FIGURES...

You can say one thing about the Japanese – they never miss a marketing opportunity. Just when you thought every possible permutation on the *Final Fantasy VIII* figurine had been explored, along comes this series of super-deformed fighters. The four figures in the series are approximately eight inches tall by five inches wide, and cost £35.99 each from Project K. Choose from Rinoa sitting on a dazed Chocobo, Seifer with a gunblade, Squall also with a gunblade and Zell with his fists clenched.







NEWED!

PSX MP3 4U!

There's more to the PSX than just games. If you have a PlayStation with a serial port, you can fit a PSX MP3 player and use your trusty console to play MP3 CDs.

MP3 is a compression utility that allows more music to be stored on a single CD. Normally, a disc can hold around 65 minutes of sound, but with MP3 compression, you can fit around 15 albums on a single CD. The sound quality isn't quite as good, but it's far from poor.



MP3 CDs are rare in this country, but you can get them from importers or car boot sales. The PSX MP3 player is also available on import, and costs around £35.

ONE STEP AHEAD!

STRIDER STRIDES ONTO PSX





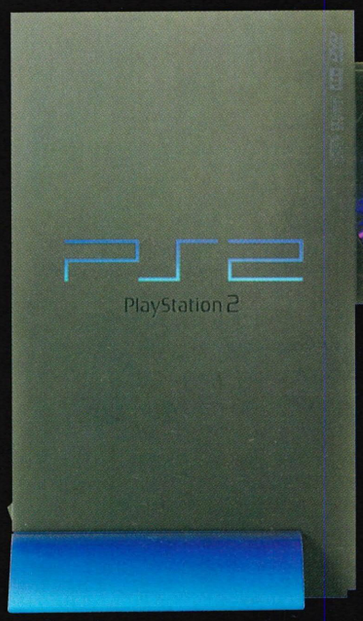
Fans of Capcom's *Strider* series will be pleased to know a PlayStation version is in preparation. The new game features 3D backgrounds but 2D sprites, helping to keep the feel of the original without looking dated. If you're wondering how well this will work, check out *R-Type Delta* or *Einhander*.

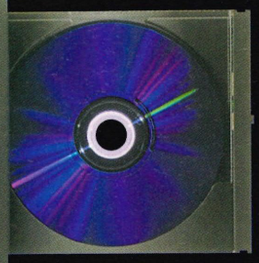
The game will also feature the classic original game, delivered on a separate CD. There's no news of a UK release yet, but it seems a likely move.

SUPPLY AND DEMAND

DIRECT FROM TOKYO...

How is the PS 2 going down on import? We talk to the people that know...





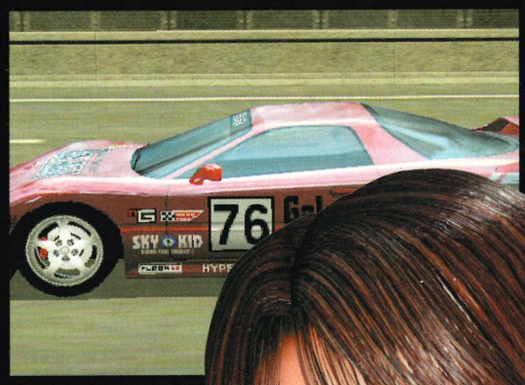
It's the same old story – the PlayStation 2 was released first in Japan (on 4th March), with American and European releases following later. The UK PS 2 launch is not expected until late September, but there's already a thriving import scene, a scene that's expected to get stronger as the prices fall (as they inevitably will).

According to Simon Leung, owner of Project K, one of the UK's leading videogames importers, the PS 2 will really take off on import when supplies increase and the prices come down. "It will outsell any other system", he said.

Prices are currently high because, with the Japanese launch being so recent, supplies are scarce and stocks over-subscribed. "On the launch day", says Simon, "we had 100 machines on order. We got 25, and were charged silly money for them. We're selling them at £699 for a PS 2 console, a Dual Shock 2 joypad and a game". And can we expect the price to come down as more machines are produced? "Yes", says Simon. "The PS 2 launches in Hong Kong in June, and this will reduce prices still further".

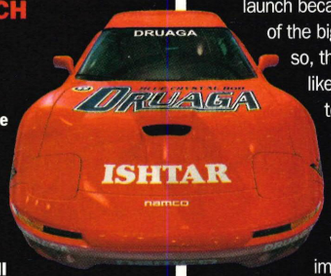
So how will it sell in the UK? "A lot of people held back on launch because of the prohibitive prices and the fact that most of the big games (except *Ridge Racer 5*) were put back. Even so, there's been frequent stock shortages. Sony don't like people exporting the machines, and sometimes try to delay them. There's very little else they can do about it, though – exporting isn't illegal".







PLAYSTATION 2 JAPANESE RELEASE SCHEDULE



4th MARCH
Ridge Racer 5
EX Billiard
Gold Paradise
Sky Surfer
American Arcade
A6
Kessen
Eternal Ring
EverGrace
Drum Mania
Stepping Stage
Mahjong Rally III
Kakinoki Japanese Chess 4
Jikkyou Powerful Pro Baseball 7
Perfect Fishing – Bass Fishing
EX3 The Street Fighter
Shin Sangoku Musu FIG
Driving Emotion Type-S

9th MARCH
Fantavision



30th MARCH
Tekken Tag Tournament
Snowboarding Super Cross
Street Mahjong Trance 2

APRIL
Dead or Alive 2
Gradius III & IV Resurrection
Mahjong Yaroze 2

JUNE
Jikkyou World Soccer 2000

Import Underground

Another importer, who didn't wish to be named, was less bullish about the PS 2's immediate import impact. "We're bringing over hardly any before Easter", he said. "They're currently just too expensive. They might be cheap in Japan [they go for the equivalent of £233.50, not much for a brand-new console: Ed], but demand is so high you can only get hold of them in small numbers. This makes them expensive in the UK, as an importer has to spread his costs over fewer items".

Surely people will still cry out for them over here? "Not at the £700 or so they'll go for", he said. "People will wait until the machines are available in Hong Kong too, which will bring down the price. The PS 2 import games scene will only take off when it's out in all three territories, and someone's found a way of 'chipping' them to accept games from America, Japan and Europe".

So chipping will be possible on the PS 2? "When all three versions are out, someone will work out how to do it. I'll certainly look into offering the service myself".

So what about Sony's attempts to outlaw their export? "Yeah, sure – this is just hype", he explained. "No one can stop the machines leaving Japan".







Monster Rancher 2

Kendall enters the world of baby monsters. Just don't call him 'daddy'...



extreme INFO:

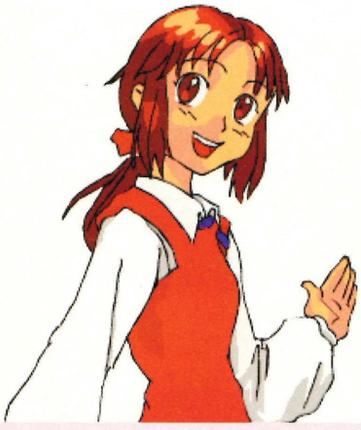
Publisher Tecmo
Developer Tecmo
Genre Virtual Pet
Released Out Now (Import)
Version USA **Price** £50-60
Players 1-2

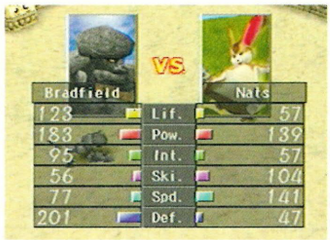


The amazing success of Pokemon not only turned the fortunes of Nintendo upside down, but also introduced a new, original game idea onto the market. Alas, the chance of Pikachu appearing on our beloved console remains less than zero, but now we have our own monster-making title with even more critters to raise than the big N's flagship game.

The idea here is to purchase a monster to train and then take it back to your ranch until it acquires the necessary skills to go head-to-head with others in various tournaments, where you not only win money, but also get your trainer licence. The creature needs constant attention to ensure it doesn't become unruly, and you also have to be careful not to spoil it too much or it refuses to do the tasks it must master to succeed.

"...THIS IS INSANELY INVOLVING, AND EVERY ASPECT OF THE GAME OOZES QUALITY..."



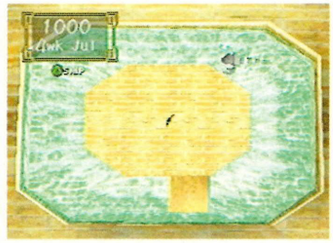


The bunny doesn't stand a chance...

In Training...

There's a huge number of training options covering every aspect of your creature's life, from pure physical activity such as running or swimming, to the more mentally stimulating like study or meditation. As well as overseeing the training yourself, your monster can be packed off to camp where it undergoes rigorous training, leading to a fight, after which it's either be defeated or gains a new skill for the next tournament.

Monster Rancher 2 triumphs through its pure addictive quality and wealth of options, meaning each player has his or her own way of attaining victory.



Swimming, one of many training options.

extreme LANGUAGE 0% BARRIER

Each monster is completely unique. As well as the monsters which can be purchased from the local shop, an original aspect of *Monster Rancher 2* allows you to create your own beasts by putting a music CD into the PlayStation, with data taken from the disc determining the look and statistics of your competitor. Our trials found Metallica's new album spawned a monster made of solid rock, whilst Fatboy Slim created a strange scorpion-type thing.

As the virtual months pass, your monster evolves and you become attached to the little fellow and learn the best way to look after it. This is insanely involving, and every aspect of the game oozes quality, offering depth and long-term appeal for all ages of gamesplayer. Brilliant.

Kendall Lacey

extreme 92%

Silhouette Mirage

extreme INFO:

Publisher SPAZ
Developer Treasure
Genre Platform Game
Released Out Now (Import)
Version NTSC **Price** £50-60 **Players** 1

Kendall puts on his multi-coloured hat and goes zapping...

extreme LANGUAGE 0% BARRIER

This is a strange one. *Silhouette Mirage* made its first appearance on Sega's glorious mishap, the Saturn, so you're forgiven for never having played it before. Basically, *Silhouette Mirage* is a platformer with a pretentious epic story.

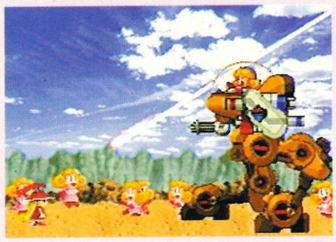






The plot is that the world is split into two social groups, the Silhouettes and (you guessed it) the Mirages. Your character is made up equally from the two forces, and so it's your mission to destroy all those around you – but here it becomes more complex. In order to kill the Silhouettes, you must be a Mirage, and vice versa. Your current identity depends on which way you're facing, so if you're facing in the wrong direction and therefore fire at someone of the same category, they carry on regardless. It's a constant manic whirlwind of movement as you ensure you're in the right position to triumph, which is easier said than done when faced with a multitude of critters from each angle. An interesting idea, which, whilst rather old-fashioned, is certainly worth a look.

Kendall Lacey





75% extreme

Chaos Break

extreme INFO:

Publisher Tecmo
Developer Tecmo
Genre Adventure **Released** Out Now
Version NTSC **Price** £50-60 **Players** 1

Kendall goes adventuring and gets some serious deja vu....

extreme LANGUAGE 55% BARRIER

Welcome back to the future; you may find these surroundings somewhat familiar. *Chaos Break* is a horror adventure game where you choose to play as either a tough male or a feisty female police officer. You're taken by helicopter to the building of the Fluxus Biomaterial Industry, where something eerie is happening. Dead scientists are strewn around the place, and nasty-looking monsters pop up on regular occasions.



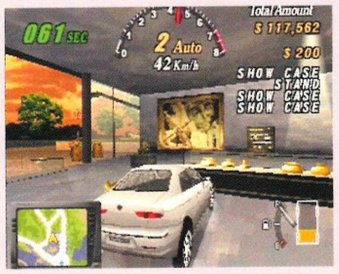


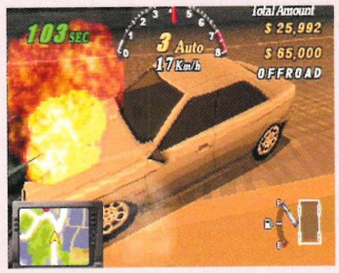
Yes, this is basically *Diet Resident Evil* in every respect, right down to the annoying loading times when you open doors. Having said that, the movement is smooth and the environments are vast, with plenty to explore. The downside is, of course, we've seen this all before, and therefore *Chaos Break* lacks the sheer terror you encountered when first faced with *Resident Evil*. Also, with clues scattered around various in-game computers in the form of e-mails, those not fluent in Japanese will no doubt miss essential information.

Chaos Break provides a decent distraction for those who can't get enough of the zombie epics, but offers little for the player looking for innovation.

Kendall Lacey

extreme 72%





extreme INFO:

Publisher Climax
Genre Driving Game
Developer Active Hearts Graphic Research
Released Out Now (Import)
Version NTSC **Price** £40-50 **Players** 1

Runabout 2

Kendall thinks it's time to crash some cars...

Car games that rely on realism are all very well, but sometimes you just want to crash and burn without having to worry about the insurance.

Luckily, *Runabout 2* is here to help, as it puts you behind the wheel and demands you're as reckless as possible.

extreme LANGUAGE 10% BARRIER

The idea is to get from A to B in a particular amount of time, but you pick up money along the way by bashing into other vehicles or pedestrians, or roadside objects such as news-stands or hot dog stalls. Soon all sorts of crazy pile-ups are happening, and it's very funny watching people scatter to avoid being caught under your wheels. Damn good brainless fun.

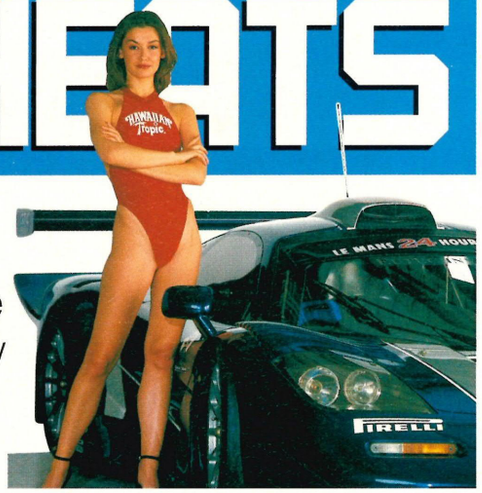
Kendall Lacey





extreme 81%

TIPS AND CHEATS



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If you're looking for maximum rewards with minimum effort from your games, you've come to the right place. Our tips and cheats will blow even the biggest games wide open, so why delay when you can CHEAT today?

CRASH TEAM RACING

Turbo Boost
Press ✖ before the green light fades away at the beginning of a race.

To access the following cheats, press and hold **L1**+**R1** at the Main Menu screen then enter the corresponding code.

Invisibility Power-Up
↓, ←, →, ↑, ↓, →.

Play as Komodo Joe
↓, ●, ←, ←, ▲, →, ↓.

Play as N. Trophy
↓, ←, →, ↑, ↓, →, →.

Play as Papu Papu
←, ▲, →, ↓, →, ●, ←, ←, ↓.

Play as Penta Penguin
↓, →, ▲, ↓, ←, ▲, ↑.

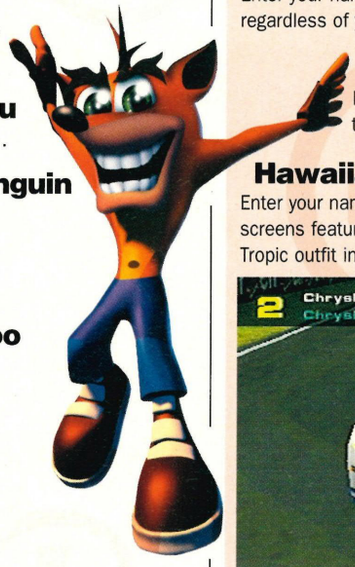
Play as Pinstripe
←, →, ▲, ↓, →, ↓.

Play as Ripper Roo
→, ●, ●, ↓, ↑, ↓, →.

Spyro 2 Demo
↓, ●, ▲, →.

Turbo Counter
▲, ↓, ↓, ●, ↑.

Turbo Pads
▲, →, →, ●, ←.





LE MANS 24 HOURS

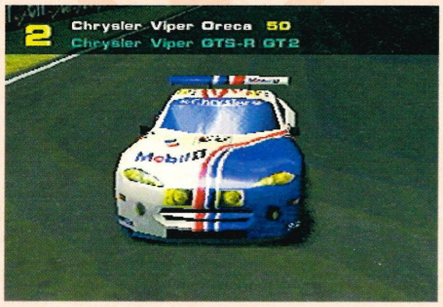
Unlock All Cars in Le Mans Mode
Enter your name as TATOO, then select Le Mans Mode. Accept any offer, then on the Car Select Screen, hold Start and **L2** to unlock more cars.



Always Win
Enter your name as FIRSTON and you win each race, regardless of your finishing position.

Unlock Audi
Enter your name as MAYOU to unlock the Audi '99 Prototype.

Hawaiian Tropics
Enter your name as JACKPOT and the win/lose screens feature the model dressed in a Hawaiian Tropic outfit instead of racing overalls.



FIFA 2000

Invisible Walls
Pause the game, and hold **R2** then press ■, ✖, ✖, ✖, ↑, ●.

EA Sports Teams
When selecting your team, choose the Rest Of World category, then cycle through the teams until you reach the 'E' section. Here you find teams named EA 1, EA 2, EA 3 and EA 4. These players have been customised to represent the EA Sports staff.

Special Guests Team
When selecting your team, choose the Rest Of World category, then scroll through the teams until you reach the 'S' section. You find a team named Special Guests. This team is the same as the EA Sports teams, except with different names and players who are 100% perfect in terms of performance.

Finding Ronaldo
Ronaldo may be found in the game as No. 9 and plays for the Italian side, Inter Milan, and the Brazilian national team.

Finding Pele
Pele may be found in the game as No. 10 and plays for the Classic Brazilian team side, Santos '62-'63, and the Classic Brazilian national team, Brazil '58 and '70.

Finding Romario
Romario may be found in the game as No. 11 and plays for the Brazilian team side, Flamengo.

Finding Youri Djorkaeff
Youri Djorkaeff may be found in the game as No. 14 and plays for the German side, Kaiserslautern.

COOL BOARDERS 4



Play As Bear, The Hard Way
Simply make it to the bottom of the Avalanche Stage.

Play As Crusty The Snowman, The Hard Way
Simply beat the Special Track on Japan Mountain with 100%.

Play As Fast Eddie, The Hard Way
Simply beat Rookie on Trick Master to access him as a playable character.

RAINBOW SIX



To activate the following cheats, pause the game, then press and hold **L1** before entering the corresponding code.

Unlock All Doors
▲, ■, ■, ▲, ✖, ●, ■, ▲

All Maps
✖, ●, ■, ▲, ▲, ●, ✖

Full Health For Entire Team
▲, ▲, ✖, ●, ●, ✖, ■, ■

Invulnerable Hostages
●, ●, ■, ▲, ✖, ▲, ✖, ●

Extra Ammunition
■, ■, ●, ▲, ✖, ▲, ✖, ▲

No Terrorists
▲, ●, ●, ▲, ▲, ✖, ▲, ●

Supermen Mode
✖, ■, ▲, ▲, ●, ■, ✖, ✖

Free-For-All Mode
●, ▲, ▲, ✖, ●, ■, ✖, ▲

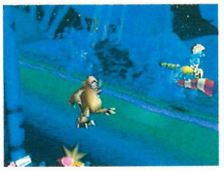
View Ending Sequence
■, ▲, ■, ■, ●, ●, ✖, ▲



THE SMURFS

Level Select
Select a new game and the 'It's no picnic' difficulty setting. Press ✖, and on the next screen, after the watching the video, press **L1**, ↑, ↑, ↓, ↑, ←, ←, ↑, **R2**.





Tips Clinic

Are you still stuck with that game you got for Christmas? Why not write to us here at The Tips Clinic, and let us solve your all your gaming symptoms...

Okay, Kenny Corker, Silent Hill tips is it? Well, here's a few to keep you going, along with the cheat to access the Secret Menu.

Extra Health Drinks in Hospital
For three extra health drinks in the hospital, simply search the wrecked drinks machine on the first floor.

Finding the Gold Medallion
Once inside the school, enter the room with the statue of the old man's hand then proceed north and into the next room to collect the chemicals. Now return to the statue and use the chemicals to get the Gold Medallion.

Saving Cybil
In order to save Cybil, you must first collect a plastic bottle from the kitchen in the hospital, then go to the director's room and use the bottle to scoop up the liquid drug from the floor. Now, when you meet Cybil at the fairground, use the liquid on her back.

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

Zodiac Room Tip
When in the room with the zodiac signs, enter the digit according to the amount of limbs in the picture, reading them from left to right.

Secret Menu
While playing a game, press Select and go to the Options Menu, then press **L1 + L2 + R1 + R2**. If done correctly, a Secret Menu option appears, so you can adjust weapon control, blood colour, view control, turning and moving, and auto-aiming. Not bad, eh?

Apparently, Adam Kennedy from Wigan is having problems with his worms! Worms Armageddon, that is. Well, you may be surprised to hear this, Kenny, but the only way to get all the weapons is to earn them the hard way. Here's what you do...

LASER AMMO
Beat Mission Four
JETPACK AMMO
Beat Mission Eight
FAST WALK
Beat Mission 13
INVISIBILITY AMMO
Beat Mission 16
LOW GRAVITY AMMO
Beat Mission 20
INDESTRUCTIBLE LANDSCAPES
Beat Mission 25
BANANA BOMB UPGRADE
Beat the last mission
AQUA SHEEP
Get Gold on the
Super Sheep Training
ENHANCED LONGBOW
Get Gold on the
Euthanasia Training
ENHANCED SHOTGUN
Get Gold on the Rifle Range
ENHANCED GRENADE
Get Gold on the Artillery Range
BLOOD
Get Gold on Basic Training
SHEEP HEAVEN
Get Gold on Crazy Crates
INDESTRUCTIBLE LANDSCAPES
Get Elite on Deathmatch
FULL WORMAGE
Complete Training, Elite on Deathmatch, and all Missions

Andy Bennet from Derbyshire informs us he's a church-going lad who wants lots of money, extra weapons, and no cops! He is, of course, referring to some GTA2 cheats, so here they are...

1,000,000 Points
BIGSCORE
500,000 Dollars
MUCHCASH
5x Multiplier
HIGHFIVE
All Weapons and Ammo
NAVARONE
Debug Mode
NOFRILLS
Disable Law Enforcement
LOSEFEDS
Display Co-ordinates
WUGGLES
Level Select
ITSALLUP
Maximum Wanted Level
DESIRES
Unlimited Energy
LIVELONG



Jody from Bath would really like some cheats for Moto Racer, or so she told us. Well, we've got just the thing to save you from digging in the dirt.

All the following codes must be entered at the title screen.

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

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

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

50 Km/h AI Bikes
↓, ↓, ↓, ●, **L1**, ■, **L2**, ↓, ↓, ✖

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

Reverse Mode
←, →, ←, →, ■, ●, **R1**, **L1**, ▲, ✖

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

Activate the Ten Tracks in Reverse Mode
↓, ↓, →, ←, ↑, ↑, ●, **L12**, ▲, ✖

Credits Movie
●, ▲, ■, ●, ▲, ■, ↑, →, ←, ✖

We've had a letter from Alex Cloggie in Andover, who believes we would not able to find him any cheats for Time Commando, as he claims to have looked everywhere. Well, Alex, read on...

Level Passwords
Roman Empire TUHOUEFY
Japanese ADSAZGLY
Europe, Middle Ages ZJFKYGLZ
Conquistadors EBELPWNF
Western EVXGPWNN
Modern Wars ENQOEQHJ
Future NDWMHGEC
Beyond Time XEMJBDFS

Password Cheats
All Weapons HUIBON
Maximum Health VONLUX

In-Game Cheats
Pause the game then highlight Sound FX and enter one of the following codes.

Skip Stage
✖, ■, ✖, ▲, ●, ■, ✖, ●, ✖, ▲, ▲

Skip World
●, ✖, ▲, ●, ■, ●, ✖, ■, ▲, ●, ■

Max Energy Bar
■, ●, ●, ▲, ✖, ✖, ●, ■, ■, ▲, ■

All Weapons
▲, ✖, ●, ■, ✖, ■, ●, ▲, ✖, ■, ●

Infinite Ammo
▲, ●, ▲, ✖, ■, ✖, ●, ■, ▲, ✖, ■

Auto Recharge
■, ✖, ●, ▲, ●, ✖, ■, ▲, ●, ▲, ■

Danny from Hull wants to know if we can suggest anything for a bad dose of Rival Schools: United by Fate. We think this will do the trick, but do let us know if your symptoms persist...

Alternate Hinata Costume
Successfully complete Arcade Mode with Hinata, Batsu, and Kyosuke, then enable Short Cut Mode and choose the alternate character from the bottom row of the Character Selection Screen.

Alternate Tiffany Costume
Successfully complete Arcade Mode with Tiffany, Roy and Boman, then enable Short Cut Mode and choose the alternate character from the bottom row of the Character Selection Screen.

Alternate Natsu Costume
Successfully complete Arcade Mode with Natsu, Shoma and Roberto, then enable Short Cut Mode and choose the alternate character from the bottom row of the Character Selection Screen.

Alternate Kyoko Costume
Successfully complete Arcade Mode with Kyoko and Hideo, then enable Short Cut Mode and choose the alternate character from the bottom row of the Character Selection Screen.

Easy Alternate Costumes
Successfully complete the game once, then hold **L2** to select Tiffany, Hinata, Natsu or Kyoko. This will also unlock Target Mode.

Alternate Evolution Mode Costumes
Eight different colours may be selected for each character by pressing ■, ▲, ●, ✖, **R1**, **R2**, **L1**, or **L2** at the Character Selection Screen.

Rotate Winning Post Screen
Hold Start and press the D-Pad to rotate the Winning Post Screen.

Kyoko's Office
Successfully complete the Evolution disc game with Kyoko under the highest difficulty setting.

Target Mode
Successfully complete the Evolution disc game with any character and difficulty setting.

Service Mode
Successfully complete the Evolution disc game with Natsu under the highest difficulty setting.

Home Run Mode
Successfully complete the Evolution disc game with Shoma under the highest difficulty setting.

Shoot-Out Mode
Successfully complete the Evolution disc game with Roberto under the highest difficulty setting.

Sally Fenchurch insisted we helped her locate all the secret Reptar Bars in Rugrats: The Search for Reptar, so here goes.

- Go to the basement and look on the right side of the computer.
- When playing Hole Eight on Ice Cream Mountain, go around to the other side of the pyramid.
- Go into the entrance way and explore throughout all of the pyramid. You find a lot of Reptar Bars, and also Mr Friend's mummy.
- Go into the back yard and look behind Spike's dog house.
- Go into Stu and Didi's room and walk into the closet, then look on the left side.
- Look behind the couch in the family room upstairs.
- Go behind the crib in Tommy's room.
- Look behind the trash can in the kitchen.

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

The Tips Clinic
extreme
22 Strand Street
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871D6E78E38F
87CE6323F47C
87A2FD8235C1
875728BEE585

874D5E08C32F
8798ABBC03F3
87BBDC0C03F3
87D2BD2403F3
87FA9D4C03F3
876ACD9C03F3
87729DC403F3
8709AE3C03F3

SUPERCROSS 2000

Cheat Screen
Press **R1** at the Select Event menu to display the cheat screen. Now enter any of the following codes to activate the cheat.

