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extreme

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UK'S FIRST PS 2 REVIEW!

TEKKEN TAG TOURNAMENT

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Tokyo Game Show

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Buffy the Vampire Slayer
Road Rash Jailbreak

FULL SOLUTIONS

Toy Story 2
Discworld Noir

Ridge Racer V

The Ridge Racer series debuts on PS2.

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"Ahhh...the feel of cold hard steel pressed against my buttocks as dawn breaks on a new day"



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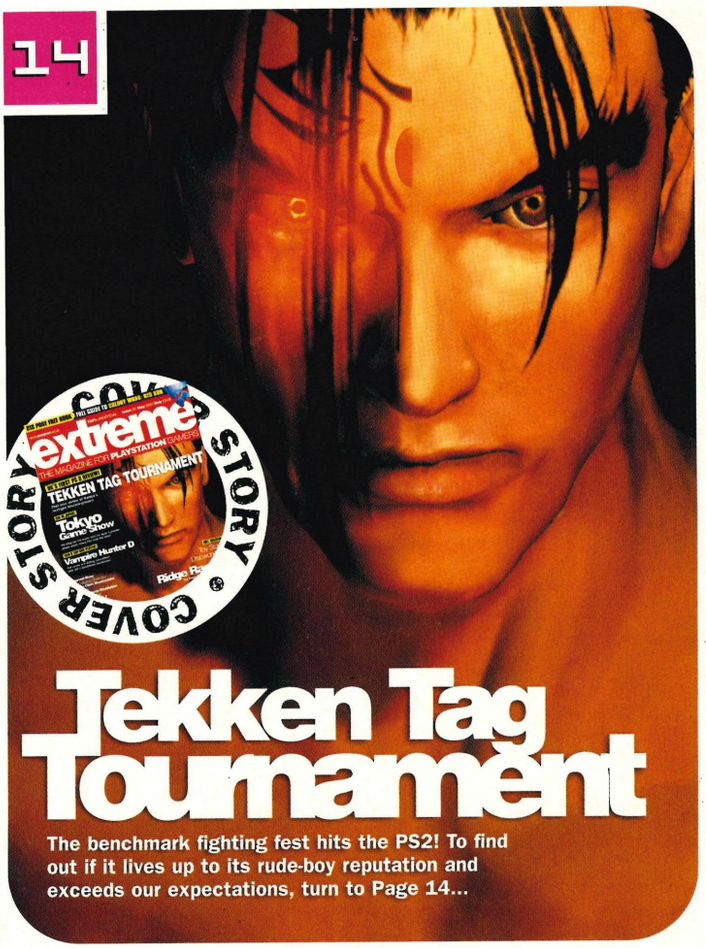
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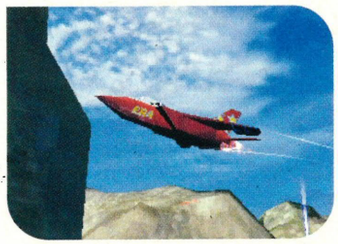
Tekken Tag Tournament

The benchmark fighting fest hits the PS2! To find out if it lives up to its rude-boy reputation and exceeds our expectations, turn to Page 14...



Toy Story 2

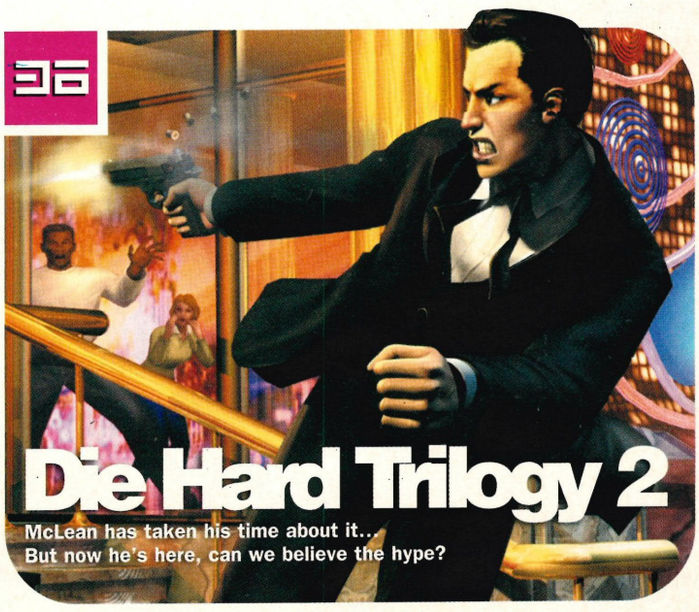
To infinity and beyond! We bring you a complete guide to Activision's *Toy Story 2*, with every token revealed...



66 N-Gen Racing



33 Tombi 2



Die Hard Trilogy 2

McLean has taken his time about it... But now he's here, can we believe the hype?



Everyone got their copy of *Colony Wars: Red Sun*? Thought so – at £20, it's a corking game. It's also an epic space opera, and an excellent excuse to bring you an exclusive 212-page solutions guide to the entire *Colony Wars* saga. Look out for another top freebie next month too... Starting this issue, our PS2 supplement brings you all the latest PlayStation 2 news. So far, only the Japanese and very rich import gamers have had the chance to play it, but it's coming here and coming soon – expect it before the end of the year. The scene's already hotting up over in Nippon, though, so each issue we'll take you behind the scenes to see what's coming our way. We won't neglect the first machine, though – with 70 million sales worldwide and the PS2 being backwards-compatible, the good old PSX has years ahead of it. Besides, we've got quality games like *Driver 2*, *FFIX* and *Metal Gear Solid 2* to look forward to...

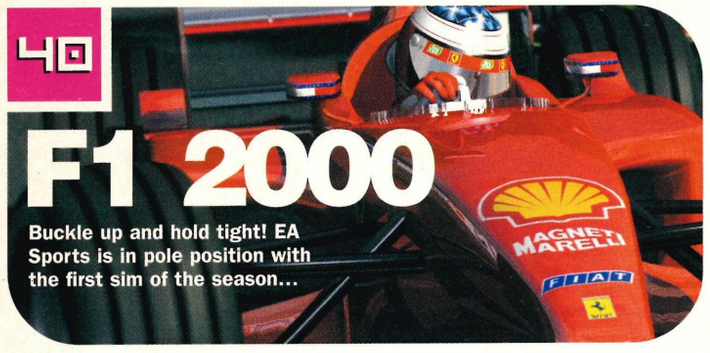
IAN OSBORNE ■ epm Editor







28 Sydney 2000





Don't worry, were not defecting. But who wouldn't like another peek at the best console money can buy? Satisfy your craving by reading our first instalment of the series...





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TOKYO GAME

You're in the airport lounge at Heathrow waiting to fly to Tokyo – that's cool in itself. But if you're flying to the Tokyo Game Show, you feel you could possibly have the best job in the world.

With the PS2 fresh from Sony's womb, this will be the first chance to see if Sony has spawned a monster, or if PS2 is the second coming. TGS sees the publishers out in force, like the three wise men, bringing their games for the infant to play with. The in-flight entertainment – included as standard on Virgin Atlantic flights – was a selection of Nintendo games; *Super Mario*, *Wario's Woods* and *F-Zero*. As good a reason as ever to prove we need a new console, and soon!

Tokyo's a huge city set on innovation, with its banana milkshake-scented bathrooms and heated mirrors that won't steam up no matter how many models you have in the bath with you. Tokyo had to be the birth place of PS2.

Playing the Game

We flocked to the game show on the Friday, one day before the general public, and found three huge aircraft hangers full of stands showing off the best the gaming industry had to offer. Dreamcasts were out in force, but as the song goes it was a case of 'Too much, too little and too late'. Dreamcast is not well, and in an incubator. No matter how many times the doctor slaps that little baby's bum, it won't be developing into adulthood.

What the punters wanted was PS2 games, and that's what they got. We saw some great forthcoming titles. I can honestly say that *Gran Turismo 2000* on the PS2 blew my socks off [pantless last month, sockless this month: Ed]. The only way it could get better is if I was playing against the girl Nina Pearson from The Cardigans and if she was losing her favourite game. Driving into the sun was the most amazing experience of my gaming life; you could almost feel the warmth of the rays in the air conditioned room I was in. Then, on the replay, the heat haze on the video was quite stunning, as was the smoke from the locking wheels. And, AND, it's only 20% complete! What I'd give to see that extra 80%...

Then there's *Ridge Racer V*. I actually bought this for my Japanese PS2, and it's a great driving experience – the graphics are clear and polished. But at 20% complete, *GT*



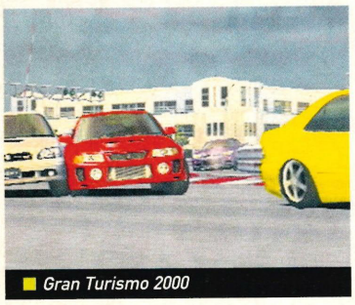




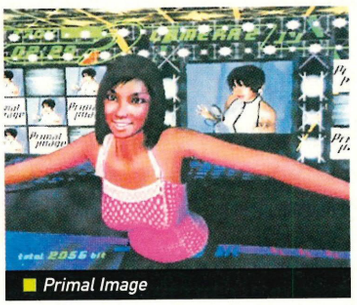

Dead Or Alive 2


Fantavision


Street Fighter Ex 3


Gran Turismo 2000


Tekken Tag Tournament


Primal Image

Oi'll Moida Da Bum...

In an event organised by JVC Japan at the Tokyo Games Show, JVC's UK publicist Dan Waite sparred a couple of rounds in front of the cameras with a professional boxer. Dan was ducking and diving like the best of them, but still caught this rather nasty shiner. You should've seen the other guy – not a mark on him!



SHOW: LIVE!

Tokyo played host to one of the world's largest game events, and our man Dan Waite was there to check it out...

2000 still looks better and handles better than *RRV*. The option screens hark back to the days of *WipEout*, but still look better than most things on the PSX.

Fighting Frolics

Street Fighter is as *Street Fighter* does, same as *Tekken Tag Tournament*, but this time both make the most of PS2's quicker functions.They appear faster and smoother, but put them in the ring with *Dead or Alive 2* and it would be a Perfect Victory for the latter. *Dead Or Alive 2* is the first beat-'em-up to stir up primeval emotions in me for ages. I wanted to bash buttons until I needed a new pad. The characters are stunning and beautifully drawn, and the gameplay, like monosodium glutamate, will keep you coming back for more. The character Helena, who is physically perfect, will be adorning bedroom walls the length of the country by Christmas, I'm sure.



Fantavision is the strangest game I've played for a while – it takes a minute or ten to figure out what you are doing and how come you haven't lost a life yet. I guess it's a bit like the opposite of *Missile Command*. You need to set off the fireworks before they reach the top of their trajectory and fall back to Earth. Link several together and you have a wall of fire, similar to the one on the Thames at New Year. Who would have thought that the PS2's immense calculating ability would be put to this use? Crazy Japanese puzzle, or clubber's dream game? We'll find out soon enough.

Primal Image is a game for all those who have spent all their money on the PS2 and can't afford to take girls out as a result. It features three fit girls and a guy you can (un)dress and put into various poses as you take photos of them by pressing ✖ [Sounds like The Corrs: Ed]. You have a limited amount of time in which to rattle off your film (missus), so getting 'that shot' is harder than it seems.

Flying home, I realised that even though the Nintendo games on the aeroplane were old and dated, they STILL delivered the key element that will make or break PS2: great gameplay. My Tokyo trip proved Sony's machine can deliver in this department too.





STOP PRESS

PSX GAMES PRICE SHOCKER

PSX newcomer Midas Interactive is to launch a budget PSX range, with games priced at an incredible £7.99. Ten titles are due for release in June, with another 20 to follow by the end of the year. The games will be new releases, and targeted at the younger gamer.

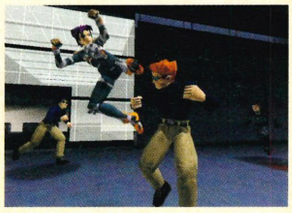
NEW PS 2 GAMES ANNOUNCED



Acclaim are working on three new PS 2 titles, namely *Ferrari Formula 1*, *360 Challenge* and *Star Baseball 2002*.

IT'S ONI A GAME

Bungie Software's popular Japanese anime-style RPG *Oni* is to appear on the PS 2, courtesy of Rockstar Games.



BONUS GAME

Namco Museum Vol 4

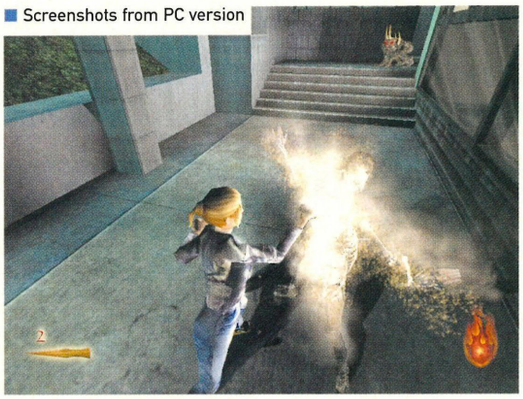
BONUS GAME:
Assault Plus

***Assault Plus* is an updated version of Namco's ageing *Assault* (not to be confused with the Telstar PSX game). It's also on the *Namco Museum Vol 4* compilation, albeit as a hidden bonus game.**

Finding the hidden game is pretty simple. Go into the museum and, from the information booth, go up the stairs. Now, turn to the left and you see a room next to the game rooms called the X-Room. Go in and hold L1+L2+R1+R2+↑ simultaneously. With these held, press ▲. You hear a sound and the room flashes. To the right of the dark room is a woman with green clothes. Stand in front of her and press ✖. She points to the middle of the room and you see the words 'Assault Plus' flashing above the pedestal. Access the pedestal for the new *Assault Plus* game.



■ Screenshots from PC version





BREAKING!

FOX GO TO WORK

Buffy the Vampire Slayer to hit the PSX

She was voted the world's sexiest woman by readers of FHM magazine, she's starred in a few films (most notably *Cruel Intentions*) as well as *Buffy the Vampire Slayer*, and soon PlayStation owners will get to play with her. In a game, natch.

Set for an Autumn release, the game's a third-person action adventure which (according to Fox) 'delivers all the action, humour, fighting, drama and characters from the show'. You play Buffy Summers, high school cheerleader by day and destroyer of the undead by night (when does she ever sleep?). All the show's popular characters are there – look out for Angel, Xander, Cordelia, Willow, Oz and Giles. Settings include Sunnydale High School, the cemetery, town square, the shopping mall, The Bronze nightclub and Buffy's home.

To keep that authentic Buffy feel, the producers and creators of the TV show are actively involved in the creation of the game, liaising with California-based developers The Collective. Characters and environments will be true to the show, which recently won an Emmy award (whatever that is).

"Fox Interactive is taking advantage of the vast number of *Slayer* fans who want more than just their weekly Buffy fix," stated Karly Young, Director, Fox Interactive. "*Buffy the Vampire Slayer* is THE franchise gamers have been asking for. Now's our chance to give them the opportunity to live out their own Buffy adventures anytime they feel the need to kick some serious vampire butt".

Sounds horny...

Buffy: The Show





Now in its fourth season, *Buffy the Vampire Slayer* is an Emmy Award-winning action-packed thriller by series creator Joss Whedon. Sarah Michelle Gellar stars as Buffy, a quick-witted heroine whose birthright as the Slayer, the Chosen One of her generation with the ability to hunt and destroy vampires, conflicts with her desire to lead a normal life. Armed with a wooden stake, martial arts skills and the help of her friends, Willow (Alyson Hannigan), Xander (Nicholas Brendon), Oz (Seth Green) and her former watcher Giles (Anthony Stewart Head), Buffy battles against evil and protects the world from total destruction.



BREAKING!

EURO 2000 GAME ANNOUNCED...

...And it's another version of FIFA!

With the Euro 2000 championship just around the corner, it comes as no surprise that Electronic Arts has snatched the licence, and intend to release a game based on the *FIFA* engine. *Euro 2000* will feature all the teams, strips and stadiums from this year's tournament, as well as the event logos and an animated mascot, and is set for release on 5th May.

New additions to the basic game engine include the Skill Drill, which allows players to hone their finishing moves. Injuries and suspensions will also be incorporated. The facial textures are new too, and are generated by combining three source textures from a bank of 20, allowing for over four million possible combinations.

Of course, the key questions here are, 'is the game better than current champ, *ISS Pro Evolution*?', and 'is it worth buying if you've already got a recent *FIFA* game?' These can only be answered when we review the game in a forthcoming issue...

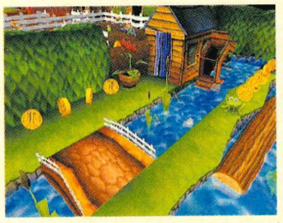




STOP PRESS

FROGGER 2 FOR PSX

Hasbro's *Frogger* is arguably the most successful retro update on the PSX, chalking up over three million copies sold world-wide. The inevitable sequel is now in production, with new levels and varied environments. There's new powers for the frog and a four-player version is planned. Look out for this one later in the year.



GO GO GADGET GAME!

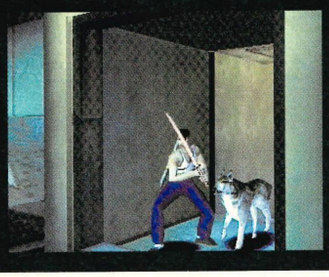
Ubi Soft is beavering away on an Inspector Gadget game. No details regarding its style have yet emerged, but it's bound to be cartoony. The colourful

BYE BYE!

SABOTEUR CANNED

Eidos cancel ninja combat game

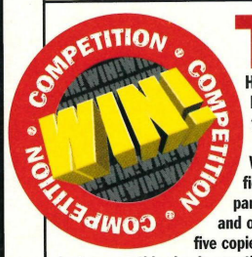
***Saboteur*, Eidos' forthcoming action combat game, has been cancelled. Developer Pumpkin Studios, wholly owned by Eidos, has been disbanded. The game, featuring a stealthy ninja and his pet dog, looked promising but Eidos felt the project would cost too much to finish.**





COMPETITION

PART METAL, PART MAGIC, ALL HEART...



There's something big on the horizon – a 50-foot robot who eats scrapyards for breakfast. This may seem scary, but Hogarth Hughes knows he's a big softie at heart, and works hard to keep him a secret from suspicious government forces.

Set in the 1950s, *The Iron Giant* from Warner Home Videos is part science fiction, part comedy and part Cold War paranoia, themes that will appeal to young and old alike. And whadayaknow? We've got five copies to give away! If you want to win one, just answer this simple question:



Which band recorded the song Iron Man?

If you're stuck, ask the folk in your local record shop.

Answers on a postcard to:
Iron Man Competition,
extreme Magazine,
5 Winchester Place,
North Street
Poole, Dorset, BH15 1NX.

Entries which arrive after 18th May will be stuck to the Iron Giant with a fridge magnet.

MORE BOND

BOND'S BACK!

007 returns in *The World is Not Enough*...

Following the success of *Tomorrow Never Dies*, Electronic Arts and MGM Interactive are working on a new James Bond game based on the hit film *The World Is Not Enough*, to be released on the PSX and PS 2.

The game stays faithful to the Bond legacy by delivering all the furious action, stealth, state-of-the-art gadgets and sophisticated spycraft Bond fans expect. Building upon the movie storyline, players assume the role of James Bond, who must take it upon himself to confront the film's treacherous villains, as well as new adversaries created exclusively for the game. Bond also encounters many recognisable allies, who play an important part in achieving mission objectives.

Look out for fully-3D environments explored from a first-person perspective. According to an EA spokesperson, "There's a new graphics engine for the PSX version which is capable of rendering the richest environments ever seen for the PlayStation. The newly revamped precision targeting system allows pinpoint accuracy when using a weapon or gadget too". The PS 2 game is based on id Software's *Quake 3 Arena* engine.



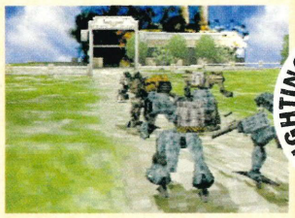
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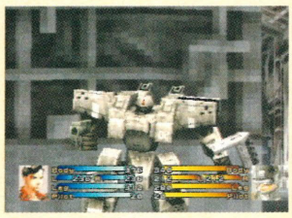
cop's range of gadgets should provide fertile ground for an action game too.



FRONT MISSION 3 FOR THE UK

Squaresoft's sizzling RPG *Front Mission 3*, reviewed on import on Page 91, is to be released in the UK in July. It's the first game in the *Front Mission* saga to receive a release over here.





KOUDELKA FOR PSX

SNK's chilling RPG *Koudelka* is to hit the PSX, courtesy of Infogrames. The gothic role-player mixes *Final Fantasy*-style cinematics with the suspense and atmosphere of *Resident Evil*, creating a powerful piece of gaming entertainment based around a strong female character. The game, developed for SNK by Sacnoth – a team made up of former Square employees – hits these shores in September.

EIDOS TO MANUFACTURE MISADVENTURE

Capcom's forthcoming multi-genre *The Misadventures of Tron Bonne* will now be published in the UK by Eidos, and not Virgin as was the case when we previewed it in Issue 26. Due for release in June, *The Misadventures of Tron Bonne* is an adventure game featuring 3D

SKATING!

TONY HAWK SKATES AGAIN...

Sequel to popular skateboarding sim to arrive this Autumn

T*ony Hawk's Skateboarding* was a surprise hit last year, earning rave reviews (including a 92% in EPM Issue 22) and a huge cult following, despite being based on a minority sport and featuring a skateboarder no one outside the scene has heard of. Activision and Neversoft are (inevitably) now working on a sequel, due in the Autumn.

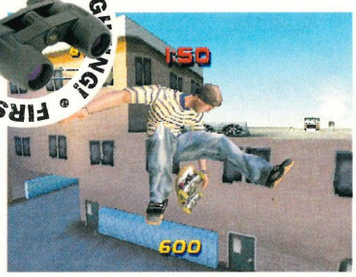


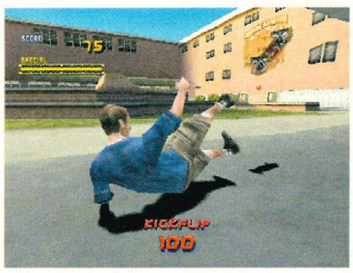
Unlike the first game, there's a huge difference between skating in a normal stance and using the switch stance. The latter makes tricks harder to pull off. Stunts are now scored for style.

Look out for several new tricks, including The Manual, a linking move that allows you to build incredible trick combos. Take care, though, 'cos there are more crash animations too, including a ball-busting slip on the railings. Look out too for the near-unique create-a-skater and build-a-park options.

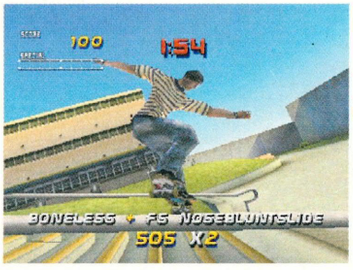
Tony Hawk's is easily the best skateboarding game on the PSX, so this is one sequel we're really looking forward to.

FIRST SIGHTING! • FIRST SIGHTING!

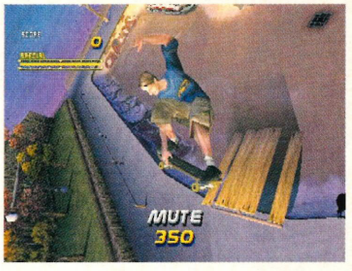












GADGETS

PLANET EGGZ



From the planet Grade A come the *Planet Eggz*, the cutest critters in the fridge. These eggs do more than make omelettes – they actually speak to you, responding to motion and light with a quick quip.

Each egg has its own unique personality; look out for Election Egg, with catchphrases like 'Lend me your shells' and 'Vote for me' in a passable Bill Clinton accent, though this egg can't be blown. Undercover Egg offers 'Here's eggin' at you, kid', and Insulting Egg tells anyone who'll listen to 'Egg off'.

***Planet Eggz* cost around £6.99 each, and are available from all good novelty suppliers.**



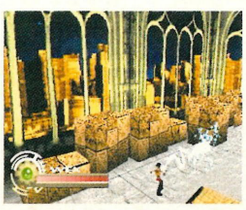
BARGAIN BIN

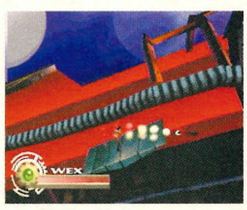
WILD 9

This one got mixed reviews in the PSX press. We loved it (it scored 92% in Issue Nine), but not everyone shared our enthusiasm. Its publishers, Interplay, were going through difficult times when it hit the shelves too, so it was inevitable it didn't sell as well as it deserved.

***Wild 9* is a cool platformer with some great touches. Your weapon, the Rig, is a sort of electro-whip that captures your foes, allowing you to swing them over your head before depositing them in a heap, preferably in a sticky swamp or on fearsome spikes. Top puzzles add variety to the action.**

Low sales and the price war means this one now goes for around £15. It was good as a full-pricer, and is unmissable in the bargain bins.

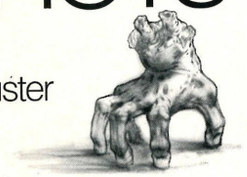




GORY GAME ALERT

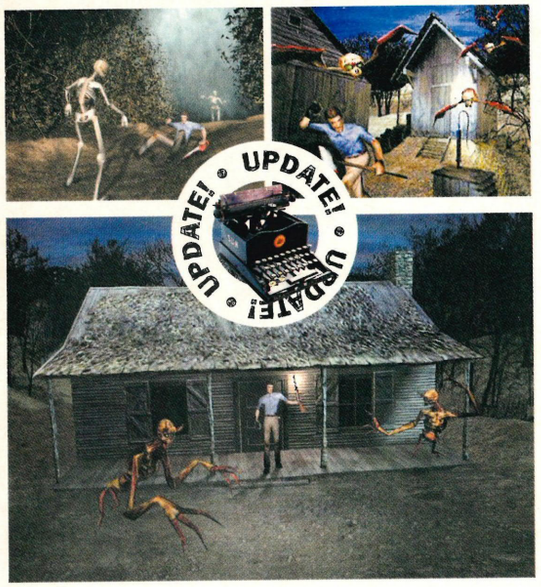
EVIL DEAD NEW SHOTS

More info on THQ's bloodthirsty blockbuster



THQ's horror shocker based on the *Evil Dead* films is coming on well. We've little to add to our breaking news piece in Issue 25, outlining the single-person action adventure's plot and inspirations, but we do have some sizzling new artwork.

There's been a slight change of name too. Where it was previously called *Evil Dead: Ashes 2 Ashes*, the game's now titled *Evil Dead: Hail to the King*. Wasn't that one of Duke Nukem's catchphrases?



THERE'S LIFE YET...



STAR TREK GAME BEAMING UP

More news on PSX release



Following our breaking scoop in Issue 27, we can now bring you more news on Activision's *Star Trek* title, now called *Star Trek: Invasion*.

The game, based on *The Next Generation*, sees the Federation up against mysterious aliens. To get the better of them, you must tackle 20 objective-based missions using multiple craft and more than 10 unique weapons, including cluster bombs, lasers and energy lances.

According to developers Warthog, the game demands a mix of stealth, pursuit, evasion, retrieving and preservation. The graphics engine, they claim, will redefine the genre, with unbelievable special effects and movie replays.