Additional Views	M0R3C4MS
All Riders Block You	BL0CKM3
Big Bikes	B1GB1K3S
Big Dirt Sprays	B1GSPR4Y
Cancel Track Reset	N0OFFTR4CK
Cancel Track Skip	SK1PP1NG0K
No Crashes	N0CR4SH
No Riders	N0R1D3RS
Giant Riders	G14NTS
Headless Rider	H34DL3SS
Hopping Bike	H0P (**L1** to hop)
Jupiter Gravity	JVP1T3R
Mars Gravity	M4RS
Mercury Gravity	M3RCVRY
Moon Gravity	M0ON
Neptune Gravity	N3PTVN3
Pluto Gravity	PLVT0
Saturn Gravity	S4TVRN
Uranus Gravity	VR4NVS
Venus Gravity	V3NVS




Freestyle Tricks
After using a jump to get some air, press and hold ●, then press the D-Pad in the indicated direction to perform the corresponding stunt.

Banzai	←, →
Bar Hop	↑, ←, →
Can Can	↓, →
Cliff Hanger	→, ↓, ←
Cordova	←, ↑, →
Heel Clicker	↓, ←
Nac Nac	←
No Footer	↓
No Hander	↑
Nothing	→, ↑, ←
Pancake Whip	→
Rear Fender Grab	↑, ↓
Saran Wrap	↑, →, ↓
Side Heel Click	→, ←
Super Fender Grab	↑, ←, ↓
Superman	←, ↓, →
Vertical Fender Grab	↓, ↑



VIGILANTE 8: SECOND OFFENSE

How to Enter Passwords

Highlight Game Status at the options menu, and press **L1+R1**, then ✖ twice. Now enter any of the following codes at the password screen to activate the cheat.

Attract Enemies	**UNDER_FIRE**
Fast Action	**QUICK_PLAY**
Big Wheels	**GO_MONSTER**
High Suspensions	**JACK_IT_UP**
Heavier Cars	**GO_RAMMING**
No Wheel Icons	**DRIVE_ONLY**
Original Levels	**OLD_LEVELS**
Slow Motion	**GO_SLOW_MO**
Rapid Fire	**RAPID_FIRE**
Reduce Gravity	**NO_GRAVITY**
Solitary Game	**HOME_ALONE**
Super Missiles	**BLAST_FIRE**

View All Endings

At the password screen, enter **LONG_MOVIE**. Now click on the character whose ending you want to see.

Wheelies

Hold the handbrake and press the accelerator until the tyres start spinning, then release the handbrake to perform a short wheelie.

Unlock Boogie the Hard Way

Complete Quest Mode with all objectives cleared with Obake to unlock Boogie.

Unlock Chassey Blue the Hard Way

Complete Quest Mode with all objectives cleared with Agent R, Chase, Garbage Man and Bob O.

Unlock Convoy the Hard Way

Complete Quest Mode with all objectives cleared with Houston.

Unlock Dave's Cultsmen the Hard Way

Complete Quest Mode with all objectives cleared with Convoy.

Unlock Dusty Earth the Hard Way

Finish all quests with Boogie.

Unlock Obake the Hard Way

Complete Quest Mode with all objectives cleared with Lord Clyde to unlock Obake.

Unlock Houston the Hard Way

Complete Quest Mode with all objectives cleared with John Torque, the Flying All-Star Trio and Sheila.

Unlock Lord Clyde the Hard Way

Complete Quest Mode completing all objectives, with Molo, Nina and Dallas to unlock Lord Clyde.

Unlock Padre Destino the Hard Way

Complete Agent R's, Chase's, Astronaut Bob O's and Garbage Man's quests and fulfil all of the objectives.

Change Car Colour

When choosing your car press ● – you can then select a colour and adjust the brightness.

Extra Salvage Points

To get three times as many salvage points, simply destroy your opponents using Special Attacks.

How to Fly

When you collect a Hoverpod, press ↑, then quickly tap ✖.

Special Attacks

Here's a list of how to perform every Special Attack with each weapon, and how much ammo it costs you. The button usage or the Special Attacks are configured for the default controller setting.

Interceptor Missiles

Halo Decoy (x2 ammo) ↑, ↑, ↓, **R2**
Afterburner (x2 ammo) ↑, ↑, ↑, **R2**
Rain Missiles (x2-4 ammo) ↑, ↑, →, **R2**

Bull's Eye Rockets

Road Runner (x2 ammo) ↑, ↓, ↓, **R2**
Stampede (x2-5 ammo) ↑, ↓, ↑, **R2**

Sky Hammer Mortar

Turtle Turnover (x2 ammo) ↓, ↓, ↓, **R2**
Crater Maker (x2-5 ammo) ↓, ↓, ↑, **R2**

Brusier Cannon

Cow Puncher (x2 ammo) ↑, ↓, ↑, **R2**
Buckshot (x2-6 ammo) ↓, ↑, ↑, **R2**

TARZAN

Cheat Menu

At the main menu, press ←, ←, →, →, ↑, ↓, ←, →, ↑, ↑, ↓, ↓, then highlight the Cheat option by pressing ↓. Press → when selecting a level to display extra levels.

Unlimited Lives

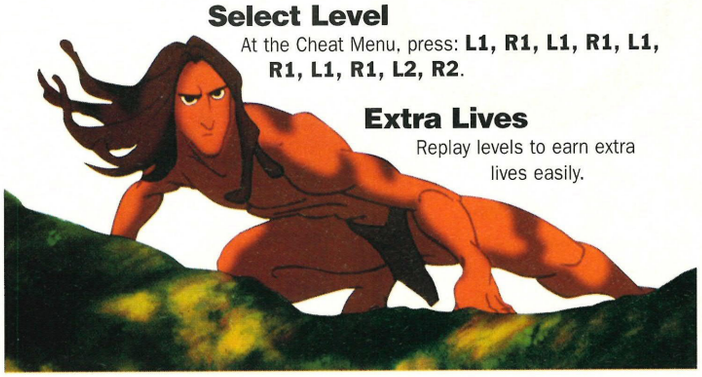
At the Cheat Menu, press: **L1, R1, L2, R2, L1, R1, L2, R2**.

Select Level

At the Cheat Menu, press: **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**.

Extra Lives

Replay levels to earn extra lives easily.



MOTO RACER 2

All Tracks

Enter **CDNALSI** as a name. The game repeats the name prompt, at which time any other entry may be made.

Bonus Track

Press **R1**, **R2**, ↑, ←, ▲ at the title screen.

Reversed Tracks

Enter **CESREVER** as a name. The game repeats the name prompt, at which time any other entry may be made.

Mini Bikes

Enter **CTEKCOP** as a name and follow the steps as above.



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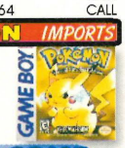
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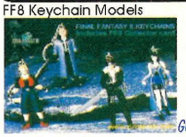
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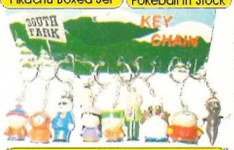
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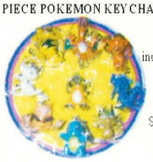


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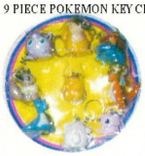
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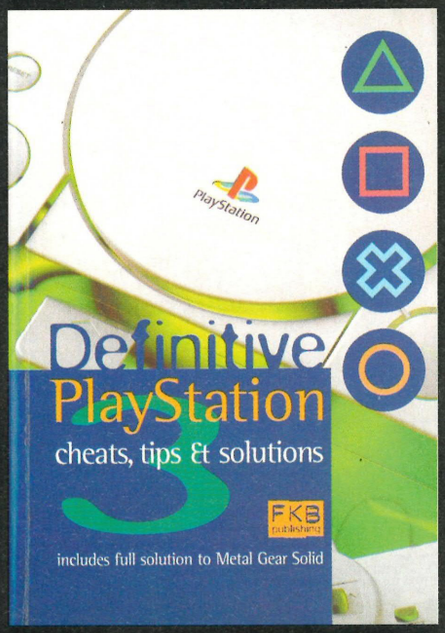
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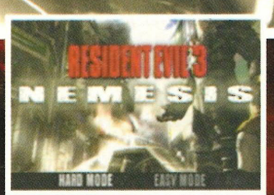
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RESIDENT EVIL 3
NEMESIS

TIPS FOCUS
PLAYER'S GUIDE

It's time for some more stomach-churning, zombie-zonking action with the third game in Capcom's scary *Resident Evil* series. If you're stuck, you're in luck – here's a fully-mapped guide to completing the game...

Briefing



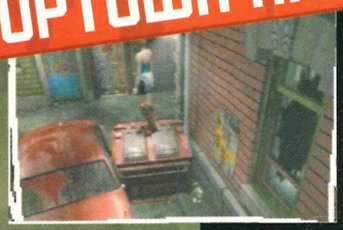
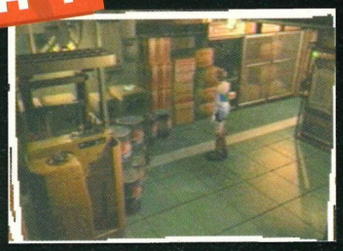
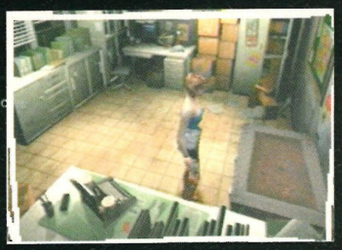
There are many differences between playing the hard and easy modes in Resident Evil 3. Not only are the enemies stronger, and larger in number when playing in hard mode, there are less healing herbs to collect and your game saves will be limited, but at least you will get to see the best bits of the game. The following guide has been written while playing in hard mode.

Decision Time



At various stages of the game, usually just before a fight or in the heat of the moment, you will be prompted to make a split decision from the two choices provided. Certain decisions may be suggested if we feel they are more beneficial, but you are free to do as you please as this walk-through caters for any of the decision you decide to make.

UPTOWN AREA 1


1. Once Jill has been blown out of the front of her apartment and you are in control, head west along the path and climb over the waste container that's blocking your path. Although there are various zombies here to shoot, you will only waste precious ammo so try to dodge them instead, or get physical if necessary. Don't worry about taking damage as it will be restored after the next cut-scene.

2. As you approach this junction, more zombies will appear from either side for an attack but before they can get close enough, a cut-scene will show Jill making her escape through the nearby door. After evading the zombies, Jill will eventually arrive in the Warehouse.

3. After the conversation has ended and Dario has locked himself in the container, enter your inventory and examine the Game Instructions A and B booklets (Files #1 and #2) for detailed game information and ammunition creation tips – this will also remove both booklets from your inventory slots. Now walk to the north-west corner and collect the Handgun Bullets and the First Aid Spray then head onto the walkway and up the stairs to enter the office above.

4. Collect the Warehouse Key from the wall and take both jars of Gunpowder A from the cabinet then take the Ink Ribbon that's next to the typewriter. Enter your inventory and combine both containers of the Gunpowder A with the Reloading Tool to create Handgun Bullets, then combine the boxes of bullets with each other to free up more inventory slots. Exit your inventory and open the nearby Item Box then place the Reloading Tool and Ink Ribbon into the Box before heading back down to the walkway through the door in the south-east corner. Discard the Warehouse Key when prompted then proceed along the path and through the door at the end. Now head south and through the door to the east.

5. As you approach this door, a random event will happen: the door will either fly open and a group of zombies will pour out, or they will wait for you to open the door before making their move. Use the Handgun to disperse them (remember to count your shots and to reload the gun manually) then proceed through the doorway and down the stairs.

6. Blast away at any more zombies waiting for you in this storage room then collect the Lighter Oil from the desk and the Shotgun from the corpse in the corner, before returning outside and proceeding along the path to the south-west.

7. There are two Green Herbs here that can be used to restore any lost health, but as with all herbs found within the game, you should only use them if necessary, as you may rely on them at a later stage. Continue along the path and through the next door then head south-west, where there will be more zombies to avoid.

8. When you reach these wooden boxes, climb up and collect the Uptown Map from the wall then continue up the fire escape to collect and use the Green Herbs if required. Remove any nearby zombies then climb down from the boxes and continue north-east and through the following door.

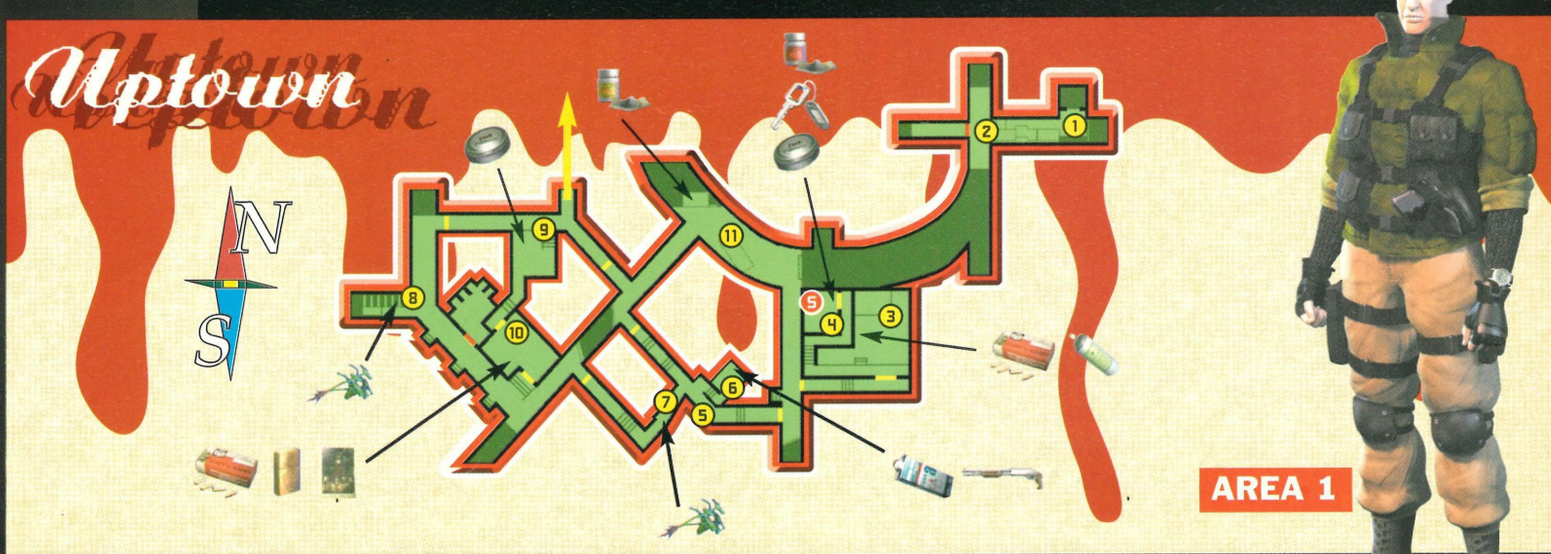
9. Head down these steps (if you are quick enough you'll get to see Brad finishing off a few zombies before heading into the Bar) and quickly collect the Ink Ribbon from the rubbish pile, then continue past the zombies and through the door to the south to enter the Bar and meet Brad.

10. Inside the Bar you will see Brad getting attacked by another persistent undead monster. At this point you can either help him out and waste your precious ammo in the process, or simply sit back and watch Brad fend for himself. After the zombie has been defeated and the conversation with Brad has ended, collect the Clock Tower Postcard (File #3) from the counter then head over to the till and take the Handgun Bullets. Walk over to the pay-phone and collect the Lighter, then enter your inventory and combine it with the Lighter Oil. Now exit the Bar through the previous door then head back past the rubbish pile and follow the path east and through the following door.

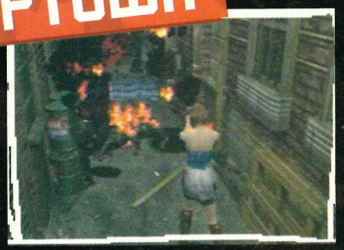
11. In order to collect the jar of Gunpowder B from the abandoned police car, you first must enter this area and remove all the zombies in sight. There's a red explosive barrel that will make this task easier, and will send body parts flying in all directions if timed correctly. Once the area has been cleared, head back through the previous door then return to the police car – a zombie will now jump out at you. Get the zombie out of the way then examine the police car for the Gunpowder before heading back towards the Bar and following the path north.





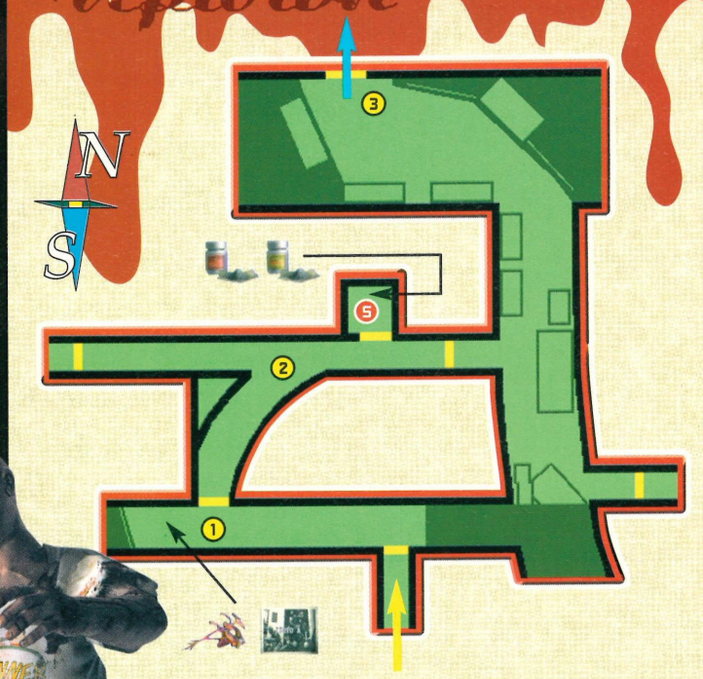
UPTOWN



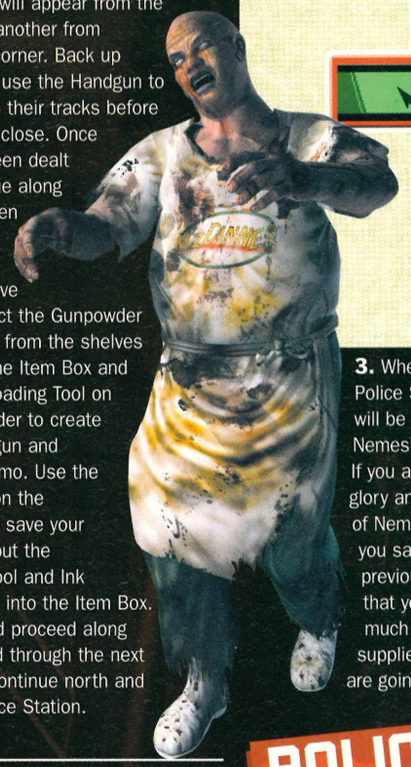


1. Once through the first door, head west to this gate that has been bound with oil-soaked rope. As you approach the gate or are examining it, the nearby zombies will break through the barricade and begin an attack. Back up slightly then wait for the zombies to approach the explosive barrel before shooting it for maximum effect. Use the Handgun to finish off any survivors then collect the Photo A (File #4) from the corpse and the Red Herbs if needed. Now use the Lighter on the oil-soaked rope and continue through the gate.

2. As you approach this bend an undead dog will appear from the flames and another from around the corner. Back up slightly then use the Handgun to stop them in their tracks before they get too close. Once they have been dealt with, continue along the path, open the nearby door and enter the Save Room. Collect the Gunpowder A and B jars from the shelves then open the Item Box and use the Reloading Tool on the Gunpowder to create some Handgun and Shotgun ammo. Use the Ink Ribbon on the typewriter to save your game then put the Reloading Tool and Ink Ribbon back into the Item Box. Now exit and proceed along the path and through the next gate, then continue north and into the Police Station.



AREA 2



3. When you enter the Police Station courtyard you will be confronted by Nemesis for his first battle. If you are going to go for glory and take on the might of Nemesis, make sure that you saved your game in the previous Save Room, and that you are carrying as much ammo and medical supplies as possible. You are going to need them.



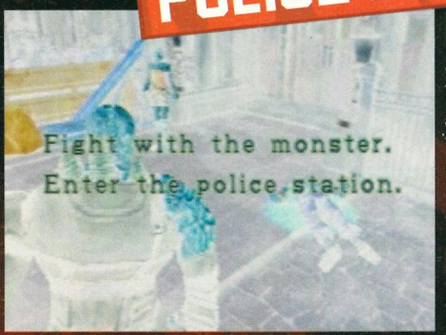
POLICE STATION

Nemesis Battle #1





Start the battle by unloading a few Shotgun rounds at Nemesis then get ready to make a move to another area of the courtyard as he approaches. Keep moving to open spaces to allow more freedom to dodge his next attack, blasting him with the Shotgun at the same time. Count each shot you fire and remember to reload manually when needed as this will save time and make Jill less vulnerable to attack. Press all of the buttons simultaneously each time Nemesis grabs hold of Jill, to attempt to wriggle free, or after she has been thrown to the floor, to make her stand up quicker, then move out of Nemesis' range and continue to use the Shotgun after restoring any lost health. It will take approximately 12 direct hits with the Shotgun to send Nemesis down, but even then you may still need to rely on the Handgun. Once he has finally fallen, collect the first Nemesis Item (Eagle Parts A) that he drops, then collect and examine the Card Case from Brad's body to find his S.T.A.R.S. Card.



RUN OR FIGHT

As soon as you set foot into the courtyard of the Police Station, you will witness Brad getting slaughtered by Nemesis. He will then turn to attack Jill, and you'll be prompted to make a decision within the next few seconds. If you choose to do nothing you will end up fighting Nemesis.

FIGHT THE MONSTER

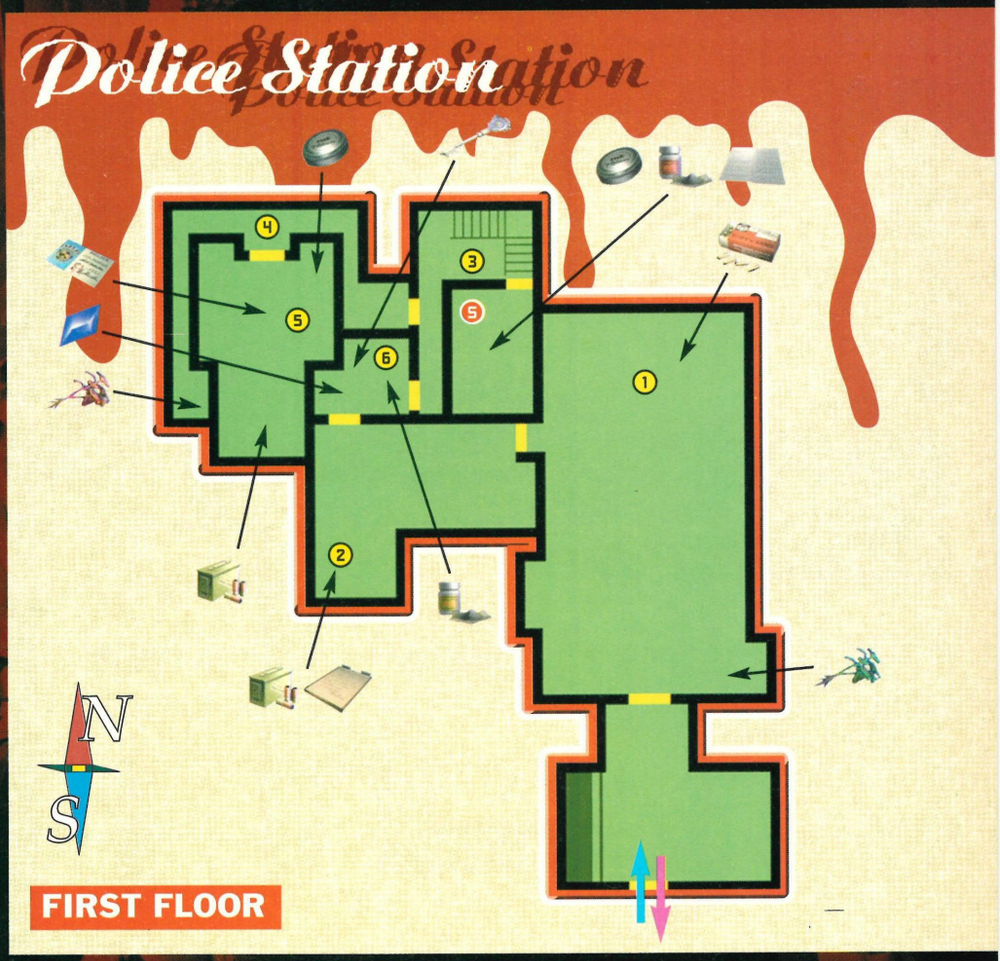
Although it is very difficult to defeat Nemesis in this first battle, it is recommend that you persist until he falls, as it will give you a good insight into Nemesis' attacks, as well as teaching you some vital tactical manoeuvres that can be applied to all enemies. After successfully defeating Nemesis, collect the first Nemesis Item that he drops, Eagle Parts A, then take the Card Case from Brad's body and examine it to expose Brad's S.T.A.R.S. Card. This will save you time looking for Jill's S.T.A.R.S. Card in the Police Station.

ENTER THE POLICE STATION

If you decide to evade Nemesis, you will not be able to collect the first Nemesis Item (until your next encounter) but you will be able to collect Brad's S.T.A.R.S. Card by collecting the Card Case from his body before running into the Police Station. Examine the Card Case to expose Brad's S.T.A.R.S. Card.





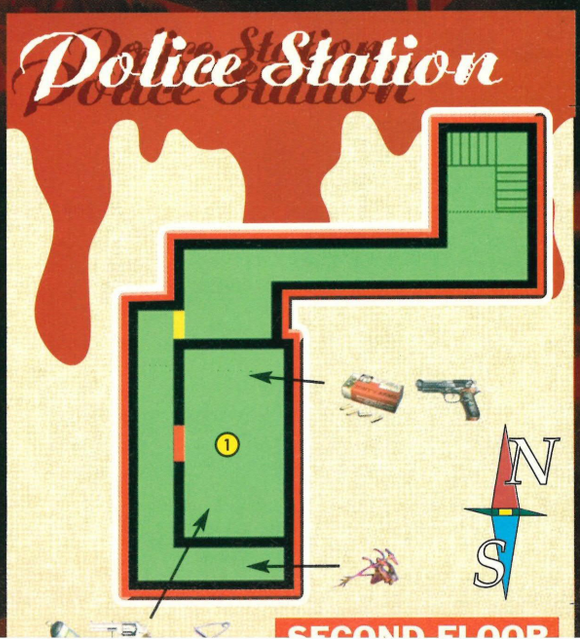


1. Once inside the main entrance of the Police Station, collect and use the Green Herbs if required, then head across to the reception desk and collect the Police Station Map from the desk and Handgun Bullets from the counter. Here you will also notice a computer terminal which contains the code required to collect the Emblem Key. If you managed to collect Brad's S.T.A.R.S. Card, you can use the terminal now to access the code for the Emblem Key and then proceed to point 6, but make sure you collect all the items on offer. Otherwise you'll need to collect Jill's S.T.A.R.S. Card, so start by heading through the door to the east.

2. Enter this small office and collect Marvin's Report (File #5) from his corpse then have a look on his desk for the Shotgun Shells that randomly appear. Blast your way through any zombies and continue through the door to the north to enter the Locker Room. Now take the Blue Gem from the locker on the east wall, then proceed through the next door and head north towards the stairs and Save Room.

3. It is recommended that you remove the zombies wandering around outside the Save Room before you enter, as they will pounce on you as soon as you exit the Save Room. Enter the Save Room and collect the Ink Ribbon and David's Memo (File #6) from the desk then take the Gunpowder A from the cabinet. Open the Item Box and use the Reloading Tool on the Gunpowder to create Handgun Bullets. Make sure that the Lockpick is in your inventory and then return to the previous corridor and enter the first door on the west wall.

4. At the end of the corridor you may or may not find some Red Herbs, which will be guarded by zombies. If they are not there, they will appear at the end of the corridor on the Second Floor. After deciding whether to collect the herbs or not, head through these double doors to enter the Conference Room.



5. Collect the Ink Ribbon from the corner of the Conference Room and Jill's S.T.A.R.S. Card from the desk (if you don't have Brad's). There will also be some Shotgun Shells to collect from the back room if they didn't appear on Marvin's desk. Now you have Jill's S.T.A.R.S. Card, return to the main entrance room and use the computer terminal to access the code for the locker containing the Emblem Key.

6. After you have received the code from the computer terminal, head to the Locker Room and walk around to the lockers on the opposite side, then use the code on the locker to collect the Emblem Key. Now head back to the Item Box and use the Ink Ribbon on the typewriter to save your game before proceeding upstairs.

---

1. Dodge your way past the zombies at the top of the stairs then make your way to the door and use the Emblem Key to enter. Inside this room, collect the Handgun ammo from the desk, the First Aid Spray from the medical bag on the wall, the Lockpick from Jill's desk, and the Kendo Fax (File #7) from the fax machine. You will also be able to collect either the Magnum or the Grenade Launcher from the cabinet. After you have collected everything and left the room, Jill hears a weak and brief transmission on the radio. Now head back to the first floor and prepare to be confronted by Nemesis for his second attack.

RUN OR FIGHT

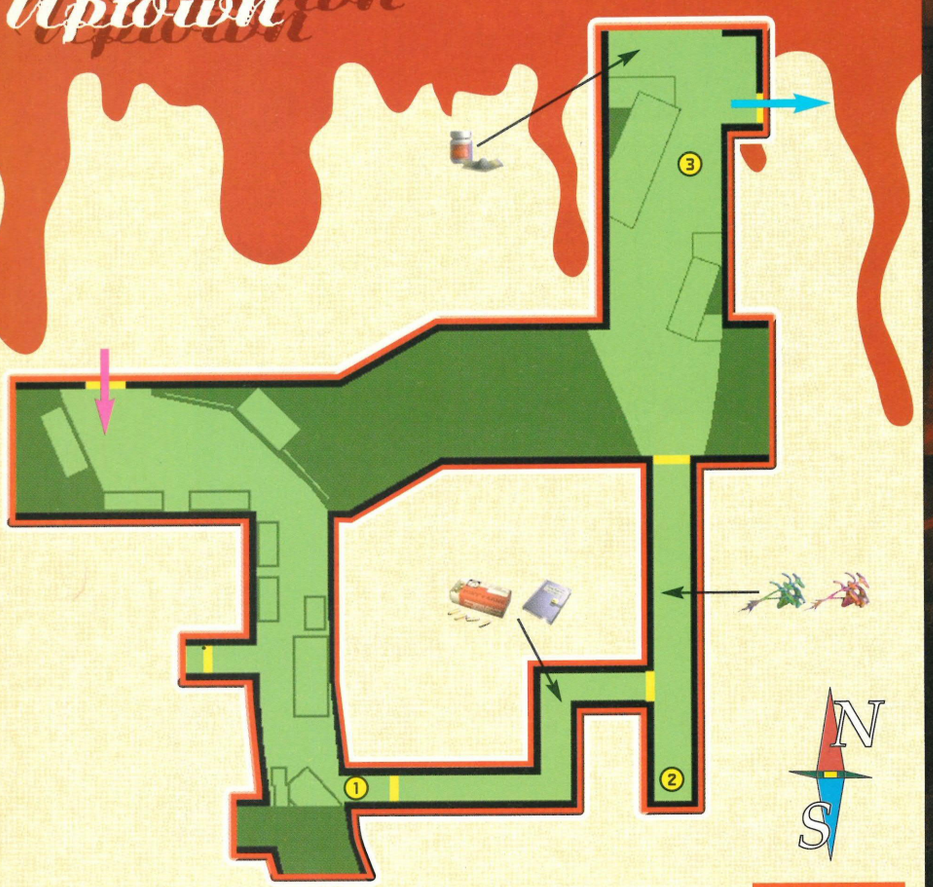
When you return to the first floor of the Police Station, Nemesis will re-appear for another fight. Although you will not be prompted to make a decision, you can either stay to fight or run like the wind, back to the main entrance and then out of the Police Station, while dodging his rocket launcher attacks. If you do decide to fight him and are successful you will receive the Eagle Parts B, the second Nemesis Item (provided this is your second battle with Nemesis).

Nemesis Battle #2

Although Nemesis has a rocket launcher this time, it will slow him down and make him easier to defeat. Begin the battle with the Magnum or Grenade Launcher while trying to keep on the move to dodge his rocket blasts, but don't run back upstairs as there will be more zombies to contend with. Resort to using the Shotgun when necessary and even the Handgun if things get desperate, and remember to restore Jill's health when possible. When Nemesis falls to the floor for the first time, move in close for a few head-shots then back away before he gets up. Once Nemesis has fallen for the second time, collect the Eagle Parts B from his body then return to the entrance room and exit the Police Station. You'll now be able to combine the Eagle Parts A and B to create the Eagle 6.0 Handgun.

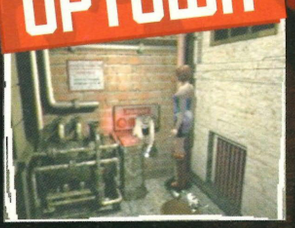


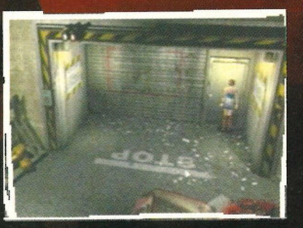
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AREA 3

UPTOWN





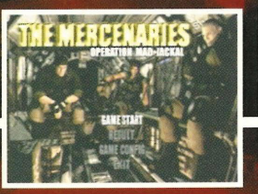
1. After exiting the Police Station head south to this door and use the Lockpick to open it, then continue along the path to collect the Handgun Bullets and Merc's Diary (File #8) from the corpse leaning against the wall.

2. Here you will notice a Fire Hose attached to the wall which you will eventually need to use to extinguish the fire outside the Save Room to the west, but first you'll need to find the Wrench to unbolt it from the wall. Continue north and collect the Green Herbs (which appear at random) if needed, but don't bother with the Blue Herbs as you'll need to save space in your inventory. Now proceed north and through the next gate and get ready to deal with the dogs that attack.

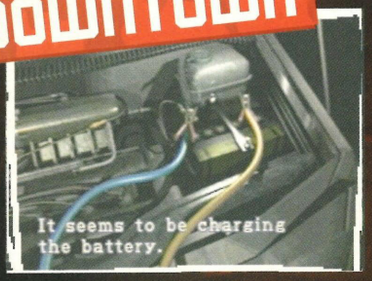
3. Keep your gun at the ready for another attack from an undead dog when you approach this area. Once the area has been cleared, approach the dead body and collect the Gunpowder B before heading through the door to the east to enter the Parking Lot in the Downtown area.

Mercenary Missions

After successfully completing the game (regardless of ranking or difficulty mode), you will be able to access the Mercenary Mission bonus game. This is a whole new game in which you play as a member of the Umbrella Task Force, and have to complete certain tasks and missions within the allotted time. Credits are rewarded for the completion of each mission which can then be used to equip your character with better and stronger hardware.



DOWNTOWN



1. As soon as you enter the Parking Lot, shoot the dog that approaches then examine the car with the bonnet open to collect the Power Cable. Now head north through the Parking Lot and enter the small office and Save Room.

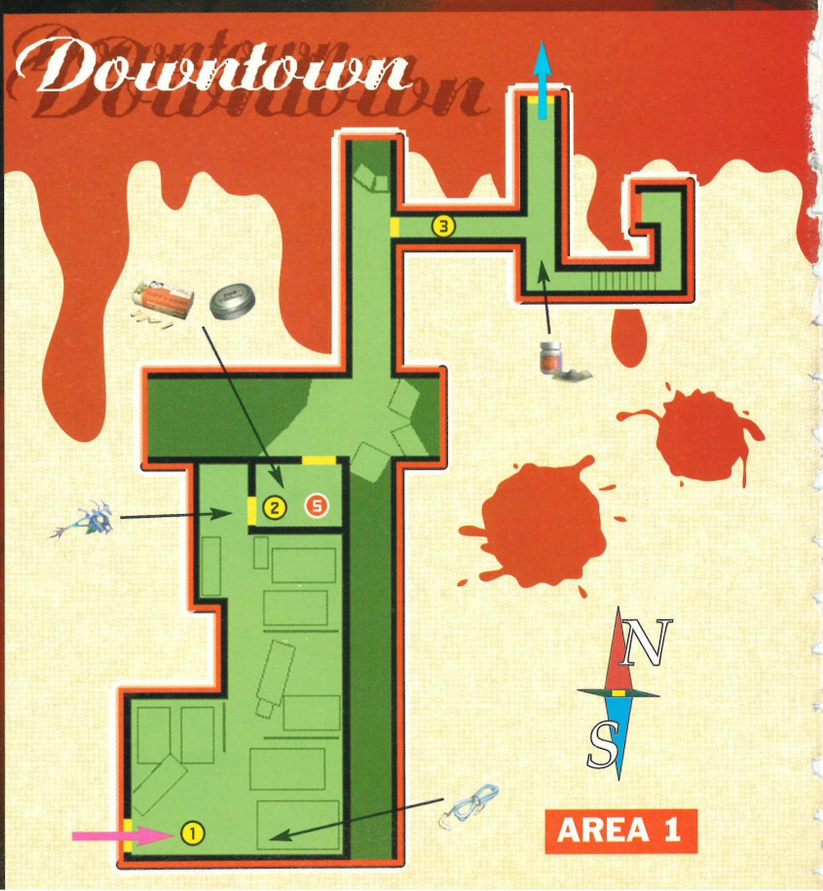
2. Inside the Save Room, collect the Ink Ribbon and Handgun Bullets then open and use the Ink Ribbon on the typewriter to save your game. Open the Item Box and place the Ink Ribbon and Power Cable inside, then use the Reloading Tool to create some ammo if required. Make sure that you are carrying the Lockpick then proceed through the door to the north, follow the path to the next door and enter.

3. Examine the poster on the wall here to collect the Downtown Map then equip the Shotgun and continue to the next junction, where you will encounter a new type of enemy know as the Drain Deimos. Blast them both to death then collect the Gunpowder A from the nearby body before proceeding north and through the next door, where you will have to decide which route you wish to take.

CHOOSE YOUR ROUTE

This is the first of many areas where you will not be promoted to make a decision, but have the opportunity of heading in different directions. Both routes have the same outcome, and both contain a third confrontation with Nemesis (unless you lift your skirt and run like a girl), but the order and areas in which certain tasks are performed will alter. You can either start by heading east to the Restaurant, or alternatively you can head west and proceed to the Newspaper Office; it really depends on where you want to meet Nemesis. If you wish to confront him in the Kitchen then follow Route A, but if you want to confront him in the Newspaper Office then follow Route B. We've covered both routes, which rejoin after entering City Hall (Downtown – Area 3).

Downtown



AREA 1

ROUTE A

1. Begin by heading east to collect the Green Herbs if needed but don't attempt to collect the Bronze Compass from the disused fountain, as you won't be able to keep it until you've collected the Battery. Now continue north to the next door and enter the Restaurant.

2. Collect both jars of Gunpowder A and the City Guide (File #9) from the tables then proceed west into the Kitchen area, where you will notice a heavy looking cover – it also has a hole in it to hook something onto! Continue around the corner and examine the small locker then use the Lockpick to find and collect the Fire Hook from inside. Now return to the heavy cover and use the Fire Hook to open it.

RUN OR FIGHT

As soon as you have used the Fire Hook to open the heavy cover, Carlos will appear and introduce himself, but before the conversation has ended Nemesis will appear for his third fight. You will then be prompted to either run or hide, but if you decide to do nothing you will get to confront Nemesis and will be able to rely on Carlos for added support.

HIDE IN THE KITCHEN

If you decide to hide in the Kitchen, Nemesis will approach and be knocked to the floor due to a gas leak and a faulty lamp. As soon as he hits the floor he'll temporarily drop the third Nemesis Item, a First Aid Box (provided you've defeated him twice before). Quickly collect it before he gets up then either head out of the Kitchen and west towards the Save Room, or stick around to continue the fight with the aid of Carlos. If you do decide to run, Nemesis will continue to chase after you until you make it into the City Hall area.

RUN TO THE BASEMENT

If you decide to hide in the basement you will have a few seconds to head around the corner, where Carlos will give Jill a lift up to make their escape outside. If you are too slow you will have to climb back up the ladder and either deal with Nemesis or evade him. Unless you defeat Nemesis he will persist with his attack until you enter the City Hall area.

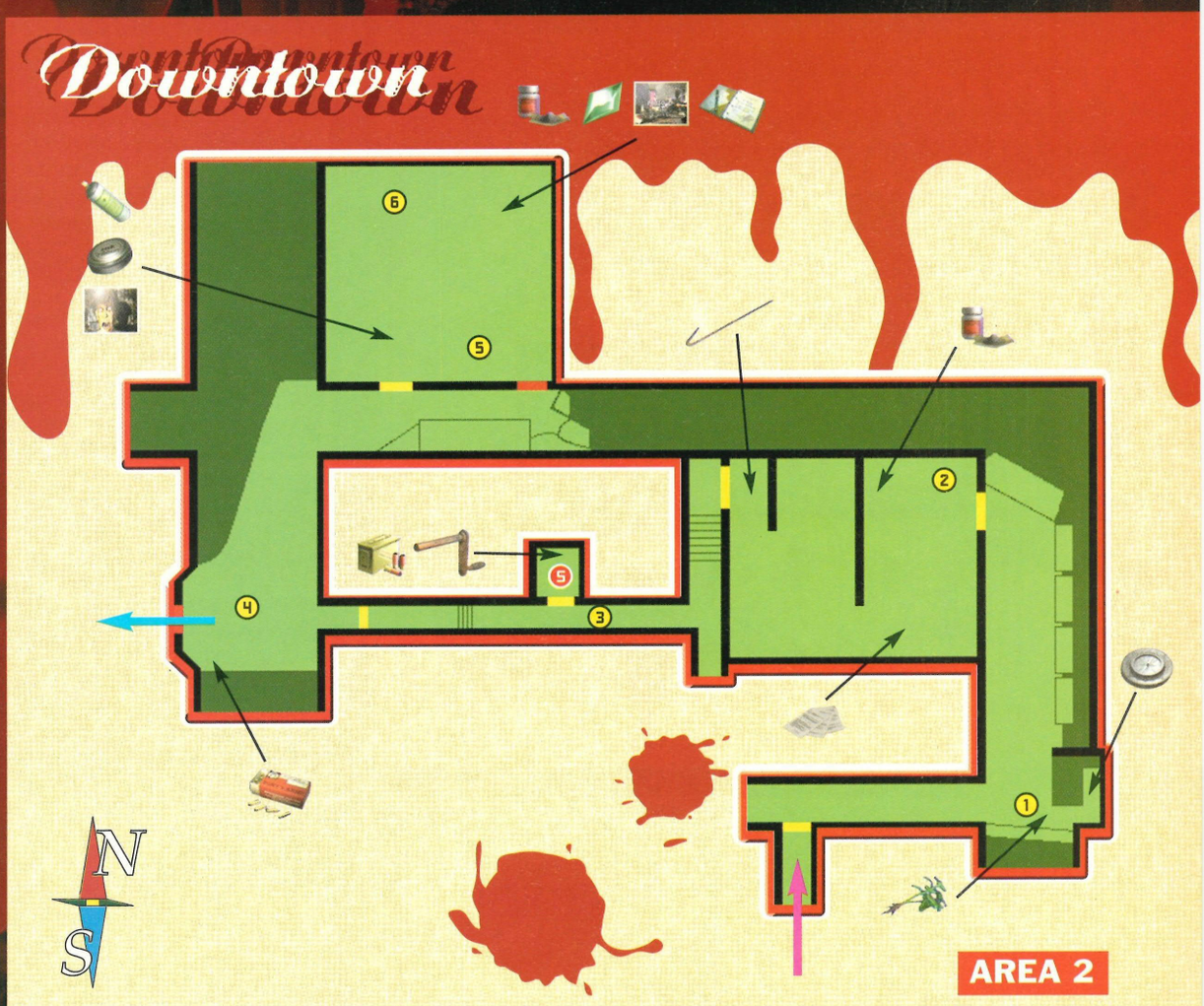


3. Continue along the path and head west to reach this door and enter the Save Room. Collect the Rusted Crank by the door and the Shotgun Shells from the shelves then open the Item Box and place the Rusted Crank inside. Use the Ink Ribbon to save your game, then ensure that you have the Blue Gem in your inventory before returning outside and heading west and through the next door.

4. This is the entrance to the City Hall area but you're not able to enter until you have collected the Green Gem from the Newspaper Office. While you are here, collect the Handgun Bullets from the dead body then proceed north and enter the Newspaper Office.

5. Collect the Photo B (File #10) from the top of the pay-phone next to the vending machine, then head to the other side of the room and take the First Aid Spray from the other pay-phone and the Ink Ribbon from the cardboard boxes. Push the step ladder towards the vending machine then climb up to access the power box and switch the power on for the nearby shutter door. Now approach the shutter door and examine the panel on the wall to open it, then enter and run up the stairs and past the flames.

6. Dodge the zombie then enter the room at the top of the stairs and collect all the items on offer (the Gunpowder A jars will only appear here if they weren't collectable in the Restaurant), including the Photo C and the Reporter's Memo (Files #11 and #12). You may have to return to the previous Item Box if you don't have enough space in your inventory, but make sure you collect the Green Gem last as this will trigger Nemesis to appear again (but only if you didn't defeat him in the last battle). Now head back towards the City Hall entrance and use the Blue and Green Gems in the hour-plate of the clock-face to open the gates, then enter.

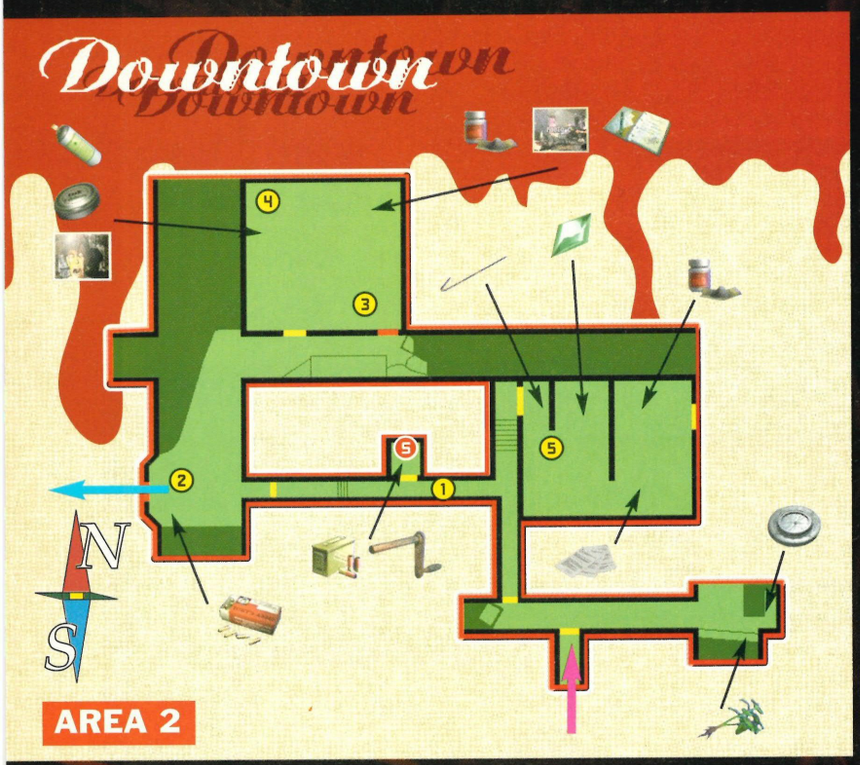


Nemesis Battle #3 (Route A)

As always, this is not going to be an easy battle but it is better to defeat Nemesis rather than have him hound you for the rest of this area. You'll also have the added bonus of Carlos' support if you decide to stay and fight, but you must make sure that he doesn't die or it will be game over. Begin the attack with your most powerful weapon for maximum effect then rely on the Shotgun, while using evasive dodging manoeuvres. Remember to shoot him in the head when he falls for the first time and to restore health if possible. Once the battle is over, make sure that you've collected the third Nemesis Item then head through the door to the west, where Carlos will make his excuses and leave.







Nemesis Battle #3 (Route B)

Once again Nemesis will be a difficult opponent to beat, but the battle will be made easier with the assistance of Carlos. Begin your attack with your most powerful weapon, keeping a safe distance and dodging his attacks, then resort to the Shotgun and even the Handgun when necessary. Remember to reload manually, restore Jill's health when possible, and not to let Carlos take all of the flack from Nemesis. After he falls for a second time, collect the third Nemesis Item, a First Aid Box (provided you defeated him in the two previous confrontations).



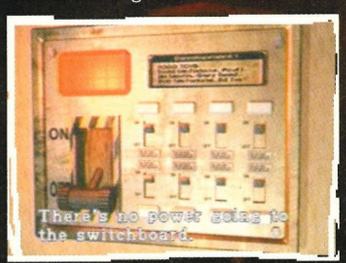


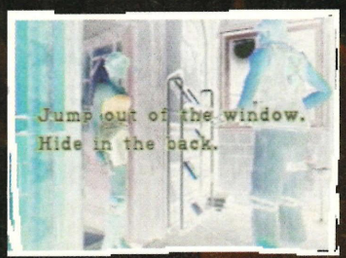




ROUTE B

1. Start by collecting the Green Herbs to the east if required, then head west and through the gate and continue to this Save Room. Remove any zombies hanging around outside then enter and collect the Rusted Crank and Shotgun Shells. Now open the Item Box, arrange your ammo then place the Rusted Crank inside the box before returning to the outside and proceeding west and through the next door.





2. This is the entrance to City Hall – you will have to return here later once you have collected the Green Gem. Take the Handgun Bullets from the corpse slumped on the floor then continue north and enter the Newspaper Office.

3. Take Photo B (File #10) from the top of the pay-phone that's next to the vending machine then collect the First Aid Spray and Ink Ribbon from the other side of the room. Now push the step ladder towards the vending machine and climb up to access the power supply for the nearby shutter door. Once the power has been switched on, approach the shutter door and examine the panel on the right to open the shutter, then head past the flames and up the stairs. At the top enter the room, where Jill will meet Carlos.



RUN OR FIGHT

Before the conversation with Carlos has ended, Nemesis will appear for another battle and you will be prompted to make a decision. If you decide to do nothing then you will get to battle Nemesis with the aid of Carlos, but if he dies it'll be game over.

JUMP OUT OF THE WINDOW

This option will send Jill and Carlos into the rubbish bin outside, where there will be two previously inaccessible Red Herbs to collect. Although this will get you out of immediate danger, you will still have to avoid Nemesis' random attacks until you enter the City Hall area and you will not have Carlos' support should you suddenly decide to defeat Nemesis.

HIDE IN THE BACK

This will provide a temporary hiding place while a blast from the fire blows Nemesis through a window. When he is on the floor, and if you are quick enough, you'll be able to collect the third Nemesis Item, a First Aid Box (provided you defeated him during the last two fights). This will also allow you a short time to collect the remaining items from the previous room before he begins to attack. You can now either stay and fight or make your escape, but you'll have to dodge his continuous attacks until you enter the City Hall area.



4. After successfully beating Nemesis, collect Photo C (File #10) and the Reporter's Memo (File #11) from the room where Carlos was found, if you haven't already. (There may also be two jars of Gunpowder A to collect, otherwise they will appear in the Restaurant.) Now exit the Newspaper Office. Once Carlos has said goodbye, proceed back to the previous Save Room and arrange your items, then make sure the Lockpick is in your inventory before heading to the Kitchen.

5. Enter the Kitchen and use the Lockpick on the small locker to collect the Fire Hook, then walk around to the square plate on the floor and use the Fire Hook to open it. Climb through the hole and down the ladder, then remove the zombies before collecting the Green Gem from the corpse in the corner. Now climb back up the ladder and collect the items from the Restaurant, including the City Guide (File #9), before returning to the Item Box to unload any unwanted items and ensure that both the Green and Blue Gems are in your inventory. Now continue west to the City Hall entrance and use both of the gems on the clock-face to gain access.

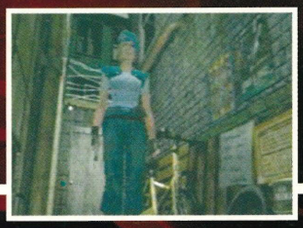


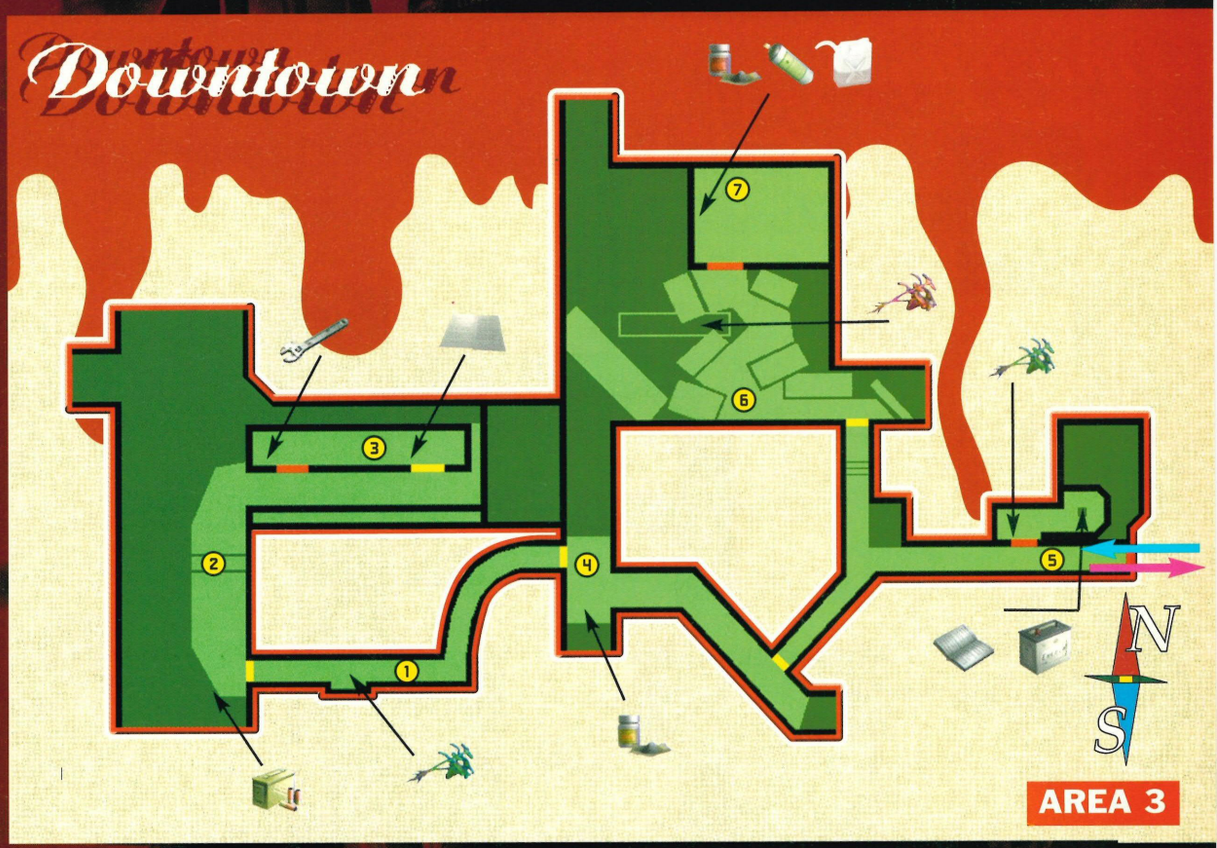
Bonus Costumes

There are a total of five bonus costumes to uncover within Resident Evil 3, that are located in the Boutique Shop next to the Bar in Uptown (Area 1), but the shop can only be opened once you have successfully completed the game and received the Boutique Key. You will then need to start a new game and proceed to the Boutique Shop to use the key and enter. Inside there are five dressing rooms that each contain a different costume. Depending on your ranking after completing the game, you will be able to try on the costumes and use them to continue your game in. You'll not receive the Boutique Key unless you achieve a ranking of E or higher, and you will only be able to access two costumes if you completed the game on easy mode.