The AI is polished, with foes pulling off realistic tactical dogfighting manoeuvres. You can also play a friend in split-screen mode, in either a versus or co-operative game.

Needless to say, the *Star Trek* universe is reproduced with care and accuracy. Look out for Klingons, Borg and Romulans, as well ships from the TV show and new ones approved by Paramount Pictures. The game also features Michael Dorn (Worf) and Patrick Stewart (Captain Picard).

Star Trek: Invasion is due for release this Summer.

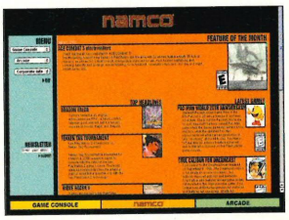
WEBSITE

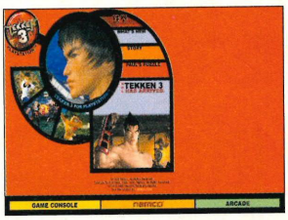
Namco

www.namco.com

With this month's cover game, *Tekken Tag Tournament*, exploding onto the scene, we thought we'd check out Namco's official web site. Here you find details on Namco's games old and new (natch), with arcade coin-ops and other consoles covered as well as the PSX. Look out for all your old faves like *Point Blank*, *Time Crisis* and *Soul Blade*, as well as forthcoming releases such as *Dragon Valour* and (of course) *Tekken Tag Tourney*.

There's news, game info with screenshots and some cool competitions, but no tips – presumably Namco don't want to draw business away from their premium-rated tips phone line. In all, it's a cool place to check out Namco games.







WHAT THE...

MAN UTD MEMORY CARD MADNESS

Red Devils memory cards...

Leading peripheral manufacturer Joytech has released a memory card licensed from Premier League giants Manchester United. The cards, shaped like MUFC football shirts, can handle up to 15 saves, which is more than Bosnich ever managed.

Lee Guinchard, Managing Director of Joytech Europe commented, "Teaming up with one of the world's most recognised and highly-regarded teams to create a new and dynamic peripherals range across all console formats is a very exciting prospect for Joytech Europe".

As you can see, the card pictured here is endorsed by David Beckham. Surely he should lend his name to the Kick Back joypad instead?



BABEWATCH!

PAM TO APPEAR ON PSX

Pamela Anderson Lee's VIP inspires action game

First it was *Xena: Warrior Princess*, with Electronic Arts bringing her fighting feminine charms to the PlayStation. Then Fox got in on the act with their forthcoming *Buffy the Vampire Slayer* offering, covered this very issue. Now it's Pamela Anderson Lee's turn, with Ubi Soft set to release a game based on her bodyguard series *VIP*.

The show's a huge hit in America, and plays in over 60 countries. Pam plays Vallery Irons, a tough lady who acts as a bodyguard to some of California's biggest stars. The game gives you the chance to step into Irons' shoes in a 3D action adventure where you must protect a new star with an increasingly-elaborate series of weapons. It's full of tongue-in-cheek humour too, apparently...



STOP PRESS

shooting action, role-playing, puzzles and even Pokémon-like character-creation elements. The game stars characters from Capcom's hugely successful *Mega Man* franchise, and sees them in all kinds of wild, comical capers.

Haruhiro Tsujimoto, Executive Director of Capcom, says, "*Tron Bonne* is coming from one of our strongest series – *Mega Man*. We believe Eidos' strong push will maximise sales".

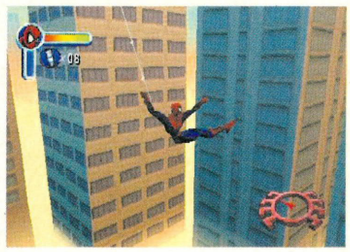


TAKE 2 SIGN LOST TOYS

Developers Lost Toys, founded by former Bullfrog programmers, are to release their first game (working title *MoHo*) on Take 2's Rockstar Games label.

lost toys
WWW.LOSTTOYS.COM







UPDATE!

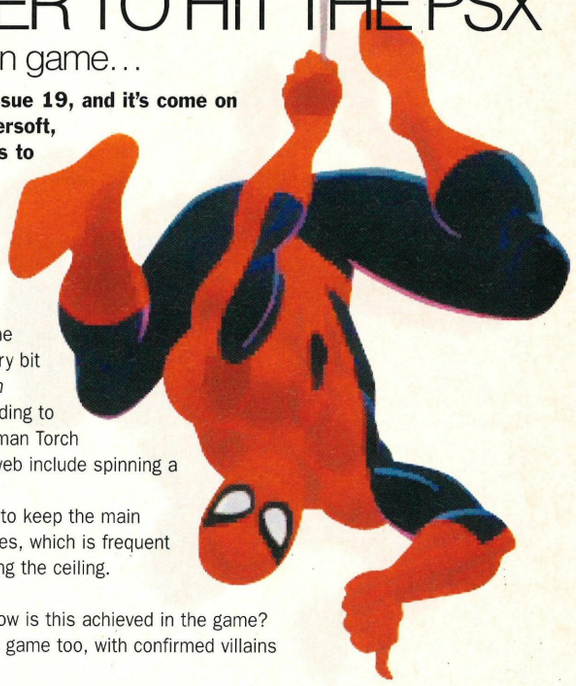
MARVEL'S WEB

SLINGING WONDER TO HIT THE PSX

More news on Activision's Spider-Man game...

This one was first announced way back in Issue 19, and it's come on a long way since then. The developer, Neversoft, is working hand-in-hand with Marvel Comics to really do our arachnid friend justice.

The game is based on the *Tony Hawk's Skateboarding* engine, offering all the expected 3D fluidity enjoyed by fans of the Hawker. Opening in new York City, Spidey is designed to animate like a cartoon character rather than a real guy. Motion capture was considered, but abandoned in favour of a hand-animated 3D model. The sprawling cityscape is also impressive, looking every bit like the stylised Big Apple seen in the *Spider-Man* cartoons. Spidey can, of course, swing from building to building on his webs, and can even visit The Human Torch at the Fantastic Four's base. Other uses of his web include spinning a shield, tying up enemies and as a safety net.

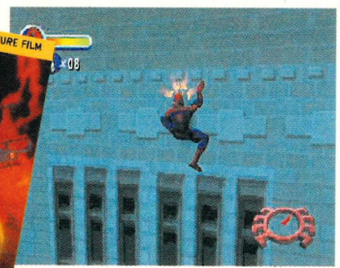


With a free-roaming 3D effort like this, it's hard to keep the main character clearly visible when he gets into awkward places, which is frequent – remember, Spidey can climb sheer walls and even crawl along the ceiling. Neversoft use transparent textures to achieve this.

When danger's near, Spider-Man's spider senses tingle. How is this achieved in the game? With the Dual Shock, of course! There's danger a-plenty in the game too, with confirmed villains including Doctor Octopus and Lizard.

"Spider-Man is one of the world's most recognised super-heroes, and one of the few popular icons that has successfully crossed over from comics into cyber-comics, television and movies", said Mitch Laskey, Senior Vice President of Activision. "Now console gamers will be able to experience Spider-Man's web-slinging moves for the first time ever, in 3D".

Expect *Spider-Man* to weave his wicked webs on the PlayStation in the Summer.





COMPETITION

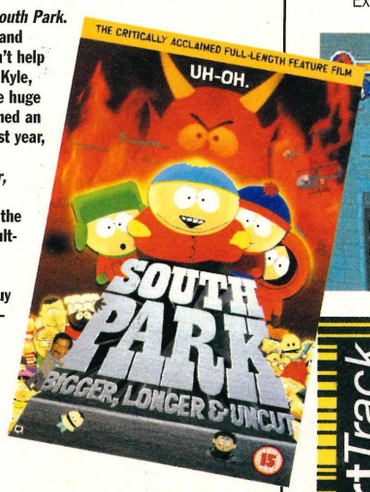
WATCH THEM KILL KENNY...

COMPETITION WIN!

Everyone loves a bit of *South Park*. Sure, it's crude, vulgar and violent, but you just can't help tuning in to the adventures of Kyle, Kenny, Cartman and Stan. The huge success of the TV show spawned an inevitable full-length movie last year, and it's now out on video.

***South Park: Bigger, Longer, Uncut* features all your fave characters. In a blatant send-up of the show's critics, the kids go to see an adult-rated movie, and find themselves corrupted by it. Their disgusted parents seek revenge...**

If you want to find out what happens next, you could buy the Warner Home Video (£15.99) or enter our competition – we've got five to give away. To be in with a chance of winning, just answer the following question:



Which character's catchphrase is 'Respect my authoritae'?

**Answers on a postcard to:
Going South Competition,
extreme Magazine,
5 Winchester Place,
North Street
Poole, Dorset, BH15 1NX.**

Please state 'I am over 15' when entering. Entries which arrive after 18th May will be stuffed into Kenny's anorak and shot at, driven over, burned, crushed, shredded...

ChartTrack

ALL-FORMATS CHART, MARCH 2000

1: POKEMON RED	(GAMEBOY ONLY)
2: Pokemon Blue	(GAMEBOY ONLY)
3: Formula 1 2000	EPM #29, 74%
4: Toy Story 2	EPM #26, 86%
5: Gran Turismo 2	EPM #26, 93%
6: C&C Firestorm	(PC ONLY)
7: Tomb Raider: TLR	EPM #25, 96%
8: The Sims	(PC ONLY)
9: Fear Effect	EPM #28, 90%
10: Resident Evil 3: Nemesis	EPM #27, 93%



COMPETITION

VAMPIRE VILLAINY THE JVC WAY!

A JVC DVD player and four top vampire films must be won!



He came in the dead of the night. His black cape flowing in the breeze, his sturdy hat guarding his death-white face from the pounding rain, the dark vampire hunter made no sound as he strode purposefully over the moon-drenched cobblestones snaking through the silent city. The silence was uneasy – not the peaceful silence of a place at ease with itself, but rather the cruel, strained noiselessness which precedes some ghastly event. The calm before the storm, if you will. The vampire hunter was known simply as 'D', and nothing would keep him from his mission tonight.

The neon portal shone in the distance. The cold, clinging fog gave the entire building a surreal glow, a shining beacon guiding weary travellers through the mist. 'D' quickened his pace.

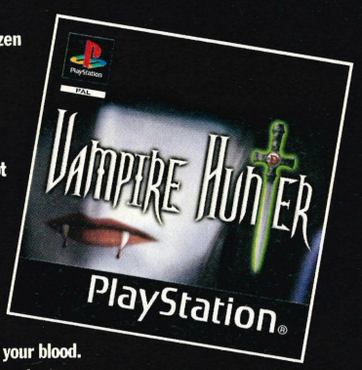
The door opened easily. Lowering his hat while his eyes adjusted to the light, he scanned the interior for signs of life. Aside from the blue-clothed creature leaning lazily on a long, shabby money-changing table, there was none. Just shelf after shelf of sturdy-looking containers, each box telling a story, every case offering a gift.

"It's here, it's here", squeaked a shrill, piercing voice. "I've found it, 'D', I've found it!" Lowering his eyes and raising his hand, 'D' addressed the face embedded in his palm. It had been there for many years, as long as he could remember. Sometimes a friend, sometimes an annoying fool from which there was no escape, the face in the hand was an ever-present part of 'D'. "Where?", he intoned in his spectral, undead voice. "Over there, third from the left". Looking towards the shelf, 'D' reached out and grasped the tome he sought, hardly believing his luck. "At last, I have it", he offered. The tome would serve him well, but first he must deal with the creature behind the table.

"Hi", offered the vampire hunter, handing the empty cask to the creature, now looking at him with bloodshot eyes. "Hello, 'D'" it replied in a distinctly female voice, a little bored but not entirely unfriendly. "You like your vampire films then?".

"Indeed I do", he replied as the creature put the silver DVD disc into the box. "I've always wanted to see *The Lost Boys*".

"That's £2.50, please", muttered the denizen of the video shop. "Be sure to get it back by tomorrow". 'D' left the building content...



You could be even more contented than 'D'. Thanks to those awfully-nice guys at JVC, we've got a DVD player, four great vampire films and a copy of JVC's *Vampire Hunter D* to give away. If you check out the review on Page 58, you'll see the competition is worth entering for the game alone – it's a wonderfully-atmospheric jaunt through a dark and dangerous land, with exciting action, mind-bending puzzles and an ending that will chill your blood.

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

Who wrote the most famous vampire story of all, *Dracula*?

Answers on a postcard to:
Blood Lust Competition,
extreme Magazine,
5 Winchester Place
North Street
Poole, Dorset
BH15 1NX

Please state if you don't wish to join JVC's mailing list. Entries which arrive after 18th May will be stabbed through the heart with a wooden stake, scared away with a crucifix and made to sit in the sunlight.

Please state 'I am over 18' when entering.

COMPETITION HOTLINE

INTERACTIVE TELCOM



DVD PLAYER – Main Prize

WIN

£50 GAMES VOUCHER
TO BE WON EVERY MONTH!

THE BIGGEST COLLECTION OF PLAYSTATION CHEATS AND CODES EVER!
A-Z PLAYSTATION CHEATS

50 TO BE WON EVERY MONTH!

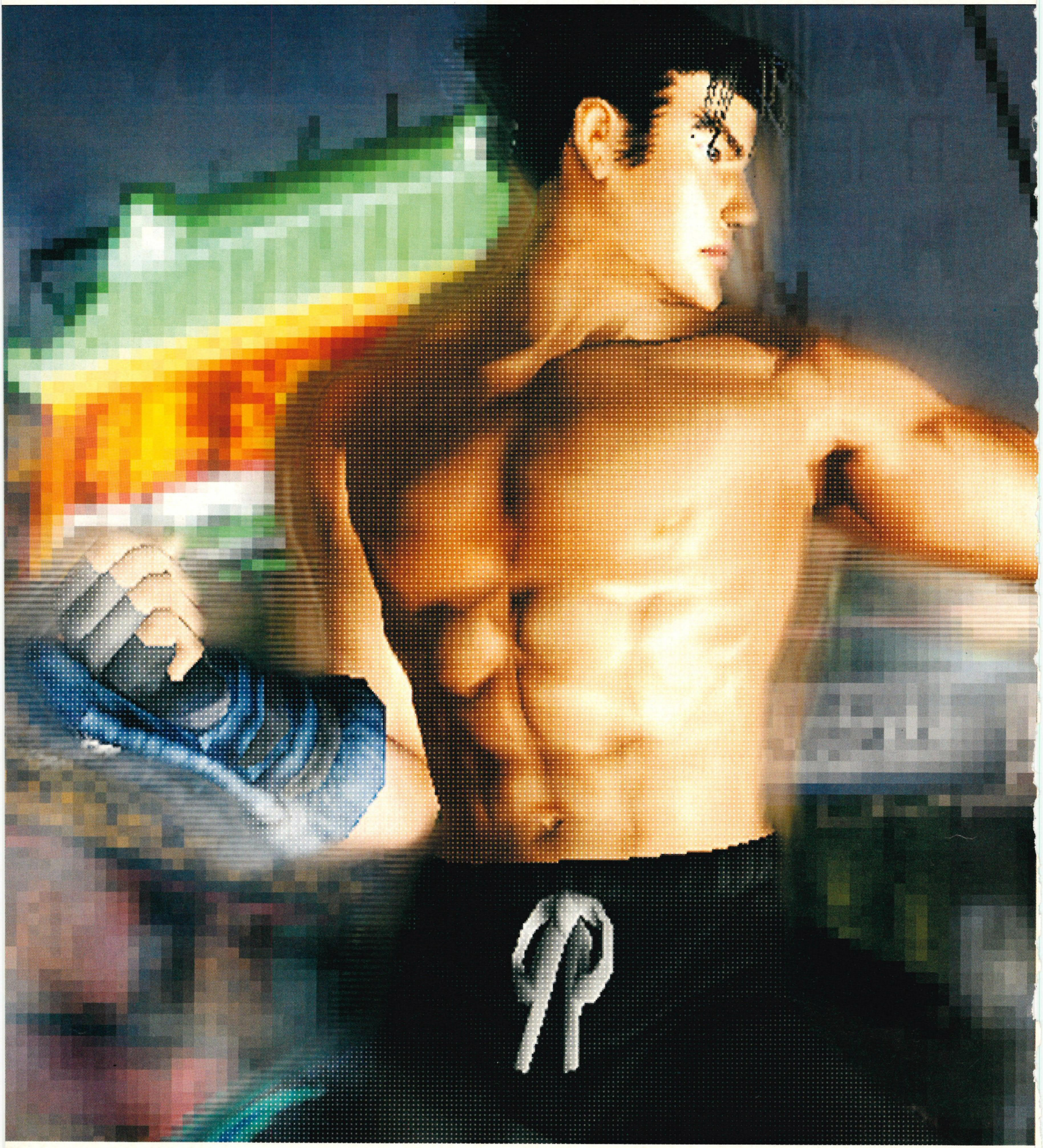
09066 098103

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



TEKKEN TAG TOURNAMENT

Stu wonders whether Namco's latest *Tekken* instalment has what it takes to make it in the King Of Iron Fist Tournament...

extreme INFO:

Publisher Namco **Developer** Namco
Genre Beat-'em-up **Released** Out Now
Version JAP **Price** £85 **Players** 1-2

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







Let's face it, *Tekken Tag* was *always* going to be a good game. However, if you've been swallowing the hype surrounding the PlayStation2 version of this beat-'em-up, you probably think that this game will bring about world peace. Admittedly, the hype was not without foundation; Namco has, after all, produced astounding home conversions of *Tekken 3* and *Soul Calibur*. But could this impressive track record have raised expectations a tad too much for its PS2 beat-'em-up debut?

Based upon the *Tekken 3* engine, the arcade version was designed to be a stop-gap before *Tekken 4*, whilst putting a new spin on the proceedings. This was provided with the inclusion of the tag system, meaning two characters could be chosen at the same time, with the player being able to alternate between the two during a fight.

Tactics had to be changed, as the character waiting on the sidelines could recover some of their health lost during a fight. Certain characters were also capable of pulling off tag combos, meaning one could come in and finish off what the other had started. *Tekken Tag* accomplished what many had thought impossible (let alone insane), and that was to become a beat-'em-up which was faster and even more fun than *Tekken 3*.

When Namco announced earlier last year that it would be bringing *Tag* to the original PlayStation, we shook our heads in disbelief. Could the developer really do the game justice on a 32-bit machine? Um, that's probably a no, since Namco followed up this announcement with a new one alongside Sony's official unveiling of the PlayStation2 in September '99. The world collectively drooled at the impressive high-res image of Jin Kazama, as Namco declared that it was now prepping *Tekken Tag* for a PlayStation2 debut with the console. And now it's finally here – but was it worth the wait?

Tekken the mick...

Tag proved to be an opportunity for Namco to give fans what they wanted, which was to bundle all of their favourite characters from *Tekkens 1* to *3* into a nice new package, with the addition of a few new ones for good measure. So now the likes of Ogre can duke it out with Bruce, Jin can take on his dad Kazuya, whilst Xiayou is now able to high-kick Roger the kangaroo. Amazingly, the PS2 version has 38 characters included, with only 20 being initially available.

Following the outstanding FMV intro put together especially for the home conversion, our dropped jaw began to slowly rise in disappointment. Leaping straight into *Tag*'s Arcade mode, we chose two characters, and proceeded to get down 'n' dirty. It was then that the crowd that had surrounded the PS2 began to become restless. 'The animations and moves are just like *Tekken 3*', some would cry. And they were right. There was no sign of the outstanding motion-captured fighters from Namco's *Soul Calibur* on Dreamcast, but then the argument could be that if the arcade version of *Tag* didn't have it, why should the home conversion?

Namco appears to have been a little liberal with the truth, or at least overly ambitious, as some of the technical effects we were led to believe would exist haven't really made it onto the PS2 version of *Tekken Tag*. Stories swarmed the internet of the blades of grass in an arena being individually animated, rather than the unusual 'clumps' that are on display in this completed version. In fact, the arenas themselves have a rather peculiar habit of rotating in a circle, a degree of unreality that seems at odds within the real-world environments. There is also a surprising lack of anti-aliasing in the graphics department, with jagged edges being all too visible on the characters. But yes, this is still without a doubt the best-looking *Tekken* yet; but then, considering the console it's running on, you wouldn't have expected anything less.

Tag-tastic

Because of its similarity to *Tekken 3*, there's no real challenge for die-hard fans of the series. However, if *Tag* is your first taste of *Tekken*, you're in for a genuine treat, as all the elements that made the franchise such a success are here: lightning-fast gameplay, cool combos, lively and interesting characters and an exciting soundtrack. However, *Tag*'s greatest strength is also its greatest weakness, which is the fact that it offers very little that is new due to it being an all-too-faithful arcade conversion.

Another problem is the surprising naffness of the end-game movies for each character. *Tekken 3* used FMV, whilst *Tag* uses the in-game engine in a selection of largely pointless movie spots, running a little over a few seconds. The only character that gets a proper FMV ending is the game's main adversary, Unknown, but you *really* need to work to get it. It's enough to make you think that Namco rushed the game out.

Tekken 3 pushed the original PlayStation in ways that couldn't have been imagined at the time, but that was still some three years into the console's life-cycle, and you also need to remember that PS2 is still in nappies. The development team was working under the restrictions of the *Tag* engine – which in essence is *Tekken 3* with knobs on – so the home conversion was never going to change the world. As it stands, *Tekken Tag* is a good, solid and entertaining game, it's just not the great leap forward that it had been hyped up to be. Never mind – *Tekken 4* should just be round the corner!

Stu Taylor

















MARAL MOMONS

The CG intro from the arcade version of *Tekken Tag* was impressive, but Namco upped the ante yet again with the inclusion of an all-new rendered intro for the home conversion. Beginning with Kazuya in his luxury penthouse suite, we are introduced to the main *Tekken* contenders, including Lei Wulong, Nina Williams, Brian Fury and Jin Kazama. It is lovingly produced and technically outstanding, but on the whole, we felt it lacked the adrenaline-rush feel of the intro to *Tekken 3*.







TEKKEN BOWL

Devoted followers of Namco's beat-'em-ups know the canny developer is fond of including hidden bonus games in its arcade conversions. Whilst *Tekken 3* had the likes of Tekken Force and Tekken Ball to discover, *Tekken Tag* has a unique little bonus game which becomes unlocked after the Arcade Mode has been beaten with ten different characters. In this case, you get the opportunity to try your hand at Tekken Bowl!

Set in Heihachi Mishima's private bowling alley, the game system is similar to that found in the majority of golfing sims. Basically, you press your attack button when the left-hand arrow icon is dead-centre and then, using the right-hand power bar, press to launch your bowling ball.

Any character you've opened in the game can take part, and you get to choose two characters, *Tag* style. Some characters are harder to get a handle on than others – the indicators on Platinum Jack and Yoshimitsu, for example, go like the clappers – in which case, you often find your bowling ball veering way off course and into the crowd.

Whilst it's fun on your own, Tekken Bowl is a lot more entertaining if you're competing against a friend. It's light relief and another natty little addition from Namco.









GIVE IT SOME STICK

Whilst the new Dual Shock 2 control pad is the ultimate in black designer game peripherals, *Tekken Tag* is an arcade game at heart, and so plays better through the use of an arcade stick. And wouldn't you know it, ol' Namco released one at the same time as *Tekken Tag* in Japan! So, now you can bring that arcade feeling to your own home – bar the ubiquitous kid with the hygiene problem stood behind watching you play.



BEAR-FACED CHEEK

As well as the arcade and new FMV intro movies, *Tekken Tag* also has an in-game rendered intro of the major characters running through some of their moves. Once you complete the game a few times and unlock some more characters, this intro is joined by a tongue-in-cheek version starring some of *Tekken*'s 'comedy' characters: Kuma the bear, Panda the, er, panda, Roger the kangaroo and Alex the raptor. Daft but fun.



extreme

UPPERS
It's *Tekken* • Fast gameplay • Solid soundtrack

DOWNERS
Nothing new • Limited variety • Poor animation

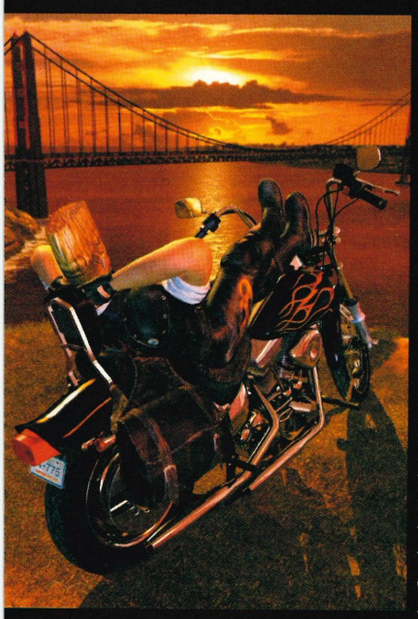
80%

THE HISTORY OF TEKKEN

Ever wondered how the *Tekken* series developed from the arcade original to the PS2 marvel? Here's a potted history of the King of Iron Fist tournaments...

From the birth of the *Tekken* saga to the amazing *Tekken Tag Tournament*, the series has improved with every new game. The original *Tekken* hit the shelves not long after the PSX launch, so it seems appropriate the new game is there at the birth of the PS2. So how did we get from there to here?

As Iron Fist aficionados know, *Tekken* started life in the arcades in December 1994. Its developers, Namco, based the arcade cabinet on the Model 11 PlayStation board. On the surface, this seemed a curious decision. Sega's newly-released Model 2 board was significantly more powerful, and would seem the obvious choice for an arcade fighting game. But there was method to their madness. The PlayStation hit the shelves in Japan on 2nd December 1994, with a brace of top games, and three months later came an arcade-perfect version of the *Tekken* coin-op. Sony had pulled off an incredible coup by courting coin-op manufacturers with their arcade technology, creating a bank of easily-convertible games for their new machine. The crowds went wild, and *Tekken* soon racked up over a million sales.



It's not difficult to see why *Tekken* proved so popular. Featuring 18 exciting characters and top 3D combat action, the storyline started a whole new saga in the annals of videogaming too. It's set towards the end of the 20th Century, when a mysterious invitation to take part in a violent tournament went out to the greatest warriors of the day. Entrants, drawn by the promise of untold riches, fought for the right to compete. Many died before the tournament even started, but eight successfully qualified, and fought for the title of 'Tekken'. These are the eight originally-selectable characters. Every warrior had his or her own individual style and personal reasons for competing, and completing the game using differing people in turn revealed more characters to play, these being the sub-bosses faced by your fighters of choice. The tournament was eventually won by Kazuya, son of its organiser, Heihachi, whom he throws into a gorge.

Tekken 'Em All On

If the first game rewrote the rules for the beat-'em-up genre, *Tekken 2* made it look almost average. The characters were less blocky and better animated and the backgrounds boasted more detail, making the earlier game's locales look empty by comparison. Released in the arcades in August 1995, it stretched the System 11 board to its limits. An upgraded version, known as *Tekken 2 Version B*, followed two months later. It was *Version B* that was converted to the PSX, earning a Japanese release in March 1996. Again, there was an expanded wealth of characters, all with their own reasons for joining the second tournament.

Set two years after the first contest, this one's organised by Kazuya, who has taken his father's place as head of a huge multinational corporation. Unfortunately for him, his father returns and beats him, taking over control of the corporation once more.