Rating	No of Costumes
A	5
B	4
C	3
D	2
E	1
F	0







1. Once through the City Hall gates, follow the path to the Green Herbs, avoiding the zombies when possible and collect them only if required. (The previous Gunpowder will not be available until you return later.) Continue through the next gate to the west and take the Shotgun Shells from the corpse in the corner, then shoot the explosive barrel to blow the nearby zombies and undead dogs into little pieces.

2. Climb over these pallets and prepare for another undead dog to spring from the flames. Kill it then continue to the end of the Tram and enter.

3. Examine the electrical panel at the end of the tram to collect the Mechanic's Memo (File #13) then head further along the Tram. Here Jill will meet Nicholai, another member of the Umbrella Force. After Nicholai has walked away, approach the injured man and examine him then continue through the door to the next compartment, where Carlos is waiting. After the escape plan has been decided and Jill has received the bodypack (it allows an extra two inventory slots), collect the Wrench from the seat then use the nearby door to exit the Tram.

4. As soon as you walk through this gate, the door of the nearby car will fly off and a zombie will suddenly appear. Knock the zombie to the floor and collect the Gunpowder B from the car before heading east through the next gate and continuing back along the path towards the City Hall entrance.

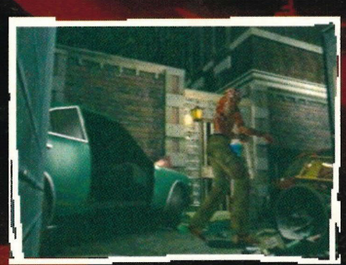
5. As you approach this door it will suddenly fly open and a group of zombies will come piling out for an attack. Move back up the path to create some space, then dodge past the zombies or use the Handgun to disperse them. Enter the new area and collect the Green Herbs (if they appear) to restore any lost health then approach and examine the statue of the Mayor. Press the switch to collect the Bronze Book from the statue then return to the path. You now need to head north to the Gas Station, but first you'll need to return to the previous Save Room and use the Item Box to collect the Rusted Crank and Wrench, and to create some ammo if necessary. Note: you'll have to return to the Mayor's statue after collecting the Bronze Compass.

6. Once outside the Gas Station, collect the Red Herbs if they appear then approach the shutter and use the Rusted Crank in the hexagonal hole next to it. After the Rusted Crank has broken, use the Wrench to open the shutter the rest of the way. Now enter and wait – if you defeated Nemesis in the last battle, Carlos will appear, otherwise Nicholai will appear instead.

7. When the conversation with either Carlos or Nicholai has ended, quickly grab the Red Herbs and Gunpowder A (if available), then take the First Aid Spray from the cabinet before approaching the switch panel in the north-west corner, where you must solve the puzzle to collect the Machine Oil.

If you look at the panel you will notice three small unlit red lights and four large red square buttons, with the letters A to D under them. Look at the letters to see which one is slightly brighter than the others, then try different letter combinations until the only large red button lit is the one above the illuminated letter. Simply repeat this another two times to light the remaining two small red lights and the Machine Oil will be yours. Now exit the Gas Station and head back the way you came to avoid the explosions.







Downtown

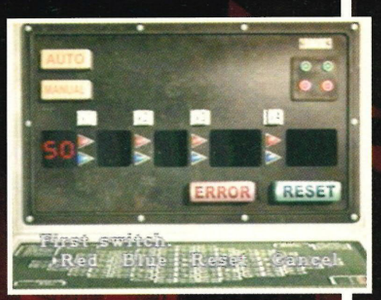


Transformer Puzzle

On the transformer there are four red and four blue buttons (triangular shaped) for each stage of the voltage transformation, which are used to either increase or decrease the voltage as it moves from one stage to the next. To open the shutter doors you must use the four stages to adjust the voltage so that the final voltage figure falls within the voltage range for that particular door.

Pressing the red buttons will multiply 15 volts with the stage number (x1, x2, x3 etc.) which will then be added to the previous voltage to create the next voltage figure.

Pressing the blue buttons will multiply 5 volts with the stage number (x1, x2, x3 etc.) which will then be subtracted from the previous voltage to create the next voltage figure.



1. After Jill and Carlos (or Nicholai) have escaped the exploding Gas Station, head back towards the City Hall entrance and continue to the nearby Save Room. Enter and use the Item Box to restore health and replace ammo if needed, then proceed south-east to the fountain where the Bronze Compass is located, but make sure you have the Bronze Book in your inventory.

2. Collect the Herbs if you haven't already then approach the first small niche and place the Bronze Book in it. Now walk across to the second niche and collect the Bronze Compass then head back to the Mayor's Statue (watch out for the evil Crows that will attack just outside the entrance to the City Hall) and place the Bronze Compass in his hand to expose the Battery.

3. When you have the Battery, head to the lift here (where you first encountered the Drain Deimos) and place it in the small hole in the control console. Once it's in place, step onto the lift and examine the console to reach the lower area allowing access to the Sub Station. Collect the Handgun Bullets from the workman's body as you exit the lift then head south past the zombies to the Sub Station.

4. Collect the two Red Herbs that may appear as you enter the Sub Station then continue into the main room and collect the Gunpowder B jars if they appear (otherwise they will appear later on in the game). Approach the power transmitter first and adjust it to manual then examine the shutter door to the right to discover the voltage required to open it. Walk over to the transformer in the corner and use the formula (see Transformer Puzzle) to adjust the voltage within the required range, then enter and collect the Grenade Launcher or the Magnum, depending on which weapon you collected from the second floor of the Police Station. As soon as you have collected the weapon, a hoard of zombies will try to get in, and you will be prompted to make a decision. Whatever the outcome of your decision, you will need to examine the second shutter door to the left to discover the required voltage, and then use the transformer in order to collect the Fuse from the room beyond.

RUN OR FIGHT

Once the weapon from the Sub Station has been collected, you will have to deal with an onslaught of zombies and will be prompted to make a decision. If you choose to do nothing, you will have a room full of zombies to deal with, so your best bet is to pick 'Increase the Electricity Output'.

HEAD FOR THE EMERGENCY EXIT

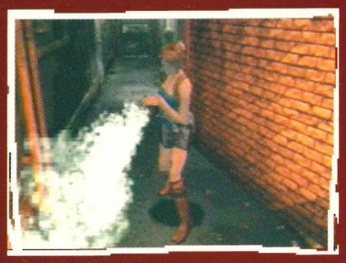
If you choose to make an escape you will make it safely outside but will then be confronted by Nemesis for his fourth battle, and even after defeating him you will still have to deal with the zombies when returning to the Sub Station in order to collect the Fuse.

INCREASE THE ELECTRICITY OUTPUT

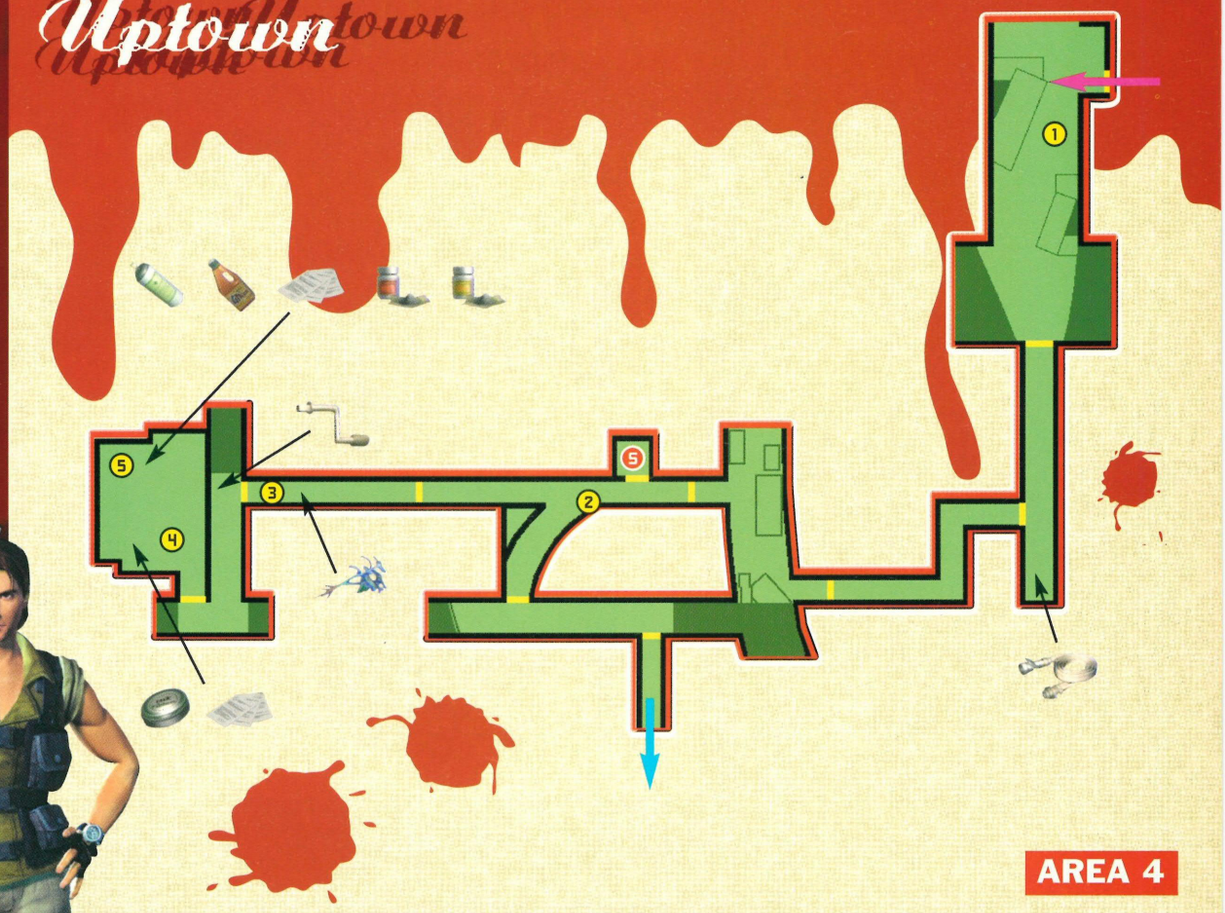
This is the best decision to make as it will instantly fry all the zombies waiting to get you, allowing you to collect the Fuse without attack. Simply run over to the power Transmitter and throw the switch.

5. Once you have collected either of the two weapons and the Fuse from the Sub Station, head back outside, where there will be a hoard of zombies waiting for your flesh. Use your weapons wisely to create a path back to the lift, then use it to reach the area above and proceed south-west to return to the Parking Lot. Note: the Grenade Rounds just before the Parking Lot will only be accessible if the zombie decides to jump out of the abandoned police car.

6. Enter the Save Room and use the Item Box as required then head south and through the door to return to Uptown, but make sure that you put the Wrench in your inventory as you'll need it to collect the Fire Hose that is firmly attached to the wall.



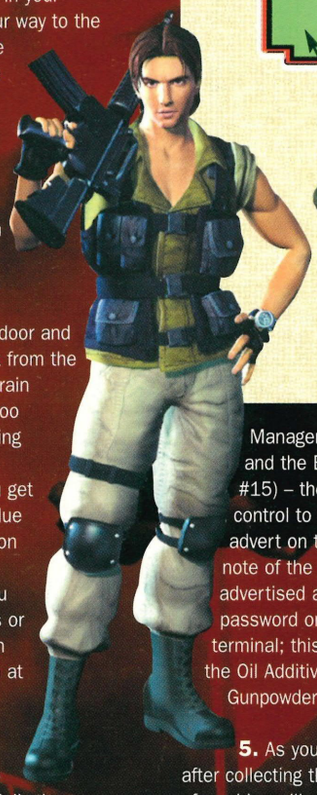
Uptown



AREA 4

1. As you head past this abandoned bus, the windows will shatter and a flock of bloodthirsty Crows will come flying out for an attack. Don't waste time and ammo supplies, instead keep running south and through the gate, then continue to the end of the path and use the Wrench to unbolt the Fire Hose.

2. With the Fire Hose in your possession, make your way to the fire that's blocking the path outside the Save Room and use the hose on the nearby hydrant to extinguish the fire. Now use the Save Room and Item Box if necessary, then continue west and through the next gate.



3. Head through this door and quickly grab the Crank from the floor, then blast the Drain Deimos when it gets too close, before proceeding south to deal with the second Deimos. If you get bitten, return to the Blue Herbs for instant poison relief. Now enter the Sales Office where you will meet either Carlos or Nicholai, depending on your previous decision at the Sub Station.

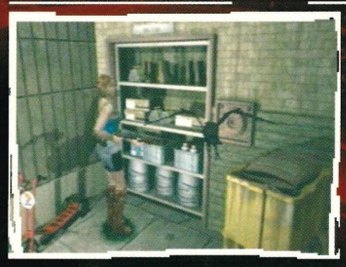
4. After the cut-scene has ended, collect the various items – especially the Manager's Report (File #14) and the Business Fax (File #15) – then use the remote control to watch an Umbrella advert on the television. Make a note of the product name being advertised and use it as the password on the nearby computer terminal; this will allow access to the Oil Additive and possible Gunpowder jars in the back room.

5. As you exit the back room after collecting the Oil Additive, a party of zombies will suddenly invade. Using the Shotgun, target and shoot the weak sections of the steam pipes to help slow down the zombies while you pick them off one by one.

6. Now that you have the Oil Additive and the Machine Oil, you will be able to combine them to make the Mixed Oil, the final item need for the Tram. But before heading back to Downtown, there are a few items worth collecting in the south of Uptown. Return to the junction where the fire was extinguished and continue to follow the path south, but whatever you do,



don't be tempted to enter the nearby Save Room because as soon as you walk past the fire hydrant, Nemesis will appear for his fourth battle.





1. Start by heading to this area at the back of the Bar, then remove the annoying Crows before using the Crank in the hexagonal hole to open the nearby shutter and expose the Grenade Rounds. If you don't have enough space in your inventory to carry all the rounds, don't worry, as you can collect them on your return journey. Now head back to the previous junction then head south-east and through the next door.

2. If you didn't collect the Gunpowder B from the police car on your last visit, get ready for the zombie who will jump out at you. Use the Handgun to send him down, then examine the car to collect the Gunpowder. If you can't carry any more, remember to collect it on your way back. Now continue south-east and enter the Warehouse.

3. Once inside the Warehouse, head to the Save Room upstairs and use the Item Box to re-arrange your inventory (remember to combine the Machine Oil with the Oil Additive) then head down to the container below and climb in to collect the items from inside, including Dario's Memo (File #16). Now return to the Item Box and arrange your items again, but make sure that you're equipped with a few powerful weapons and medical supplies (as well as leaving enough space to collect any items on your return journey) as you are soon to meet Nemesis again. When you are ready to leave the Warehouse head back to the fire hydrant (while collecting any items) and walk past it to trigger the next Nemesis attack.

RUN OR FIGHT

On returning to the fire hydrant, Nemesis will rear his ugly head once again (unless you defeated him at the Sub Station). You will not be prompted to make a decision and are free to continue running all the way to the Parking Lot of the Downtown district, but it is much better to get it over and done with, especially if you have collected enough Gunpowder to create powerful ammo.

UPTOWN AREA 5 MAP – OVERLEAF

CLIMB UP OR JUMP OFF

As you head through the Parking Lot, the ground will shake and a hole will appear below Jill's feet. While she is clinging on to the edge, you will be prompted to make a decision. If you decide to jump off, Jill will drop down to the area below where she will have to make her way past a new enemy to reach the ladder and return to the Parking Lot. If you decide to climb up, Jill will simply climb out of the hole before two crates come sliding past, but if you do nothing, the crates will hit Jill and send her to the area below. Use the Save Room and Item Box in the Parking Lot if required then continue towards the Tram, but watch out for the zombie hiding in the police car outside. If he didn't appear before, he will now.

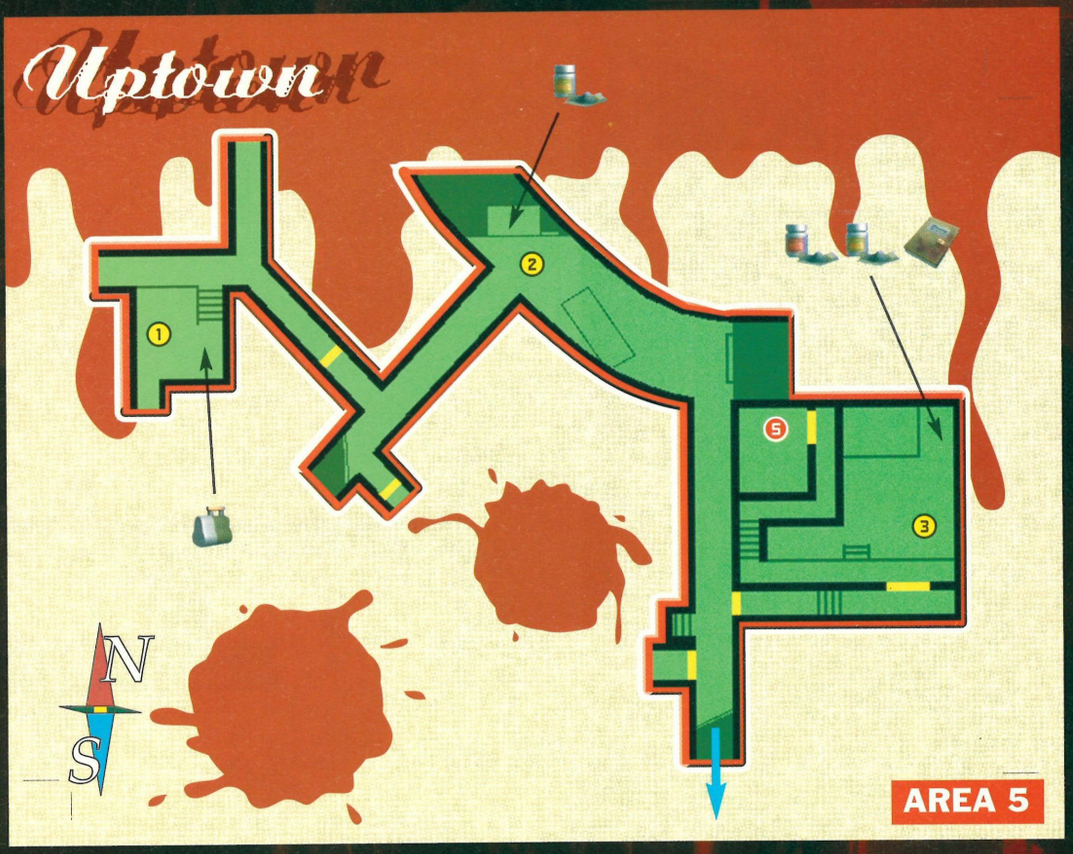
RUN OR FIGHT

As you enter the City Hall area and approach the first junction, Nemesis will suddenly appear and approach for another attack. Although the path is narrow, it is possible to run past him and keep heading towards the Tram until the next set of events occur, but provided you have enough firepower (Magnum and Freeze Rounds) you might as well stay to collect the next Nemesis Item.

ESCAPE FROM THE SEWERS

As you continue through the City Hall area towards the Tram, Jill will notice a small earth tremor. Shortly afterwards another tremor will happen and she will fall into a section of the sewers below.

The only way out of the sewers is to activate the power supply at each end and then use the switch on the wall panel to lower the ladder. Unfortunately, the sewers are inhabited by a Grave Digger and its Slider Worms, which will attack each time you attempt to access either of the switches. You can either make a run for it, taking slight damage in the process, or continually blast away at the Grave Digger until it backs away. At the top of the ladder, continue north and over the palettes then enter the far end of the Tram.



REPAIRING THE TRAM

Use the Power Cable, Fuse and the Mixed Oil on the electric panel to repair the damage to the Tram then, after Carlos has entered and declared that he's going to operate the Tram, approach the injured soldier and examine his wounds before heading through the door to the next compartment. Once the Tram is on the move, there will be a sudden jolt and the injured soldier will cry out in pain. Head back into the previous compartment where Nemesis will appear and begin another attack. You can stay and fight if you wish but Jill will automatically run away after a short while, so you might as well head back into the other compartment and let the injured soldier do his best.

JUMP OUT OR USE THE BRAKE

After witnessing Nemesis getting blown from the Tram, Carlos discovers that the brakes have failed, and you will soon be prompted to make the decision of either jumping out of the Tram or trying to use the emergency brake. Choosing either of these decisions will change the way you play the first area of the Clock Tower, but there are not many differences between the two. If you decide to jump out, you must then follow Route A, but if you decide to use the brake, you must follow Route B. Should you decide to do nothing, then you will get to play the scenario for using the brake (Route B). Both routes will rejoin at Area 2.



Nemesis Battle #4





Start by backing away from Nemesis and get ready to dodge his first rocket attack, then open fire with your best weapon (hopefully the Magnum). Unfortunately this area is very narrow, making it difficult to get past Nemesis when necessary, but it is possible to use the curved section of path to your advantage when evading Nemesis' rockets. Always restore health when possible and use head-shots when Nemesis falls for the first time. Once he has finally dropped, collect the M37 Parts A (the fourth Nemesis Item) from his body, then use the nearby Save Room before heading back towards the Tram.

Nemesis Battle #5





Equip the Grenade Launcher and use Freeze or Flame Rounds, if possible, to start the battle, but don't move too far out of range as Nemesis will be able to dodge your missiles. If you have to resort to the Shotgun, head towards the area with the Mayor's Statue and use the doorway to help slow Nemesis down while you unload a few more rounds at him. Remember to use head-shots when he falls for the first time and to reload manually, especially when using the Grenade Launcher. Collect the Nemesis Item (M37 Parts B) when he falls for a second time, then return to the previous Save Room and make sure that the Power Cable, Fuse and the Mixed Oil are all in your inventory before heading back towards the Tram.

CLOCK TOWER



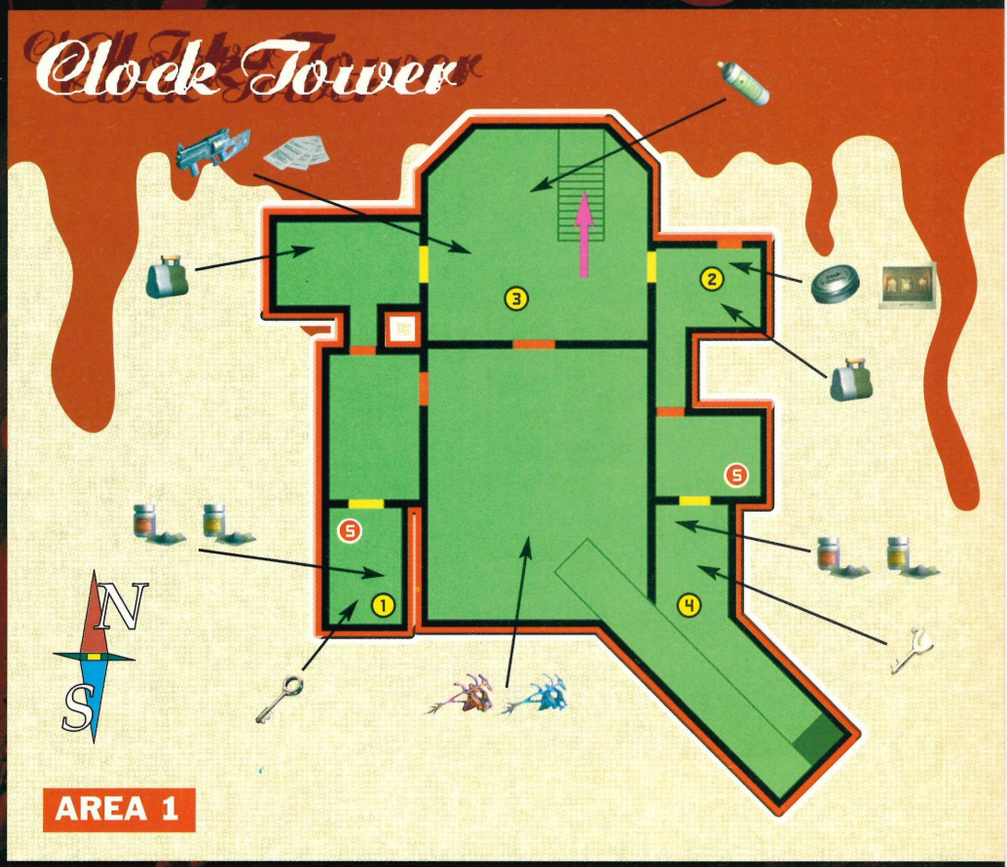
ROUTE A

1. Head past the wreckage and into the Bedroom then collect the Gunpowder jars (if they appear) and the first Clock Tower Key from behind the small picture, before heading through the door to avoid the flaming zombies that approach. Use the Item Box in the Save Room to create some ammo, then use the Clock Tower Key to continue into the next room, where Jill will meet Carlos.

2. After Carlos has walked off, collect the Grenade Rounds from the table (if they are there) then walk around to the open drawer and take the Art Picture Postcard (File #18) and the Ink Ribbon. Now head through the door to the west to enter the main entrance room.

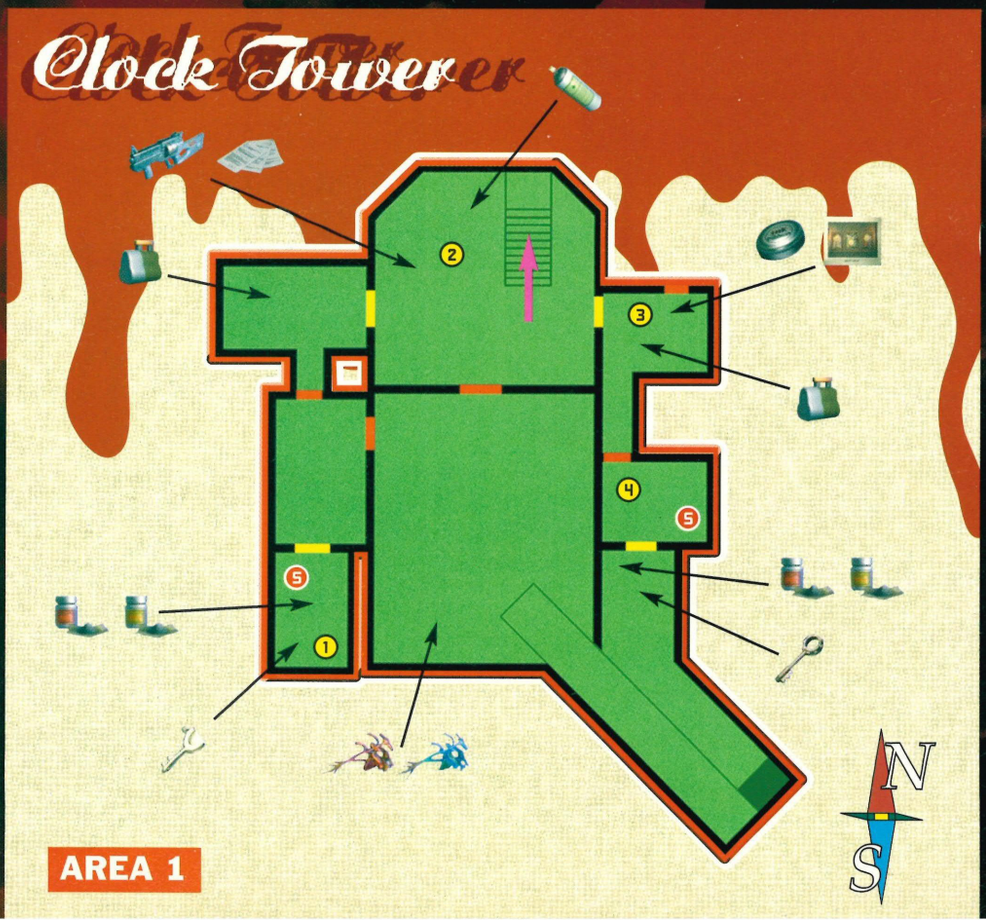
3. Take the Clock Tower Map and First Aid Spray from the desk then approach the dead body and examine it to get the Mine Thrower and the Operation Instructions (File #17). Now head through the door to the west to enter the dining room, collect the Grenade Rounds if they appear on the fireplace and then head through the next door to the south to enter the Piano Room.

4. Continue south into the Chapel and collect the second Clock Tower Key from the cabinet. Use the Item Box to adjust your weapons and ammo if needed, before proceeding back through the Piano Room (ignore the zombies that come crashing through the windows). Continue to the main entrance room and head up the stairs.



ROUTE B

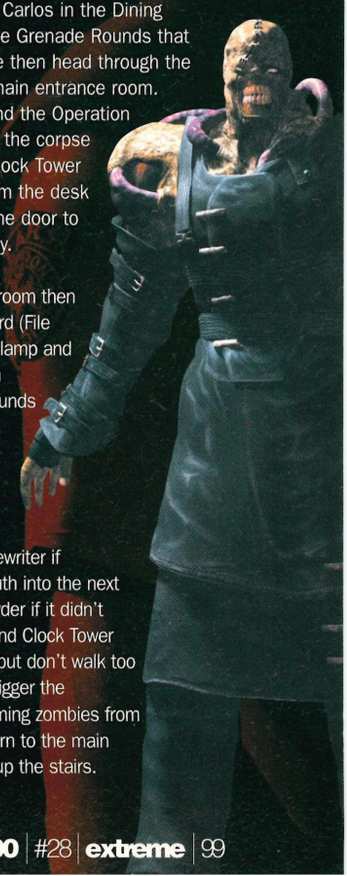
1. From the Tram wreckage, head through the door in the north-west corner to enter the Piano Room, then head through the door to the south into the Save Room. Collect the first Clock Tower Key and the Gunpowder that may appear, then use the Item Box to arrange your weapons, ammo and medical supplies before saving your game. Now return to the Piano Room where, as you head north to the next door, a hoard of zombies will come smashing through the windows. Don't waste time and ammo on these creatures, simply use the Clock Tower Key to continue through the next door.



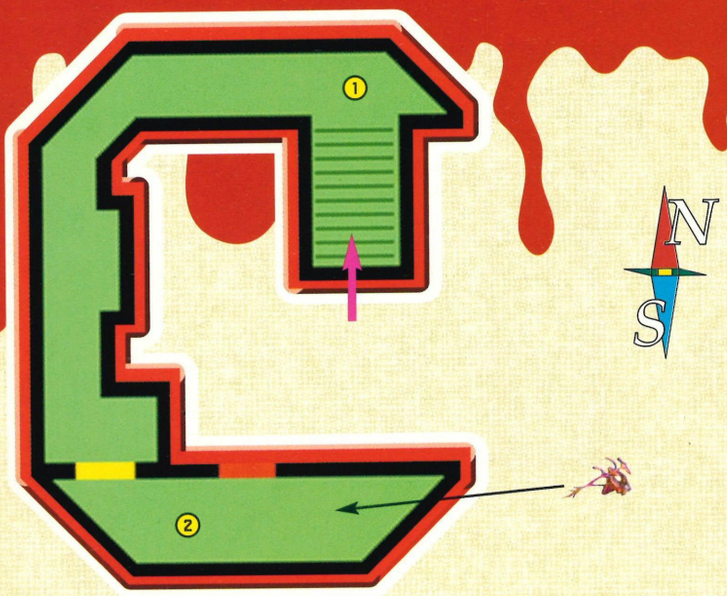
2. Once the cut-scene with Carlos in the Dining Room has ended, collect the Grenade Rounds that may appear on the fireplace then head through the double doors to enter the main entrance room. Collect the Mine Thrower and the Operation Instructions (File #17) from the corpse on the floor, then get the Clock Tower Map and First Aid Spray from the desk before continuing through the door to the east and into the Library.

3. Blast the zombies in this room then collect the Art Picture Postcard (File #18) that's next to the table lamp and the Ink Ribbon from the open drawer. Take the Grenade Rounds from the round table if they didn't appear in the Dining Room, then proceed south and through the next door.

4. Use the Item Box and typewriter if necessary, then continue south into the next room and collect the Gunpowder if it didn't appear earlier. Take the second Clock Tower Key from the nearby cabinet but don't walk too close to the bed or you will trigger the appearance of a group of flaming zombies from the Tram wreckage. Now return to the main entrance room and proceed up the stairs.



Clock Tower



AREA 2

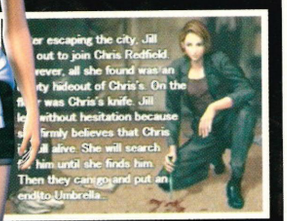


1. At the top of the stairs you'll encounter many large poisonous spiders that you'll either need to kill or avoid. Once dead they will release smaller spiders which you don't need to bother with – simply continue along the path to the next door and enter.

2. Collect the Red Herbs then use the Clock Tower Key on the green lock in the middle of the wall to lower the ladder. Climb the ladder to the room above, where you can use the Item Box to cure Jill (if she was poisoned by one of the spiders) if you have a Blue Herb ready to use – otherwise you'll have to make your way to the courtyard outside the Piano Room to collect a cure.

Epilogue Files

The Epilogue Files contain images and information on the various Resident Evil characters. There are a total of eight Epilogue Files to uncover, which only become available (one at a time) each time you successfully complete the game in hard mode.





1. Use the Item Box and typewriter as required then collect the Silver Gear and M.T. Rounds from both sets of shelves, and the Ink Ribbon that's next to the typewriter. Now approach the music box on the other side of the room – you will need to solve the puzzle to collect the Chronos Chain. When you operate the switches on the music box, a tune will be played. You must remember this tune and then play it back by moving the switches either up or down.

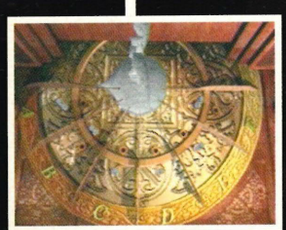
USE THE LIGHT OR USE THE CORD

When you reach the bottom of the ladder after creating the Chronos Key, Nemesis will make another appearance and you will be prompted to make a decision. If you choose to do nothing, then you will either have to defeat Nemesis or run past him and continue the next few tasks with him on your tail. Your best bet is to use the cord and collect the Nemesis Item, but whatever decision you make, proceed to the main entrance room when you are ready to continue your journey.

USE THE LIGHT

If you choose to use the light, he will be blinded by one of the nearby spotlights and then knocked over the side of the railing. Using this method will stop him from attacking you until the next battle, although you will not be able to collect the next Nemesis Item from him.

Music Box Puzzle



Although it may sound a difficult task to perform, it is really quite easy as long as you've got a good ear for music. There are a total of six switches that range from A to F, each of which must be placed in either the up or down position. Simply listen to the melody played in the up and down switch position, then choose the one which sounds in key and most suitable. After setting all six switches, select 'play' to hear your tune. Once the tune is played correctly, the music box will reveal the Chronos Chain. Collect the Chronos Chain and combine it with one of the Clock Tower Keys to create the Chronos Key, then return to the ladder and head back to the main entrance room.

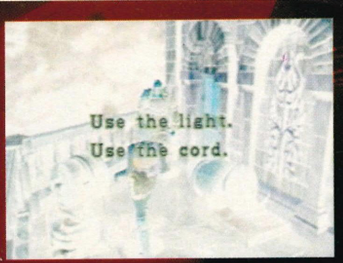
Clock Tower



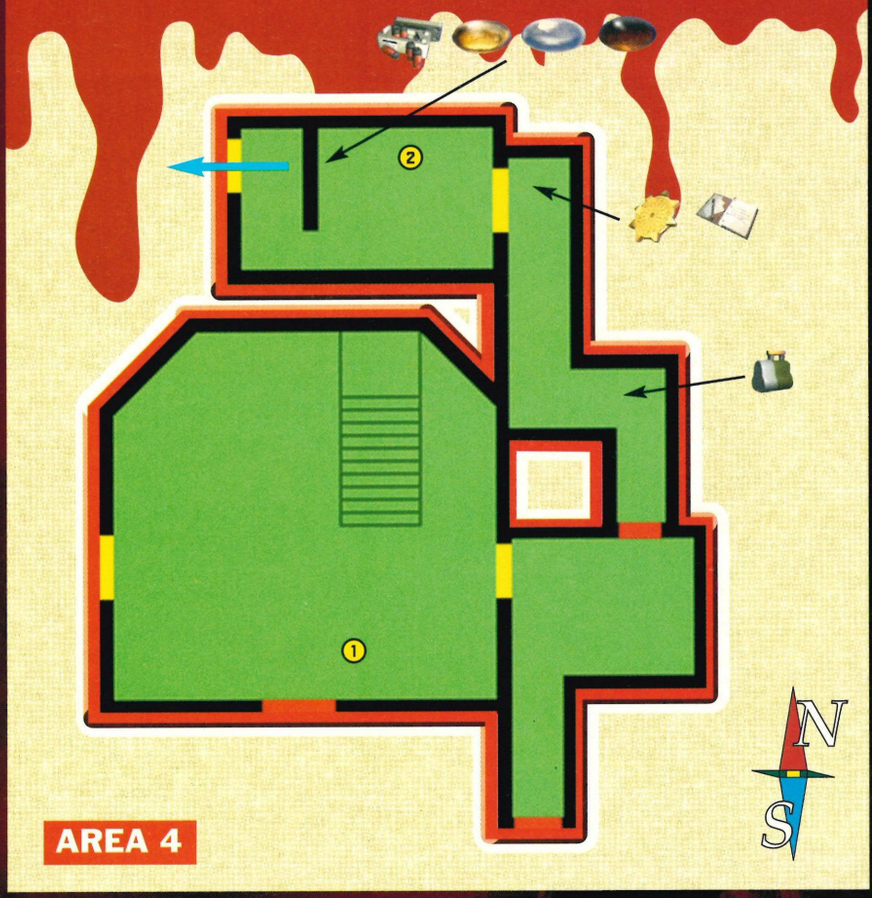
AREA 3

USE THE CORD

This is a quick and easy method to send Nemesis down. Jill will grab the nearby power cable for one of the spotlights and use it to electrocute him. You will be able to collect the next Nemesis Item (another First Aid Box) but he will eventually recover and come looking for you.



Clock Tower



1. From the main entrance room, head through the door to the east (where Nemesis will be waiting for you if you decided to use the cord) then use the Chronos Key to unlock the door to the north. Enter and collect the Grenade Rounds from the corpse trapped in the cobweb before dealing with the spiders. Now proceed along the corridor and through the next door.

2. Inside this Storage Room collect the Mercenary's Pocketbook (File #19) from the corpse in the corner, then walk into the back room and take the M.T. Rounds from the table. You must now use the three balls held by the statues to solve the clock puzzle in order to reveal the Gold Gear.

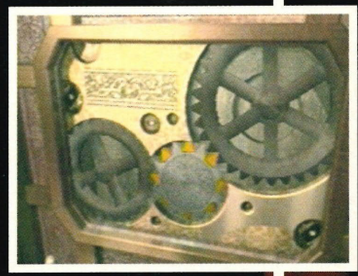
Clock Puzzle

When you are ready to solve the clock puzzle, approach the three clocks on the south wall. Reading from right to left, the clocks represent past, present and future, and your goal is to use all three balls to adjust the present (middle) clock so that it reads twelve o'clock. The times are adjusted by placing the balls into the trays below the clocks. Each ball will either add or remove a certain amount of time, depending on which tray it is placed in. The formula for each ball is as follows:

Crystal
Past: -1 Hour
Present: +1 Hour
Future: +2 Hours

Amber
Past: - 3 Hours
Present: + 3 Hours
Future: + 6 Hours

Obsidian
Past: - 2 Hours
Present: + 2 Hours
Future: + 4 Hours



Using this formula, you must check the current time on the present (middle) clock and then place all the balls in the three trays to adjust the present clock to twelve. Once this has been successfully completed, the clock will chime and the Gold Gear will be exposed for the taking. As soon as you have the Gold Gear, return back up the tower and combine it with the Silver Gear to create the Chronos Gear, then place it into the device next to the Item Box; this will start the bells ringing. Now arrange your inventory with powerful weapons and ammo, as well as a few medical supplies, then save your game and return down the ladder.

As you make you way back down the Tower, a cut-scene will show the rescue helicopter being shot down by Nemesis. You will then have to face Nemesis for one of the hardest battles so far. Depending on your decision in the Tram, the battle will vary slightly. If you opted to jump out, Nemesis will attack with his rocket launcher but if you decided to use the brakes, Carlos will shoot and destroy the rocket launcher and Nemesis will then use his long-range tentacle attack.

When the battle is finally over, Jill will pass out due to the virus. Carlos will then appear and take her to the Chapel before he goes in search of the antidote. Once you are in control of Carlos, use the nearby typewriter to save your game, then make your way past the hoards of zombies to the Storage Room. Once inside, enter the back room and push the large bell to one side to allow access to the door. Now head through the door and enter the Park.

Nemesis Battle #6

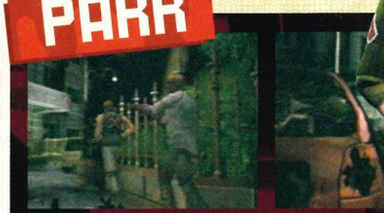
At the start of the battle Jill will be infected with a virus, which you will not be able to cure until the battle is over. Start with the best weapons available, especially Freeze Rounds as they will slow him down – alternatively use Fire and Acid Rounds if you have them. Due to the virus, you will not be able to check Jill's health status, so you will have to count Nemesis' attacks and use medical supplies accordingly. The virus will also slow Jill down, so you will need to watch Nemesis very carefully to anticipate his every move. When Nemesis falls for a second time, collect the Nemesis Item he drops (a First Aid Box, unless you defeated him on the Clock Tower).



Park



PARK

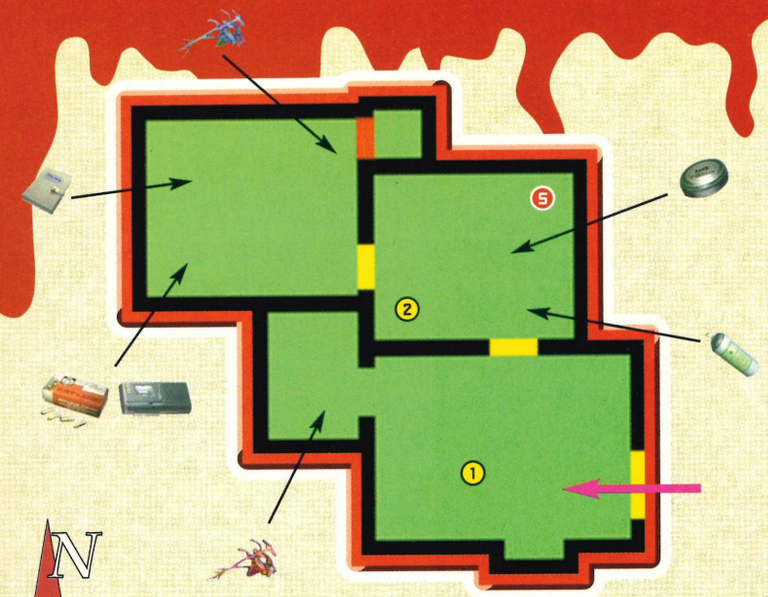


1. Without the Lockpick or Park Key, your only option is to head north to the Hospital. Use this explosive barrel to wipe out the nearby zombies who approach, then proceed past the remaining zombies and enter the Hospital.

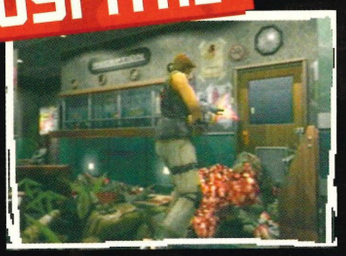


HOSPITAL

Hospital



AREA 1



1. As you walk into the middle of the entrance room a new enemy will appear and begin an attack. Use the Assault Rifle to gun it down, then continue into the next area and collect the Red Herbs if required. Now proceed through the door to the north to enter the Reception Room.

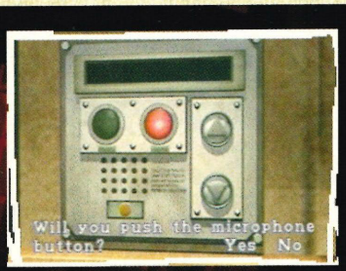
2. Take the Ink Ribbon that's next to the typewriter and the First Aid Spray from the shelves, then continue through the next door and collect the Director's Diary (File #20) next to the body on the seat, and the Tape Recorder from the edge of the desk. Next, take the Handgun Bullets from the cabinet then examine the notice board on the west wall to collect the Hospital Map. Now approach the lift and use the Tape Recorder to gain access, then enter and use the panel to select 4F, the fourth floor.

Nemesis Items

As you progress through the various areas of the game, Nemesis repeatedly appears and challenges you to a fight. Although you are able to run from most of the fights, you will not be able to collect the Nemesis Items unless you stick around and defeat him. There are seven Nemesis Items to collect, provided you are playing in hard mode, which he'll drop at the end of each battle:

1st Battle: Eagle Parts A
2nd Battle: Eagle Parts B
3rd Battle: First Aid Box
4th Battle: M37 Parts A
5th Battle: M37 Parts B
6th Battle: First Aid Box
7th Battle: Assault Rifle

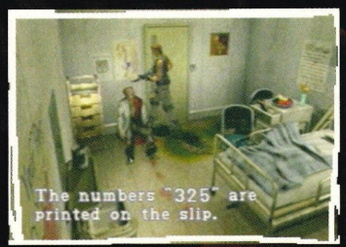






Jill's Secret Diary

Jill's secret diary is only available after collecting all of the 30 Files within the game, in the correct order. After collecting the 30th File, go into your inventory and view the File window. You will now notice that the 1st File (Game Instructions A booklet) has changed into the diary. All the Files have been listed and numbered within the walk through, just make sure that you collect them in the correct order.

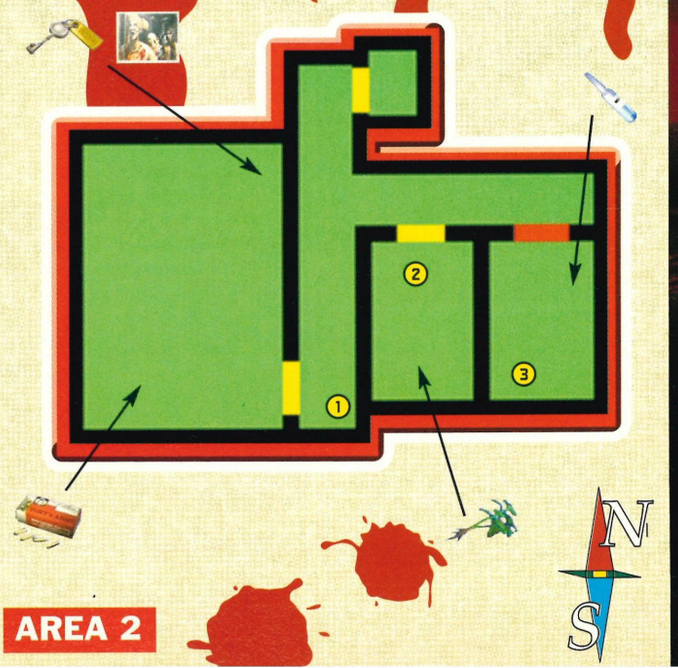


1. Exit the lift and deal with any zombies that may appear then head through this door into the Data Room, where a cut-scene will show Nicholai and an injured soldier. Once Nicholai has been blown through the window and you are back in control, collect the Sickroom Key and Photo D (File #21) (and the Handgun Bullets if they appear) then head back towards the lift and along the corridor to the east, and enter the first door on the right.

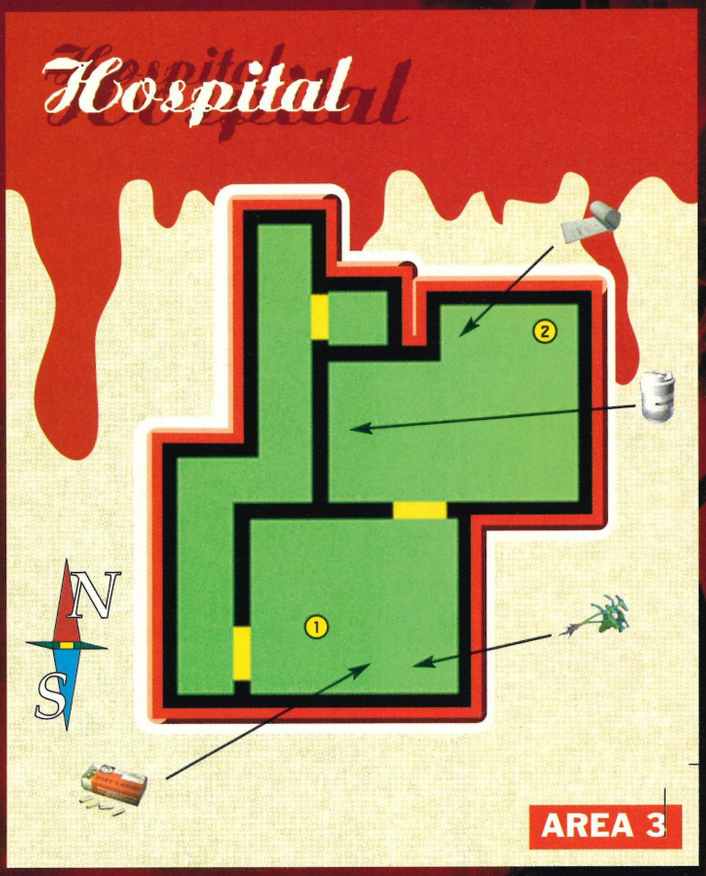
2. Examine the Doctor's dead body and make a note of the number printed on the slip, then collect the Green Herbs if they appear. Now return to the corridor and use the Sickroom Key to unlock the next door along.

3. Inside, approach the trolley on the other side of the bed and push it into the north-east corner of the room to expose the wall safe. Enter the three digit number that was on the slip in the previous room to expose and collect the Vaccine Base, then head back to the lift and select B3 on the panel to descend to the Basement.

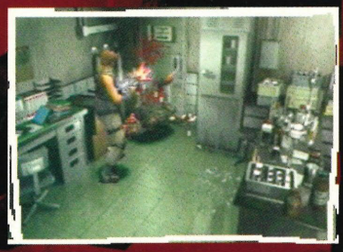
Hospital

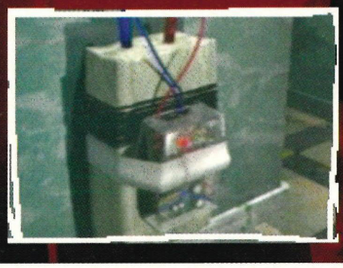


AREA 2













1. Get ready for a group of zombies that will pile into the lift as soon as the doors open if they didn't appear on the fourth floor. From the lift, head along the corridor and enter this door then deal with the two enemies inside before collecting the Handgun Bullets (from the cabinet) and Red Herbs (that appear at random) to cure any injuries. Now open the door to the north and enter the next room.

2. Collect the Medium Base and Medical Instructions (File #22) from both sets of shelves then approach the synthesiser and electric panel in the north-east corner. Start by examining the panel to turn the electricity on, then examine the synthesiser. Place the Medium Base in the synthesiser then use the levers to adjust the line of lights on the left so that they are in line with the two markers. The levers to the right should be positioned in the following order: I, pointing down; II, pointing right; III, pointing down. Now adjust the levers A and B as follows: A, pointing down; B, pointing right.

As soon as you've finished with the synthesiser, collected the Vaccine Medium and begun the journey back to Jill, the two creatures (known as Hunters) will smash out of their glass containers. Use the Assault Rifle to deal with them before they get too close.

Once back on the first floor of the Hospital, Carlos will notice a time bomb ticking away. Quickly exit the Hospital (within seven seconds) before it blows, then continue back to the main entrance room of the Clock Tower where Nemesis will make another appearance.

When Nemesis reappears in the main entrance room, Carlos must make it back to Jill, without dying and before Nemesis gets there. It is possible to simply run straight back to Jill in the Chapel, but she will soon have to face Nemesis in the next battle, so it is worth using the remains of Carlos' ammo resources to inflict as much damage to Nemesis as possible, as this will aid Jill with her next conflict.

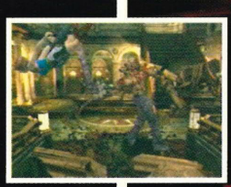
Once safely inside the Chapel, combine the Vaccine Base and Vaccine Medium to create the Vaccine, then use it to cure Jill of the virus. After the cut-scene has ended, and you are back in control of Jill, use the Item Box to arrange weapons, ammo and medical supplies, and make sure that you are carrying the Lockpick. Now save your game before heading into the Piano Room, where Nemesis will be waiting for you.

RUN OR FIGHT

As always you can run from Nemesis, but he will continue to hound you through the next part of the game and you will not be able to collect the last Nemesis Item (Assault Rifle). If you decide to stay and battle it out, your best bet is to lure Nemesis into the main entrance room, as this will allow you more space to manoeuvre. After defeating Nemesis, or if you just run for it, head to the Storage Room and continue through the next door to enter the Park.

Nemesis Battle #7

Nemesis is stronger than ever before, and he now has tentacles which allow him to slam Jill on the floor repeatedly, removing half of her health. He will also take more hits before he falls, but because of the long-range attacks with his tentacles, he will be slower and easier to dodge. Once you have lured him into the main entrance room, position yourself so that Nemesis can just attack with his tentacle, but not so far away so that he runs at you. While at this range, move around him in circles, avoiding his tentacle and shooting Freeze or any other Grenade Rounds at him. If you used Carlos to attack him previously, then it won't be long before Nemesis falls for the first time. Move in and perform head-shots with the Magnum (or an equivalent weapon) then step back and resort to the Grenade Launcher again. When he finally falls for the second time, collect the last Nemesis Item (the Assault Rifle, provided you defeated him six times previously) then proceed to the Park.

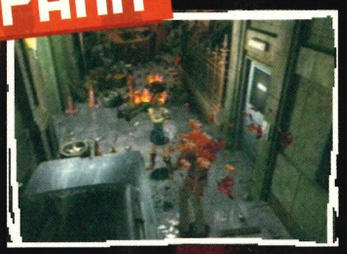








PARK





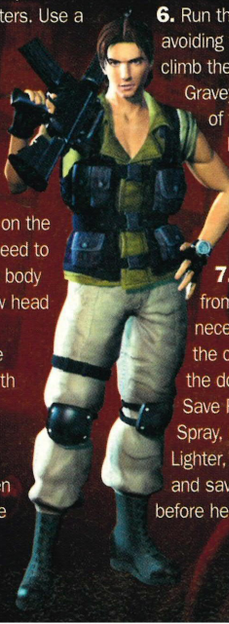
1. Deal with the zombies in the street then approach the nearby door and use the Lockpick to gain entry. Inside, approach the notice board on the far wall and collect the Park Key, then collect Photo E (File #23) and the Ink Ribbon that's next to the typewriter. Take the Grenade Rounds or M.T. Rounds if they appear in the cabinet and on the desk, then use the Item Box if required, before making your exit and heading east to the Park entrance.

2. Head up the steps and use the Park Key to open the gate then enter and remove the enemies that come to greet you. Proceed through the gate to the east and collect the Red and Blue Herbs if required, then return to the entrance area and continue down the steps and along the opposite pathway to the west.