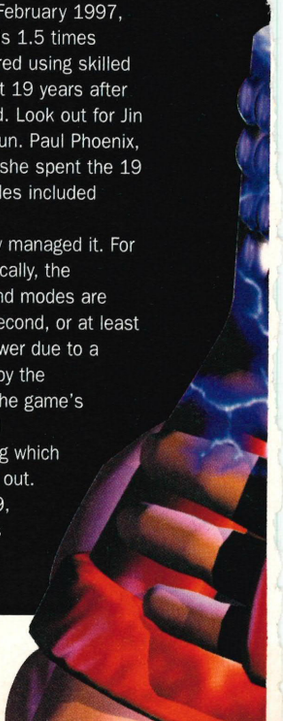
Improvements were numerous. The gourand shading on the polygon textures was gone, being replaced by light sourcing, making the fighters appear much more realistic. Now they actually looked like they were part of their environments, instead of being superimposed on them. Indeed, using the power of the PlayStation, Namco was able to IMPROVE the light sourcing for the home version. *Tekken 2* (arcade and PSX) offered more modes than the first game, most notably Survival Mode, where you fought a series of foes on a single energy bar, and Practice, where you beat up a wooden dummy – a great way to practice your ten-hit combo chains. The dummy, named Mokujin, became a playable character in *Tekken 3*.

Three-For-All

The third game in the series also started life in the arcades – in February 1997, to be precise. The game now ran on System 12 hardware, which is 1.5 times faster than the old System 11. The characters were motion-captured using skilled martial artists, making the characters' movements more fluid. Set 19 years after the second tournament, the roster of fighters was again expanded. Look out for Jin Kazama, son of Kazuya (winner of the first tourney) and the late Jun. Paul Phoenix, now 46, sports a beard but Nina Williams hasn't changed a bit – she spent the 19 years between *Tekken 2* and *3* in cryogenic suspension. New modes included Team Battle Mode, Tekken Ball Mode and Tekken Force Mode.

Converting *Tekken 3* to the PSX was a mammoth task, but they managed it. For the first time, it isn't arcade-perfect, but little of note is lost – basically, the background detail is lowered slightly. All the arcade's characters and modes are there, and like the coin-op, the PSX game runs at 60 frames per second, or at least the NTSC version does – the European PAL release was 17.5% slower due to a slightly lazy conversion. The conversion to PSX format was helped by the introduction of the Performance Analyser around half-way through the game's development. Without going into boring, techie details, this allowed programmers to maximise the power of the PlayStation by indicating which areas of its processing power were underused as the game played out.

'How could this be bettered?', you ask. Well, on 8th July, 1999, *Tekken Tag Tournament* was released into the arcades. And this is where we came in...

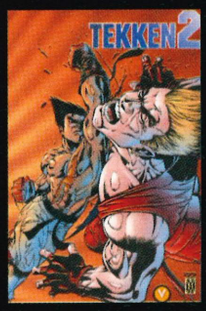


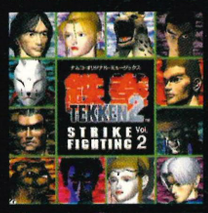


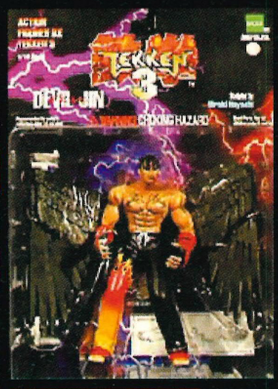


















CRASHING IN...

Unsurprisingly, the *Tekken* games have spawned a shed-load of merchandising tie-ins. Knightstone Comics produced an eight-episode comic series, following the storyline covered by the first three games. According to Casey Jay, one of the team of editors, their aim was to stay true to the story outlined in the games. The comics are sure to be available from specialist comic importers.

The music from the games has also been released on several soundtrack albums. Your local game importer could probably get you one. Look out too for *Tekken* game guides, showing you how to execute the moves. Several have been compiled, some officially licensed, others not.

An anime movie of the game was also released, but it proved a big disappointment among the *Tekken* faithful. The characters were almost unrecognisable (and some were missing), and the script embarrassingly cheesy. The animation was only average too. Indeed, the entire film comes across as a blatant cash-in rather than a quality cinematic interpretation of the game.

Finally, there's figures. Lots of figures. Big figures, small figures, plastic figures, metal figures, key-ring figures, pen-top figures, action figures, super-deformed figures, posing figures – the *Tekken* characters have been turned into every kind of figurine possible. But then, the Japs love their merchandising, so we guess this figures...



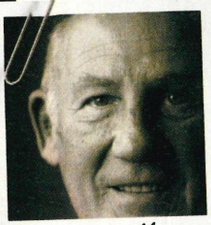


Case Study No. #01

Publisher SCi Developer Kung Fu Released June 2000

MILLE MIGLIA

CASE PROFILE



Stirling Moss

Name: Sterling Moss
Job Title: Driver
Company: Consultant

Stirling Moss is acting as an advisor for *Mille Miglia*, bringing a wealth of expertise and experience to the game.

Moss is particularly famous for his record-breaking circuit of the internationally-renowned Mille Miglia race. In 1955, Moss completed the 1000 miles in a staggering ten hours, seven minutes and 48 seconds in a Mercedes 300 SLR, at an average speed of over 98 mph – a record that remains unbeaten to this very day.

Born 17th September 1929, Moss has had a prestigious career, including 16 Grand Prix wins, 16 pole positions and 20 fastest laps. He won 194 out of 466 career races. Stirling was inducted to the International Motorsports Hall of Fame in 1990, and was Knighted in the recent New Year's Honours List.

Said Bill Ennis, Commercial Director of SCi, "We're delighted that Stirling Moss, the most famous racing driver in the world and the Mille Miglia record holder, has chosen to join us on this project. The combination of his reputation, skill and experience and SCi's groundbreaking driving technology will make this a winning game".

From the golden age of motor racing to the hi-tech world of the PlayStation comes one of the classiest endurance races of all time. Can *Mille Miglia* match the thrills and spills of today's ace racers? We meet the team that thinks it can...

What's the finest road race in the history of motorsports? A case can be made for Le Mans 24hr, Monte Carlo Rally or the Monaco Grand Prix, but many people forget or ignore the Mille Miglia, or to give its English translation, Thousand-Mile Rally.

Raced from Brescia to Monza, down the Adriatic coast, across to Rome and back to its starting point, Mille Miglia took place from 1927 until 1957, when it ceased due to safety factors. Reinstated in the late '70s but only for cars designed before '57, the modern 'race' is now nothing more than a procession, but it's the hard-fought classic event that inspired the game.



The Mille Miglia is a classic car race, allowing only vehicles designed between 1927 and 1957 to enter.

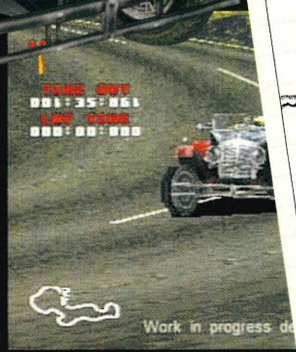
"...Mille Miglia will consist of ten races (in both night and day), with three or four laps for each..."



Considering the likes of Stirling Moss, Fangio, Mike Hazelwood and all the finest racing drivers of that 30-year period took part, it's surprising this is the first attempt at turning the competition into a PlayStation game. But with the public fed a deluge of racers, why release another one? "At the time, the Mille Miglia was the cutting edge of racing. We thought a race of this calibre would lend itself perfectly when creating a new slant on a well used genre", answers Warren Mills, one of the game's programmers.

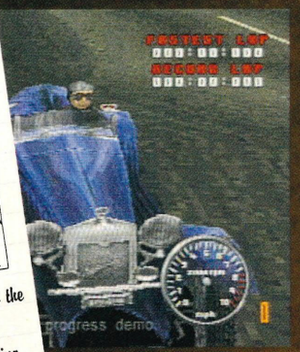
It's one thing deciding to make a racing game of a known event, but how does anyone make sure







The Mille Miglia runs from Brescia in the north, all the way down the Adriatic coast. It then snakes west to Rome, and north again all the way back to its starting point. It's one of the longest races in the world.







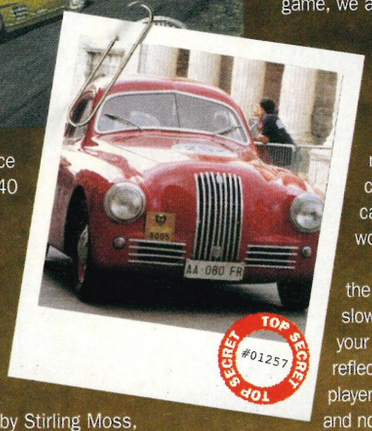






it's accurate when the race ceased to be more than 40 years ago? Much of the material has been sourced from the race publicist, Mr Campioni, along with the Brescia Automobile Club, who own the licence.

There's also the not-insignificant part played by Stirling Moss, brought in as a consultant. It was Moss who explained that sparks seen coming from behind racing cars is a fairly recent occurrence, something that never happened years ago. This particular effect was swiftly removed from the game.



Museum Pieces

Because the cars that entered the race now reside in museums and private collections, the developer, Kung Fu, replicated the vehicles as accurately as possible using 3D modelling based on die-cast models. According to Lloyd Baker, Director and artist, "The hardest part, from a graphical point of view, was trying to pull off authentic-looking open-top roadsters within low polygon and textural constraints. The cars are all around the 230-polygon mark, which includes wheels, driver, interiors, etc." Warren Mills continues, "We had to approach the game from an angle that optimised frame rates. Racing games are notorious for slowdown and pop-up, two of the things we've strived to eliminate. There are about 80 cars from manufacturers such as Maserati, Porsche, Bugatti, Jaguar, Mercedes, BMW and Ferrari, and because of the range of cars in the game, we aren't using a first-person view as that would mean having too many different dashboards". But how do they drive? "*Mille Miglia* has a fully integrated rigid-body physics engine that's very good at simulating solid objects and their relationships in a physical 3D space", he continued. "Basically, the physics makes the cars feel and act as they should in the real world when cornering, colliding and skidding".

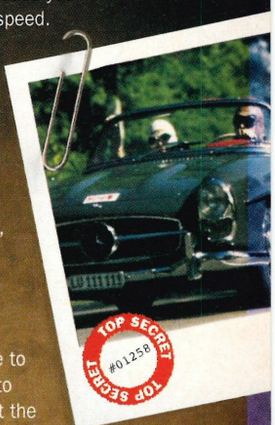
The race is split into three time periods, and the older cars perform totally differently and have slower speeds, and you certainly have to adjust your driving techniques accordingly. Because they reflect the nature of the original race, it's hoped players will be encouraged to try out all the cars and not simply the fastest.

Carmageddon?

One of the reasons the race was cancelled was due to the number of crashes. This particular element won't be in the finished article for two reasons. It would detract from the flow of the game, which celebrates its history, and the car manufacturers wouldn't allow it. These accidents were mainly due to the nail-biting nature of the course, but because much of it has changed in the last four decades, the tracks have been designed to incorporate the Tuscany feel of various sections of the original race. There's a city section from Rome, hill sections passing through small villages and forest and mountain zones.

Mille Miglia was all about time, and so is this game. Although cars won't sustain damage, their tyres can, which is where the time factor comes in – hit a wall and you're in big trouble, because you're now driving at a considerably reduced speed.

More artistic licence has been used on the course. Kung Fu decided at an early stage that to drive a single course in one go would be boring, so they opted for multiple tracks. *Mille Miglia* will consist of ten races (in both night and day), with three or four laps for each. Due to the nature of the race, each of these takes a lot longer to negotiate than you might imagine. In Championship Mode you have to win each race to progress, whilst the now-obligatory Quick Race option allows you to select any track.



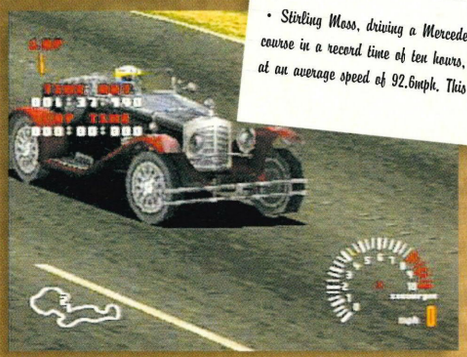
Mille Miglia offers a scenic racing game with good looks, a variety of cars, extensive camera angles and a lot, lot more to please all fans of this style of game.

Mille Miglia Trivia

Did you know...

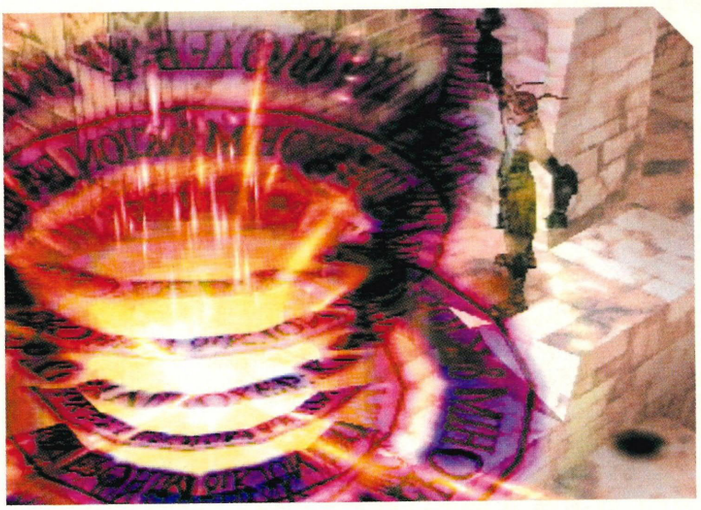
- Stirling Moss's co-driver, one Derek Jenkins, is the man credited with inventing 'race notes'. This is when the co-driver calls out things like, 'hard left 50 yards' or 'right downhill hairpin 100 yards'.
- Argentina introduced its own version of Mille Miglia in honour of Fangio, whilst Los Angeles also has its own tribute race.
- Ferrari won Mille Miglia 12 times, Alfa Romeo, for whom Ferrari founder Enzo Ferrari used to work, won eight.
- Stirling Moss, driving a Mercedes 300 SLR, completed the course in a record time of ten hours, seven minutes, 48 seconds, at an average speed of 92.6mph. This record still stands today.











PLAYED IT! • PLAYED IT! • PLAYED IT!

FIRST PLAY

Publisher Squaresoft **Developer** Squaresoft **Released** 14th June 2000

VAGRANT STORY

It's a medieval monsters and magic jaunt with a difference...





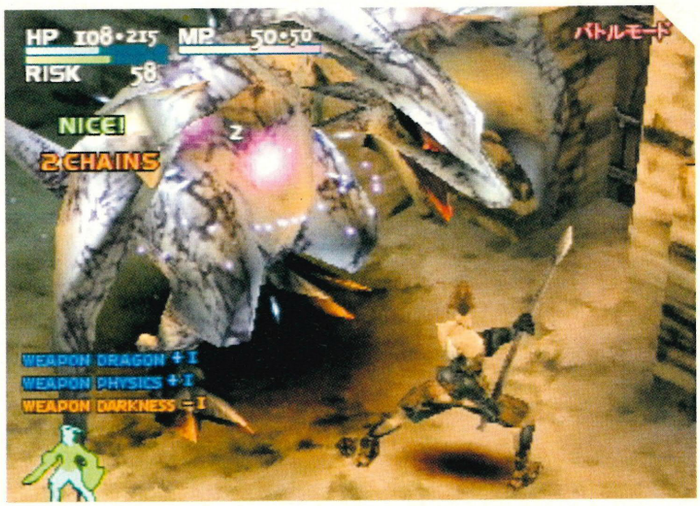
Squaresoft has been busy. Very busy. With *Front Mission 3* and *Vagrant Story* already out in Japan and three *Final Fantasy* games on the way, you wonder when they ever sleep. It's not a case of quantity over quality either – *FM3* wins our coveted accolade in this issue's import section, and *Vagrant Story* has received rave reviews in Japan, including a spectacular 40 out of 40 in respected Japanese mag Famitsu.



The game starts with a top-secret report from the Valendia Knights of the Peace. 'Ashley Riot, an agent of the secret group Riskbreaker', it reads, 'has killed a senior statesman of the curia, Duke Bardorba, and is still at large'. This is bad – it could affect national security.

It all started a week earlier with the occupation of the Duke's manor by Sidney, leader of the whacked-out cult Mullencamp. Taking hostages, he demanded the pope's resignation and the release of prisoners. But what were his true objectives? Only you, as agent Ashley, can answer this question – but take care. The Duke's mansion burned down during the incident, and rumour has it a dragon was involved...

As you can see from the shots, the game goes for the realistic rather than super-deformed look, and the graphics are at least on a par with those in *FFVIII*. Directed by Yasumi Matsuno of *FF Tactics* fame, and with character design by Akihiko Yoshida, who played a similar role in both *FF Tactics* and *Ogre Battle*, its pedigree is beyond reproach.



















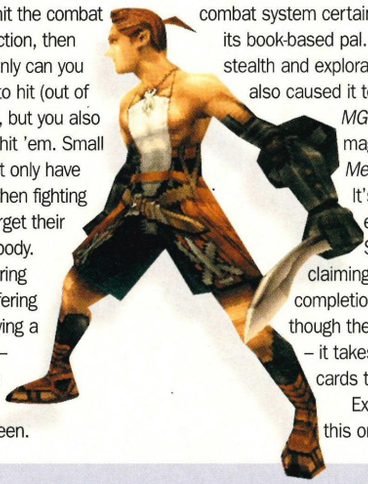




WORLDS APART

The 3D world in which you find yourself is medieval in nature, but with all the expected monsters and magic. It's pure Tolkien all the way, folks. The combat system is especially innovative. Your character is surrounded by an invisible sphere, the size of which depends on your weapon. This is your strike zone. When a monster draws near, hit the combat button to freeze the action, then pick your target. Not only can you choose which enemy to hit (out of those in range, natch), but you also get to pick where you hit 'em. Small critters like a bat or rat only have one strike zone, but when fighting larger foes you can target their heads, legs, arms or body. Squaresoft claim differing monsters demand differing tactics, with some having a noticeable weak spot – though whether this is as deep as it claims to be remains to be seen.



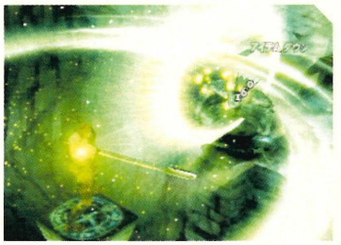


It's worth pointing out too that your character also has several strike zones, each with its own hit rating. Suffer leg damage and you move slower. Get your sword arm busted up and your weapons skills are hampered.

Each of the game's weapons has Risk Points (RP) and Wait Time (WT). The heavier and longer-ranged weapons take time to charge and swing. The more RP a weapon has, the harder it hits, but the less likely it is to hit. Think about it – a bloody great battleaxe is much more deadly than a simple dagger, but it's also less manoeuvrable, hence its higher RP. The magic system is also noteworthy. Spells are won throughout the game, and can be strengthened by finding books.

This could well be the game that does for videogame RPGs what *Runequest* did for pen-and-dice role-playing games. Its combat system certainly looks inspired by its book-based pal. The degree of stealth and exploration involved have also caused it to be compared to *MGS*, with certain Jap mags labelling it *Medieval Gear Solid*. It's certainly short enough (even Square are only claiming a five-to-six-hour completion time on this one), though there's a lot going on – it takes three memory cards to save a game!

Expect a review on this one soon.



PREVIEW

Publisher Infogrames **Developer** Infogrames **Released** Mar 2000

RONALDO V-FOOTBALL

Ronaldo Rovers make a noisy entrance. Extreme finds out what all the commotion's about...



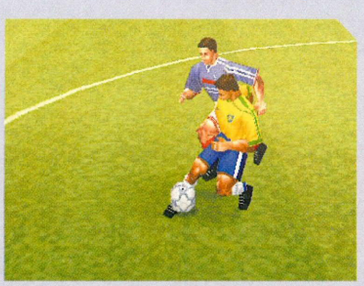
How many pies can Infogrames poke their fingers in? They're taking on the best of them in a race to bring us *Ronaldo V-Football*, which is set to give the other titles a run for their transfer fees.

Dubbed as a game for 'Football fans who prefer their football fun on the run', we expected this one to be fast and fluid, and it certainly is. We played a preview copy of what's in store, and it's looking like 2K will be a good year for our cousins across the channel.

It's football magic Ronaldo style, with a solid arcade game engine, which means really fast action, colourific graphics and hidden sound FX. Yep, that's right. Imagine a game with unlockable sounds – novel, huh? Well, try passing back and forth for a while or perform an amazing stunt and you hear the difference. You can even have your commentary in Brazilian if that's how you like it.

V-Football should come up trumps as a well-rounded title soon. Keep 'em peeled for a review in a future issue.







PREVIEW

Publisher Sony CEE **Developer** Namco **Released** Spring 2000

DRAGON VALOUR

The Lord is my shepherd, the sword is my weapon, reward is a blessing that comes from the struggle...



With the imminent release of *Vampire Hunter D* and the next *Alundra*, Namco has taken the bull, or should we say competition, by the balls with the forthcoming release of this epic adventure/RPG combination – it's all *Zelda* zeal.

We were impressed with this sizeable game to say the least, although the plot is unoriginal; an ancient feud claims a new victim (the hero's sister – what, again?), Clovis, our hero, is well vexed, and soon a 'burning desire for vengeance' gives us the cue to go dragon-bashing.

Cool, but what's original when compared to otherwise-similar titles is how this baby plays. The engine runs in scrolling real-time 3D, but all the ingredients consist of familiar RPG influences. The player begins by taking control of an agile little dude armed with a Valour sword, specially forged for smashing up dragons. Magic can be obtained also, in the form of books that can be read, along with the usual items.

SIZZLING SWORDPLAY

Although the idea of rescuing another sister from someone's evil clutches may be a bit too familiar to warrant getting excited about, Namco has come up with the best working control system we've seen in a game of this genre.



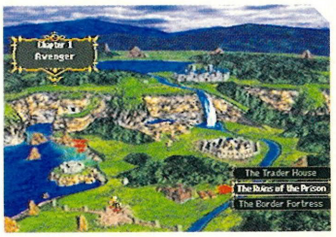
This element can make or break a game, and where others have failed at this crucial point, Namco has conquered with competence.

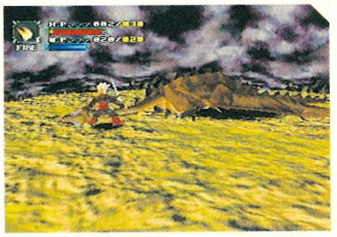
The hero can present a whole host of excellent moves, from offensive specials to deft evasions – you've got to see it moving! Gameplay is fairly fast and uncomplicated, making this game very user-friendly and easy to pick up. For example, once play starts, you're given instructions on how to jump, attack, tackle and defend before facing the first boss.



Although this is a preview at the moment, we have suspicions that this game is already a finished product on NTSC format, with the PAL UK conversion waiting in the wings for release. The preview copy looks and feels like a finished product, especially with the inclusion of a training feature (to learn the controls) at the start, plus the sound and graphics seem finished rather than half-complete.

Hopefully *Dragon Valour* will be available for review soon; it looks set to be a big hit from what we've seen, so let's wait and see if Namco can slay the competition (as they did with *Tekken*) in the coming months. We can't wait.





PREVIEW

Publisher Sony CEE **Developer** Whoopee Camp **Released** Winter 2000

TOMBI 2

Whoopee-do! *Tombi 2* defies categorisation!



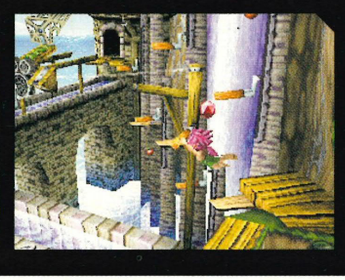
As if the first instalment wasn't strange enough – *Tombi 2* looks set to take the cutest capers of this technicolour twosome one step further into the realms of pseudo-3D gameplay (á là *Pandemonium*).

We've played the preview version, and it's fair to say that so far *Tombi 2* is looking stunning. The environment is bursting at the seams with beautifully-colourful characters and backdrops, not to mention fast and fluid animation – it really does look first class. The game combines strong platform/adventure elements under an umbrella of classic Japanese RPG interactivity, such as character statistics, items, etc (á là *Zelda*).

The gameplay is of a high standard, with various tasks and sub-games to perfect as you progress through the story, and the action elements have strong similarities to retro SNES titles (like *Mario*), something we don't see much of these days.

The influences on this game are far from original, but never before have these styles been bound together in such a fashion. Perhaps this title could emerge as a cornerstone for future PSX releases of the primary-coloured platform genre. With more player options (such as music volume control – pleeeease, Sony!), *Tombi 2* could be something special; watch this space...





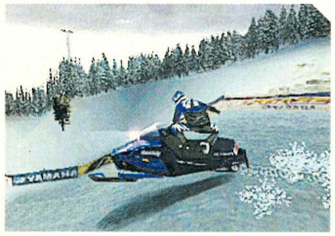


PREVIEW

Publisher Crave Entertainment **Developer** UDS **Released** May 2000

SNO-CROSS CHAMPIONSHIP RACING

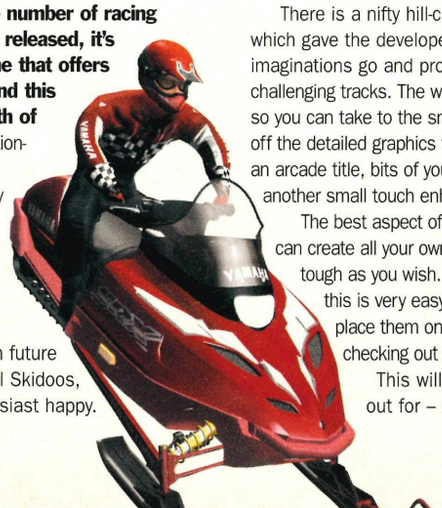




There's a big chill coming our way...

With the amazingly-large number of racing games currently being released, it's always good to find one that offers something different, and this could be just the breath of fresh air the genre needs. PlayStation-owning Skidoo freaks have so far only had the brilliant *Sled Storm*, and luckily this game doesn't just rip off that game but adds its own original twists.

Playing the Championship Mode is rewarding, as victories give you money with which to upgrade your vehicle, giving higher performance in future races. The game features some cool Skidoos, including licences to keep the enthusiast happy.



There is a nifty hill-climbing off-course mode, which gave the developers a chance to let their imaginations go and produce some original, challenging tracks. The weather is also customisable, so you can take to the snow after dark, which shows off the detailed graphics very well. Although it's essentially an arcade title, bits of your Skidoo fly off if you're too reckless – another small touch enhancing the overall ambience.

The best aspect of the game is the track editor, where you can create all your own challenges, making them as devilishly tough as you wish. Far from being a complex undertaking, this is very easy to use, as you rotate the blocks and place them on the grid, before climbing aboard and checking out your design.

This will definitely be one racing title to watch out for – snow doubt...

PREVIEW

Publisher Infogrames **Developer** Digital Illusions **Released** Apr 2000

RALLY MASTERS

Infogrames throw down the gauntlet – so where's Colin?





PLAYED IT! • PLAYED IT! • PLAYED IT!

The boys at Digital Illusions have been tweaking their game engines recently, for the purpose of producing *Rally Master*. It's already playing like a member of S-Club 7; slick, sexy, racy but slightly under-aged. Like all good rally games, the physics are truly up-and-running crisp. Although some tweaks are needed to solve a few graphical glitches before release, this rally sim is looking filthy good!