3. Remove the dormant zombies on the narrow wooden bridge then head through the following gate and get ready for an attack from three thirsty Hunters. Use a powerful weapon to send them down before they surround you, then continue along the path.

4. Collect the second Park Key and Written Orders (File #24) from the corpse that's on the floor in the corner, then proceed to this dead-end and check the body for the Magnum Bullets. Now head back along the path to the entrance area, then continue west to return to the area with the Red and Blue Herbs.

5. Walk around to the steps and climb into the water, then walk through the water to the far side, where there's a sign that shows the correct gear positions to drain the water. Remember where the two black gears are placed, then walk back through the water and climb out to operate the fountain control panel. Using five turns, you must move the gears as shown on the sign, in order to drain the water and expose the entrance to the sewer section. Once this has been successfully completed, head back down the steps and then down the ladder.



6. Run through the sewer section, avoiding the worm creatures, then climb the next ladder to arrive in the Graveyard. Venture into the middle of the Graveyard to collect the Red Herbs if required, then follow the perimeter fence to the door in the north-east corner and enter.

7. Collect the Gunpowder jars from the table (combine them if necessary) and the Iron Pipe from the cupboard then head through the door to the west and into the Save Room. Collect the First Aid Spray, use the Item Box to collect the Lighter, then arrange your inventory and save your game if you wish, before heading into the previous room and using the Lighter on the fireplace. Once the fire has burnt, use the Iron Pipe to knock a hole through to the next room and enter.

8. Take the third Park Key and Supervisor's Report (File #25) from the table then approach the chalk-board and collect the Fax from HQ (File #26) that's pinned to it. Now collect the Grenade Rounds from the shelves, before heading back through the hole (Jill will hear a radio transmission before she leaves) to be greeted by Nicholai. After the cut-scene has ended and Nicholai has disappeared, use the Item Box to stock up on supplies, as you are about to be confronted by the Grave Digger. Remember to include the Park Key in your inventory, then save your game and head back into the graveyard.

DEFEAT THE GRAVE DIGGER

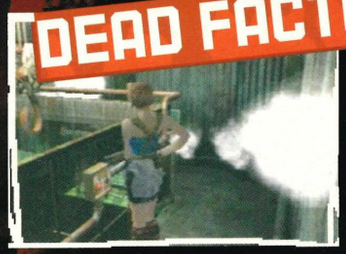
Begin by moving around to the area with the pool of water then stand in the middle and wait to see which direction the Digger is coming from. As soon as the ground starts to rumble, get ready to dodge as it comes up from the ground below, then target it with the Magnum, Grenade Launcher or any strong weapon, and repeatedly fire. After a short while, the earth will shake and the lampposts around the pool of water will tilt to one side. Once this has happened, step away from the water then target and shoot both lampposts so that they fall into the water. Now all you have to do is wait for the Grave Digger to return and watch him get electrocuted as soon as he touches the water.

When the Grave Digger has finally been killed, continue along the trench and climb up the section fence to make your way into the sewers, then return to the Park's main entrance and continue down the stairs to the east. Use the Park Key to unlock the rear gate then continue onto the suspended bridge, where Nemesis will suddenly appear and you will be prompted to make a quick decision.

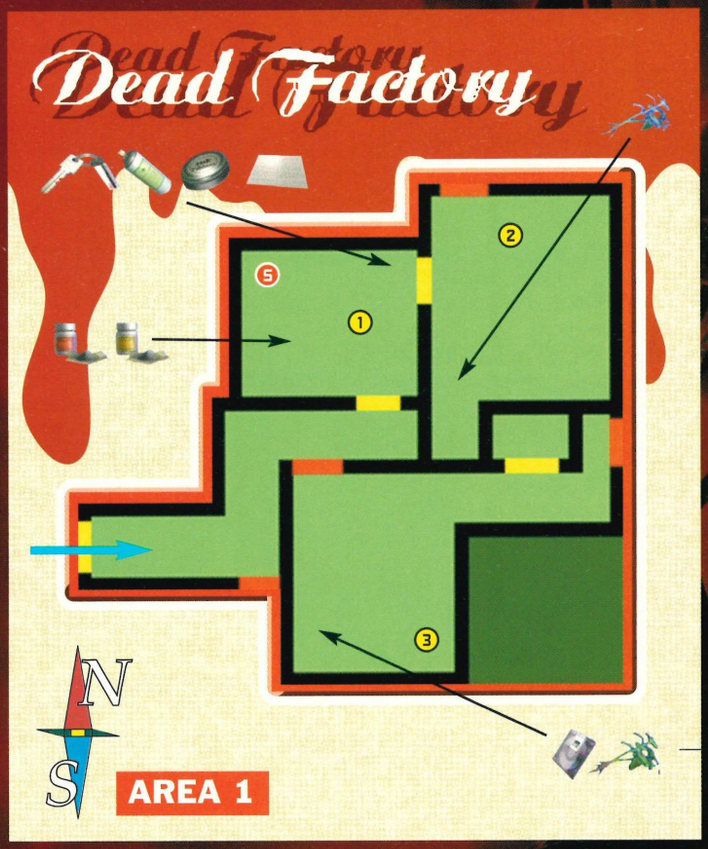
PUSH HIM OR JUMP OFF

The decision you make here will effect your starting point in the Dead Factory, the events that happen there, and the game ending you get. If you decide to push him, you will need to follow Route A through the next few stages of the guide, but if you decide to jump off, you must follow Route B. Should you decided to do nothing when prompted, Nemesis will use his tentacle to whip Jill off the bridge and you will then get to play the 'jump off' scenario. Both of these different scenarios and routes will eventually rejoin at Area 3.

DEAD FACTORY







ROUTE A

1. Follow the main hallway to the door at the end and enter the Save Room to be reunited with Carlos. Once he has walked away, collect the Gunpowder jars from the table if they appear (combine them if necessary) then take the Facility Key from the shelves and the First Aid Spray from the top of the cupboard. Now take the Manager's Diary (file #27) and the Ink Ribbon that's next to the typewriter before using the Item Box and proceeding through the door to the east.

2. In this room you must operate the steam jets so that you can access the control panel. Start by walking past the Blue Herbs to the first switch and press it, then continue to the second and third switch. Press both of them then return to the first switch and press it to gain access to the last two switches. Press the switch to the left first and then the one to the right, before walking back around and pressing the first, second and third switch to gain access to the control panel. Now use the control panel to activate the safety system before returning to the main hallway. You will need to press the first switch again to remove the last steam jet before you exit.

3. Use the Facility Key to enter this next room then collect the Dead Factory Map that's on the wall next to the door. Wait for the zombies to group together before blasting them with the Grenade Launcher, then collect the System Disk from the desk before heading past the railings to the lift. Step into the lift and press the button to reach the next floor.



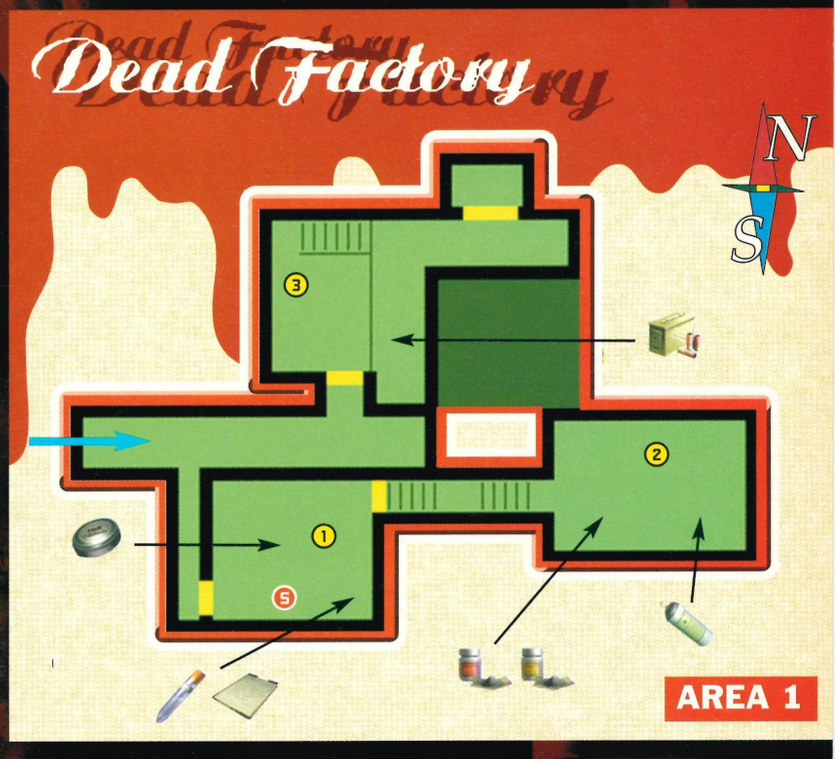
ROUTE B

1. Enter the sewer outlet and climb the ladder to enter the Dead Factory, then enter the passage on the right and head through the door at the end to enter this Save Room. Take the Security Manual (File #28) and Water Sample from the corner, then walk around the counter, collect the Ink Ribbon that's next to the typewriter and save your game, before using the Item Box to arrange your inventory items. Make sure that you are carrying the Water Sample then proceed through the door to the east and continue into the following room.

2. Collect the Gunpowder jars (if they appear on the table and shelving) and the First Aid Spray then approach the machine on the south wall, which is used to check water quality, and place the Water Sample into it. You must now solve the puzzle by adjusting the three wave ranges to match the graph at the top with the graph at the bottom (see Water Sample Puzzle for Route A on page 106). After completing the puzzle, head back to the sewer tunnel and then east, where Jill will be reunited with Carlos. After Carlos has run off, continue to the next door and enter.



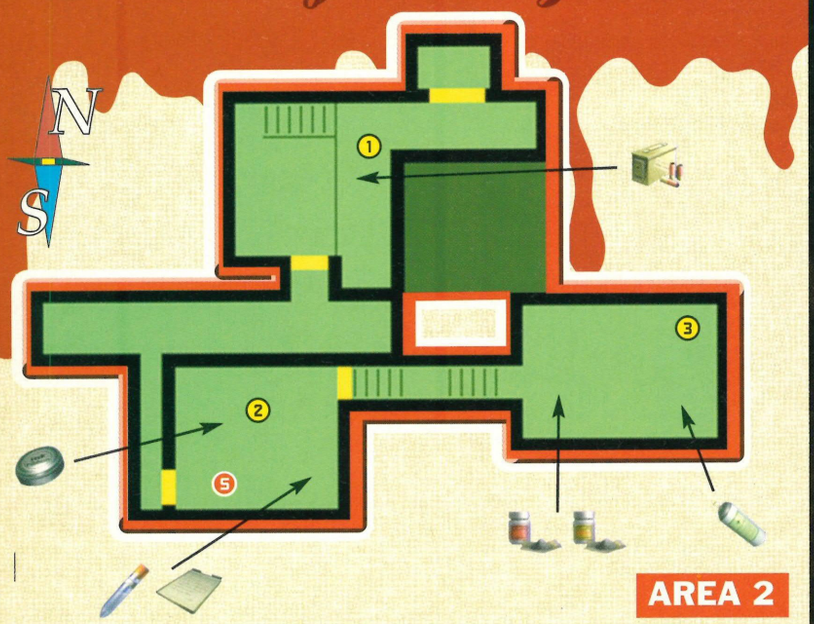
3. Shoot the explosive barrel to dispatch any nearby zombies then head up the stairs and collect the Shotgun Shells. Now kill any undead (and unwanted) creatures that emerge from the toxic waste as you proceed to the lift in the north-east corner. Once inside, press the panel to reach the next floor.





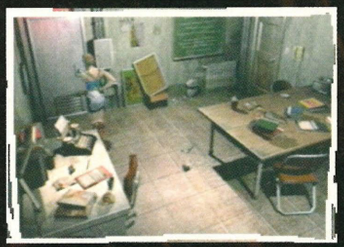


Dead Factory



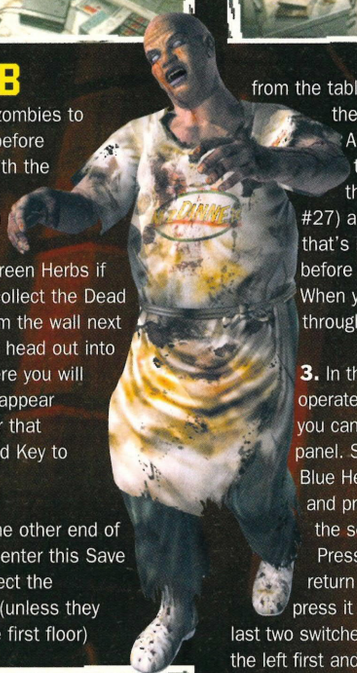
AREA 2



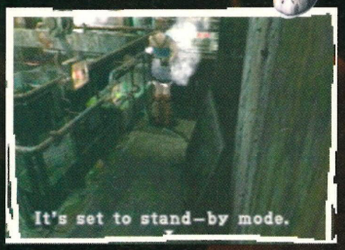


ROUTE B

1. Wait for the zombies to group together before blasting them with the Shotgun, then take the System Disk from the desk (and the Green Herbs if required). Now collect the Dead Factory Map from the wall next to the door then head out into the hallway, where you will see Nicholai disappear through the door that requires the Card Key to open it.



2. Proceed to the other end of the hallway and enter this Save Room, then collect the Gunpowder jars (unless they appeared on the first floor)

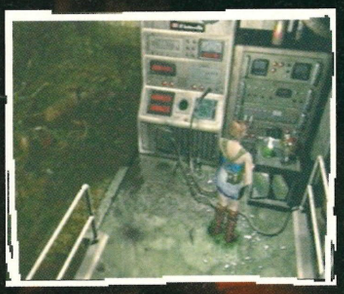


from the table, the Facility Key from the shelves, and the First Aid Spray from the top of the cupboard. Now take the Manager's Diary (file #27) and the Ink Ribbon that's next to the typewriter, before using the Item Box. When you are ready, head through the door to the east.

3. In this room you must operate the steam jets so that you can access the control panel. Start by walking past the Blue Herbs to the first switch and press it, then continue to the second and third switch. Press both of them then return to the first switch and press it to gain access to the last two switches. Press the switch to the left first and then the one to the right, before walking back around and pressing the first, second and third switches to gain access to the control panel. Use the control panel to activate the safety system, then return to the first switch and press it to remove the last steam jet. Exit and head back to the lift, continuing through the door to the east.

ROUTE A

1. Remove any zombies or other enemies that appear from the toxic slime, then approach the control panel to collect the Shotgun Shells. Now head down the stairs and use the explosive barrel to clear a path to the next door if necessary. Remove any worm creatures that try to bite Jill's ankles before stepping into the waste water then follow the sewage tunnel around to the next door and enter.

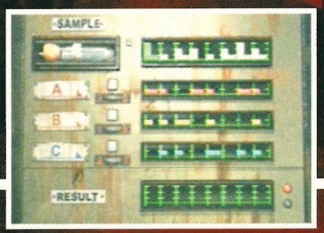


2. Take the Security Manual (File #28) and Water Sample from the corner, then walk around the counter and collect the Ink Ribbon next to the typewriter and use it to save your game, then use the Item Box to arrange your inventory items. Make sure that you are carrying the Water Sample and the Facility Key then proceed through the door to the east and continue into the following room.

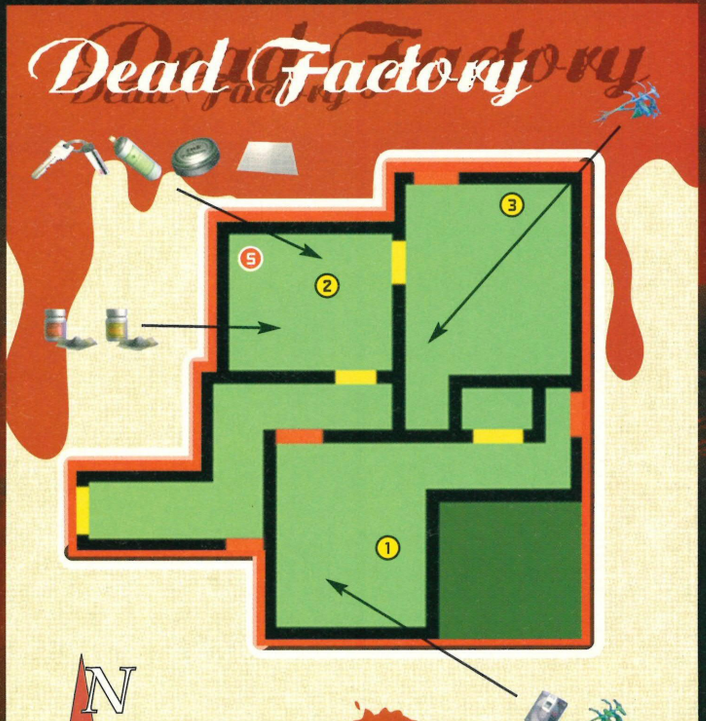
3. Collect the Gunpowder jars (if they didn't appear on the second floor) and the First Aid Spray, then approach the machine in the south-east corner and place the Facility Key into the slot; this will format the card on the tag (and allow access to the Rocket Launcher later on in the game). Now approach the machine on the east wall, which is used to check water quality and is also your next puzzle.

Water Sample Puzzle

In order to solve the puzzle and unlock the next door, you must match the graph at the top with the graph at the bottom. To do this you must use the A, B and C buttons to individually adjust the three horizontal wave ranges either left or right, and position them in such a way that if they were combined together to create a single graph, it would match the graph at the top. Although it may sound difficult, after a few attempts you will soon see the logic behind the puzzle and will just need to tweak each wave range until it comes together . Once you have done this, return to the lift and to the previous floor, then proceed east and through the door that is now unlocked (proceed to Area 3).



Dead Factory



AREA 2

1. If you opted to 'push him' and followed Route A, as you make your way across this room to the wall panel, Nicholai will suddenly appear and start shooting at Jill. Once the short cut-scene has ended, walk around the corner to see Nicholai's remains. If you didn't follow Route A, then you will have already had your first encounter with Nicholai.

2. Examine the wall panel then use the System Disk on it to open the next door to the south. Not only does this lead to the toxic waste room, it's also where you will have your penultimate battle against Nemesis. After the System Disk has been used, Jill will automatically enter.

3. Head back past the lift and along the main hallway to return to the Save Room, then continue east into the room with the steam jets and step onto the lift in the corner. Now use the Card Key to operate the lift and reach the next area.

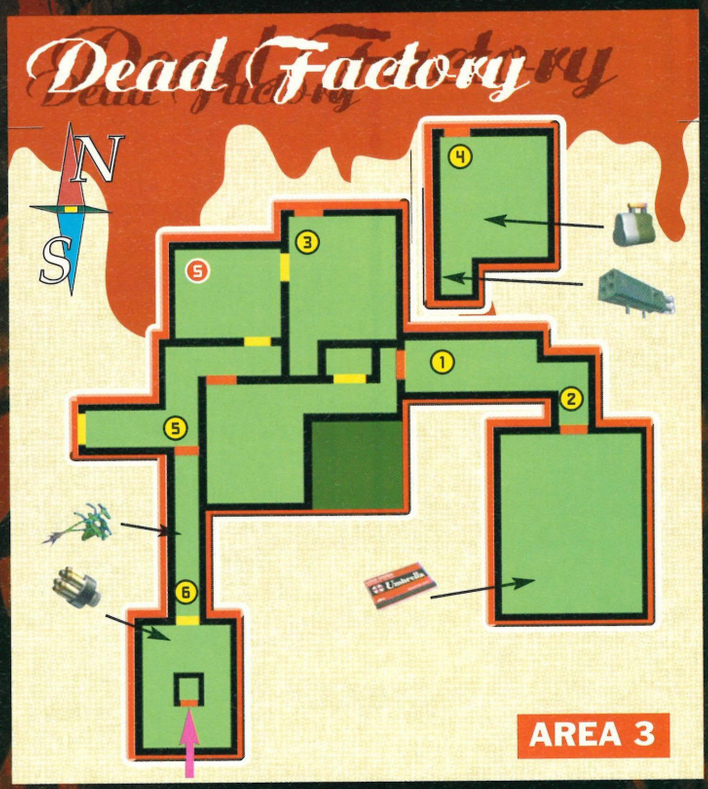
4. Step off the lift and take the nearby Grenade Rounds then approach the door to the south, which requires a tiny plastic card to open it. If you played Route A and put the Facility Key into the slot on the machine next to the water sampler, you will be able to use it to open the door and collect the Rocket Launcher. If you were unfortunate enough to have followed Route B, you will have to return to the room with the water sampler and place the Facility Key in the slot before returning back here to claim the Rocket Launcher.

5. After you've collected the Rocket Launcher, or if you simply can't be bothered, use the typewriter to save your progress - this will be your last chance - then head to this door in the main hallway and use the Card Key to enter. If you played Route B, this is the same door that Nicholai disappeared through during your previous encounter.

6. Collect the Green Herbs if required then head through the next door and collect the Magnum Bullets from the cabinet if they are available. If you followed Route A, wait for Carlos' instructions then grab the radio receiver before heading down the emergency ladder, but if you followed Route B, you still have some unfinished business with Nicholai. Start by collecting the radio receiver, then as you try to head back through the previous door, Nicholai appears in a helicopter and makes his attack. You will then be prompted to make a decision.

NEGOTIATE OR RETURN FIRE

Deciding to negotiate with Nicholai will save you some ammo, and possible injury, but will also let Nicholai off the hook, and you will eventually see him flying off into the distance. The best thing to do is to 'return fire to the chopper' and send him down in a ball of flames. Fortunately Nicholai's aim is not that good, so dodging his missiles won't be a problem. Use the strongest weapon you have to take him down as quickly as possible. If you have the Rocket Launcher, a single shot will send him crashing to the ground. Should you decide to do nothing when prompted, Nicholai will simply open fire to begin the battle and you will be forced to fight for your life. Once Nicholai has fallen for good, talk to Carlos after the short cut-scene then proceed down the emergency ladder.



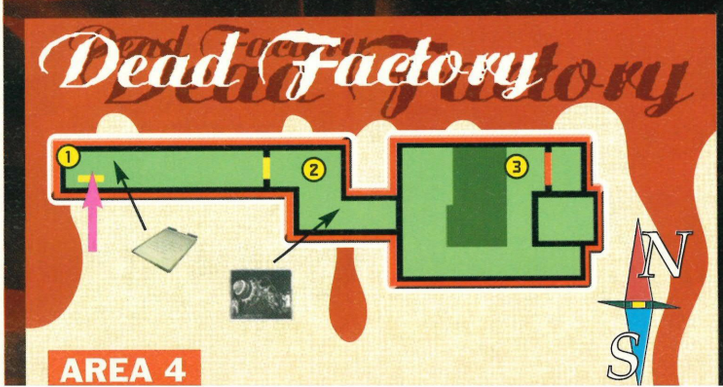
Final Battle

Once inside the final room you must activate the incinerator in order to help you destroy Nemesis once and for all. Start by approaching the controls in the south-east and examine them to turn the power on, then head west to the power distribution unit #1 and push the battery into it. This will make Nemesis fall to the floor then begin to attack you each time you are within range. Now approach power distribution unit #2 (to the north) and push the second battery in before Nemesis gets too close, then approach the power distribution unit #3 (next to the controls) and slide the third battery in to start the final countdown. You must now lure Nemesis towards you and in front of the incinerator device and then use your weapons in an attempt to hold him so he gets the full force of the blast. After the first hit, lure him back for a second helping that will put him down for once and for all.

1. At the bottom of the ladder, check the numbers on the radar display. The last three digits displayed represent the amount of time in seconds you have to get through this next section and defeat Nemesis for the last time. Start by collecting the Incinerator Manual (File #29) at the bottom of the ladder, then quickly use the nearby Item Box if required.

2. Blast your way through any zombies that try to block your path, then collect the Shotgun Shells from the shelves before heading through the next door. When you reach this area Jill will experience a strong earthquake, or something similar. Take the Classified Photo File (File #30) that's on the floor nearby and proceed through the following doors.

3. As you proceed towards the door to the east to make your exit and evacuate the area, Nemesis' withered corpse will suddenly come back to life and you will be prompted to either destroy it or continue with your evacuation. If you choose to finish him off, Jill will automatically spring into action and blast any remaining life from him. Now proceed through the door and onto the lift to get the hell out of there.



Defeat Nemesis in Toxic Waste



During this fight Nemesis is not as tough as he was during previous battles, but he will now fall three times before he's out for the count. Start by luring Nemesis toward the pipes at the side of the room then target the pipes to shoot the valves. Once hit, the valves will temporarily open, squirting Nemesis with acid if timed correctly. While occasionally moving towards the middle of the room to evade his attacks, continue to shoot the valves until the acid has burnt away Nemesis' limbs and head, causing him to use blind and random attacks that'll make your task that much easier. Now use the Magnum or Grenade Launcher and pummel him until he finally drops. When the battle has been won and Jill's still standing, collect the Card Key that falls from the dead Doctor's pocket, and use it to unlock and open the door to make your exit.