Rally Masters puts you 'head to head, bumper to bumper with the best rally drivers the sport has to offer', says Codemasters. True, the first contest is a cheeky one-on-one vs. Colin McRae, and yes, you can tailgate and blast his haggis-munching butt into retirement.

Now for the complicated bit. Options include (ready?) more than 17 cars (including the Cozzie and Buggy), 46 world locations (should keep things moving), 30 world-famous drivers (barring *Crash B*), five different skill levels and a whole heap of cool graphic/sound FX, such as blow-out smoke, car damage and smashed headlights. More news as we receive it.



FIRST LOOK

Publisher Empire Interactive **Developer** Empire Interactive **Released** May 2000



SPIN JAM



Hubble, bubble, toil and puzzle...

The puzzle genre is about to unleash another ultra-addictive title, guaranteed to give fans sleepless nights for months to come.

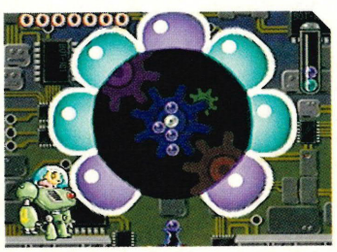
Spin Jam requires coloured balls to be fired onto a spindle which can be constantly revolved, and when you stick three similar orbs together, the balls on the opposite side of the spindle fire off – you must aim these into the petals around the outside of the screen to make them pop. Destroy all the petals and you're onto the next level; simple as that.

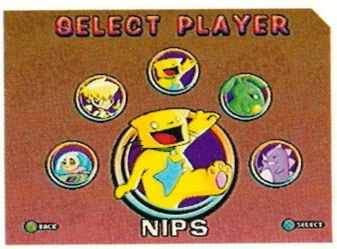
The game's so fast-paced that within minutes you find yourself rotating the spindle at high speeds as the playing area becomes a mass of colour and confusion. If the Arcade Mode isn't enough for you, there's also a story option, and a frantic two-player mode.

Spin Jam also features classic cute characters, like the cool mod-like water-loving Aquaboy or the big-eyed Lemons, who wear skirts made of their favourite citrus fruit.

Speed, crazy visuals and good, old-fashioned fun are promised and from the preview version, we bet *Spin Jam* will deliver.



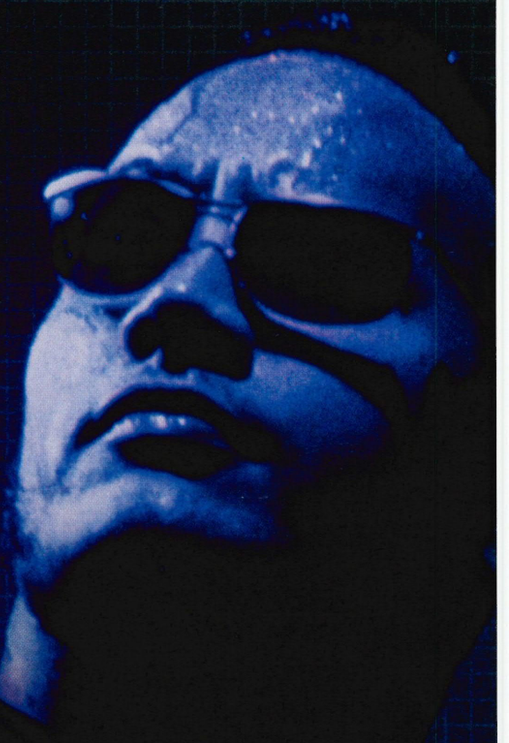






Those people that have never bought a WWF game before should...

Wake Up and smell the canvas.



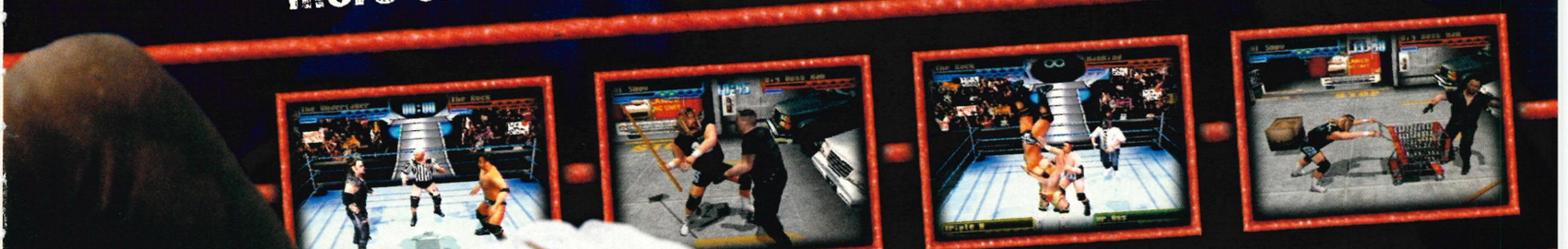
Bang up to date
updated line-up • video entrances • spectacular graphics • facial expressions • realistic lighting

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

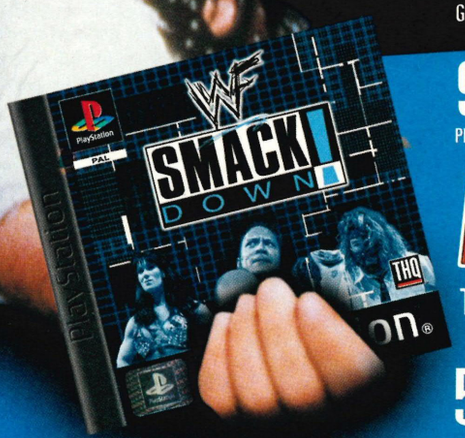
Backstage
fight out of the ring • hallways • boiler room • loading docks • parking bays • kitchen • backstage weapons

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



WWF SMACK! DOWN!™



92% GamesMaster
9/10 PlayStation Plus
9/10 PlayStation World
92% Play Magazine
BANG ON! 93% TOTAL PLAYSTATION
5/5 computer and video GAMES ★★★★★

LAYETH THE SMACKETH DOWN!

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UPDATE

Publisher Eidos Interactive **Developer** Attention To Detail **Released** Aug 2000

SYDNEY 2000



May the torch be with you...

As previously reported in extreme, Eidos has bagged a six-year deal with the powers-that-be to publish games under licence from the International Olympic Committee (IOU).

ATD (Attention To Detail), the team behind the excellent *Rollcage* series, has been clamped to the payroll. Extreme hope they'll leave out homing missiles and drum 'n' bass music for their 'graphical showcase covering every aspect of the Olympic Games'. They claim, 'No detail has been spared to produce the most realistic sports game ever'. Bold words indeed; let's hope ATD can give game giants Konami a run for their *Track & Field* money.

So far we haven't received any playable code, although the press kit we got featured these shots. You can see the game's looking good, with events including 100m Sprint, 110m Hurdles, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle Swim, Sprint Cycling, Skeet Shooting, Weight Lifting, Diving and Kayak Slalom.

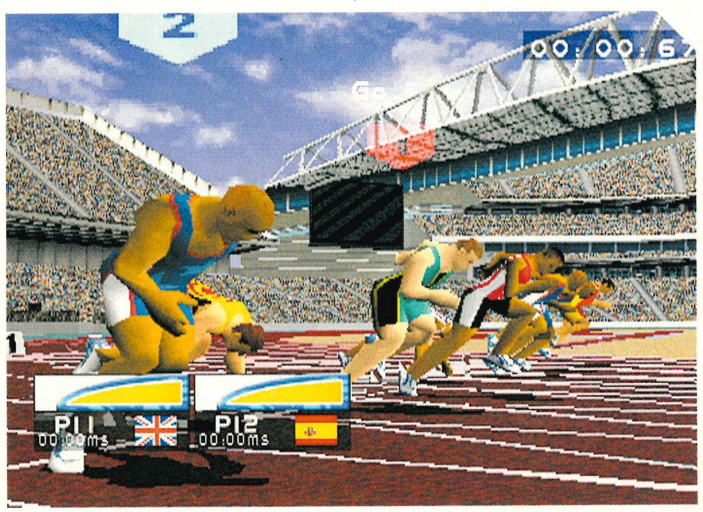
FIVE RINGS

Eidos has stated the game will be running hi-res graphics, using some cool new motion capture animation provided by real Olympic Athletes. Accurate models of all the Olympic facilities can also be expected, as can a variety of game modes, such as Olympic, Arcade and Coaching. Olympic Mode allows the player to take a team of athletes and train them up through low-ranking competitions and lead them ultimately to Olympic Gold.

Mike McGarvey (Eidos bigwig) says, 'We're delighted to be publishing games based on what is undoubtably the biggest event in the world-wide sports calendar, the Olympic Games. The Millennium Games will be something special, with the eyes of the whole world focused on Sydney. We have a top-quality game that lets people the world over feel able to participate in the excitement'.

He would say that, wouldn't he? We're quietly confident with the credentials of Eidos and the programming skills of ADT. *Sydney 2000* is an opportunity for Eidos to get its foot squarely in the doorway of the almost-monopolised sport-sim industry. And honour sinks where commerce long prevails. Watch this space...



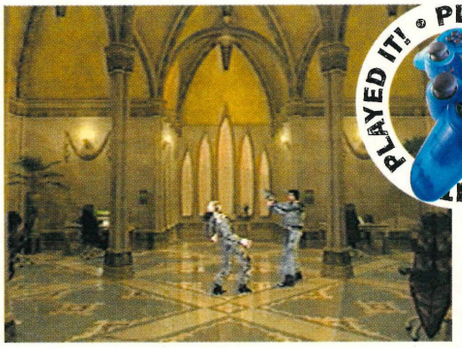


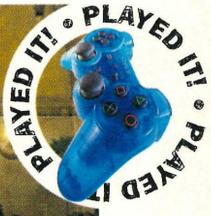
PREVIEW

Publisher Take 2 Interactive **Developer** Creative Reality **Released** June 2000









MARTIAN GOTHIC

I hear Mars is nice this time of year...



Damn that virus everyone caught while looking for alien life-forms... This isn't just a bit of Deli belly; no, sir. These dudes must remain at least six metres away from each other at all times to avoid mutation occurring (nasty). 'Stay ALONE – stay ALIVE' is the message for our three blokes with a dose of Martian begging-your-pardon.

You take charge of all of them – yes, three susceptible heroes, who must work together (sort of) to solve the numerous problems that arise on the virus-ridden red rock.

We received a playable early copy of this undeniably spaced-out adventure and at first look, this game looks as though it'll turn out to be an interesting meld of conventional adventuring, including elementary puzzle-solving and tactical usage of the various personalities offered (using one character as bodyguard, another as a computer whizz, etc).

Only one character was available for us to use – it's a very early version of the game. Our chap could do with some serious motion-capture classes, but he managed to strut jerkily around long enough to explore the interior of a pre-rendered area. The graphics and control were a long way from finished.

One nice touch that impressed us was the dialogue, which is audible throughout, and should add a lot to the overall atmosphere of this edgy alien adventure. Stay tuned...

PREVIEW

Publisher THQ **Developer** Mitchell Corporation **Released** Summer 2000

BALLISTIC

Get ready for more puzzle madness...





The first rule of puzzle games is to make them as simple as possible. The old gaming cliché of 'easy to pick up, hard to put down' certainly applies to this sort of game, and *Ballistic* fits the bill nicely; get ready to sit down at 8pm and suddenly discover the midnight hour is upon you. Yes, it's shaping up to be that good.

The screen features a metallic spiral which is slowly filling up with different-coloured balls. Using your metallic ball cannon in the centre of the screen, you must fire balls onto the spiral, matching three or more of the same colour to make them disappear. Set off chain reactions for more points, whilst all the time making sure no ball gets to the centre, or your fun is over.

We found the action extremely manic in One-Player Mode, but as is usual for this sort of title, the two-player Versus Mode brought the office to a standstill as we battled it out – cries of 'one more go!' frequently rang out. Get ready to go ballistic soon...







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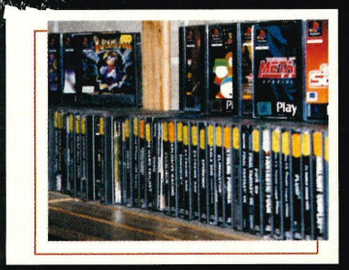
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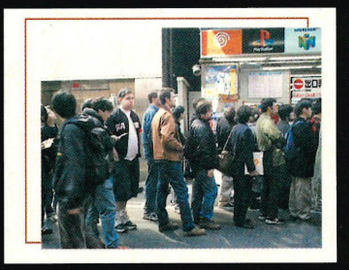
*© 2000 Rob Casey/Stone

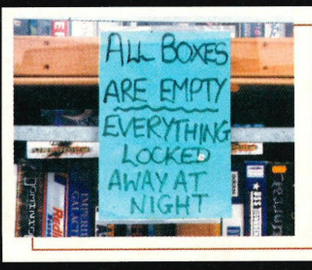
MORE PLAY, L£$$ PAY...

MORE PLAY, L£$$ PAY









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CHEAP

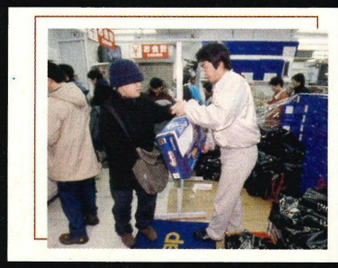
Want more PlayStation action without paying through the nose? Want cheap games, but don't know where to look? Simon Brew takes you on a guided tour of the cheapest gaming action around...

On 1st April 2000, Sony bowed to pressure from both gamers and games stores and announced a new five-tier pricing system that means the price of PSX game will no longer be set at the levels we've seen over the past few years. In a nutshell, Sony has agreed to accept lower royalties for games which sell for lower prices, and not just for Platinum releases. Before, all games were put out at £40, as to sell them cheaper wouldn't be possible with Sony taking the same cut anyway. In short, the rule book has been rewritten.

However, we're taking a slightly different tack here – the more careful shoppers haven't been paying £39.99 for a game for months, even years. With that in mind, let's take a look at how to get hold of PlayStation games and save yourself a bit of bread in the process.

SIMPLE SHOPPING

Your first option is straightforward, and that's to walk into any High Street store and hand over your money. Last Summer, around the time that *Driver* was released, a major price promotion by Virgin Megastores prompted every other major games shop to follow suit, leaving all full-priced PlayStation releases selling for £29.99. Eventually the prices went back up, but even today, major releases are likely to be subject







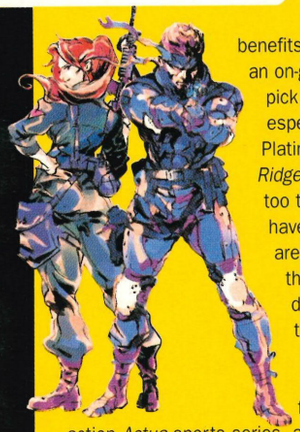


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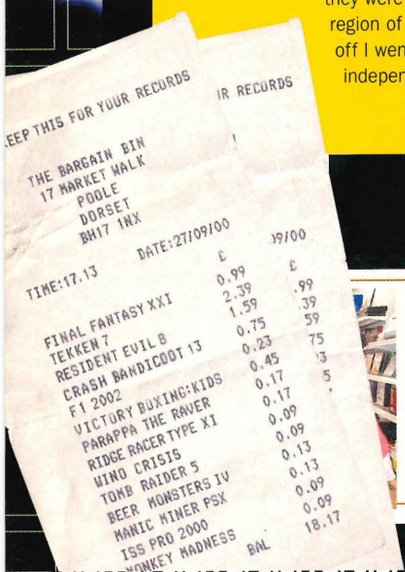
to a major price slashing. Not for nothing did Dixons accept any other game as £5 credit towards the already sub-£30 launch-day price of *Gran Turismo 2*. Likewise, the major stores have also had to compete with supermarket chains, who themselves have been making major in-roads into price-cutting. Take Asda, who sell most major new releases at £27.99, and even the local Safeway has a release as recent as *This Is Football* selling for £19.99 (although this title is heavily discounted elsewhere too).

But it's not just full-price software that benefits from price cutting. Several major stores have an on-going push for Platinum titles that allows you to pick up two of the little blighters for £30. Not bad, especially when you consider members of the Platinum club now include *Metal Gear Solid* and *Ridge Racer Type 4*. Don't forget too that major chain stores often have quite generous deals that are worth having a mooch at; at the time of writing, HMV are drawing to the end of a sale that's seen many PlayStation games going for less than a tenner (a particular boon for fans of the missing-in-action *Actua* sports series, as it happens).

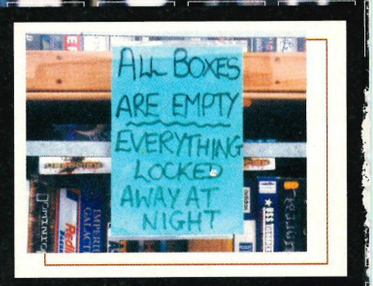




However, don't restrict your shopping to major stores. If you're looking for a brand-new game, you may be surprised at what independent outlets have to offer. Here's an example. About a month ago, I got a bit of an urge to play *Um Jammer Lammy*. So, 30 quid in hand, I travelled off into the centre of Birmingham to see what I could find. True to form, many of the big chains had it on the shelves, although they were charging somewhere in the region of £30-35 for it. Undeterred, off I went to Gamestation, a small independent chain who had a copy







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of the game sitting on their shelves, brand new, for £19.99. Suffice to say the change was gratefully accepted by the local licensee.

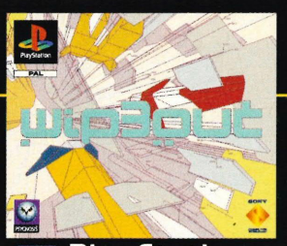
SECOND-HAND

Whilst we're on the subject of Gamestation, let's bring up the subject of second-hand software. Gamestation's one of several stores – Computer Exchange and Electronics Boutique are other prominent examples – who happily buy software off you and allow you to trade in your games for new ones. This, of course, has a pleasant by-product, in that bargain second-hand titles start appearing on the shelves and can save you some serious notes. Alternatively, your old tat can save you a couple of quid off the major new releases. A word of warning, though – few stores give you more than a tenner for top releases, and they ain't going to be fooled by your best Arthur Daley sales patter. They know that *Virus* is shit, and aren't likely to change their minds.

Anyway, we set another challenge to see exactly what we could achieve. Armed with only £15, we sent a guinea pig off shopping to try and find a copy of the dated and unspectacular (but what the heck) *Libero Grande*. It's a misfiring football game, well over a year old, and in the absence of a broad budget-republishing policy, it's tricky to get hold of. Not many of the big stores had a copy, and the only two that did were again charging north of 30 quid for the right to own it.







The second-hand market was quite elusive for the game too, although in the end we did have some success when Computer Exchange sold us a copy for £12. Unfortunately , it's still a toss little game, though.

Another great place for coming across good second-hand bargains though is somewhere like Electronics Boutique. Their trade-in and second-hand push is quite aggressive, and you should more than likely find a basket or two of bargain goodies in each store. Mind you, in our experience they're usually chock to the rafters with either Nintendo games or titles that were obviously bought by over-enthusiastic parents in the run-up to Christmas, on the strict proviso that they were only going to buy something if it looked good on the box. *Final Fantasy VIII* simply wasn't an option.

Remember, when buying second-hand, always keep the receipt in case the game's faulty. Reputable second-hand games sellers check discs for scratches before they buy them, but inevitably the odd rogue copy gets through. If you buy a dud, take it back for a full refund or replacement. Most stores do this willingly, but if not, go to Trading Standards (number in the phone book) – the law's on your side. Keeping receipts is a good habit to get into whether you're buying second-hand or not.

DODGY SOFTWARE

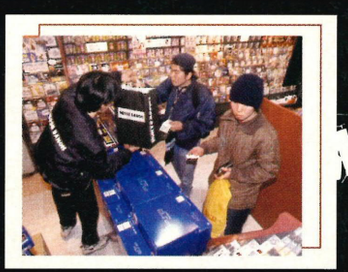
COPYRIGHT ADVICE & ANTI-PIRACY HOTLINE 0845 6034567

When looking out for software deals, it's quite possible that you may uncover examples of the scourge of the industry – piracy. Now we don't particularly want to launch into some great big long lecture on why it's wrong; suffice to say we've seen the sorry faces of many a programmer who has just lost his or her job over paltry sums of money that more-than-likely would have been there had pirate copies of their games not been in circulation.

Don't forget too that with a pirated game, you have no idea what you're getting, and there ain't much comeback when you get home and find yourself faced with a blank disc or screen after screen of Japanese. Always check to see if the back of the disc is black, and that the packaging contains the authenticity hologram on the front. If in any doubt, call the Federation Against Software Theft on 0845 6034567









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CHECK OUT THESE WEB SITES

For some real bargains, try some of these Internet sites. If you haven't got access to the Internet at home or work/school, check the phone book for your local cyber café.

SOFTWARE FIRST	**www.softwarefirst.co.uk**
GAMEPLAY	**www.gameplay.com**
COMPUTER EXCHANGE	**www.cex.co.uk**
GAMES STREET	**www.gamesstreet.co.uk**
CHIPS WORLD	**www.chipsworld.co.uk**
SHOP GENIE	**www.shopgenie.co.uk**



Also on the second-hand scene, don't forget car boot sales and market stalls. The former in particular suffers from being rife with piracy, mind you, so check out the boxout specifically devoted to this point.

MAIL ORDER

However, for the serious savings, you're better off staying at home. Take a flick through the pages of this very organ, and you'll notice several mail order firms plying their wares at very reasonable prices. *Gran Turismo 2* goes for £25, for instance, a good couple of pounds cheaper than we found it anywhere else, and older titles such as *Populous: The Beginning* are on sale for £12.99 (although HMV stocked a copy for a pound less). Other significant bargains? Try *Wip3out* for £21.99, *Command & Conquer: Red Alert* for £12.99 and most new releases pointing south of £25. Some major mail-order outlets also offer a second-hand and trade-in service – be sure to check when you phone through your order, though.

When you place your order, be sure to get a delivery time off the company, and an order number. If you can order by phone, do so and make a note of the date, time and the person you're speaking to. Chances are this is information you'll never need to use, but it's always best to be covered. Generally, expect delivery of your new game within 3-4 days, but do make sure you're aware of postage charges and such like in advance. And then think about all the cash you've saved.

BUYING ON-LINE?

Finally, how could we forget the money-saving contraption that is the Internet? It's probably here the dedicated shopper's going to save the most on their new full-priced releases (although again, companies such as Software First and Chips World seem to do a decent trade in second-hand titles), with both major stores and virtual shops competing for your money.

What the Internet is best known for, though, is deals, with companies such as Games Street regularly discounting heavily – as we put this together, *Rollcage Stage II* is sitting there for a paltry £12.99. And let's not forget the crazy one-off promotion run by Gameplay, where they sold 2,000 copies of *Tomb Raider: The Last Revelation* for a measly quid a throw. Check out the boxout for some places to visit.

Again, common sense prevails when buying off the Internet. Do a couple of searches first and find out what other people think of the site you're visiting. Make sure you print off a confirmation of your order. If in doubt, ring through and double-check. Some sites will let you pay in a way that doesn't involve putting your credit card details on-line too – be sure to read all the information the site gives you.

Finally, a quick tip. Don't be afraid to try out the likes of Shop Smart and Shop Genie (web addresses in the boxout), as these valuable tools do an instant price comparison for you, which isn't likely to be 100% comprehensive, but certainly saves you some faffing around.

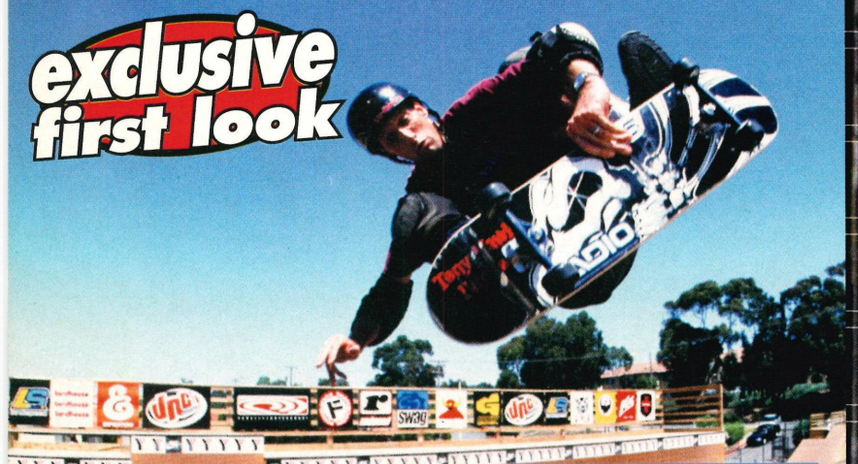


JOB DONE?

And so, as we hope you've now realised, your gaming notes go a darn-site further than you probably realised. Which means that our job is now done. Which means we're now off to play *ISS Pro Evolution* to celebrate. Cheerio...

TONY HAWK'S PRO SKATER

exclusive first look



dreamcast

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MONTHLY

ISSUE 8 ON SALE 13th APRIL

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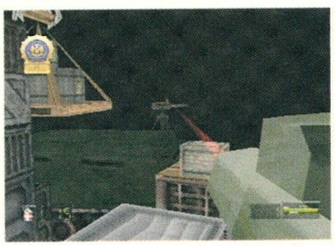


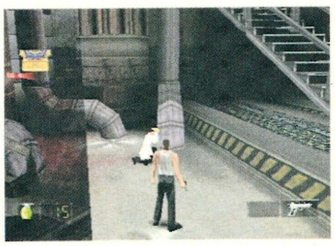
Die Hard Trilogy 2:

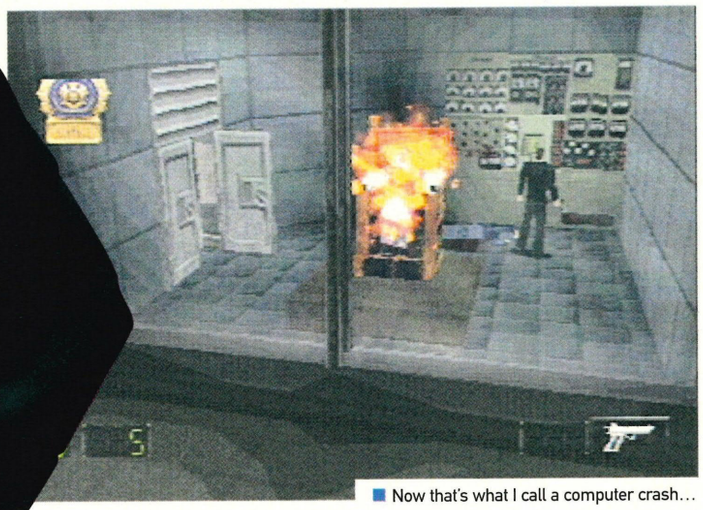
Viva Las Vegas

Is this another Hollywood-inspired blockbuster, or is the gameplay thinner than Bruce's hair? We dispatch arch-assassin Chris to open another can of whoop-ass…

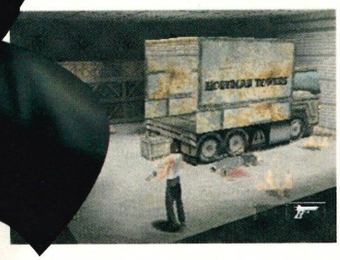


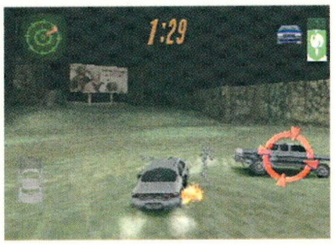






Now that's what I call a computer crash...





Phew! After months of Preview Hard, Preview Harder, *Die Hard Trilogy 2: Viva Las Vegas* is here. John McClean has a bad feeling about this one (doesn't he always?). You see, John just needs an excuse to go mental and kill everyone. We don't even want a plot, do we? We do? Oh, alright then – the story starts with our hero crashed out in his bedsit looking somewhat hung-over. The phone rings; it's Kenny Sinclair (who?), the new chief for some prison in Vegas. He's having a bit of a knees-up to celebrate getting the job, and wants his old buddy McClean to attend – 'wear a suit, John. I know you've got one'.

Suited and booted, McClean arrives (murder count so far: 0) and is given a guided tour, when a riot breaks out. Guards are helping the prisoners, and something fishy's going down... Cue McClean, professional multi-directional murderer/killer, job-search vacancy filler.

Basically, this title isn't much more than a revamped version of its predecessor, albeit with a brand new storyline. The gameplay is pretty much identical, with the exception of a few neat little touches such as the inclusion of the Movie Mode, where you can follow the storyline that's woven through the action sequences via cut scenes. For all the die-even-harder purists out there, Fox has also made available an Arcade Mode for a spot of mindlessly undiluted blasting, plus a Practice Mode for all the pansies who don't want to plunge straight in.

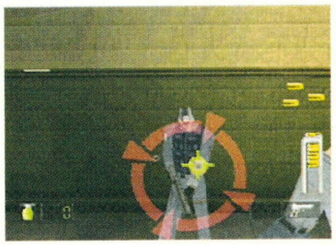
"...*DHT 2* IS **UP THERE** WITH THE **BEST OF 'EM...**"

We start with always-outnumbered John stuck in the middle of a prison riot, armed only with a .38, unlimited munitions and a deftly-concealed bald patch, but as you'd expect, there are plenty of extra weapons just lying somewhere around here...

extreme INFO:

Publisher Fox Interactive
Developer N space **Genre** Multiple
Released Out Now **Version** PAL
Price £34.99 **Players** 1

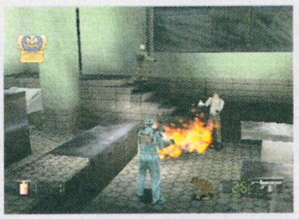
- **MEMORY CARD**
- DUAL SHOCK
- **LIGHTGUN**

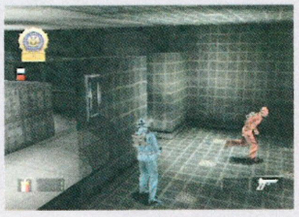


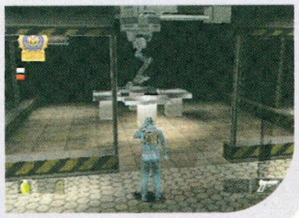
Line up your sights and blow the baddies to hell!

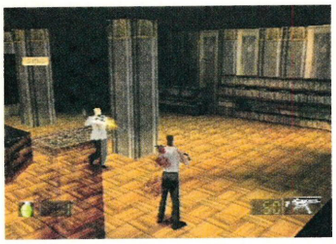
Bonus Battles

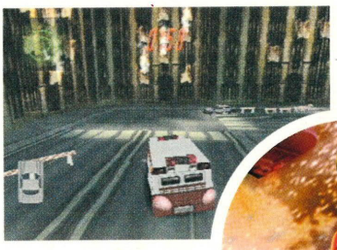
Here's a taste of some of the level bosses that need to be eradicated in order to progress. The flamethrower boss on Level Three burns mad ass! Rumour has it this bad-boy is capable of coming back to life, and is therefore impossible to dispose of. Nah! McClean's the man, and that firestarter needs a soak in his own blood to cool down – Come to papa, scumbag... As if this game isn't packed enough, the boys at N Space have included a selection of round bonuses for your pleasure (nice people). We don't want to spoil it too much, but we can say that controlling a lab rat to disarm a bomb is nothing compared to what else is in store...

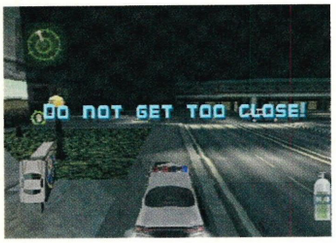


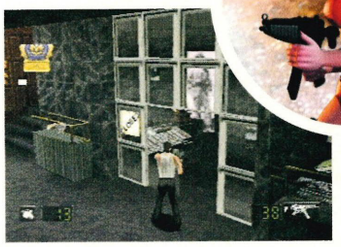
















■ Willis regretted last night's curry.

■ Given the state of McClean's vest, this is good advice...

Having a Bad Day

Okay, for the uninitiated (that's you at the back), John McClean kicks butt in three game styles. There's the 'run-around, open doors, find the items and murder everyone' style, the 'motor vehicle car chase, complete with windscreen wipers, not forgetting kill all living things (cows and cacti included)' scandal, and last but by no means least (my favourite), 'lightgun murder, murder, kill, kill like in *Time Crisis*' style.

"...THIS ISN'T MUCH DIFFERENT FROM THE FIRST OUTING..."





We've seen it all before, but that's not to say this isn't good – far from it. *DHT 2* is polished, fluid and bloody difficult at times. The action is fast and frantic, with enemies in abundance. You've got to keep your wits about you at all times, and as expected, aggression is the best defence. It's no good trying to sneak around. You gotta bust 'em before they chance busting back. It's all very rewarding, with missed shots peppering the walls and direct hits causing a bloody mess. McClean's one-liners are as funny as ever, and try turning on the power for the poor inmate in the electric chair! The developers' tongue-in-cheek humour stops you becoming too tense and provides relief as the action slows for a breather.

The infamous windscreen wipers have been included on the driving stages, with McClean chasing a hijacked coach or something. It's a good excuse to smash some cars into scrap and see the blood pour down the windscreen as another cow has its last 'moo'. It's worth mentioning here that *Gran Turismo* this is not, nor is it supposed to be. Control of the car is raw arcade, though improved compared to the original game. It's very fast, and always hectic when speeding through the desert toward Vegas City, collecting power-ups for more seconds and nitrous oxide for more va-va-vooom!

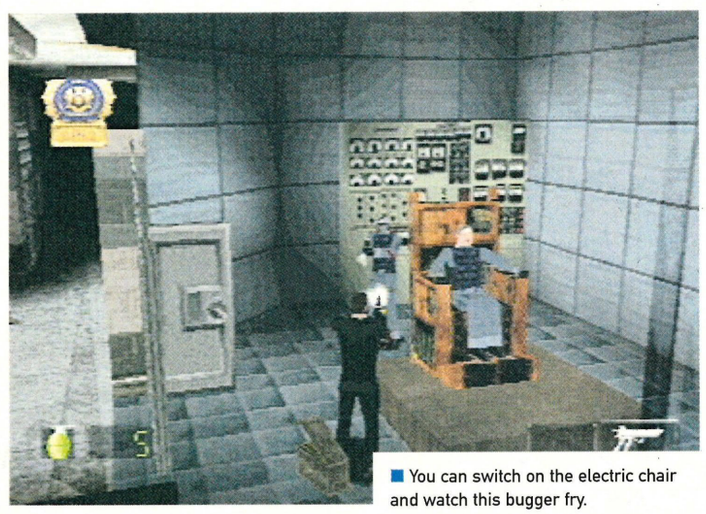
Let There be Light...

The most in-yer-face action comes in the form of the *Time Crisis* style section, which is utterly brilliant fun, again with enhanced gameplay in all departments. The camera swings around superbly and barely gives you enough time to shoot the ever-important health/ammo power-ups before moving onto another army of enemies. McClean has the usual portfolio of firearms, including rocket launchers, frag grenades and so on (where the hell does he keep it all? Answers on a postcard to Bruce Willis).

There's nothing really negative to report about this title. The graphics could've been better (as with most titles), and McClean might have changed his vest for a fresh one, but who cares? *DHT 2* is up there with the best of 'em; presentation is of a high standard, and it's *Die Hard* but not Too Hard. 'Refreshing' is the best word to describe *DHT 2*'s pace and humour in a landscape where too many developers fall over themselves to make super-realistic, super-serious games that become too tedious or simply boring.

Overall, this isn't much different from the first outing. Unlike *Fighting Force 2*, it doesn't fix that which isn't broken. Instead, Fox has improved the quality the original idea, making a classy update on a winning formula. Remember, everyone said *DHT* was like three full-price games in one. Well, the sequel certainly is.

Chris Kjolsen



■ You can switch on the electric chair and watch this bugger fry.

extreme

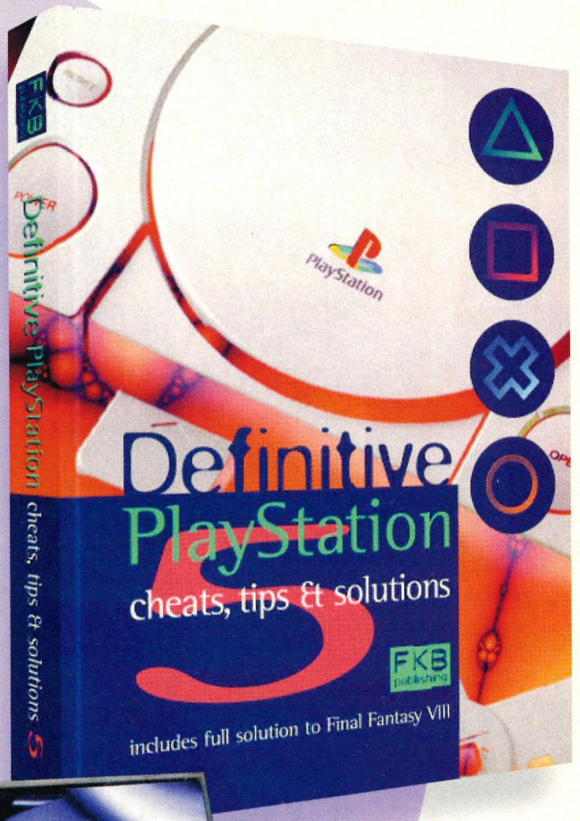
UPPERS
First-class fun • Easy to get into • Great laugh

DOWNERS
Similar to first title • Graphics could be better • Er...

91%

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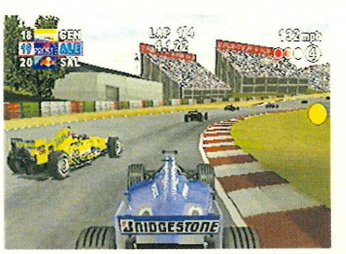
F1 2000

Can EA establish its Formula 1 series in pole position, or will someone else take the chequered flag? Chris dons his gloves and helmet

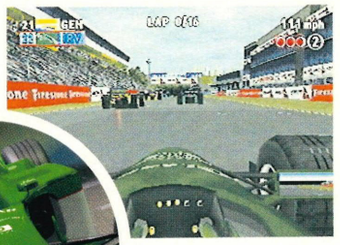


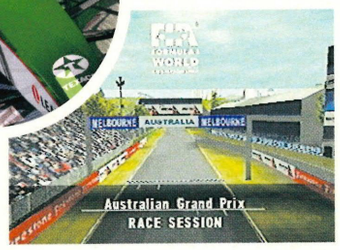


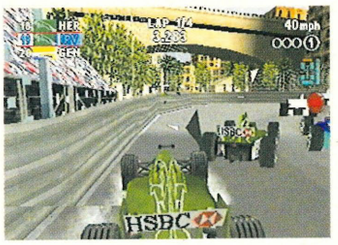


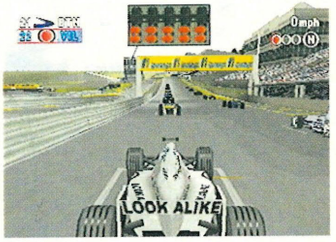










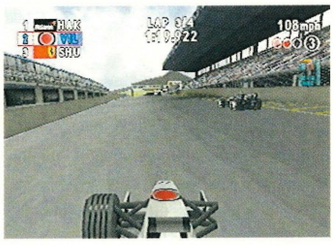


■ Keep off the grass – you lose traction.

extreme INFO:

Publisher Electronic Arts
Developer Visual Sciences
Genre Driving game
Released Out Now **Version** PAL
Price £28.99 **Players** 1-2

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



■ Now I'm in wheel trouble...

Now gather round ladies and gents; you want Formula One racing? EA's got F1 racing. Let's see – tracks? EA's got all the tracks. How many do ya want? Not 14, 15, not even 16, but 17. There's also four skill levels, brake assist, driving aids, a nice new racing line, time trial, telemetry (whatever that is), test day, two player... What's that, madam? Gameplay? Cor blimey, not 'round 'ere. Never heard of it...

It's that time again, people – another F1 tile. EA's version sports, as per usual, a mountain of modes and an oracle of options. EA's *F1 2000* has more tracks than you can shake a stick at (ie. all 17 from this year's F1 season), including the brand-new Indianapolis circuit. Every team is represented too. This is the stuff from which dreams are made – and shattered!

Wheel Nuts...

After hurriedly unwrapping the cellophane and sniffing that brand-new manual aroma, I sat to browse over what's in store for budding Hakkinens and Schumachers. No sooner had I started when the stunning FMV intro made me drop the manual and pick up the controller! Hardly able to contain myself whilst looking at the swish options menus, I passed on the Championship, skipped the Weekend deal and pondered over doing Silverstone on Time Trial.

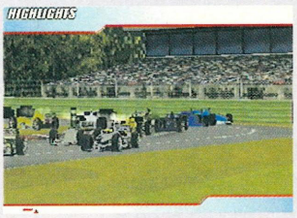
No, a Quick Race for starters it is. I made my selection from the extensive list of every Formula One racing team you could wish for; they're all here, folks. Benetton, Jaguar, you name it – it's *official*. At the starting grid, things look refreshingly bright and colourful, albeit simple and chunky. The heat effect emitted from the exhausts of the competition is a nice touch, as are the fibreglass splinters that spat out as I spun on my first corner.

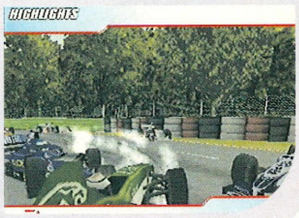
I hit the next bend a bit slower, and was treated to my first instalment of the fine AI that's been implemented this time around. Some no-hoper had lost it on the bend; I was well pleased as I dodged past him while he

Crazy Crashes

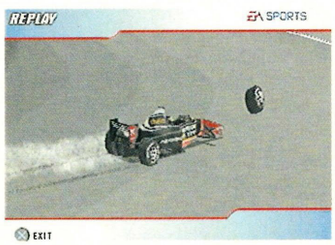
Here's a taste of the carnage to come this season. *F1 2000* is crazy cool in destruction; for once cars really do get sent to the scrapyard. Nice one, EA.



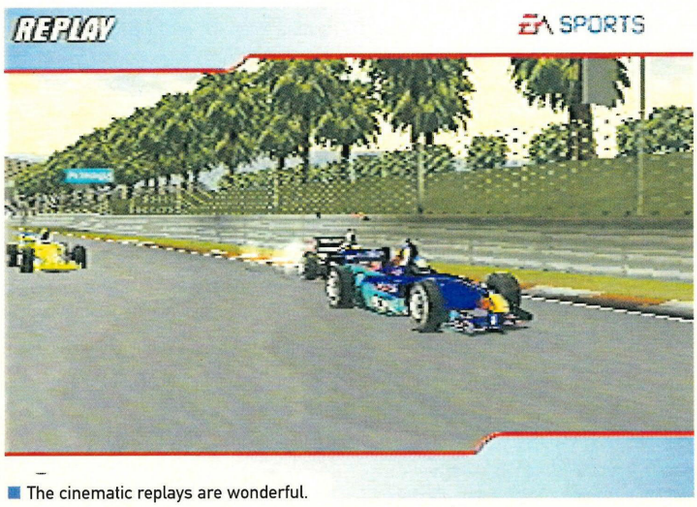




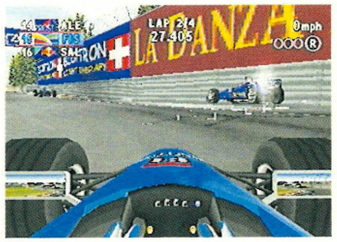
"...YOU JUST DON'T EVER FEEL LIKE YOU'RE STEERING A ROCKET ON WHEELS..."

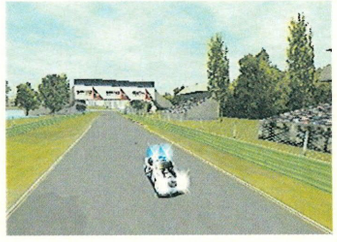






■ The cinematic replays are wonderful.





A Helping Hand

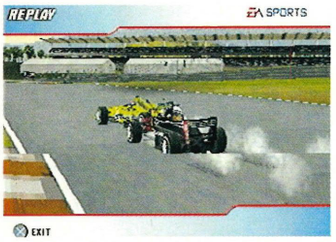
F1 2000 has a few neat features, some more practical than others (some are just useless). One of the better additions is this cornering aid. A green signal indicates an easy, faster bend. Yellow requires more caution and red speaks for itself. Oh yes, and keep to the racing line.



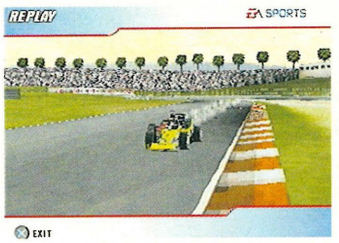














wondered which way he was facing. Credit where it's due, the AI is pucker, though some drivers from the back of the grid shouldn't be allowed on the road – they're all over the place. If you can manage the handling long enough, you find satisfaction can be obtained through muscling your way to the front of the queue, but we'll get back to physics and driving later.

Outstanding Options

Successfully handling the options deserves a grand prize itself. There are so many. It's an affair players will either love or hate. Personally, I prefer my racing to be racing physics over knob-twiddling. With this many options available, EA should make an F1 Team management game.

Options include four game types (see intro), including two-player Time Trials, which offer a novel approach, with two-player turn-based laps adding a new dimension to the old formula. Rides are ready for tweaking, with changeable tyres, suspension, gear ratios and brake balance. And if that's not enough, there's ride height, steering lock (you what?) and something called 'telemetery'. I don't think it's got anything to do with actually watching Coronation Street, but I might be wrong. Once sorted, it's time to decide on your fuel strategy. Eventually you should be ready to try out stuff on test day (Test Run). To complement all of this, EA has seen fit to include four difficulty settings. There's more, but I think you get the picture.

Now the important part – gameplay and physics. Oh-oh! The development team behind this game was also responsible for the infamous *F1 '98* on the Psygnosis label, and it shows. Apart from all the extra features, it plays pretty-much the same as *F1 '98*. Each vehicle handles differently, although they share the same nightmare that is over-steering. It's very difficult to just nudge the ride left or right without jerking a full virtual half-metre. We often



Use your rear-view mirrors.

"...ROUGH PHYSICS ARE UNFORGIVABLE NOWADAYS..."





suffered from wide cornering, coupled with mad spin-outs when attempting to get back on track. Frustration spoilt the spectacle of smash-ups as we battled to stay in position (and on the track). A feeling of speed is another thing the game lacks. Due to the game physics, you just don't ever feel like you're steering a rocket on wheels. It's more like playing *Out-Run*.

Let's Get Physical...

Rough physics are unforgivable nowadays. Slick presentation isn't enough to satisfy the hardcore gamer. Casual gamers beware! Rush to get a copy on the strength of all the snazzy licensing and flashy stuff, and you'll be gutted when the next F1 sim with real physics and playability comes along. There are so many F1 titles in the pipeline, one of them has to be decent.

It's sad, but true. *F1 2000* has some of the best presentation seen on PlayStation, and the graphics are fine. They even do a good impersonation of having grass on the tyres (á là *F1 '99*).

Although playing slower than other popular F1 titles, the level of detail is commendable. Helicopters frequently buzz about overhead, someone flies a kite on the grass at Silverstone and there's minimal pop-up or clipping, as racers contend with smashing pile-ups and sections of clear open road. The graphics really shine in Replay Mode, adding to the blind attraction of the game.

F1 2000 doesn't just look good, it sounds good too. Leftfield's 'old boy surfing for more Guinness' ad music is there, with Placebo sounding like Marylin Manson on the cut. I've heard better engine FX, though.

To sum it up, *F1 2000* is a professionally-presented game with options aplenty to fiddle around with. The fact that it has some of the best AI on a PSX racer makes the dodgy physics all the more annoying. Casual gamers will go for the glossy graphics and pumping soundtrack, not forgetting the 'show me the logo' licensing factor. However, due to the fact that this isn't the only F1 title around and it's certainly not the best, I'd recommend exercising patience – wait to see what else comes along in coming months.

Chris Kjolsen

extreme

UPPERS
AI • Smashes • Jim Rosenthal

DOWNERS
Poor physics • A bit slow • Not the best F1 game

extracted

74%

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extreme PLAYSTATION

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Rating 9/10

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Jimmy White's Cueball 2

Can Archer Maclean's sizzling snooker sim cut it on the PSX? Mark takes his cue and approaches the table...

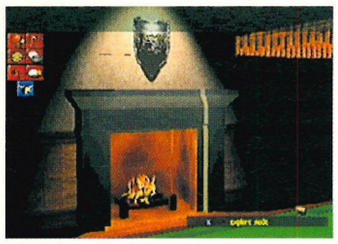
extreme INFO:

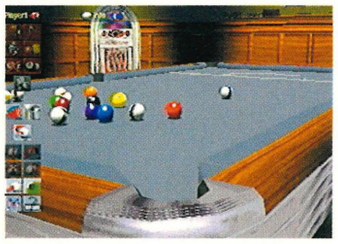
Publisher Virgin Interactive
Developer Awesome Developments
Genre Sports Sim
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

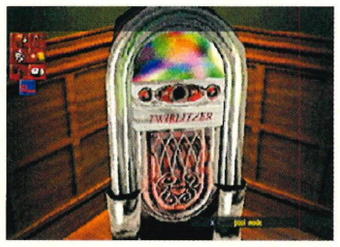
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

You have to feel just a wee bit sorry for Master Maclean. The 16-bit success of his original snooker sim might have brought fast cars and (doubtlessly faster) women aplenty, but you can't help but think that the poor chap has painted himself into a bit of a corner, and utter a bitterly-forced laugh at his Ferrari and breast-lined misfortune. Aha-aha-hur... You see, the first game's maths engine, being practically perfect, offered only severely-limited options for an improved sequel. So, whereas many successive titles are (quite rightly) berated for overhauling presentation and precious little else, for *Jimmy White's*, there seemed precious little that needed embellishing!

It therefore comes as no surprise to learn that *Cueball 2*'s mission statement, in a word, is 'ambience'. Indeed, from the very start, all the stops are pulled firmly out in an attempt to create a cohesive and alluring backdrop for the action. The marble corridor in which you're initially deposited, for example, sports majestic Victorian decor, several records of achievement and, most importantly, a duo of fine oak doors leading to the game's two main rooms. So, what will it be? The beer-soaked, laddish utopia which is the pool bar, or perhaps sir would prefer the more reserved smoking-jacket-and-slippers-type atmosphere of the snooker room? It doesn't matter which you pick, as each table is situated within a feature-lined environ, suiting the tenor of the chosen game perfectly. The amount of interactive scenery adorning the walls of each room (from a jukebox or wireless to a number of extra games thrown in for good measure) ensures you spend a fair amount of time twiddling everything on show, at least to begin with, and generally getting pretty excited about the prospect of knuckling down to some serious potting action within this intricate little world – which makes the snooker and pool themselves all the more disappointing.



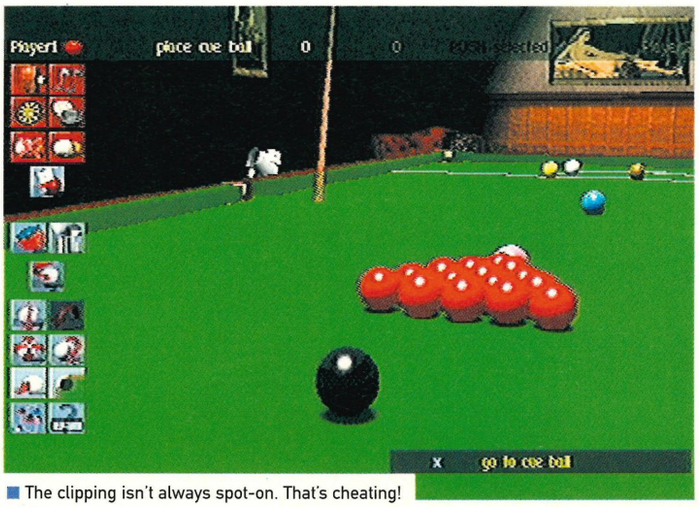




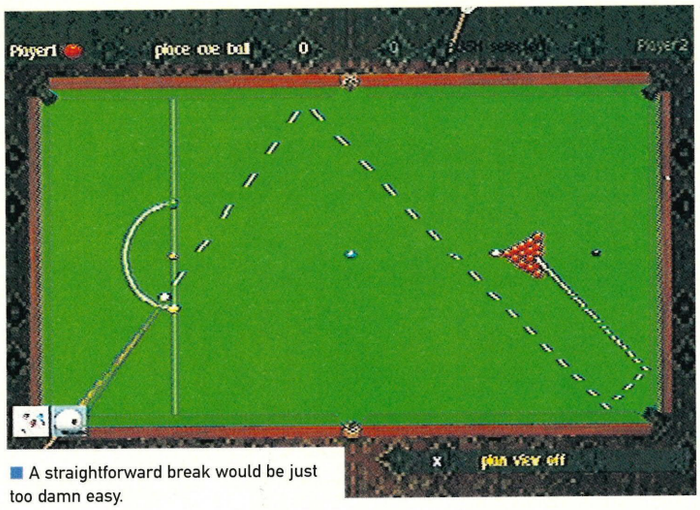
■ Play that funky music, Jimmy White boy.

Pot Black...

Now as you can guess, it's not the physics which are at fault in *JWC 2* – in fact, to a layman like myself, this aspect seems pretty much spot-on, with balls ricocheting off each other in thoroughly convincing directions. It's not really the PlayStation's fault either; sure it struggles with the load in places and cannot hope to



■ The clipping isn't always spot-on. That's cheating!



■ A straightforward break would be just too damn easy.

compete with the looks of either the Dreamcast or PC versions, but the visuals remain strong enough to maintain that all-important sense of atmosphere throughout. True, the musician was almost certainly over-paid (the keyboard shop he purchased his Portasound from certainly wasn't) but even with the cheese-tastic choonz (and I'm thinking particularly of the pool room here) switched off, the game's major faults remain.

box telling you which convoluted button-presses do what is welcome, but it's the constant need to refer to it which puts the dampers on any pace which might otherwise have been achieved.

Right On Cue...

Secondly, the sequence of adjustments required to prepare a shot should really have been standardised into a more rigid structure for the player to progress through. The freedom of the current system, whilst philosophically laudable, in practice serves to overwhelm, tripping players up with the possibility of a simple but shot-ruining omission.