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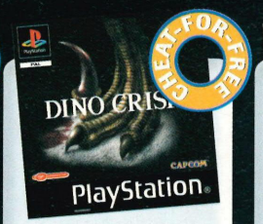
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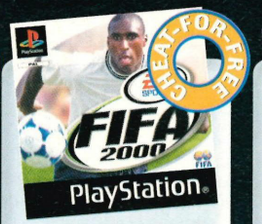
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Final Fantasy VIII
0906 2223001



Dino Crisis
0906 2223002



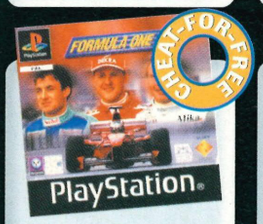
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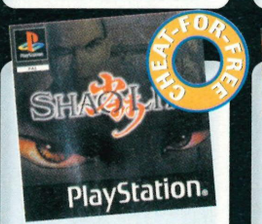
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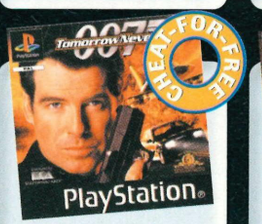
Colin McRae Rally
0906 2223307



Street Fighter X plus Alpha
0906 2223308



Shaolin
0906 2223008



Tomorrow Never Dies
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Time Crisis
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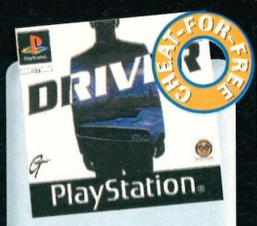
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Ehrgeiz
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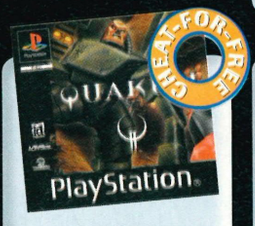
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Driver
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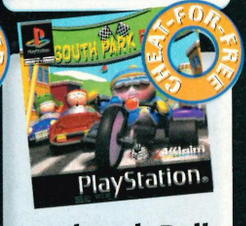
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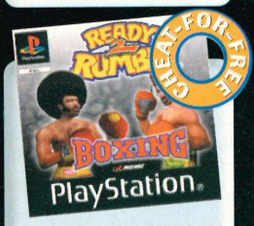
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Armorines
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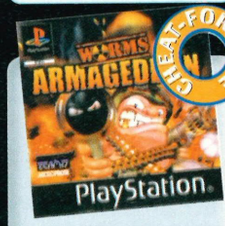
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Ready 2 Rumble
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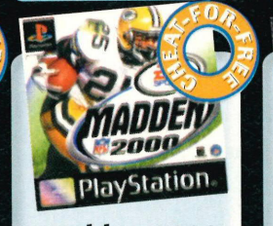
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Worms Armageddon
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Star Wars
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Madden 2000
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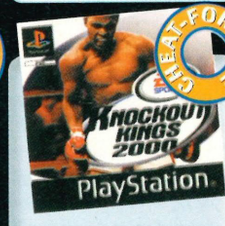
Mickey's Wild Adventure
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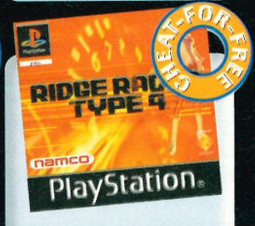
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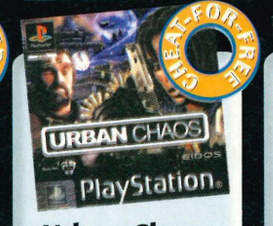
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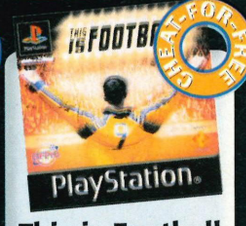
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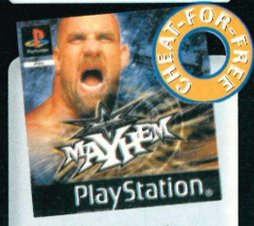
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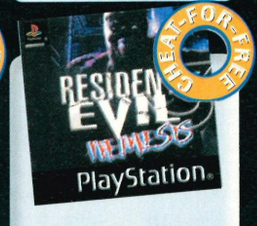
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This is Football
0906 2223026



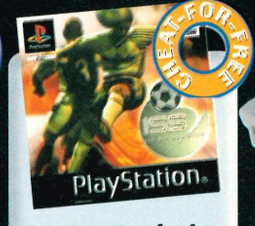
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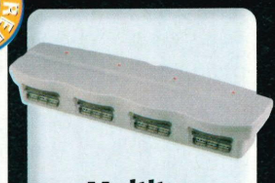
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Track & Field 2
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ISS Pro Evolution
0906 2223032



Multitap
0906 2223310



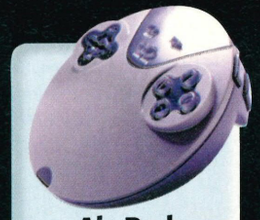
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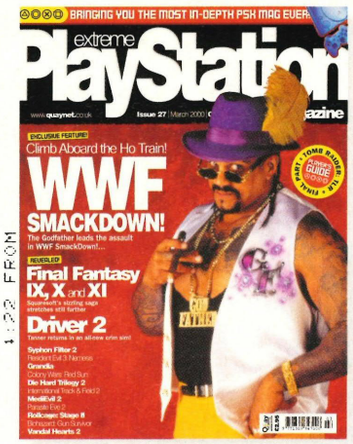
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DEAR EXTREME PLAYSTATION



GAMES ARE GOOD

Dear extreme

This is the first time I've written to your superb magazine, and I'm doing so because I'm so amazed at how the games industry has grown. Not long ago, the only form of entertainment for children was skipping and hop-scotch. Then computer games were invented in 2D form, and everyone was hooked. Today, with our advanced technology, we've been able to create 3D games with mind-blowing FMV cut scenes such as the out-of-this-world *Final Fantasy VIII*, and real-looking objects such as the cars in excellent *Gran Turismo 2*. No one can say the Nintendo consoles are better, because they're not and games like *Final Fantasy VIII* and *Gran Turismo 2* show how much power the PlayStation has. I cannot wait until PlayStation 2 comes out, because it's going to be far superior to PlayStation 1, and with games like *Final Fantasy* on the original, who knows what the limits of the new console will be? *Gran Turismo 2000* and *Final Fantasy IX, X & XI* will surely show that the PlayStation is far better than the Nintendo.

■ **Robert O' Flaherty, Essex**

PEOPLE ARE STRANGE!

Dear extreme

Tekken 3 makes you violent! *Grand Theft Auto* makes you steal cars! The *Oddworld* games make you fart a lot and talk funny! Stop playing them now! I used to play *Pac-Man* as a youth, and now I spend all my time gobbling power pills and hiding in fear of ghosts. My best friend played *Space Invaders*, and now he goes out in his garden twice a day to let off fireworks with a bucket on his head. Videogames are evil. They wreck your mind and you helplessly repeat every action you've seen on the screen.

My real point is this: never play *Frogger*!

■ **M. Nelson, Falkirk**



extreme: *Don't know what they're putting in the water in Falkirk these days, but we'd love to get our hands on some. Take this copy of Legacy Of Kain: Soul Reaver, you crazy fool – and don't let it turn you into a soul-sucking vampire!*

extreme: *Robert and everyone else counting down the days until the arrival of the new super-console will no doubt be salivating after reading this month's PlayStation 2 news, and we'll keep you abreast of any future developments. Just one thing, though – Final Fantasy IX is to appear on the original PSX, not PS 2.*

SMART GUY

Dear extreme

Am I mad? All my friends and I love your mag and anything to do with the PlayStation. While all my friends are playing RPGs and beat-'em-ups, I'm playing racing games – Colin McRae, eat your heart out! I love your reviews and they influence me to buy a lot of games.

■ **Martin Foley, Dublin**

extreme: *No, Martin, you're not mad. In fact, you sound perfectly sane. Surely the mad ones are those who ignore our invaluable advice each month?*

NO CHIPS

Dear extreme

I've only recently started reading your magazine, and I think it's wonderful. I'm extremely happy you don't support piracy. In many mags I've read in the past, I've seen adverts for chips. How can mags that call themselves respectable advertise chips?

■ **Job Reineke, Bournemouth**

extreme: *Better late than never! Glad you like the mag, Job, keep reading! Regarding 'chips' (modification devices), some allow you to play import games on a UK PSX, and so are entirely respectable. Trouble is, many (if not most) also allow you to play pirate discs, which are anything but illegal. One thing all chips have in common is that they invalidate your warranty...*

HAPPY CUSTOMER

Dear extreme

I got *Dino Crisis* for Christmas and it's wicked. I'd got to the Rest-room Station and couldn't work out the password! I searched through over 15 mags in January, and couldn't find one with the passwords in. Then in your February 2000 issue I found them.

EXCHANGE

EPM SAYS...

With everyone bleating about the forthcoming PlayStation 2, there's never been a more exciting time in the games industry. What games are currently floating your boat and what are you eagerly waiting for? Write in and let us know...

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

exchange@quaynet.co.uk



Your mag has helped me complete *Dino Crisis* and get all the costumes, Wipeout Mode and the grenade gun with unlimited ammo. Thanks a lot, extreme!
■ **Nikki Mistry, Essex**

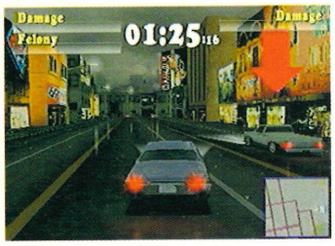
extreme: ***Glad to be of service, matey. If ever you're stuck in a game and can't find help anywhere, remember there's the Tips Clinic – check out Page 82 for this month's surgery.***



DO IT AGAIN?

Dear extreme

About the sequels thing. It's fair to say the games industry is relying on sequels for sales in the same way as ideas-starved Hollywood. However, the games industry is more unique in that computer-game sequels offer something a bit more in terms of gameplay.



For example, part of the reason a sequel to *Driver* was inevitable is due to players recognising the limitations of the first game and wanting to see the same freedom of gameplay but with more features. For instance, omitting a split-screen two-player mode would be a mistake, and their announcement that Tanner can get out of the car during levels and switch cars can only be a good thing.

Also, in many ways a sequel can act as a mark of quality in some cases, and a useful warning in others.
■ **Chris Jarvis, Watford**

extreme: ***The thought of returning to the super-cool world of Tanner certainly has us excited and this is one sequel that we can't wait for. Bring it on! Regarding why sequels are usually better than the originals, there are several reasons. Programmers take note of criticisms aimed at the first game. With the basics already complete, developers have more time to add the additional features to which you refer. Finally, programming techniques are constantly improving, especially where a team has already completed a similar game and approaches a sequel with more experience under their collective belt.***

THE FUTURE IS NOW

Dear extreme

The PlayStation 2 is unleashed upon us later this year, along with several other next-generation machines said to be in the pipeline. These are exciting times for those interested in gaming, especially if we believe all the spiel the marketing folk at Sony and various other companies are coming out with.

I think the route the people behind these projects choose to take in the years ahead will determine the fate of gaming for good. If, as some people think, the games for the PlayStation 2 and its counterparts are just sequels to games on the original PlayStation, I think the concept of gaming will remain as it is; something to do after coming in from the pub, or a way to waste a few hours. However, if the games producers really try and push the boundaries to come up with truly original ideas and continue making progress, games could become something which really move people and enrich their lives. I know that all sounds very melodramatic, but the potential is there, and I look forward to finding out which route the games producers take.
■ **Name supplied, Nunthorpe**

extreme: ***Certainly there will be a large number of sequels popping up on the PlayStation 2, but there will also be games such as Kessen and The Bouncer, which are original ideas, taking gaming forward in a major way. These are certainly magic times to be a videogame fan. However, even though the videogames scene is relatively young, how many original ideas can there possibly be left? If developers continue to improve on old ideas, we're still in for some excellent games.***



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GRAN TURISMO 2 - CLASS OR ARSE?

Dear extreme

Your mag is great and I never miss an issue. I just want to say that last week I rented *Gran Turismo 2* from my local video library, and I was really disappointed. I think the original is much better.

Also, I've finished *Tomorrow Never Dies* thanks to your cheats in Issue 26, and I want to thank you so much because I was stuck on the market level.
■ **Matthew Davies, Solihull**



extreme: ***Glad we could be of service, Matthew. Every month you can be assured of finding the best cheats and solutions in extreme. As for Gran Turismo, we think both games are rather lovely...***

Pearls of Wisdom

Dear extreme
Metal Gear Solid: Special Missions is a class game and I think spin-offs should be encouraged if they're like this.
■ **Steven Myers, Corsham**



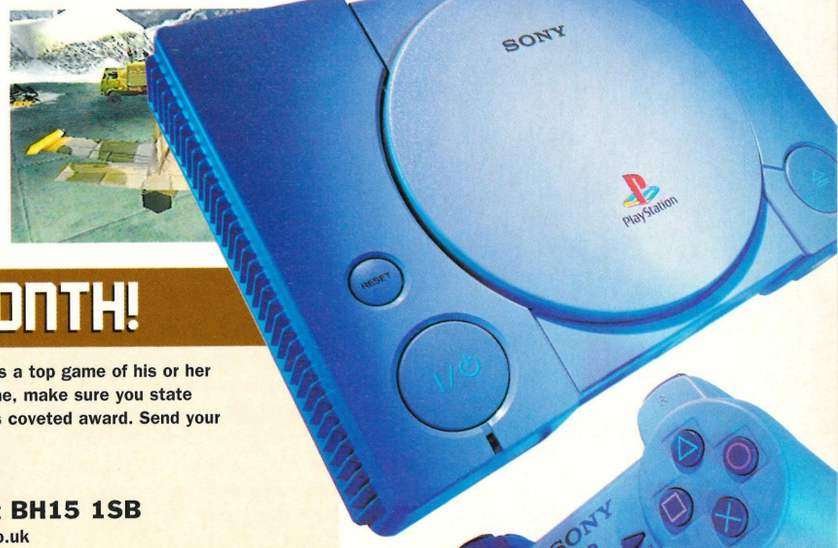
extreme: ***But where is Chocobo Racing: Special Missions?***

Dear extreme
Love your magazine. I especially like reading your X-rated section.
■ **Jonathon Hughes, Ireland**

extreme: ***That's nice for you.***

Dear extreme
Can't you add a few yummy pages to extreme?
■ **Sean Allan, Tyne & Wear**

extreme: ***Okay, just for you...***



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

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

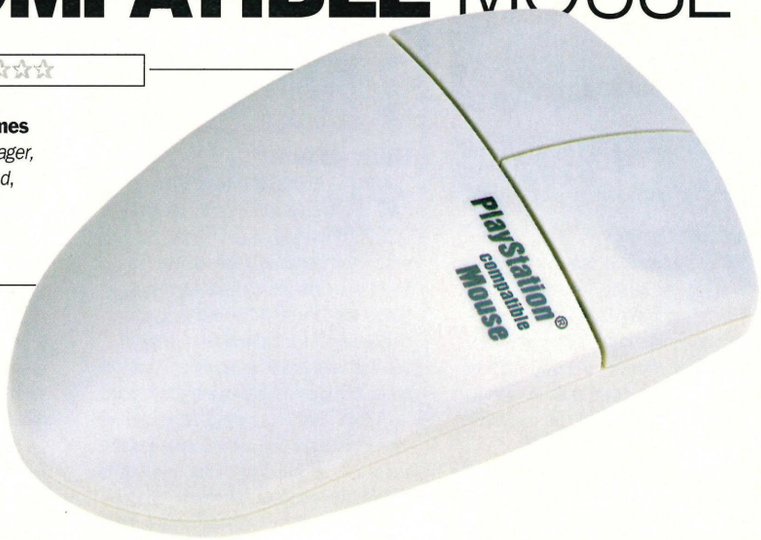
Things are a little quiet on the peripherals front this month, but we've clinched a trio of top compos, along with some cool devices to aid your PlayStation gaming...

STUFF

GADGETS • PERIPHERALS • TECHNOLOGY

PLAYSTATION-COMPATIBLE MOUSE

BY: JOYTECH | DAMAGE: £12.99 | RATING: ★★★★★★★☆☆☆



The trouble with the PSX mouse is there are very few games compatible with it. Sure it's a boon for *Red Alert, Premier Manager, Broken Sword* and more, but even titles such as *Missile Command*, which is crying out for a mouse mode, ignore the tool completely. If you want a PSX mouse, this one does the job as well as any other, but we can't help feeling you're flogging a dead horse.

RF UNIT

BY: JOYTECH | DAMAGE: £9.99 | RATING: ★★★★★★★★☆☆

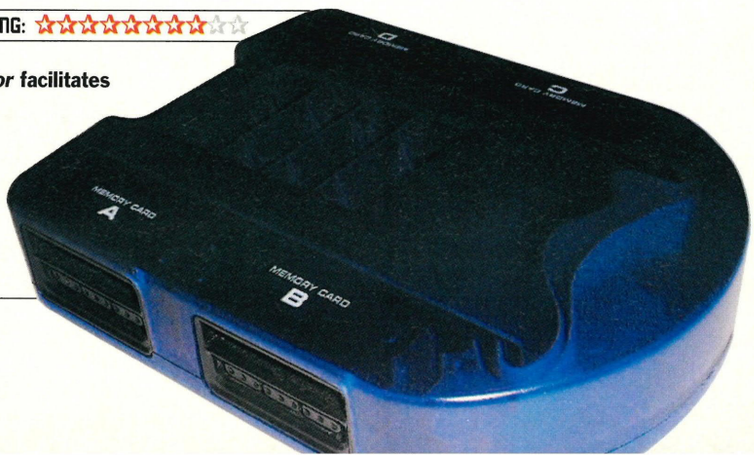


Bust or lost your PlayStation RF unit? Bought one of those Tesco-imported German PSX packs which only contained SCART cables? You need a *Joytech RF Unit*, cunningly designed to connect your trusty console to the television's aerial port.

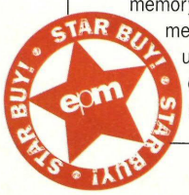
As well as the TV connector, the *RF Unit* also offers three phono ports, offering GunCon-compatibility without a second lead and stereo connection. A second aerial socket means you can connect your TV aerial and PSX at the same time too. All in all, it's an impressive piece of kit.

MULTI-PLAYER ADAPTOR

BY: WILD THINGS | DAMAGE: £17.99 | RATING: ★★★★★★★★☆☆



You know what it does – the *Multi-Player Adaptor* facilitates four-player gaming, and you can pair two of them for some eight-player action. It has a memory card slot above each joypad port, and an in-built memory card tidy which holds up to four cards. Neat use of space, that. It's also a rather fetching shade of blue. If you're after a Multi-Tap-style adaptor, this one's as good as any and better than plenty.



COMPETITION!

CD SHIELD

BY: PSV | **DAMAGE: £4.99** | **RATING:** ★★★★★★★☆☆☆



Ever reached for your favourite game, eagerly awaiting an evening with Lara or Crash Bandicoot, only to find the disc's scratched and won't load? Do you regularly destroy import titles by scuffing them while performing the infamous 'swap' trick? You need the *CD Shield*. Sold in packs of five and packaged in a CD case, the *CD Shield* is a clear plastic cover which fits over the readable side of the CD, protecting it from damage without preventing your PSX (or indeed audio CD player) from reading it. It's a cheap and easy way of preventing damage to regularly-used CDs.

Here at extreme, we've ten packs of *CD Shields* to give away.

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

WIN! WIN! WIN!

WHAT DO THE INITIALS 'CD' STAND FOR?

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'Up to Scratch Competition'

Entries which arrive after 20th April will be scratched to ribbons.





COMPETITION ADDRESS

extreme
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CLOSING DATE FOR ALL:
20th April 2000

COMPETITION!

LOGIC 3 GIVEAWAY

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Answers on a postcard to:

'Wired for Sound Competition'

Entries which arrive after 20th April will be dropped into a (bass) bin.

Logic 3

COMPETITION!

WILD THINGS GIVEAWAY

WIN! WIN! WIN!

Wild Things' stunning *Kickback 2* joypad scored an impressive 9/10 in last issue's mag, and the *4-Way Mania Memory Cards* pack clocked in at 8/10. What better excuse for a compo?

Three lucky winners will each get a *Kickback 2* joypad, a feature-packed, well-built pad with a clear plastic body and comfortable positioning, and a *4-Way Mania Memory Card* pack, consisting of four coloured one-meg memory cards in a CD-style display case. That's over £30-worth of goodies each.

To be in with a chance, answer this simple question:

HOW MANY BLOCKS OF MEMORY DOES A ONE-MEG CARD HOLD?

Answers on a postcard to:

'The Kick Inside Competition'

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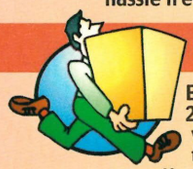
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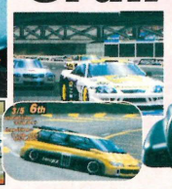


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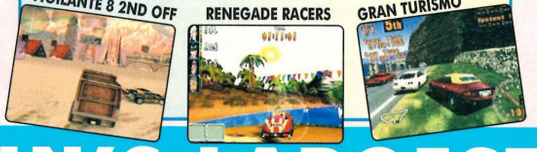
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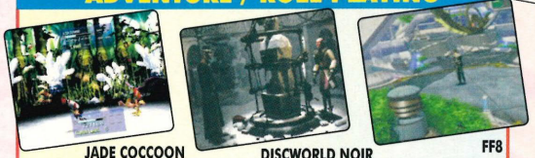


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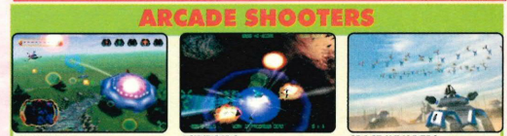
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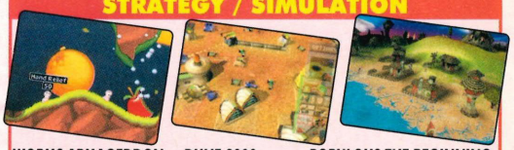
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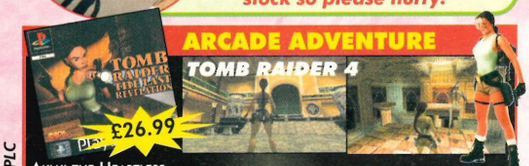
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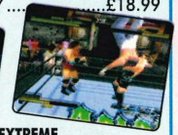





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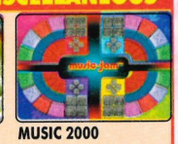
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GUARANTEE



extreme DIRECTORY

Welcome to **extreme'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.

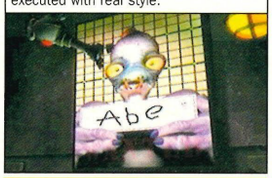
40 Winks 76%
GT Int. • Platform Game • #24
Easy platformer for the young gamer, but even then, there are better ones around.

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.

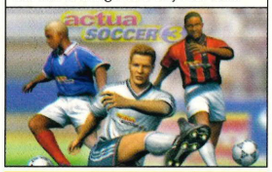
Actua Ice Hockey 74%
Gremlin • Sports Sim • #3
Rushed out to be on the shelves in time for the Nagano Winter Olympics.

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 F111X 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*.

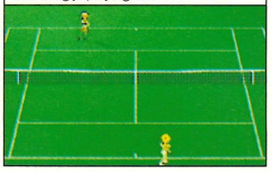
All Star Tennis '99 80%
Ubi Soft • Sports Sim • #13
A decent game of tennis with a few arcadey events thrown in for good measure.

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 Kournikova'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.



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.

Arcade Party Pak 87%
Midway • Retro Compilation • #27
Classic games from the past, including the brilliant *Klax* and *Super Sprint*.

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.

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. Pity the game's crap, though...

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 90%
Konami • Music Game • #2
Addictive adaptation of the Japanese classic, with all-new European choonz.



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: Gun Survivor 66%
Eidos • Lightgun Game • #27
Resi Evil lightgun offering, but too fiddly and dull.

Biohazard 3: Last Escape 96%
Capcom • Action Game • #23
Resi 3, Japanese-style. Brilliant zombie-zonking fun.



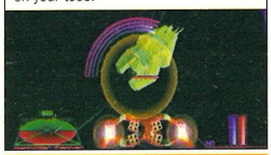
Bish Bash 2 67%
Konami • Puzzle Game • #24
Colourful, insane and very Japanese, this interesting puzzler is fun but short. Not bad after the pub either.

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 but not a huge leap forward.

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.

Bomberman 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.

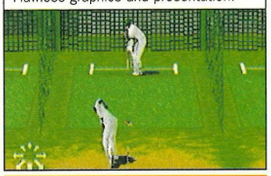
Bomberman World 83%
Sony CEE • Puzzle Game • #6
Excellent multi-player game, but flawed single-player offering.

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 as 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%
Telstar • Platform Game • #13
This 3D platformer redefines the term 'bland'. It's awful.

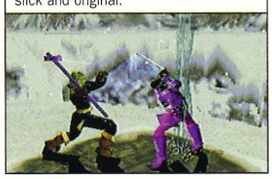
Buggy 70%
Gremlin Int. • Driving Game • #11
Driver based on remote controlled cars. Fun for a while, but shallow.

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. Not really worth it in this day and age.

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.

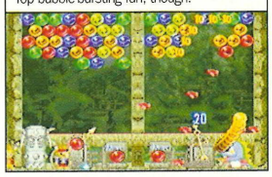


Bust-a-Move 2 77%
Enix • Music • #18
Sequel of the hit 'Simon Says' that doesn't match the might of the original.

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 as you, which is annoying.

Castrol Honda SB 70%
THQ • Driving Game • #22
Half-hearted bike racer. Nothing much wrong with it, but no real sparkle or flair. Not recommended.

Centipede 61%
Hasbro Int. • Retro Update • #24
Fun for a while, but samey levels soon make it boring. Several Atari retro updates on one disc would be better value.

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.

Chef's 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 with clichéd puzzles and weak animations.

Circuit Breakers 89%
Mindscape • Driving Game • #6
One of the best multi-player racers ever, and a damned good one-player offering too.

City of the Lost Children 81%
Psygnosis • Adventure • #3
Slow interface, but its dark, depressing plot keeps you coming back for more.

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.

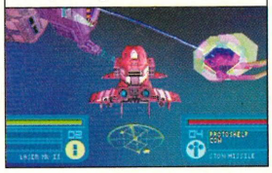
Colin McRae Rally 91%
Codemasters • Driving Game • #19
Another cool driver. No overtaking, but plenty of rally racing.



Colony Wars 90%
Psygnosis • Action/Strategy • #14
Brilliant space combat offering with a great story and interesting strategy.



Colony Wars: Red Sun 94%
Psygnosis • Action Strategy • #27
The best yet – a little short, but great action-packed game.



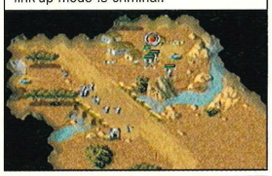
Colony Wars: Vengeance 90%
Psygnosis • Strategy Sim • #12

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 *C&C* action, but if it ain't broke...



Constructor 82%
Acclaim • Strategy Sim • #12

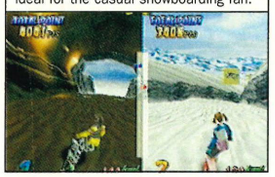
City building and resource management in this wonderfully humourous strategy sim.

Contra: Legacy of War 60%
Konami • Shoot-'em-up • #5

Unspectacular in the extreme.

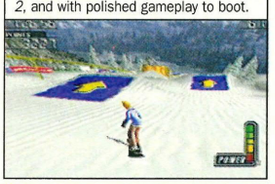
Cool Boarders 2 90%
Sony CEE • Sports Sim • #17

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 and the best.



Courier Crisis 82%
BMG • Driving Game • #1

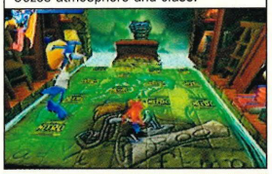
Fun, but imperfectly executed.

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.

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 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.



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.

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.



Dew Prism 80%
Squaresoft • RPG • #27

Very Japanese, very good but very trying if you don't read Jap.

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.

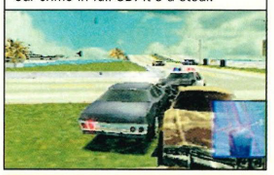


Dreams 31%
Cryo Int. • Platform Game • #20

Poor *Pandemonium* wannabe.

Driver 93%
GT Int. • Driving Game • #19

Car crime in full 3D. It's a steal.



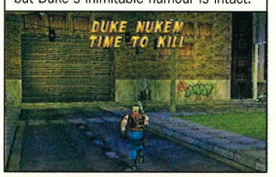
Duke Nukem 91%
GT Int. • 3D Shoot-'em-up • #7

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.



Dune 2000 51%
EA • Strategy Sim • #27

Dodgy PC port that's well behind *Command & Conquer*.

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

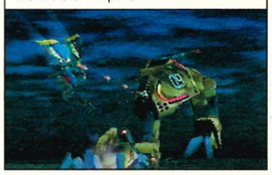
A direct port from the Mega Drive version. Good, but surely the PSX deserves more?

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.

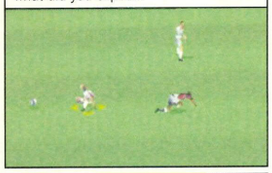
FA Prem Lge F'Ball Man. 2000 75%
EA • Strategy Sim • #25
Not a bad footie management game, but hardly *LMA Manager*.

Felony 11-79 80%
ASCII Ent. • Driving Game • #1
Driving game where you steal cars. Fun but too short.

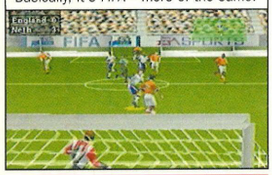
FIFA 2000 76%
EA • Sports Sim • #24
The *FIFA* series takes a backwards step with this, an arcadey kick-about.

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 and too bloody dark.

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. A must for *FF* fans.



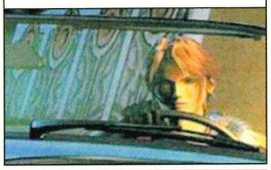
Final Fantasy Tactics 90%
Sony CE Japan • Strategy Sim • #11
Turns-based RPG combat. Cool game, but only available on import.



Final Fantasy VII 96%
Sony CEE • RPG • #18
The greatest RPG ever just got better at a Platinum price. Super-deformed cartoon characters and top action.



Final Fantasy VIII 96%
Squaresoft • RPG • #16
Spectacular role-player on four disks. Great characterisation and plot, with some of the best FMV seen on the PSX.



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.

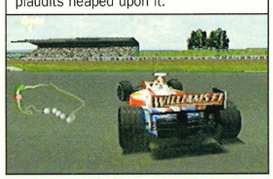
Formula 1 88%
Psygnosis • Driving Game • #5
Superb driving game, but cursed by some terrible bugs. Opponent AI's weak too – they hog the apex something chronic...