Finally, there's the overwhelming impression that Archer has been blinded by his previous, and now outdated, design brief. A snooker or pool 'turn' sports three distinct stages – tactics, shot set-up and shot-taking – and virtual representations of the games should really embody all three, giving the player enough input and assistance at each stage to ensure that a real sense of involvement and achievement is fostered. In *JWC 2* the scope for tactics is realistic enough, but sluggish zoom functions discourage you from exploring all the options available, shot set-up is laborious and the strike itself is handled automatically!

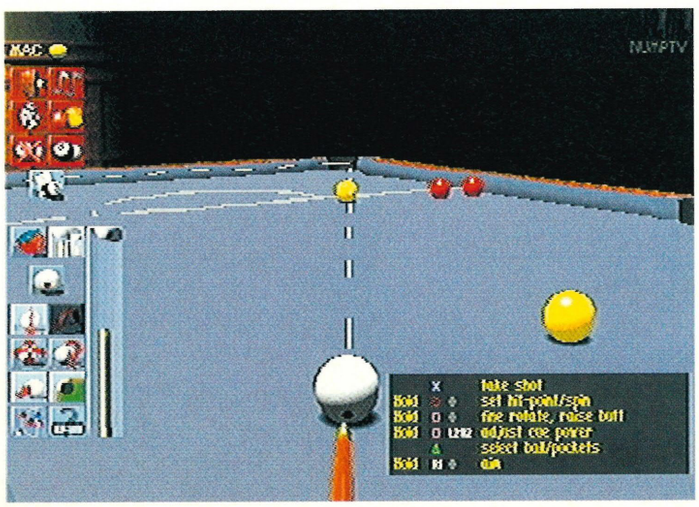
This is more of a pity than a shame. With an automatic plan view to aid tactics, a simplified set-up procedure and an interactive shot-taking system, this could have been both accurate AND accessible to a wider audience. As it stands, it IS a peerless exercise in modelling real-world physics, but the spiritual relationship between player and baize is, sadly, missing from the equation.

Mark Cunliffe

"...IT'S **NOT THE PHYSICS** WHICH ARE AT **FAULT** IN *JWC 2*..."

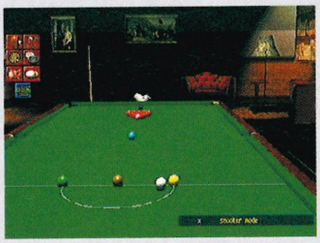
The problem, in a nutshell, is this; shots simply take too damn long to set up, which, coupled with the prevalent difficulty of judging three-dimensional space on yer flat telly, serves to create an unhealthy sense of apathy within anyone who attempts to take a frame seriously enough for it to be worthwhile. There are several reasons why this problem has arisen and every single one could have been avoided, hence the lacklustre score sitting resolutely at the end of this review.

Firstly there's the button assignment, which, despite the game's mouse-reliant roots, need not have been quite THIS complex! The status



Out With The Old, In With The, Er...

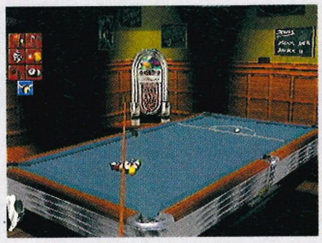
Thinking about it logically, it's hard to see *Jimmy White's Cueball 2* as anything other than a retro package – albeit one which has undergone an impressive amount of sprucing up! Here's extreme's breakdown of what you get for your cash...



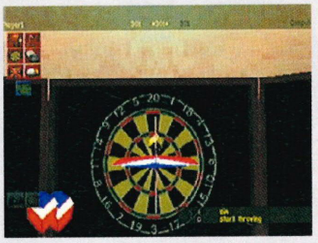
JIMMY WHITE'S WHIRLWIND SNOOKER
Despite its cosmetic overhaul, the snooker game on offer here is almost identical to its prequel. Still, it saves you unpacking the Amiga!



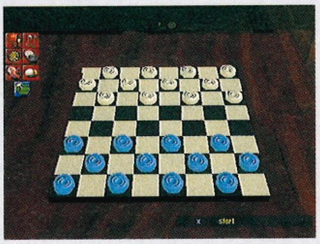
DROPZONE
This class C64 *Defender* clone can be found, in all its 8-bit glory, in the pool bar. Seriously likely to distract you from the main event now the loading times are (all but) gone.



ARCHER MACLEAN'S POOL
Yep, back in the Dark Ages you had to buy the two games separately. Look at that value-o-meter go!



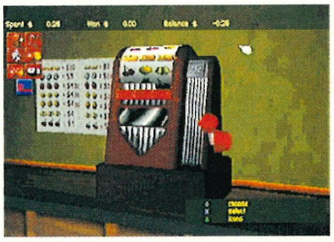
DARTS
Reminds us of those old budget Speccy sims. And every other darts game ever. S'alright f'nowt, s'pose.



DRAUGHTS
Now we're clutching at straws like someone who's just bought 50 milkshakes from McDonalds. Not the main attraction. Not even attractive.



JIMMY WHITE
Still pottering about (pun intended) in that charming way which makes it impossible for us to take the piss. More attractive than draughts.

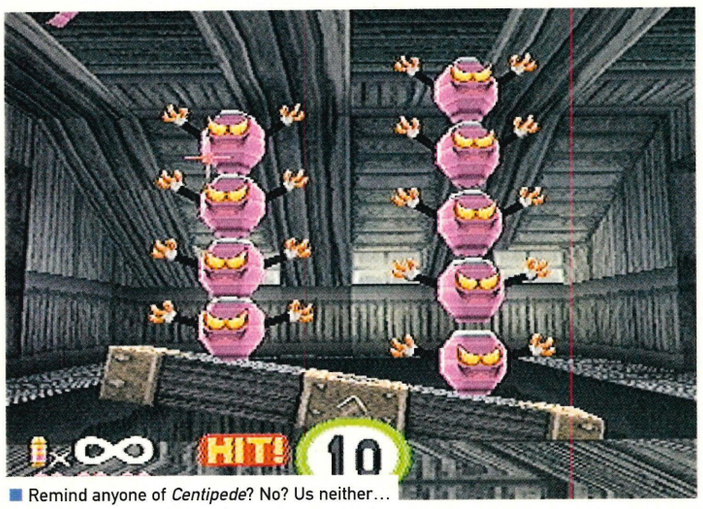


extreme

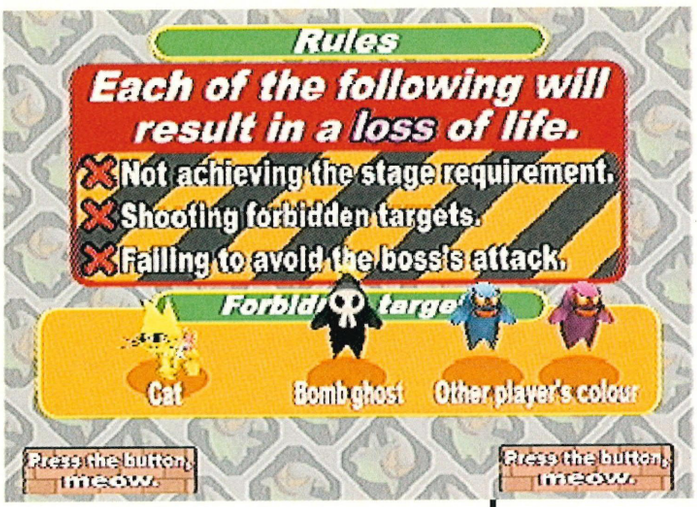
UPPERS
Ace maths • Good variety • Decent visuals

DOWNERS
Fans will prefer the real thing • Too pedantic • That muzak!

74%



Remind anyone of *Centipede*? No? Us neither...



Ghoul Panic



Dave finds respected developers Namco turning their attention to spooky shoot-outs, but does this fairground-like blast have a ghost of a chance?

extreme INFO:

Publisher Sony **Developer** Namco
Genre Lightgun Game
Released Summer 2000 **Version** PAL
Price £34.99 **Players** 1-8

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







Eeeny, meeny, miney, mo...

Going to the fairground used to be a welcome pastime of mine, but now I'm getting on in years, my stomach always tells me to steer well clear of that kind of enjoyment – the kind that spins you around in an unnatural fashion for fun.

If you find yourself in a similar dilemma, take a tip from me. Rather than go on those vomit-inducing rides, you could always take it easy by picking up a rifle and taking pleasure in shooting ducks (or similar) at one of those rip-off stalls that always seem to be dotted around fairgrounds.

Only problem is, unless you're extremely good at aiming, you normally walk away without a prize but with a lighter pocket. The answer, then, is to get some practice in. And this latest Namco game, to a certain extent, lets you do just that.

Moving away from their usual high-tech, *Ridge Racer*-style, fully-3D polygon games, Namco has opted to create *Ghoul Panic* as a simple but fun little oddity in the *Point Blank* mould. The premise of the game couldn't be simpler – shoot at (mostly) ghosts to complete various tasks. Putting it like that instantly makes this game sound like it should be placed in a haunted house and left to rot in hell – but in reality it does offer a certain level of fun.



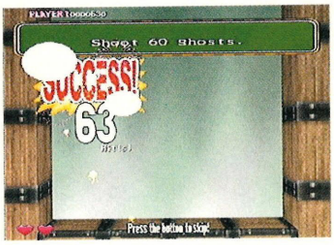
Go For Your Gun...

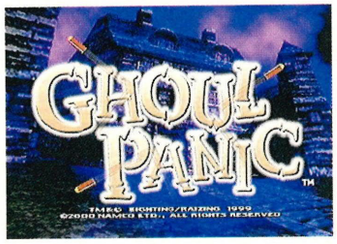
If you like games such as *Time Crisis* or *Point Blank*, where you play with a lightgun to aim at the screen and shoot, *Ghoul Panic* could be right up your street. You can use a standard PlayStation controller but using a gun, as you would expect, dramatically increases the appeal of *Ghoul Panic*.

"...GREAT NEWS FOR LIGHTGUN OWNERS..."



They may look like pillowcases, but they're actually big, scary ghosts (honest)!











Shooting Modes



Ghoul Panic offers four main game options. Although all game modes are based around shooting mainly ghosts, each one gives you the chance to play a different variation...

ARCADE

You have to shoot a set number of ghosts within a set period of time, whilst avoiding certain objects such as cats and bomb ghosts. A choice of three levels are on offer, with the easiest offering six stages and the hardest offering 17. You start off in a 3D haunted house and move through an impressive variety of stages.

ADVENTURE

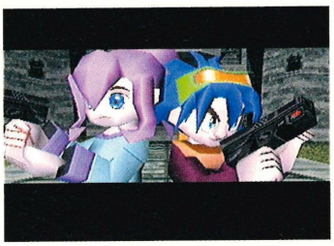
Here you roam around a *Doom*-like environment and enter doors placed around a tunnel. Inside each door you find a different stage, where a set number of ghosts need to be taken out and certain objects avoided.

SURVIVAL

Complete a set task, such as shooting a ghost with one shot in a set time limit, before moving on to the next stage. You're allowed to fail a set number of times, depending on the skill level chosen.

PARTY

Get your pals around and battle it out to see who's best at ridding the world of pesky ghosts. Easily the best mode in the game for pure out-and-out fun, up to eight players can take on the ghosts independently, and the highest or fastest score wins. Four different games are available, with one even offering a car race where you move around the track by completing a stage.



How come you always get the gun?



There are several game modes on offer, but all are more fun with a gun.

You suddenly find yourself engrossed in the game in the same way *Tetris* grabs you and just won't let go.

The game offers four main modes of play (see box), with each one offering a variation, which includes shooting at ghosts using a limited amount of ammo and blowing up a car 37 times within a set period.

Unlike *Time Crisis* or *Die Hard Trilogy*, which are more mainstream, *Ghoul Panic* has more of a cult feel to it. Instead of being taken around a course where you have to shoot at baddies who are also trying to attack you, in this game you're shooting at the screen to complete a given task on each level. While some gamers may be slightly put off by the idea of a gun game featuring no baddies to shoot back, it's actually great news for gun owners, as they now have a whole new kind of shooting game to play after forking out their hard-earned cash for that very under-used weapon.

"...*GHOUL PANIC* IS SURE TO BE WELCOMED WITH OPEN ARMS..."

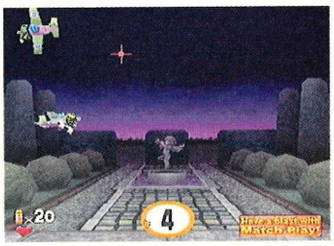
Ghoul Panic doesn't have anything like the staying power or excitement of either *Time Crisis* or *Die Hard Trilogy*, but what it does have is gun-provoking puzzle power, especially when played with mates.

If you don't have a G-Con 45, it's best to leave this skeleton in the cupboard. But for all of you lightgun owners who are tired of the same old formula, *Ghoul Panic* is sure to be welcomed with open arms.

Dave Gibbon



Micro Machines lightgun style...



extreme

UPPERS
Unique spin • A good challenge • Fab against friends

DOWNERS
Boring on your own • Useless with a joypad • Samey

78%



Army Men: Sarge's Heroes

extreme INFO:

Publisher 3DO Europe
Developer 3DO **Genre** Action Game
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

The Green Army needs YOU! Again! Chris goes looking for the spoils of war...

As long as there are freakin' Green and Tan plastic people, this war is never gonna' end. I mean, three episodes already? What's going on with plastic politics? It has to be 3DO and their plastic propaganda. Okay, troops, you know the drill: the Greens and the Tans, two armies, one destiny, 50 million casualties so far, five rounds left in the grenade launcher and one minefield over in that corner. Corporal Osborne was in the Extreme War Room pushing those plastic tanks around with a stick, when it dawned on me... Am I going to risk it all again for the sake of the Green Army? Does anybody care about those little green men anymore? After all, what's in it for us?

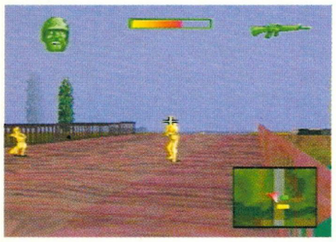
Well for starters, when you're ready to start a tour of duty, Sarge has got 14 new missions, some with up to five separate objectives. Until then, you good-for-nothing rookies, it's Boot Camp for y'all, but don't stay there long. It's not very good; take control of a green grunt and pass through the various training areas and shooting ranges. There's even an obstacle course for effect. Boot Camp is for wimps and, guess what? It's boring, and I IZ READY!

Soldiers Deployed

Ready and strapped for action, our Green Army dude goes into occupied territory for his first perilous mission – find the General and escort him to the helipad, making sure to collect the machine guns, flamers and rocket launchers (not forgetting the shotguns, M-60s, mortars, grenades and Solid Snake's old mate, C-4 explosives). My little army man was put straight into the thick of the action, moments before seeing three comrades getting blown into plastic particles by a Tan tank, right before his own green eyes. The sights of war are not for the squeamish.

Action takes place in real-time 3D, with areas thankfully pre-mapped for ease of navigation. The enemy troops' AI allows them to sense your presence, making sneaking up something of a challenge, so it's gung-ho all the way, kids. We're talking primo mindless plastic mashing, all-the-easier with the neat lock-on feature allowing you to hit targets while running as fast as possible from tank shells! Yes, it's all here; tanks, choppers, minefields and Tan troops in those circular bunkers with machine guns – all the better for mortar attacks.

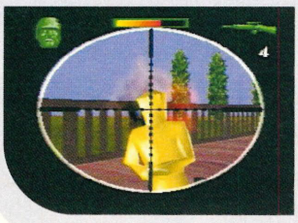
While plastic soldiers aren't too dynamic compared to, say GI Joe with his moving joints, Action Man and his



Pinpoint accuracy is required.

Weapon Section

Green Army troops have a selection of the finest weaponry money can buy. Each piece of kit serves a specific purpose, eg. M-60 for clearing an area quickly. The sniper rifle, though, is the most precise gun when shooting over a distance – I said at a distance, Private!

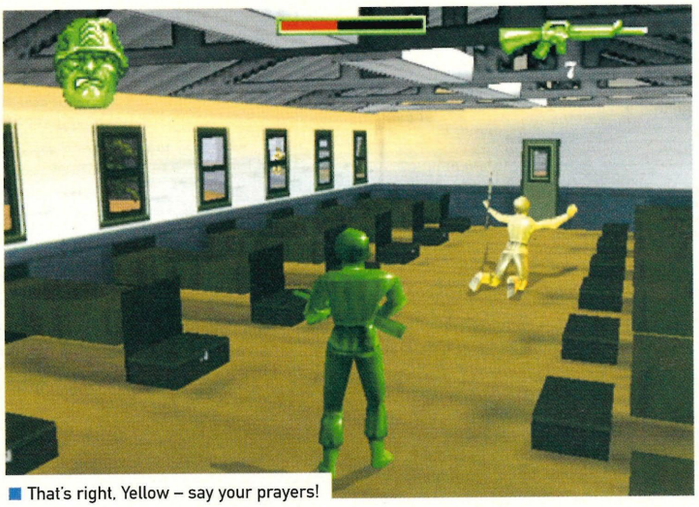




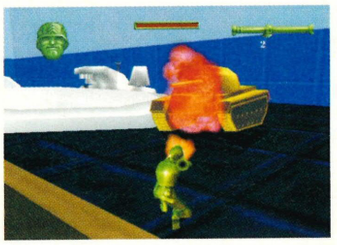
Melt 'em with your flamethrower.

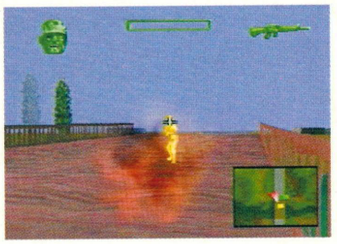


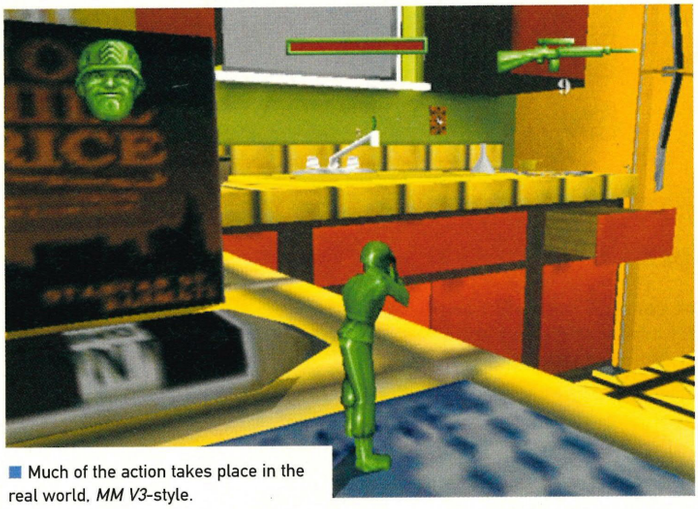




That's right. Yellow – say your prayers!







Much of the action takes place in the real world. *MM V3*-style.

World War 3D

The developers at 3DO have been doing nothing but *Army Men* titles for some time now. *Army Men 3D* (Issue 26, 83%) and *Army Men: Air Attack* (Issue 26, 84%) were reviewed some months back, and both are worth checking out.

ARMY MEN: AIR ATTACK



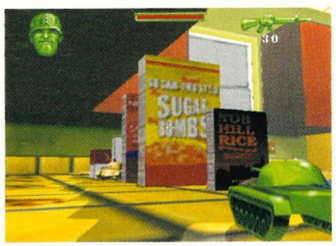
ARMY MEN 3D



"...THIS IS A QUALITY SLICE OF ENTERTAINMENT..."

eagle eyes or Barbie and her bendy back, my non-static plastic fella was running like stink, rolling around the minefield, and straffin' 'n' shootin' across the battlefield with speed and agility. This is great fun, I thought, as another bit of his head disappeared (you can see it happen). Negotiating bridges and blowing up helicopters was mad fun, but where was the General? The old git was sitting like a duck when I came to save his shiny green butt.





Plastic Population

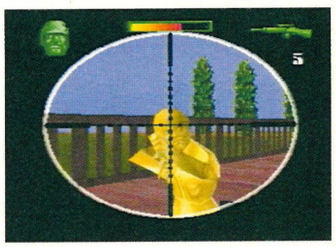
Although he looked pleased to see me, I was going to assassinate him anyway. Before you brand me a traitor, let's get one thing straight; this is the third title in a series that has churned out more little plastic people than I could melt with a flamethrower. That's not to say this slice of plastic life isn't any good – it's a fine game with high playability and addictivness. The missions are varied, and a wide range of weaponry must be used for best massacre effect, which is great fun, even for grown-ups that might be tempted into reliving those plastic years.

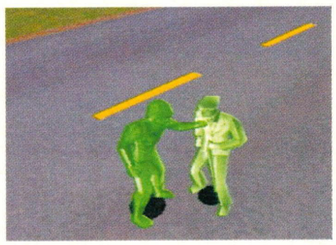
The graphics, as usual, are well drawn, with some neat animation to boot. The stylish cut-scenes bind the missions together with a plot that satisfies (in case you need a reason to slaughter the Tan troops). Under the guise of plastic combat, the developers have got away with murder, using bursting heads and melting torsos to comical effect – this game couldn't have been aimed at kids if it wasn't for the plastic excuse.

Sound is average, the familiar gunshots and croaks of death punctuating a less-than-orchestral score, but who cares? We're here for the carnage, right?

Which is why, if you fancy some mindless violence without feeling bad about the problems of the 'real world', you should get the latest instalment of *Army Men*; you won't be disappointed. It's all been done before, and 35 quid is not cheap, but this is a quality slice of entertainment. With plenty of missions to keep you going for some time to come, it's about as much fun as you can have with an arsenal of plastic explosives. Until the next one, that is...

Chris Kjolsen





That's it – you tell him!

extreme

UPPERS
Melt-tastic • Two players • Fun

DOWNERS
Boring Boot Camp • Bit easy • Pricey

84%



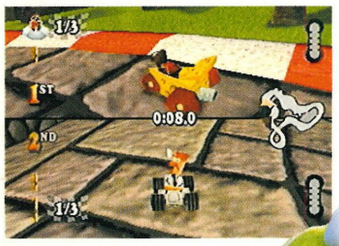
Muppet Race Mania

Who could possibly take on Kermit and his furry friends? Kendall rises to the challenge...

extreme INFO:

Publisher Sony CEE
Developer Traveller's Tales
Genre Driving Game
Released Summer 2000 **Version** PAL
Price £29.99 **Players** 1-2

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



Jim Henson's troop of comedic puppets have been enjoying a successful comeback in recent years, mostly due to their adventures on the big screen. Creating a game based on *The Muppets* could've been an easy task for a lazy developer, using our heroes to sell a sub-standard game (cynical, moi?). However, I'm more than happy to report this is not the case, and *Muppet Race Mania* not only stays faithful to the original spirit of *The Muppets*, but also plays like a dream and stands out from the crowd as a brilliant racing game.

There's an impressive number of characters here too. Not just the obvious big stars such as Kermit The Frog and Miss Piggy, but also cult faves like Beaker. All the Muppets have their own unique vehicles. For example, Rizzo The Rat drives a cheese, whereas Gonzo competes in a spaceship, a reference to their last celluloid smash, *Muppets From Space*. The inexperienced player can find his or her favourite by taking them for a test drive before competing in the races.

All six movies are faithfully represented, with tracks based on scenes from the films, so for the original classic *The Muppet Movie*, you're speeding around the swamp, and for the level based on *The Muppets' Christmas Carol*, you're on the streets of old London Town during the Winter. This level features some beautiful graphics as the snow falls all around you. As well as enabling you to unlock further challenges, completing the circuits in first position also accesses movie clips, which can then be viewed at any time.

One-Player Woes?

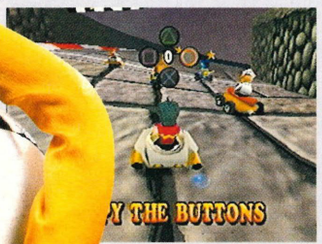
Of course, one of the main downers with a kart racing game of this kind is that sometimes the solo gamer is not well catered for, with the single-player mode a tad flat and one-dimensional.

"...*MUPPET RACE MANIA* NOT ONLY STAYS FAITHFUL TO THE ORIGINAL SPIRIT OF *THE MUPPETS*, BUT IT ALSO PLAYS LIKE A DREAM..."



Faster...

One of the ways to get the lead is to have a decent turbo start. This is achieved by copying a sequence of flashing symbols. With a little practice, you soon find yourself way ahead of the pack.



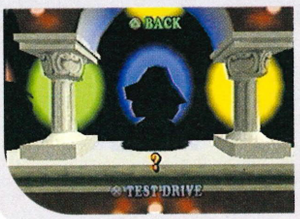


Mystery Muppets

There's a large number of racers who can be selected when you first start playing the game, but once you become more experienced and skilful, other Muppets are unlocked. I want to be Robin...



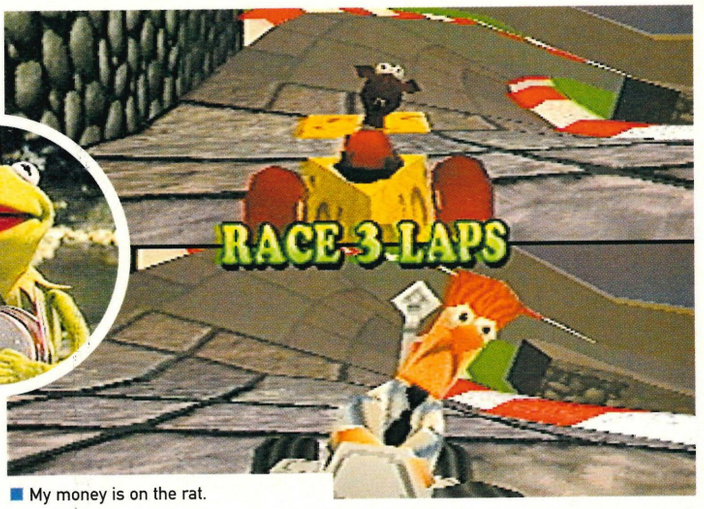




Muppet Race Mania avoids this by varying the gameplay, adding many other styles of play as you progress.

After you've been victorious on a few courses, you enter the survival game, where the idea is no longer to race your opponents, but instead to annihilate them using the various weapons you gain by picking up stars littered around the terrain. Ah yes, the weapons. You wouldn't expect Kermit to be armed with serious firepower, so instead you have at your disposal a selection of intriguing objects with which to destroy others. If someone's straight in front of you, utilise the fish which spins them off-course and takes away some of their vital life points. If someone's right behind you, with precise timing you can lose them by laying down a penguin who sits patiently on the road waiting for unsuspecting prey. Of course, the most useful weapon in a game like this is the homing missile. No missiles here, though; instead you have a homing chicken that speeds off looking for the nearest person in front of you. Some of the other Muppets have special attacks too, so you may be heading for victory when suddenly your kart's flattened or even turned into a piece of cheese (well, it makes a change from a bumper falling off or something, doesn't it?).





My money is on the rat.



The West just got wilder.