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. An interesting and unusual drive.

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.



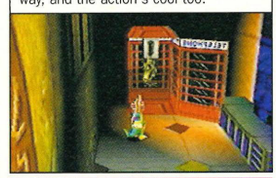
Gallop Racer 69%
Tecmo • Sports Sim • #25
Horse racing sim? Whatever next? And can you believe there's no betting mode? Bet it never makes it over here...

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.



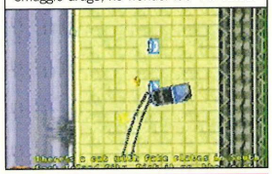
Ghost in the Shell 81%
Sony CEE • Shoot-'em-up • #5
Great Anime blaster, but too insubstantial to be good value.

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.



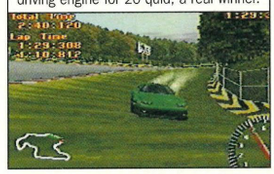
Grand Theft Auto 2 85%
Rockstar • Driving/Action • #24
Violent crim sim; fun, but basically more of the same. Will appeal to fans of the first game.

Grand Theft Auto: London 83%
Take 2 • Crime Sim • #18
World's first PSX add-on disc, a great addition to the original.

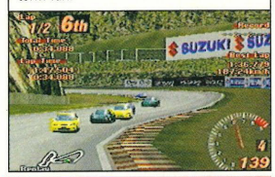
Grandia 82%
Ubi Soft • RPG • #27
Strong but derivative RPG. polished, and deep if you persevere.

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. Not bad either, though...

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. Not bad, but laclustre opponents' AI.

In the Hunt 59%
THQ • Shoot-'em-up • #5
2D blaster for kids – sluggish and with poor visuals, but reasonable fun.

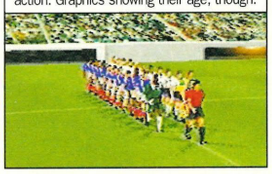
Int. Track and Field 34%
Konami • Sports Sim • #16
This one's quite addictive, especially in multiplayer mode. Fun multi-eventer.

Int. Track and Field 2 88%
Konami • Sports Sim • #27
Great multi-eventer, ideal for multiplayer competitions. Except the canoeing.

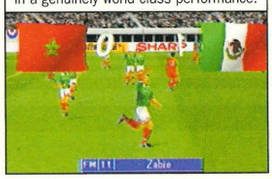
Invasion 27%
Microids • Flight Sim • #16
Dire sci-fi blaster that fails on every level. Inept and cursed by poor design.

ISS Deluxe 66%
Konami • Sports Sim • #10
Update of an old SNES game. Can't keep up with today's offerings.

ISS Pro 90%
Konami • Sports Sim • #10
Perfect mix of simulation and arcade action. Graphics showing their age, though.



ISS Pro '98 95%
Konami • Sports Sim • #9
This tactical, in-depth soccer sim puts in a genuinely world class performance.



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
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.

Jet Rider 3 55%
Sony • Driving Game • #27
Dodgy jet bike racer. It's not a disaster, but there are so many better games out there…

Jonah Lomu Rugby 89%
Codemasters • Sports Sim • #16
Intuitive controls and a true representation of the sport make this a joy to play.

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.

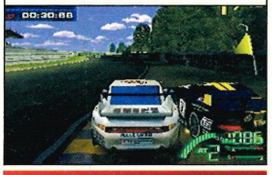
Kula World 88%
Sony CEE • Puzzle/Platform • #6
Puzzle platformer where you guide a beach ball over some weird structures.

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. Don't buy it ,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, interesting puzzles and an engrossing storyline 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. Good story but fails to deliver.

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. Not much different to last year's…

Mad Panic Coaster 77%
Takara Co. • Driving Game • #23
Curious roller coaster game. Fun, but tricky to control. Unlikely to get a PAL release though.

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.

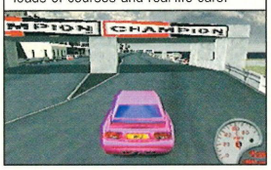
Marvel S. Heroes Vs SF 86%
Virgin Int. • Beat-'em-up • #17
Your fave Street Fighters meet the men from Marvel. Not a bad scrap.

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.

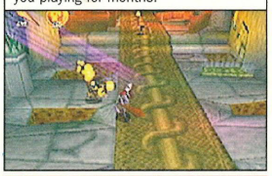


MDK 85%
Interplay • Shoot-'em-up • #1
A brilliantly innovative 3D action game, but a little too easy to last.

Mech Warrior 2 71%
Activision • Mech Game • #7
Excellent mission-based objectives. but why is the scenery so uninspiring?

Medal of Honor 82%
EA • Action Strategy • #25
Atmospheric, classy and fun to play, a real thinking-person's soldier sim. Will keep you playing for weeks.

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.

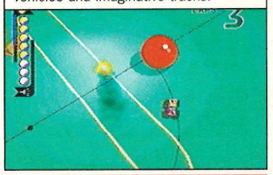
Metal Gear Solid 96%
Konami • Action Adventure • #15
James Bond with knobs on – a fantastic 3D cinematic experience.



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.



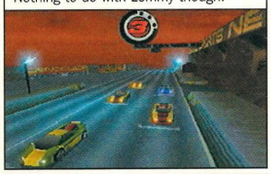
Mortal Kombat Mythologies 20%
GT Int. • Beat-'em-up • #13
Platform beat-'em-up. Should've been good, but is riddled with flaws.

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 – YAWWWWWWN...

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.

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.



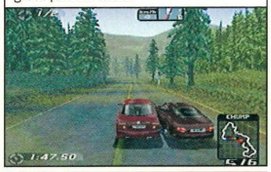
NCAA Football 2000 89%
EA • Sports Sim • #25
Excellent college gridiron sim that probably won't be released over here.

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.

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.

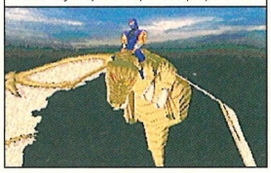
Next Tetris, The 56%
Hasbro Int. • Puzzle Game • #24
How can you get *Tetris* so wrong?

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.

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 FaceOff 2000 79%
Sony CEE • Sports Sim • #27
It's ice hockey. Again. No more, no less.

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 is 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.



Parasite Eve 2 93%
EA • Action Adventure • #27
Top game, but the language barrier makes it almost unplayable.



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.

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 food.

Point Blank 89%
Sony CEE • Light Gun • #6
Fairground-inspired light gun high-jinks.

Point Blank 2 91%
Sony CEE • Lightgun Game • #21
Who thought a lightgun game could be cute?



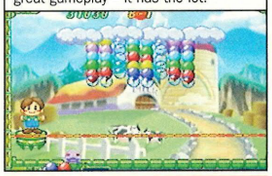
Pong 68%
Hasbro Int. • Retro Update • #24
Amusing update of the grand-daddy of all games, but is it worth the asking price?

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
Dodgy one-on-one tank combat game.

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.

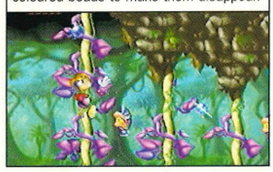
Psybadek — 46%
Psygnosis • Sports Sim • #12
Boring, frustrating hoverboard game with colourful graphics but sod all gameplay.

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?

Puyo Puyo 4 — 90%
SEGA Ent. • Platform Game • #27
Tetris/Columns hybrid where you link coloured beads to make them disappear.



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 Championship — 88%
EA • Driving Game • #27
One of the fastest racers ever. Top graphics and physics too.

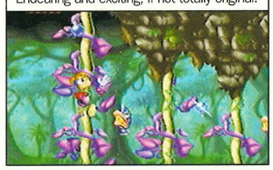
Rally Cross — 36%
Sony CEE • Driving Game • #15
Too short and erratic difficulty level, but reasonable graphics and four-player mode.

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.

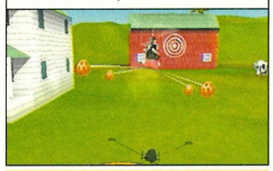
Rat Attack — 74%
Mindscape • Save-'em-up • #22
Cartoony rat-catcher that oozes originality. Great fun in party mode.

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.



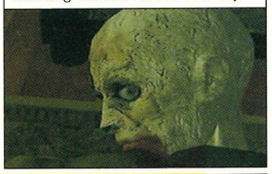
Ready 2 Rumble Boxing — 89%
Midway • Beat-'em-up • #25
An entertaining and humourous boxing sim. No real-life pugilists, but who cares?

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.

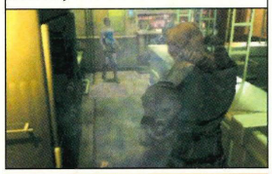
Resident Evil — 94%
Virgin Int. • Action Adventure • #10
Blood-thirsty action adventure. Unbelievable atmosphere and sickening violence. For over-18s only.



Resident Evil 2 — 93%
Virgin Int. • Action Adventure • #20
The most violent and gruesome game ever? An all-time classic.



Resident Evil 3: Nemesis — 93%
Eidos • Action Adventure • #27
Violent, bloodthirsty and thrilling. Not drastically different from *Resi 2*.



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. Great if you find racing sims a chore.

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.

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.

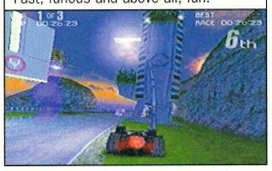
Roadsters Trophy — 36%
Titus • Driving Game • #25
Dreadful driver with no physics, lousy AI and CPU cars that cheat.

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. Zany characters add to the fun.

Rollcage — 92%
Psygnosis • Driving Game • #16
Fast, furious and above all, fun.

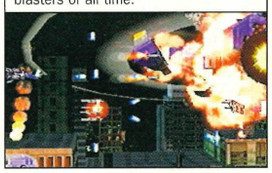


Rollcage: Stage II — 92%
Psygnosis • Driving Game • #27
Polished update beefs up the game modes and weapons. Some top future racing action here.

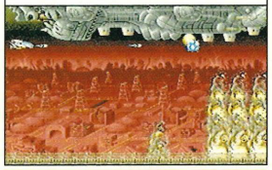


Ronin Blade — 40%
Konami • Action Adventure • #26
Tedious adventuring in ancient Japan with a boring storyline and battles.

R-Type Delta — 92%
Sony CEE • Shoot-'em-up • #17
A fine update on one of the best blasters of all time.

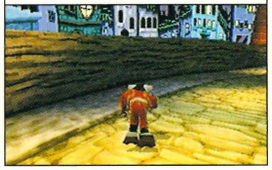


R-Types — 90%
Virgin Int. • Compilation • #9
Retro at its best – two classic blasters in one. Sure they're old, but who cares?



Rugrats — 81%
THQ • Action Adventure • #15
Faithful to the cartoon, and great for kids. Controls awkward, though.

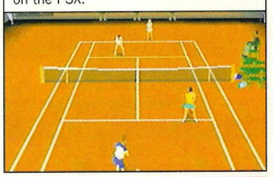
Running Wild — 90%
Sony CEE • Sports Sim • #16
A fresh variation on the racing theme.



Rushdown — 34%
Infogrames • Sports Sim • #12
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.



San Francisco Rush — 69%
GT Int. • Driving Game • #9
Dodgy loading times and sloppy driving physics kill this arcade racer.

S.C.A.R.S — 80%
Ubi Soft • Driving Game • #11
Combat racing with futuristic cars and weapons.

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.

Sentinel 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 • #27
Boring, frustrating mech offering with non-existent learning curve.

Shadow Madness — 80%
Sony CEE • RPG • #27
Not exactly *Final Fantasy*, but an epic adventure nonetheless.

Shadow Tower — 53%
Agetec • RPG • #27
Dull and dated RPG.

Shadow Man — 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.

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.

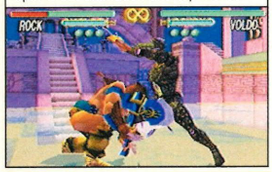


Smurfs, The 76%
Infogrames • Platform Game • #25
Great cutsie cartoony platformer.

Snow Racer '98 90%
Ocean • Sports Sim • #3
Skiing and snowboarding simulation. Works well and offers good longevity.



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*.



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 *Crash Team Racing* beater, but not a bad game in its own right.

Spice World 75%
Sony CEE • Puzzle Game • #7
Not what you want, what you really, really want.

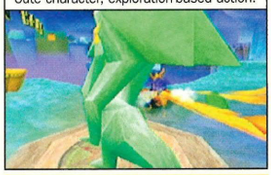
Spider 75%
BMG • Platform Game • #13
Platformer where you control a spider.

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 wish 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
Cute character, exploration-based action.



Spyro 2: GTG 90%
Sony CEE • Platform Game • #23
A fine update of a respected game.



Star Gladiator 23%
Capcom • Beat-'em-up • #4
You can complete this beat-'em-up on the hardest setting using only one move.

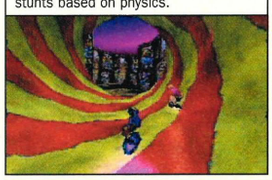
Star Ixiom 60%
Sony CEE • Strategy Blaster • #27
This shoot-'em-up lacks weapons and isn't as deep as it pretends.

Star Ocean: Second Story 82%
Sony CEE • RPG • #27
A role-player set in space. A cool change from the usual swords-and-sorcery malarkey.

Star Winder 42%
Mindscape • Driving Game • #15
Blatant *WipEout* clone.

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
A must for fans of the series.



Street Fighter Collection 70%
Virgin Int. • Compilation • #4
A retro collection of three *Street Fighter* offerings, but two are virtually identical...

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.

Street Fighter: The Movie 21%
Acclaim • Beat-'em-up • #4
Terrible beat-'em-up which features graphics digitised from the film.

Street Fighter Zero 3 92%
Capcom • Beat-'em-up • #14
Unoriginal but brilliant 2D fighter.



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.

Strike Point: Hex Missions 50%
Elite Software • Flight Sim • #9
Flawed helicopter sim.

Suikoden 88%
Konami • RPG • #11
RPG with 108 characters and a home base which grows as you go.

Supercross 2000 68%
EA • Driving Game • #25
Twitchy controls and questionable long-term appeal hamper this bike sim.

Super Pang Collection 82%
Ocean • Compilation • #4
Essentially three versions of the same 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.

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

Tactics Ogre 78%
Atlus Software • RPG • #8
An RPG/wargame hybrid in the *Final Fantasy Tactics* mould. Samey after a while.

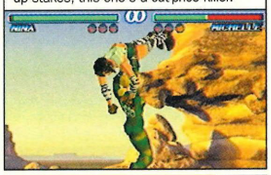
T'ai Fu 88%
Activision • Beat-'em-up • #16
This exploration-based fighter is full of fresh ideas and great cartoony graphics.

Tail Concerto 39%
Bandai • Action Adventure • #27
Irritating game featuring an irritating dog.

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.



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 update of a game best left in the past.

Tenchu: Fan Missions 92%
Activision • Action Adventure • #26
A great follow-up to the original classic, featuring levels created by the fans.



Tenchu: Stealth Assassins 95%
Activision • Action Adventure • #21
A bloodthirsty, atmospheric marvel. Top bloody action.



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*.

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
A classic puzzler with a great Adventure Mode for 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...

This Is Football 89%
Sony CEE • Sports Sim • #24
A very playable game of soccer, with replays that are absolutely incredible.



PSX Strategies *Special Platinum Issue* with complete walk throughs for...

Metal Gear Solid
Tomb Raider III
Crash Bandicoot: Warped

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ALSO IN ISSUE 5:
Rollcage Stage II • Gran Turismo 2 • ISS Pro Evolution • Grandia

Thrasher: Skate & Destroy 60%
Rockstar • Skateboard Sim • #26
Decent enough skating action, but can't really compete with the mighty *Tony Hawk's Skateboarding*.

Three Lions 85%
Take 2 • Sports Sim • #6
Weird team set-up system, but delivers a good game of football.

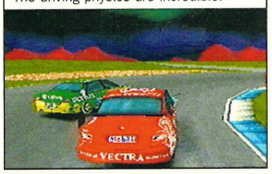
Tiger Woods '99 85%
EA • Sports Sim • #13
The golf sim's finest hour. The motion capture has to be seen to be believed.

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.



Toge Max 55%
Atlus Software • Driving Game • #27
A driving game with a Story Mode? Slow speed drags it down, though.

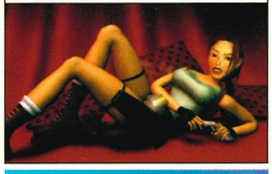
Tokyo Highway Battle 68%
THQ • Driving Game • #15
Not a bad racer, but the controls are twitchy and early cars drive poorly.

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.

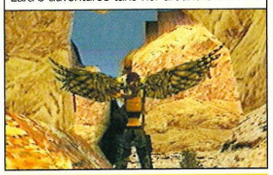


Tomb Raider II 95%
Eidos • Action Adventure • #16
Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.

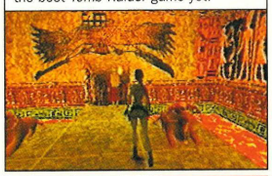


Tomba 2 72%
Sony USA • Arcade Game • #27
Cute 3D sequel to the game we call *Tombi*. Weird main character...

Tomb Raider III 94%
Eidos • Action Adventure • #27
The *TR* series finds its footing again, as Lara's adventures take her around the world.



Tomb Raider : TLR 96%
Core • Action Adventure • #12
New moves and fresh ideas make this the best *Tomb Raider* game yet.



Tommi Mäkinen Rally 41%
Europress Soft. • Driving Game • #7
Disastrous rally game that drives like a brick.

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.



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.

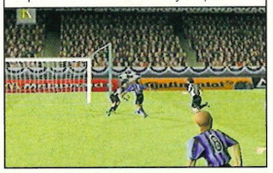
Tunnel B1 89%
Ocean • 3D Shoot-'em-up • #7
A driving mech game? Whatever it is, it doesn't really excite.

Twisted Metal 75%
Sony CEE • Driving Game • #15
Drive and fight in this car combat game. Showing its age, but fun.

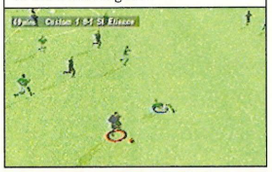
Twisted Metal 2 88%
Sony CEE • Driving Game • #15
AKA *Twisted Metal: World Tour*. More of the same, but better executed.

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

Vandal Hearts 82%
Konami • RPG • #11
Battle-based RPG with incredible depth, but only 16-bit quality graphics.

Vandal Hearts 2 86%
Konami • RPG • #27
Cool combat-based role-player in the *FF Tactics* mould.

V-Ball 58%
Infogrames • Sports Sim • #16
Beach volleyball – honest. It works OK, but there isn't enough to it.

V2000 80%
Grolier Int. • Strategy Blaster • #11
This strategic blaster takes some getting used to, but is rewarding.

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.

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.



Vigilante 8: Second Offense 43%
Activision • Driving Game • #27
Terrible sequel to a cool car combat game. Ugly, glitchy and rushed.

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.

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.

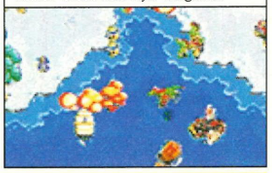
VR Powerboat Racing 67%
Sony CEE • Driving Game • #15
Bog-standard driver on water, but looks a treat. Not bad, not great.

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
Will there ever be a great grappler on the PSX?

Wild ARMS 80%
Sony CEE • RPG • #13
Starts slowly, but unfolds into a compelling RPG.

Wild 9 92%
Interplay • Platform Game • #9
A platformer with some really neat ideas.



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*.



Wipeout 2097 95%
Psygnosis • Driving Game • #3
Is this the fastest racer ever? Futuristic vehicles offer unusual driving physics too.



Wip3out 91%
Psygnosis • Driving Game • #22
Top future racer. The best of the series, and a fantastic game in its own right.



World Cup '98 90%
EA • Sports Sim • #7
The official World Cup licence comes up with the goods in this great soccer sim.



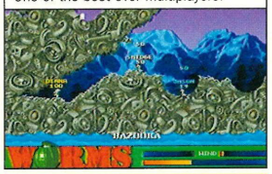
World League Basketball 60%
Mindscape • Sports Sim • #2
This simulation-style sports game looks good but plays relatively poorly.

World League Soccer 70%
Eidos • Sports Sim • #10
Average football game let down by dodgy power meter.

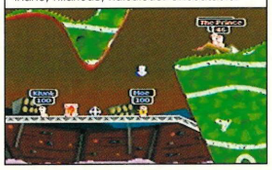
World League Soccer '98 94%
Eidos • Sports Sim • #6
Bad commentary, but a superb game of soccer. Hard to score, though.



Worms 95%
Ocean • Strategy Game • #8
Fiendishly addictive strategy puzzler. One of the best ever multiplayers.



Worms: Armageddon 92%
Hasbro Int. • Strategy Game • #24
Another worms-based blastathon. Exciting, inane, hilarious, ridiculous. Unbeatable!

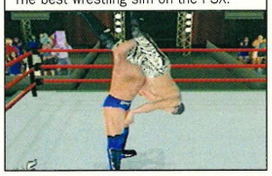


Worms Pinball 55%
Infogrames • Pinball • #25
Too indistinct and too few tables. When will we get a decent pinball sim?

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. Great retro-style arcade action.

X-Com: Enemy Unknown 85%
Microprose • Strategy Game • #17
Thoughtful if a little dated strategy sim. Keeps the brain cells active...

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
zzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzzz.

Zero Divide 59%
Ocean • Beat-'em-up • #4
Nothing disastrous about this beat-'em-up-with-robots, but there's no sparkle.

Zero Divide 2 52%
Sony CEE • Beat-'em-up • #12
See above – this is just more of the same.

COMPETITION!

POCKET TO 'EM!

You know how it is. After two solid hours on your PlayStation, you have to switch it off and catch a bus, but the adrenaline's still pumping – you just don't want to stop playing. What you need is a hand-held.

The NeoGeo Pocket Colour is the most powerful hand-held console ever. With a 16-bit processor, it can display 146 colours on the screen at the same time, from a total palette of 4096. This is the same graphical resolution as the Amiga home computer. The graphics are extremely detailed too. For the tech-heads among us, the screen offers 160x152 pixels; in other words, it looks damned good.



Previous colour hand-helds have suffered from a very short battery life. Not so the NeoGeo Pocket Colour. This little number runs for up to 40 hours on two AA batteries, so you've plenty of time to complete your fave game. The console also has a built-in alarm, world time, calendar and even a biorhythm calculator.

The NeoGeo Pocket Colour sells for a respectable £59.99, but three lucky readers will take away a console and two games drawn at random from the machine's already-impressive catalogue. If you want to get your hands on one of these little marvels, just answer this simple question:

HOW MANY COLOURS CAN THE NEOGEO POCKET COLOUR DISPLAY AT ANY ONE TIME?



Answers on a postcard to:

Pocket Pals Competition

extreme,
22 Strand Street,
Poole, Dorset
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Entries which arrive after 27th April will be pocketed.

GRIPPING GAMES...

Here's a run-down on some of the games available for the NeoGeo Pocket Colour.

BUST-A-MOVE POCKET
Bust-a-Move **is one of the greatest puzzlers to appear on the PSX, and now you can play it on the move. Connect the coloured bubbles to pop 'em, and clear the level before it comes crashing down on you.**

DARK ARMS
Enter a world of monsters and magic in this arcade RPG. There are five spine-tingling areas to explore, countless beasts to battle and numerous bio-weapons to create and evolve.

SAMURAI SHODOWN 2
A rave in the arcades and on the PlayStation, SNK's own hit fighter is a blast on the NeoGeo Pocket Colour too. With 15 characters and several game modes, it's got depth as well as action.

NEOGEO CUP '98 PLUS
The NeoGeo Pocket Colour's own soccer game. Choose from 16 international teams. There's even a small management section!

METAL SLUG: FIRST MISSION
Blast your way through enemy territory with this keen side-scrolling blaster. There are seven weapons to choose from, and you get to fly planes and drive tanks too.



WIN! WIN! WIN!

THREE NEOGEO POCKET COLOUR GAMES CONSOLES MUST BE WON!

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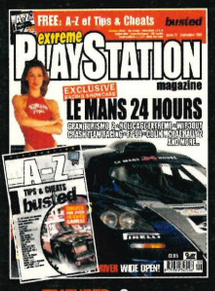
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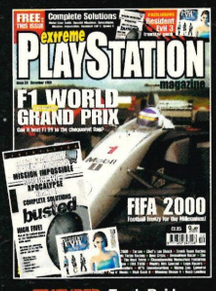
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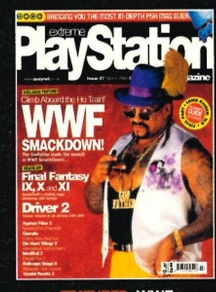
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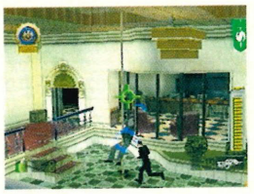
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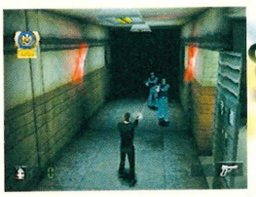


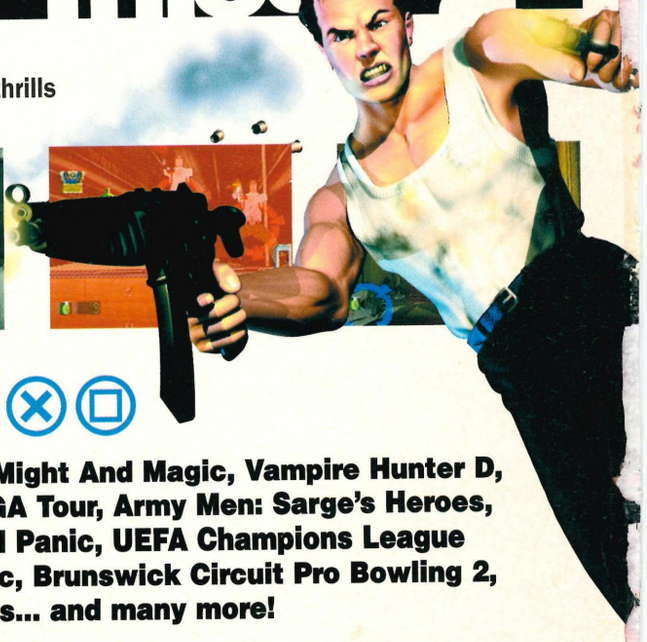
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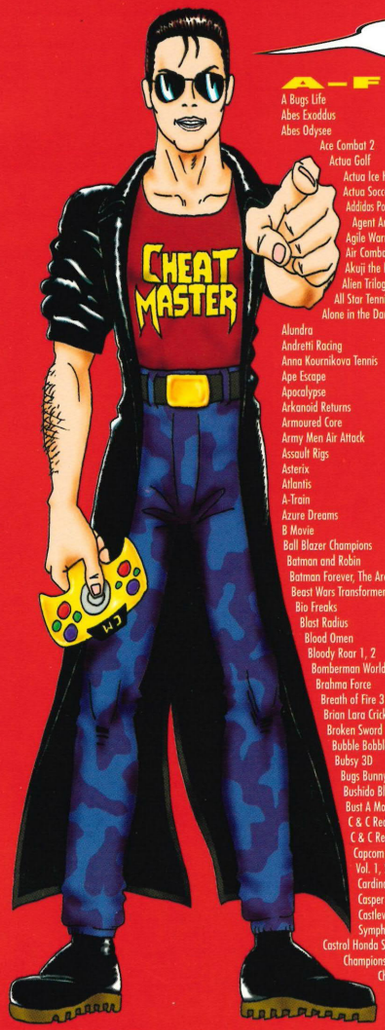
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