Cunning Stunts

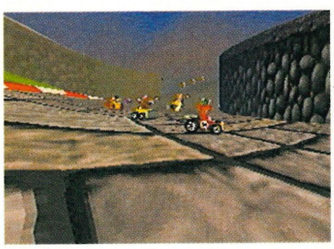
Those who survive this frantic mode need expert skills to conquer the next screen, which is a stunt track that must be traversed in a certain time to qualify. Your Muppet needs to climb roller-coasters, jump over obstacles and stay on precariously thin tracks. One false move and you have to go back, hampering your chances of qualification. This is the toughest challenge here, and results in much swearing and hair-pulling, if our experience is anything to go by. Despite the difficulty and slight frustration of the Stunt Mode, you remain glued to your PlayStation until you've managed to beat it.

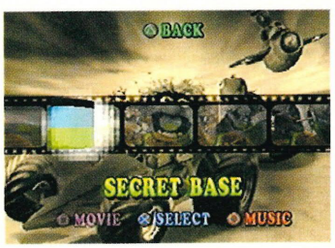
If you want an even greater challenge, take on the Adventure Mode, where you must collect all the stars and fruit on the screen, with everything against the clock. With all of these different gaming options, don't expect to get bored of the solo missions in a hurry, and in the unlikely event that you do, the multiplayer fun is endless. After-the-pub gaming sessions are likely to stretch into the night.

Overall, *Muppet Race Mania* screams quality. An essential purchase for fans of The Muppets everywhere, as well as those looking for some seriously fast-and-furious fun. Go get it.

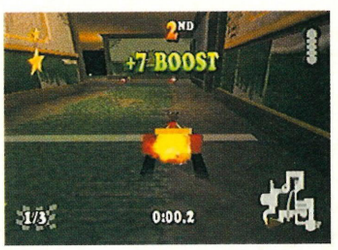
Kendall Lacey











Rizzo is quick off the mark.

extreme

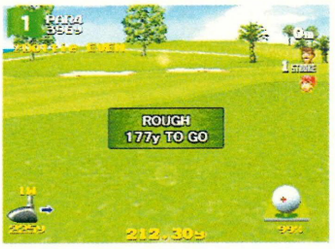
UPPERS
Easy controls • Cartoon atmosphere • Plenty of courses

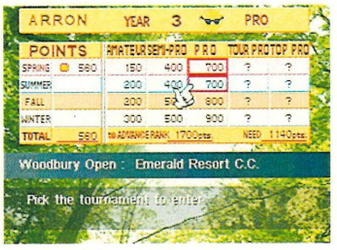
DOWNERS
No four-player • Aimed at younger players

92%











extreme
THE MAGAZINE FOR PLAYSTATION GAMERS
FIRST CLASS!

Everybody's Golf 2

extreme INFO:

Publisher Sony CEE
Developer Sony Japan
Genre Sports Sim
Released Out Now **Version** PAL
Price £34.99 **Players** 1-4

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

After failing to score a birdie down the local hostelry, Arron tries his pulling power on the golf course. But is Everybody's Golf 2 sexy enough for him?

Golf. Strange game, huh? Overweight businessmen dressed in something Rupert the Bear wouldn't be seen dead in, whacking a dimpled ball around nicely-maintained field. Hit the ball, get it in the hole. Surely there's more to it than that?

Indeed there is. Golf has recently come down from the echelons of the rich and retired, and is now a people's game. Anyone can pop down to their local Pitch 'n' Putt course, hire a couple of dodgy clubs and a scarily-fluorescent ball and proceed to slice it straight into the nearest bramble hedge. Why don't these people stay at home, make some tea, and whack a copy of Everybody's Golf 2 into their PlayStations? It's well worth the effort of walking a couple of yards.

The original Everybody's Golf was easy to dismiss as child fodder, something to keep your nipper quiet in their room while EastEnders was on the downstairs telly. However, those of you that really gave it a chance were pleasantly surprised. Wonderful graphics, relaxing aurals and totally absorbing gameplay were the hallmarks of this masterpiece.

The sequel offers much more of the same, but with a few new features that really mark it as a sporting classic.

Initial impressions are very good. The menu screen is bright and colourful, and offers you a number of play modes. These include Matchplay, where the wonderful scoring system of 'He lost by 4&5' is in evidence, Practice, which does exactly what it says on the tin, and the all-important Tournament Mode. This is where you take a golfer and go through an entire season with them, earning points in order to open up new courses, characters and hidden extras such as clubs with special abilities. Anyway, once you've selected your poison, it's time to swing.

There are initially three thwackers to choose from, with another ten to open up by achieving certain objectives. The characters remain cute and chubby, which no doubt causes many hardened gamers to shepherd this game straight into the 'for the kids' pen. Each of the four initial tournaments takes place on a different course, with several more being opened up later in the game. They all have their own distinct characteristics, and take a few rounds to be mastered. And believe me, the addictive qualities Everybody's Golf 2 has to offer will mean you playing more than a couple of rounds after work.

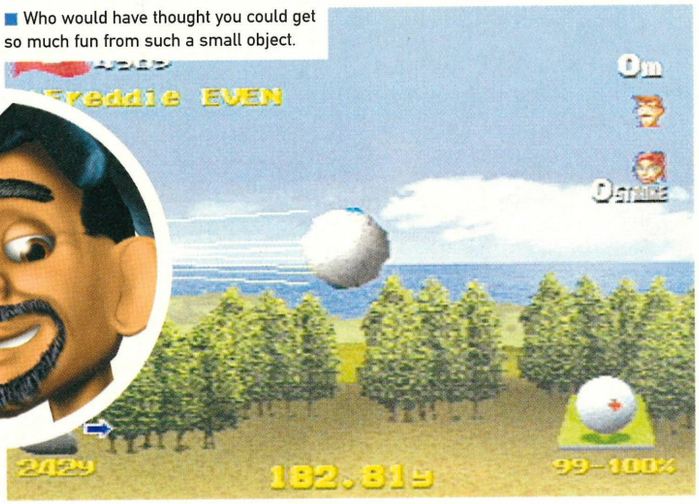
"...EVERYBODY'S GOLF 2 IS A TRULY STUNNING GAME..."



■ "It's in the trap" the announcer helpfully informs you. Thanks for telling me!



■ The plan view lets you see the distance and route left to the pin. Very handy!



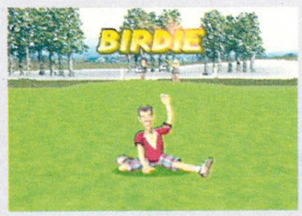
■ Who would have thought you could get so much fun from such a small object.

Play A-Round With Me

Everybody's Golf 2 has a variety of characters, each more wacky and bizarre than the last. They all have their own stats, making your choice of character very important. There's even one or two characters from other games, such as Gex, and Sir Dan Fortesque from Medievil, making this a wonderfully entertaining game.





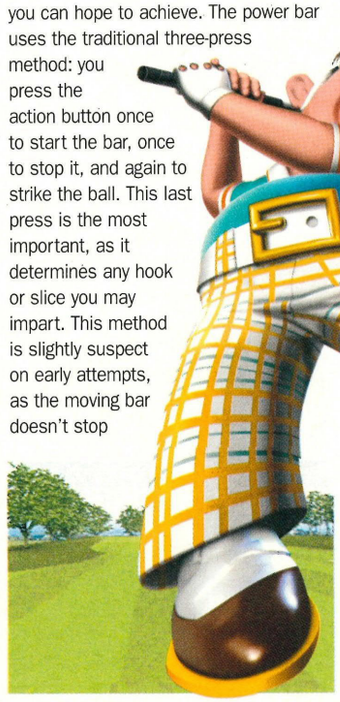






Get the Glove On

So you're on the first tee. The wind is causing cherry blossom to fall from the trees, which is not only a nice graphical touch, but also serves as a wind gauge. Your ears become tuned to the incredibly relaxing music, the twittering of birds and the tinkle of a nearby stream. All it needs now is Peter Allis telling you what a nice chap your character is. Enough mellowness. Time to play. Everything you need is easily accessible, from the plan view map so you can pick out the bunkers, to the choice of club and estimated distance you can hope to achieve. The power bar uses the traditional three-press method: you press the action button once to start the bar, once to stop it, and again to strike the ball. This last press is the most important, as it determines any hook or slice you may impart. This method is slightly suspect on early attempts, as the moving bar doesn't stop exactly when you press the button; it's about half a second or so behind. This is easy to get used to, but slightly perplexing at first. It's also possible play a Power Point on any shot, which adds about ten yards to the expected distance. You only have a limited number of these to last you the full 18 holes, so extreme prudence is called for. You can also apply spin to the ball as the power bar descends, which, although quite handy when pitching, takes a great deal of practise. It's the same as trying to draw an air circle with your left hand, and an air square with your right, as you try to focus on two things at once.



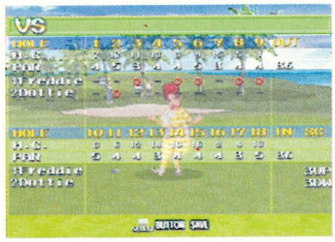
Putting Things Lightly

After a few swipes you find yourself on the green. Time to take the glove off and have a look at the green contours. This is a semi-transparent grid on the green, showing you the differing height levels. From this you can deduce which way the ball will roll. Green reading is a skill which only experience provides. This brings me to the main drawback in the game: the contour grid isn't detailed enough, leading to some frustrating putts lipping the hole when it looked like they should go straight in. If the squares were smaller, you'd get a much better assessment of the green. Everybody's Golf 2 is a truly stunning game whose tiny flaws are easily overcome and overlooked, resulting in a game everyone can play while EastEnders is being taped.

Aaron Taylor







■ Yeah! Freddy's kicking some ass!



extreme

UPPERS
Hidden golfers • Hidden equipment • Lasts ages

DOWNERS
Dubious putting • Too slow for some • That's it!

93%





extreme INFO:

Publisher JVC
Developer Victor Entertainment
Genre Sports Sim **Released** Out Now
Version PAL **Price** £34.99 **Players** 1-2

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

Victory Boxing Challenger

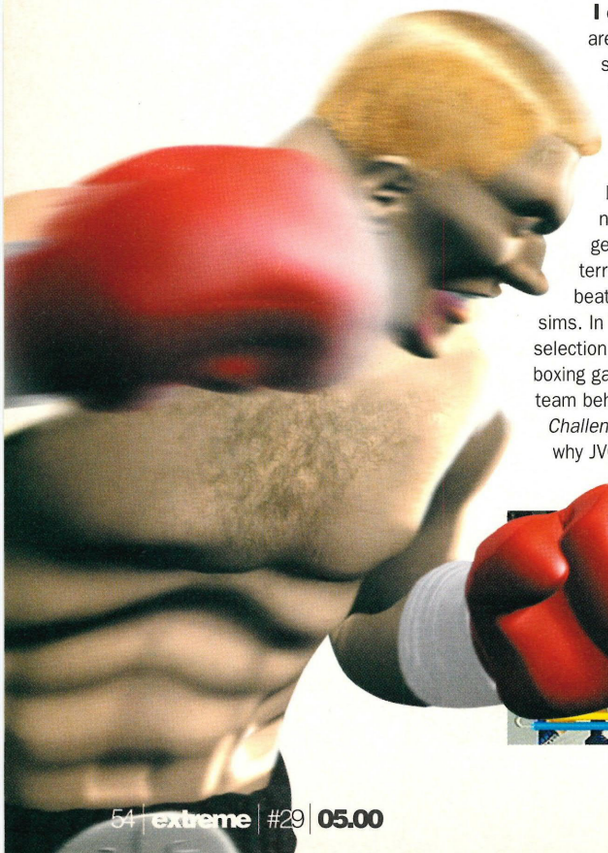
KO! Chris goes toe to toe with JVC's new boxing sim. But is it a contender? Read on...

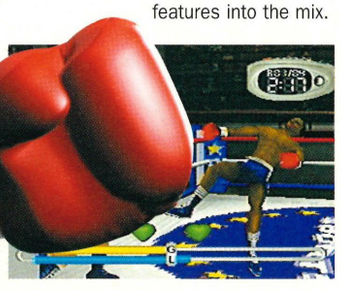


"Must...keep...punching..."

The gym at JVC has been nurturing a new talent of late. Enter a true contender, not a pretender. *Victory Boxing Challenger* steps into the arena, competing for the title of 'the best boxing game around.' Yes, *Victory Boxing* is back after a year and a half of re-conditioning but does the young *Challenger* from the old stable steal the title, or is there some fight-rigging at work?

I could go on about how JVC are set to take the boxing-sim world by storm, with all the big-punching, bone-crunching splendour and glamour of the sport. Maybe I'd have harped on like this two years ago, but nowadays the boxing genre's no longer a desolate territory, overshadowed by beat-'em-ups and martial arts sims. In Y2K, fight fans have a selection of good and not-so-good boxing games. The development team behind *Victory Boxing Challenger* know this, which is why JVC has thrown some new features into the mix.





Challenger, penned as a simulation rather than a straight arcade game, works owing to the phenomenal number of stats (and sub-stats) for each boxer, though you'd be correct in assuming a fair portion of the stats are no more than cosmetic additions to give the title more depth. There are 40 fighters to begin with, and more to unlock as you go.

Each fighter has his own individual style and exclusive moves, and the control system has an emphasis on a left- or right-handed stance. An integral feature is the good old Career Mode; you know, create a fighter and beat up anyone who stands in the way of those lovely power-building points.

Practise Makes Perfect...

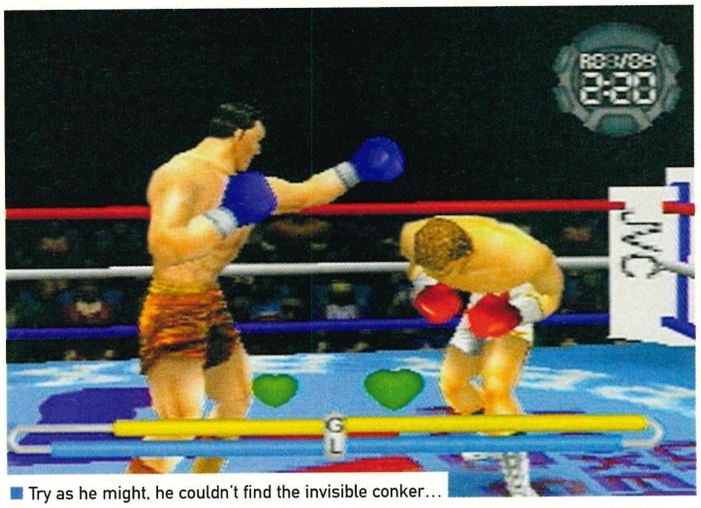
A welcome feature is sparring for stats, which is a far more enjoyable and useful system than that used by some other contenders in the 'best boxing game around' stakes. To gain



Man in Geri Halliwell's knickers beats up blob...







Try as he might, he couldn't find the invisible conker...





speed, power, stamina and more, you must spar one bout with the various fighters within the game. If you win, you gain points which can be used as you wish. Acquiring high levels of speed and power is fundamental to progression. Also, the in-house trainer, Jackal, makes a return from the previous *VB* title. He shows you new attacks as you climb the league tables, which you can then use in the bouts. Some of them are hilarious, seemingly borrowing techniques from Popeye's School of Pugilism.

Sucker Punches...

Unfortunately, it's not all good in the 'hood. Although *Challenger* has fine gameplay and arguably the best game engine of its kind on the PSX, JVC has made a major boo-boo in the presentation department. It's not all bad. The way your opponent looks after a few punches is great – he bleeds and bruises just as you'd want him to. But I felt cheated to find my CPU opponents have no brains – literally! As he lays out cold, you can see through parts of the head and ears onto the blue canvas underneath. Considering this title is no spring chicken for the development team, after three outings with the *VB* title they should've ironed out these graphical glitches. I don't think it's necessary to have a realistic graphics style to make a boxing sim work, but it's such a shame when *VBC* is well designed and playable, but let down by some ropy animation and glitches.

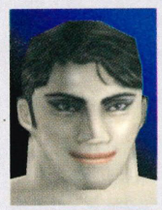
Speaking sonically, *VBC*'s again at a loss. It's not the soundtrack and FX as such that are the problem, rather the lack thereof – a classic scenario of quality but no quantity. There needs to be more background music and spot FX to really bring out the showbiz-like, spectacular feel of the sport. In its defence, the commentator is the best in the business. It's a first for me to find the commentary actually tying in with what's going on.

Now for an after-match round-up; *Victory Boxing Challenger* is a fine game. It offers lasting appeal and great satisfaction in both one- and two-player modes – in fact it could've been the best of its kind if the presentation had been up to the standard of its peers. I hope JVC will spend as much time fixing this problem for the next instalment as it did in creating the game engine. Until then, we'll have to fight in the hollow-headed league for another two years...

Chris Kjolsen

Secret Fighters

Beat the game by becoming the champ with one of the following fighters in Main Event Mode, and the following secret boxers are revealed...



FIGHT AS: Rex Boulder
BONUS FIGHTER: Gunther Maul



FIGHT AS: Marcus Cody
BONUS FIGHTER: Sharon Minter



FIGHT AS: Danny Destafano
BONUS FIGHTER: George Adams



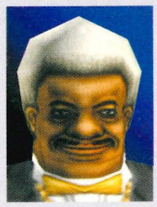
FIGHT AS: Sam Roxburugh
BONUS FIGHTER: Jimmy 'JB' Bond



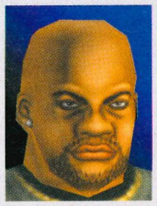
FIGHT AS: Jonny Puma
BONUS FIGHTER: Tony Shark



FIGHT AS: Scott Lockheed
BONUS FIGHTER: See Thru Ohio



FIGHT AS: Ryan Kennedy
BONUS FIGHTER: Hank Morris



FIGHT AS: Leroy Dollar
BONUS FIGHTER: Buster 'BB' Bell

"...*CHALLENGER* **SUCCEEDS** AS AN **ENJOYABLE PUNCH-UP** LACED WITH **GOOFY HUMOUR...**"

Another key feature is the inclusion of the heart monitor, which makes the big fight more tactical – the more you punch, the harder it beats, causing fatigue. Nowadays, hammering at the buttons just won't cut it in the world of the boxing sim.

In my opinion, *Challenger* succeeds as an enjoyable punch-up laced with goofy humour and neat gameplay features. Furthermore, it excels in giving player satisfaction, as you build up your prodigy from grass-roots championship matches to nationals, then onto the real deal, internationals. The learning curve is superb, with each fight offering new challenges and strategies to complete without being too difficult. As in other *VB* titles, four or five good connecting slaps can have you waving a fist in jubilation at the mass of pixelated flesh that is your opponent, who's now pulsing on the canvas. It's immensely satisfying, which is no mean feat in a genre which is so difficult to master.



The bald guy has a terrific reach.





extreme

UPPERS
Superb game engine • 15 stadiums • Good strategy/fun

DOWNERS
Graphics weak • Not enough sound • Poor replays

80%



Saga Frontier 2

extreme INFO:

Publisher Squaresoft
Developer Squaresoft **Genre** RPG
Released April 2000 **Version** PAL
Price £29.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD

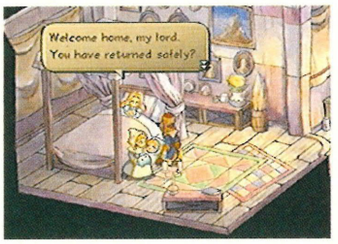




■ Hey, let's party!

From the people who brought you the *Final Fantasy* series comes *Saga Frontier 2*. Can it match its epic stablemates? Kendall watches as the action unfolds...

Imagine being the ultimate outcast, so different from those around you that even your own father shuns you. Imagine a place where there's magic in the air and everyone has their own piece of it, except for you. Imagine a world where you're destined for great things, including becoming the ruler of the kingdom, until your lack of powers is revealed and you become nothing. You've just imagined the world of *Saga Frontier 2*, the latest grand epic adventure to arrive from the Squaresoft stable.



You take the role of Gustave, the next in line to the throne, who's banished from the kingdom when it's discovered that he has no Anima, which is the magical spirit that pervades everything in the world. The seriousness of your deficiency is underlined when the king shouts, "Even the rocks have Anima!" in a suitably over-the-top cut scene that sums up the epic atmosphere brilliantly.

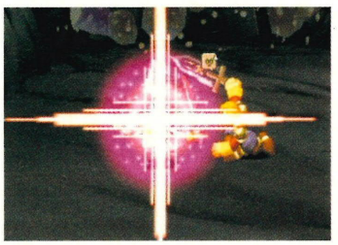
From here we follow Gustave's life, through his violent and twisted teenage years (during which he becomes the first videogame hero to be seen throwing rocks at birds – bad boy!), through to his final destiny, which I won't spoil by revealing here.

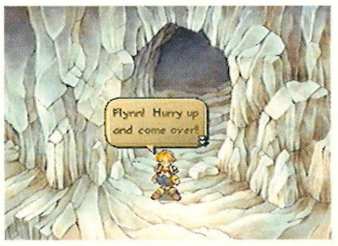
Growing Up...

Throughout *Saga Frontier 2*, the sheer quality of Squaresoft's RPG shines through, as every opportunity to add more depth to individuals is taken, and you actually get the feeling you're growing up with these characters and learning everything there is to know about them. In between the various mini-quests, you're returned to the map screen and here you can choose to proceed in a number of different ways, following various events in the characters' lives in the order of your choosing. All of these adventures eventually cross over as the principal players are reunited at various points in their lives.

The fighting techniques change depending on your circumstances. For example, if a group of you are

"...*SAGA FRONTIER 2* PROVIDES AN EXPANSIVE GAMING WORLD..."





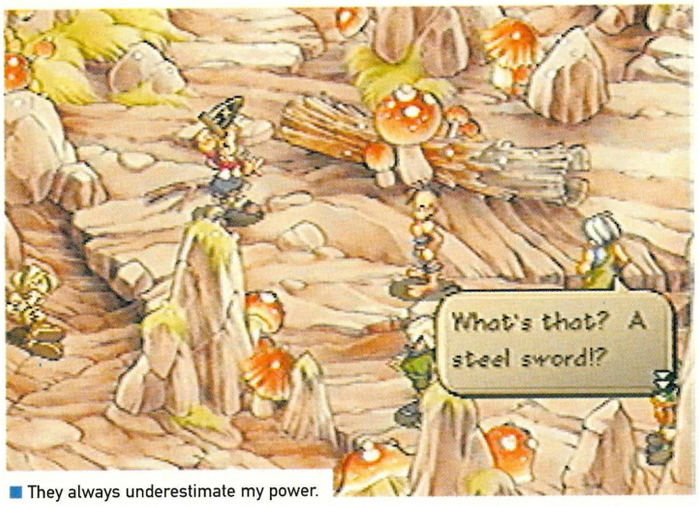
Scary Monsters And Super-Freaks

As the adventure progresses, the enemies not only get bigger and nastier, but also much stranger. You'll never look at cute little froggies the same way again after fighting bloomin' hundreds of them...









They always underestimate my power.

One Big Family

This seemingly harmonious portrait pops up throughout the game as we learn more about each family member. This certainly turns out to be a picture of tragedy...



moving your troops forward to drive back the enemy. As is usual in a game of this type, you have certain special skills for combat which increase when you achieve victories, but an interesting feature here is the fact that if you're teaming up with a friend, he teaches you his moves and they can then be added to your arsenal without having to be acquired individually. Also, your character's a smart guy who picks up more devastating moves as he becomes more proficient. For example, you may be using your sword to slash at the enemy, and once this has been done a few times, a (literal) flash of inspiration shines over your character and he realises a double-slash or a cross-slash would be more effective, and so this new move joins your options for further fights. Life points can be used to increase your health, allowing you to return to full strength after particularly tough bouts, meaning there are fewer times when you need to continue.

"...A HIGHLY **ENGROSSING** RPG **ADVENTURE...**"

ambushed, you each get a turn to slay the opposition before they get their chance to reply, yet if it's a solo battle, you choose four attack moves at the start and these are unleashed, occasionally being melded together to produce more powerful and devastating offensive moves. At other times, you may find yourself in charge of an army and must use the soldiers to protect the leader, whilst also



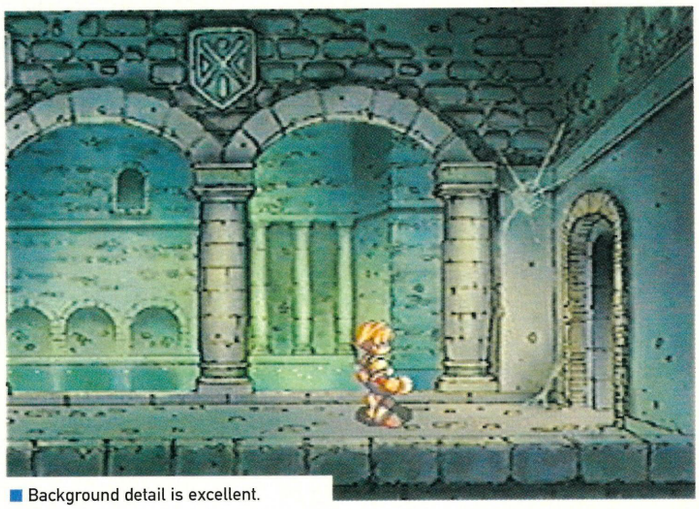
Some super furry animals.











Background detail is excellent.

Saving Graces

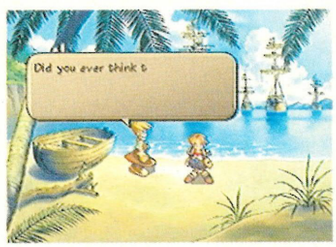
A downside of the game is the fact that often the save points are spread too far apart, so you may find yourself toiling for half an hour, then you get cut down and have to go all the way back, which can become very frustrating. Also, some areas of the game require you to fight the same type of foe over and over again, which soon becomes tedious.

Despite these minor problems, *Saga Frontier 2* provides an expansive gaming world, with an interesting and involving storyline, and enough depth to keep you guessing about what's coming next. Graphically, it looks absolutely beautiful; like a storybook world bought to life on the screen.

Overall, those who persevere with *Saga Frontier 2* are rewarded with a highly engrossing RPG adventure.

Kendall Lacey





A trip to the seaside.

extreme

UPPERS
Atmospheric • Storybook graphics • Epic

DOWNERS
Too few save points • Samey fights • Long cutscenes

85%



Vampire Hunter D

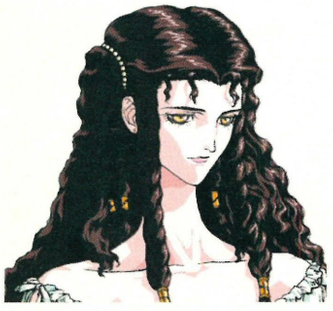
extreme INFO:

Publisher JVC
Developer Victor Interactive
Genre Arcade Adventure
Released Mar 2000 **Version** PAL
Price £34.99 **Players** 1

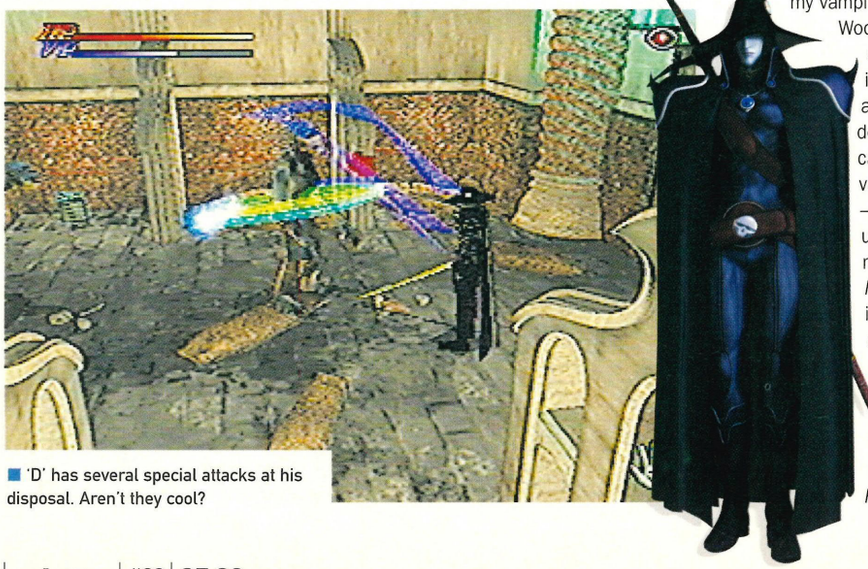
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

'Throw another vampire on the campfire!' Chris gets set for some reanimated-corpse recovery...

For the uninitiated, 'D' is a bounty hunter in the distant future, with a face on his left hand and an epic story stuffed up his cloak. We join our hero as he begins his latest job, a traditional damsel-in-distress abduction drama. 'D' must save the daughter of wealthy villager John Elburn from the clutches of a greaseball vampire, who's holding her hostage in his supernatural citadel. To add pain to pleasure, his client has also requested the help of the Marcus Brothers (boo!). I could go on forever, as the story probably does, but there's $500,000 up for grabs, so let's just find out how 'D' gets his hunt on...



The first thing you notice when embarking on this task is the gorgeously-drawn gothic and gory graphics as the intro kicks in, leading the player to the front entrance of Chayt Castle and leaving 'D' awaiting further instructions from his helpful hand – not forgetting the player, of course.



'D' has several special attacks at his disposal. Aren't they cool?

Fangs for the Memories...

Inside, and scattered about the poignant backdrop of an immense pre-rendered palace, are rotating items to collect, ranging from the usual Health Points (potions) to the 'strictly for my vampires' Bloodpills and Wooden Stakes (throwing stars). Yes, first impressions are of another 'find key, exit door' romp, featuring a cast of monsters, vampires and predators – hardly inspirational, unless you're a Manga maniac. *Vampire Hunter D* isn't hugely innovative in the action/adventure genre, initially bearing resemblance (as far as gameplay is concerned) to *Soul Reaver* and the *Resident Evil* series.

Talk To The Hand, 'Cuz The Face Ain't Listening

Left Hand isn't just a smug little parasite giving advice on your quest. He can also attack enemies with magic (depending on how charged up he is). When fully amped, Left Hand can revive 'D' if he gets whacked too much and dies, and – stealing the idea from Raziel (*Soul Reaver*) – Lefty 'inhales' souls from weakened enemies.





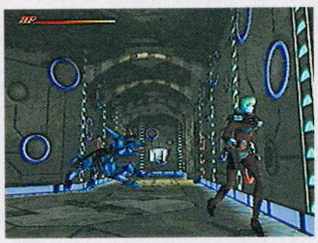
'D' shoots around his environment like an arrow; this vampire hunter is quick on his feet, which is welcome when searching for clues. What the stylish graphics on the screenshots won't show is the rapid animation and

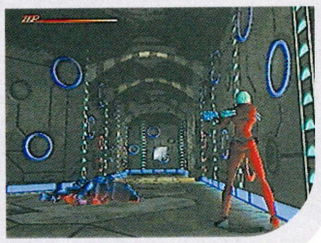


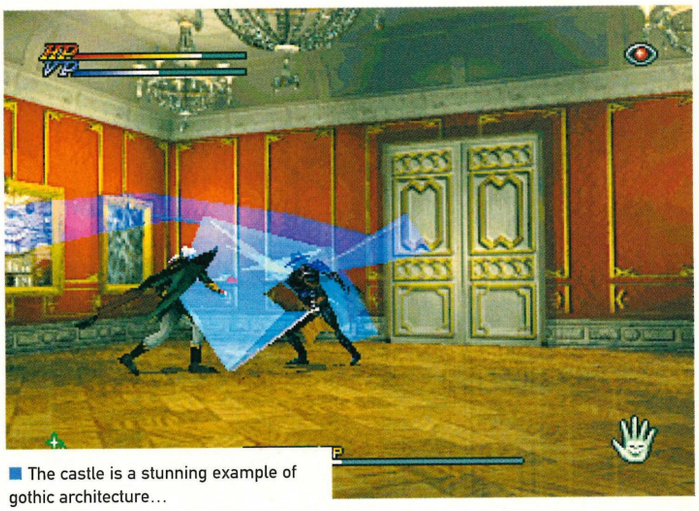


Suck On This, You Old Bat!

'D' has competition on the job, in the guise of the Marcus Bros Vampire Slaying Agency. One such Employee of the Month is moody Layla Marcus – an expert shot, apparently, so why does she always seem to be in bother when we encounter her?







■ The castle is a stunning example of gothic architecture...







"...*VAMPIRE HUNTER D* HAS **BUCKETS** OF **BLOOD** AND **GUTS APPEAL..**"

speediness of player manoeuvrability, an original element for the genre (hooray!). Unfortunately, speed is not the only attribute of the hunter. Clumsy controls and awkward camera angles let this slice of gory gothic gameplay down quicker than a ducking stool. The clumsy 'D' frequently runs past items unless walking, which isn't what you want to be doing in a sewer full of monsters. Plus, whilst a game camera should serve only to add atmosphere or as a visual aid for the player, here the camera is made redundant, as it switches angle unannounced at the most illogical of times (such as when timing a jump from ledges or in combat), often leaving the player disorientated. This shortcoming is unforgivable, as this title screams out for a decent control system. Being jammed against a wall trying to become unstuck isn't what I had in mind for a challenge, although it is indeed a test when four bats are issued in pursuit.



Blood 'n' Guts

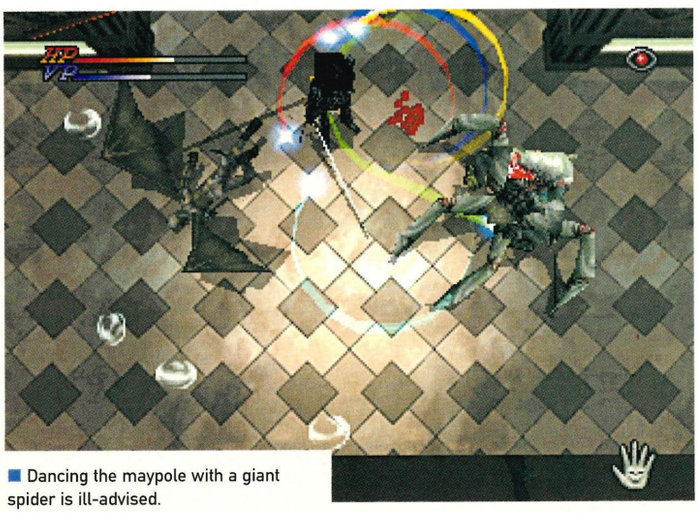
Vampire Hunter D has buckets of blood and guts appeal, especially in the parable department, with the plot lavishly unfolding, sucking the player deeper into the story of Chayt Castle. There's plenty of problem-solving as you'd expect, but it doesn't become too taxing with Lefty (the hand embedded in your left palm) always on hand (groan) to help with advice and direction. Old-skool rules return (Aay!), with telescopic rods springing out at unwary hunters from the skirting boards, sentry lasers keeping an electronic eye out for intruders and monsters coming thick and fast. These either attack on foot or float above your head, the latter requiring almost *Mario*-esque (I said almost) jumping attacks to be successfully killed. This is a big jump for action/adventure titles, which are so often slow-paced and frustrating in the 'search for that key to open another door' bits. JVC has pulled the plug on slow play; some enemies are resurrected after returning to an area, making the gameplay more akin to a coin-op than the standard 'kill-2-clear' fare found in the usual action/adventures.

Because of the obvious flaws with camera and control, this title is going to be a love/hate affair for its audience (Ooh!). Hopefully in the not-too-distant future we'll see a second episode from 'D', with enhanced dynamics. Manga enthusiasts will lap it up, but try before you buy, my people!

Chris Kjolsen







■ Dancing the maypole with a giant spider is ill-advised.

extreme

UPPERS
Beautiful • Cool plot • Blood-sucking!

DOWNERS
Awkward camera/control • More hassle than hunt

85%



UEFA Champions League 1999/2000

extreme INFO:

Publisher Eidos Interactive
Developer Silicon Dreams
Genre Sports Sim
Released Out Now **Version** PAL
Price £29.99 **Players** 1-4

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

Finally down from the high of seeing Manchester United winning the Champion's League last year, Arron is preparing them for the repeat. But does the game put in a cup-winning performance?

It's cold. It's rainy. And it's Monday. As I sit here wondering how to start this review, images of the final of last season's European Cup flash through my mind. Schmeichel up for the corner, Sheringham's goal that I thought was offside, Solskjær firing the ball into the roof of the net and the commentator going crazy. Oh, what a great night that was!



The reason for this is that football is, despite what my esteemed work colleagues may say, the greatest game in the world. It's no wonder dozens upon dozens of footy games have made their way onto the PlayStation, and picking the best ones is a bit of a minefield. *ISS Pro Evolution* is top of the heap by the proverbial country mile, leaving this effort from Eidos wandering up the dirt track.

Own Goal

The opening screens are very nice – simple menus and easy controls glide you effortlessly into your first ball-kicking bonanza. The intro of this first game is wonderful FMV, taken from the final of last year's competition. It really sets the scene for a great game of football.

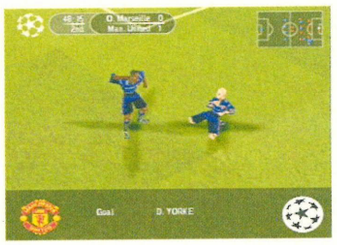
Now at this point it's important to say I'm an *ISS* man, not a *FIFA* man. I personally think the *FIFA* games are the most over-rated pieces of software ever, with the possible exception of *Pokémon*. Anyway, I was worried the control system and responses here would be the same as *FIFA*, and they're not totally dissimilar. The players still move as though they're on rails, and the ball speed is totally unrealistic. It's almost invisible on the way up, and almost stops on the way down. If that weren't bad enough, the ball doesn't wander away from you; instead it's glued to your feet, in a throwback to the days of *Microprose Soccer*. Sticking with the retro theme, the



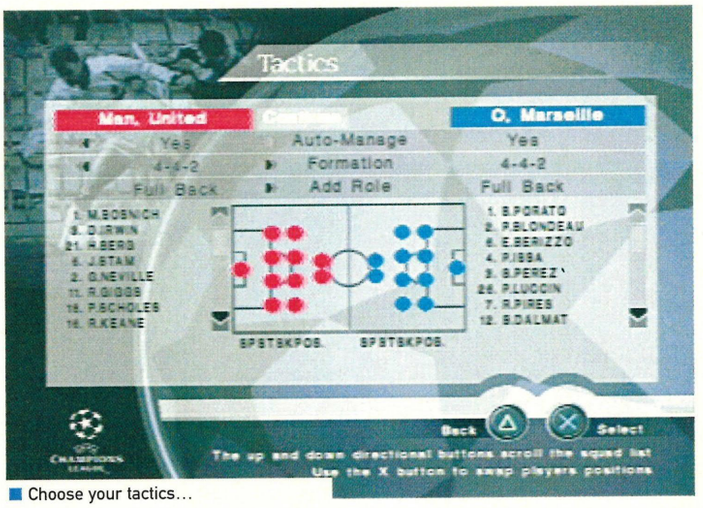
The Italians never really got the hang of limbo dancing.



Cool floodlight-friendly shadows.



Say one for me while you're down there.



Choose your tactics...

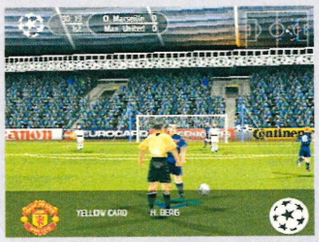
"...IF YOU ONLY BUY ONE FOOTBALL GAME EVER, FORGET *UEFA CHAMPIONS LEAGUE 1999/2000*..."



Like most footballers, the *UEFA* players aren't above sporting goofy haircuts...

He's Got A Card On His Head!

Probably the only idea from the *UEFA* in-game action that I would put into *ISS Evolution*, is the yellow card idea. When a player has been booked a yellow card appears above his head for the rest of the match. This may look a bit silly, but it lets you know whether you can attempt that risky tackle, or whether you should back off and not risk another card.





shooting is incredibly archaic, as you can only shoot in the direction you're facing, á là *Sensible Soccer*. It worked well in those days, but not here. With the technical shooting introduced in *ISS*, going back to this method seems incredibly strange, almost insulting.

Another incredibly painful faux pas to get past the quality control is the tackling. Okay, so the slide tackle may be beautifully animated, but it's the standing tackle that really makes you wince. The almost-instantaneous lunge, followed by the actual instant recovery to your previous position just doesn't look right. It looks like something out of a futuristic sports game, not the kind of thing we like to see on our sacred turf.

Game of Two Halves

Enough of the faults. They're long and varied, and too numerous to mention here. *UEFA Champions League 1999/2000* does score over *ISS Pro Evolution* in a number of areas. Unfortunately they're all the unimportant areas. This game has all the official names of both teams and players, allowing you to play as your favourite players rather than the likes of Seeman and Owenn [sic]. The commentary is arguably the best part of the game. Clive Tyldsley and 'Big' Ron Atkinson provide exciting on-the-spot observations, and their voices don't sound condescending and pre-recorded as in *ISS*. Pre- and post-match analysis is provided by Bob Wilson and Kevin Keegan, which adds to the overall presentation of the package.

The referee is present on the pitch at all times, and can even get in the way of the ball, just as in real matches.

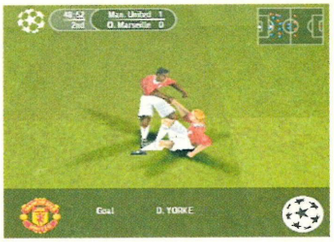


The camera is user-adjustable, allowing you to find the perfect height, direction, and angle that suits your play. Another nice touch is when it actually starts raining mid match, gently as first, but getting more persistent as the match progresses. All of these things add to the professionalism of the total package, but this is a classic example of the *FIFA/UEFA/WLS* games: wonderful until you actually kick off, then they fall apart. No game has the sheer gameplay, addiction, and all-round sense of REAL football as *ISS Pro Evolution*.

If you only buy one football game ever, forget *UEFA Champions League 1999/2000*. Give three crisp tenners to your local vendor in exchange for *ISS Pro Evolution* and enjoy the beautiful game as it was meant to be played.

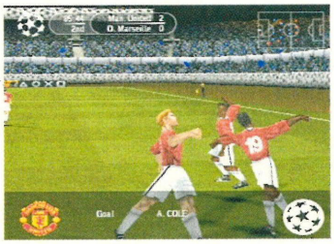
Aaron Taylor





The Garden Party arm-wrestlers came a cropper when someone nicked their table...





extreme

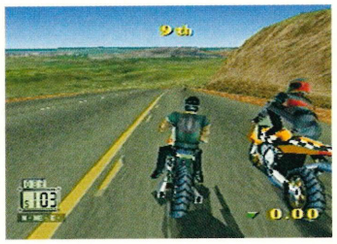
UPPERS
All teams/players • Great commentary • Lovely animation

DOWNERS
Awful tackling • Terrible ball speed • Archaic shooting

69%

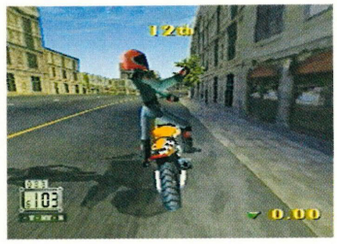


■ Krusher's handstands won no points for gracefulness...







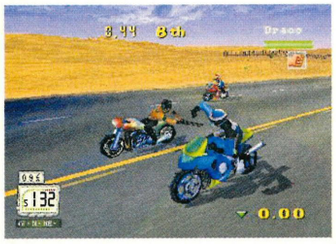


Road Rash Jailbreak

extreme INFO:

Publisher Electronic Arts
Developer Electronic Arts
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-4

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



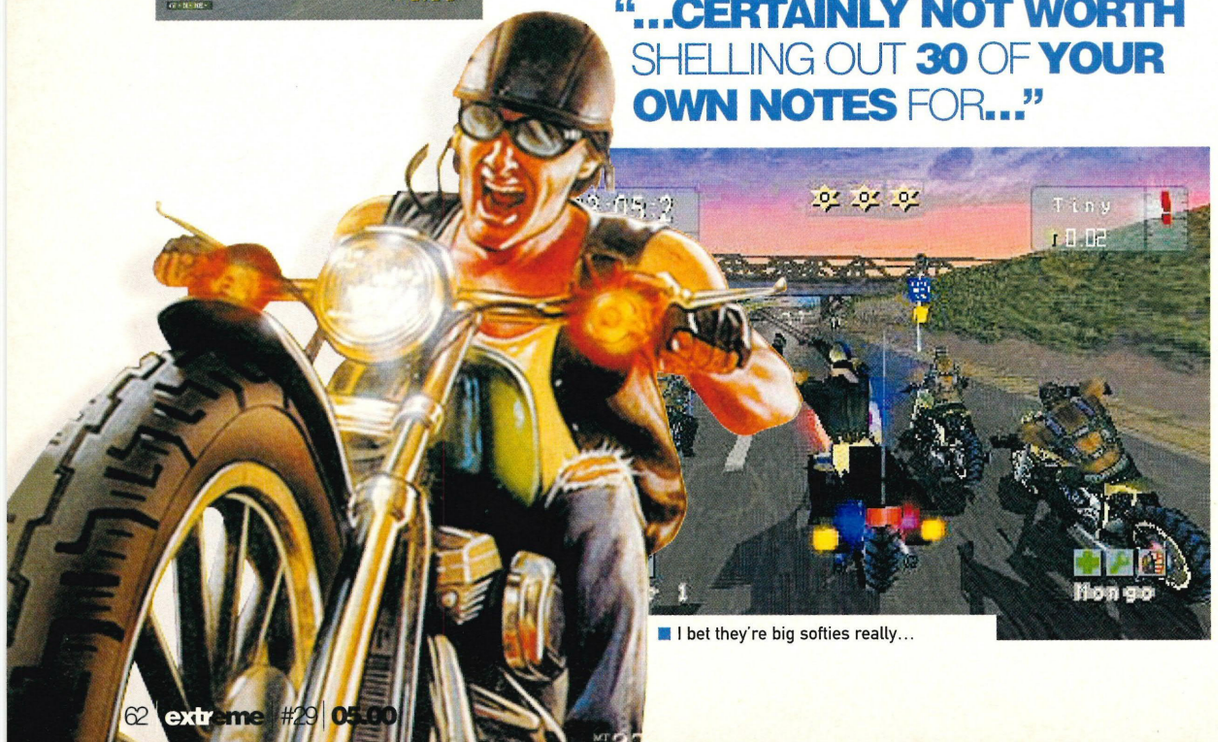
It's an old Mega Drive game! With a plot attached! We sent Simon to see if *Road Rash* still cuts the mustard in its third PlayStation appearance...

Seen that movie *Groundhog Day*? This office is becoming more and more like it every day, as more and more new PSX releases have links with the past. The latest example? *Road Rash Jailbreak*, the latest PlayStation update of a game that saw its finest days on the age-old Sega Mega Drive.

It was something of a hit in its time too, thanks mainly to the expert combination of two of gaming's most popular genres – driving and fighting (and the driving could be done in both Arcade and Simulation Modes – we preferred the former). And so whilst things may initially pan out as a straight motorcycle race, it doesn't take very long to realise you're dealing with something very different indeed.

For instance, when you're playing the likes of *Superbikes 2000* (God forbid), have you ever had the urge to grab a chainsaw and just smack the biker who's been running level-

"...CERTAINLY NOT WORTH SHELLING OUT 30 OF YOUR OWN NOTES FOR..."



■ I bet they're big softies really...

Multiplayer Mode

Road Rash Jailbreak **gets closest to top gear when you're playing a mate, though the Multiplayer Mode is actually a very satisfying way to ruin a good friendship. There are several ways you can play it too, such as a simple game of cops 'n' robbers, where one of you takes on the guise of the cop and the other – you've guessed it – the robber, or you could team up and play on the same side, courtesy of a sidecar on your bike. Alternatively, you could just kick seven shades out of each other in the traditional way. It's your call.**

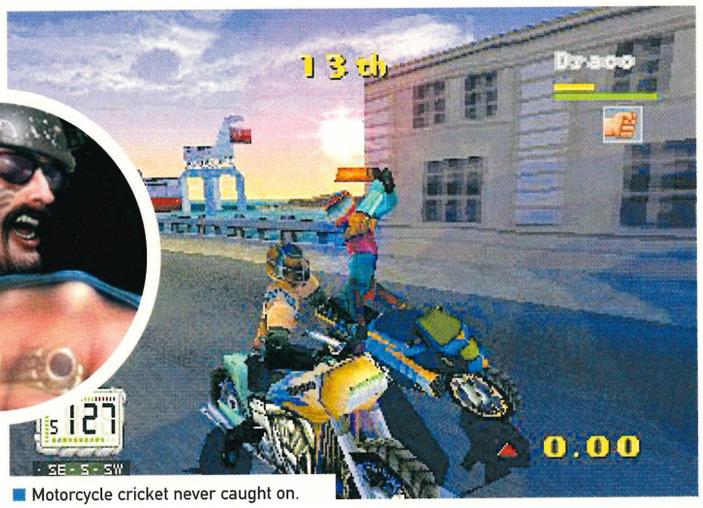








Freddie Mercury was impressed with his new bike.



Motorcycle cricket never caught on.

pegging with you for the past couple of miles? Perhaps you've dreamed of a chain or other weapon to help you in your task (you deeply sick and twisted individual)? If so, *Road Rash* is your bag.

But hold on; this isn't *Road Rash*, although you'd be forgiven for thinking it is. This is the all-new, all-singing and dancing *Road Rash Jailbreak*, the latest example of a hit of the last decade brought expertly and smartly into the Year 2000. Okay, not really. It's just a neater-looking *Road Rash* with a couple of knobs on.

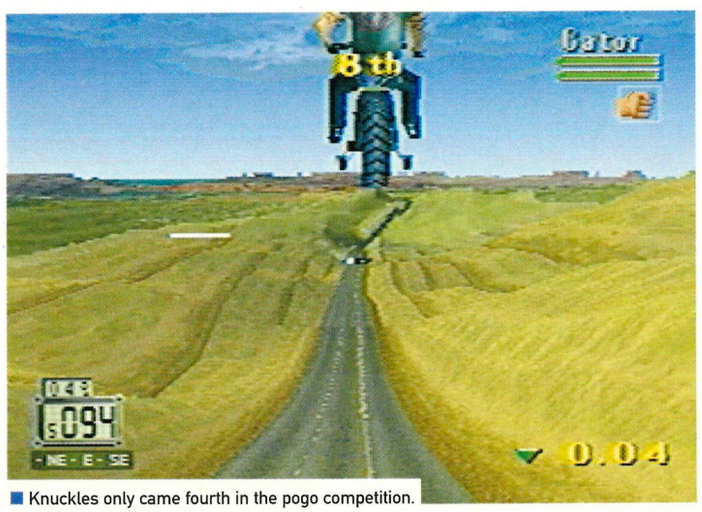
Old Reliable

So, suitably tooled up by the plot (a first for a *Road Rash* game, according to EA), you hit the road, and that's where the déjà vu really starts to break in. It just feels so similar to the *Road Rash* of old, from the smacking into cars and having to retrieve your bike (naturally costing you a couple of places in the race at the same time), to the weaving in and out of the traffic and bashing the opposition. That's not to say it isn't fun – quite the contrary, in fact – it's just that owing to the many years between this and the original, we quite reasonably expected more progress than we got.

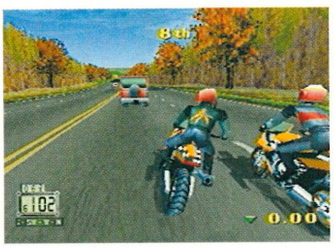
"...WE RIGHTLY EXPECTED MORE PROGRESS THAN WE GOT..."

And those knobs come in the form of the *Jailbreak* part of the game. This adds a simple plot to the action, which involves you rising through the hierarchy of your chosen gang of bikers until you reach the top. Once there, it's time to attempt a daring jailbreak, to get the king of all bikers out of chokey. His name is Spaz, in case you were wondering. Once you manage that, you hit sidecar mode for extra combat potential.

What we *have* got is a few different ways to play the game. The standard racing still works the same way as ever, but we did enjoy the multiplayer modes, so much so that we've given them a boxout of their own. Also, Five-O Mode sees you as one of the boys in blue, meaning that instead of the rozzers being an unwanted distraction (we've been busted within sight of the finish line once too often, thank you very much), you're now in control of them. How it works is that you simply pick your fugitive and go after them. Nothing clever, just a good laugh and a decent challenge. It's all against the clock, which makes it not unlike that old arcade classic *Chase HQ*. If you're after other modes, you can always play the Time Trials and try and beat your best times.



Knuckles only came fourth in the pogo competition.



Still, enjoyable as bits of the game are, some irritating faults let it down. The loading times, for instance, aren't that excessive but still kept us waiting a little too long, as if we were to be presented with a graphical masterpiece of some kind, when in fact the graphics aren't too bad, but certainly no threat to the likes of *GT 2*. The frame rate gave us more concerns – at times the action seemed more sluggish than frenetic, as our poor PlayStation struggled to cope with the demands made upon it.

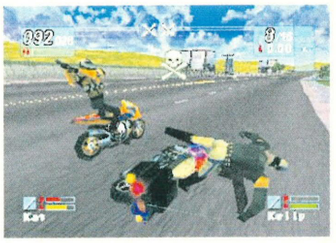
Not Too Bad...

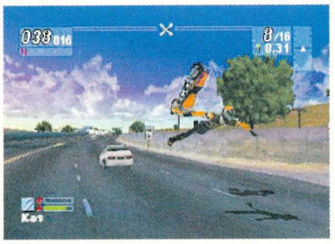
Still, all things considered, we can't pretend we don't like *Road Rash Jailbreak*. Unashamedly old-fashioned in its presentation, and certainly a trip down memory lane, we enjoyed our time with it but aren't too likely to dig it out again, save for the odd multiplayer battle. It's the kind of game you wouldn't feel too miffed about if a batty aunt happened to buy it for your birthday or something, but, fun or not, it's certainly not worth shelling out 30 of your own notes for.

Simon Brew

Thank You For The Music

For the in-game music for *Road Rash Jailbreak*, Electronic Arts did a bit of searching around and encouraged previously-unknown bands to contribute their tracks to the action. As a result, the in-game music hasn't been heard anywhere else, and certainly doesn't involve the likes of Robbie Williams (that was *FIFA*'s fault). In all honesty, we weren't exactly blown away by the tunes on offer, but it does make this a prime candidate for another album of in-game choonz, as EA did with both *FIFA 2000* and *Tomorrow Never Dies*. Oasis must be shitting themselves...





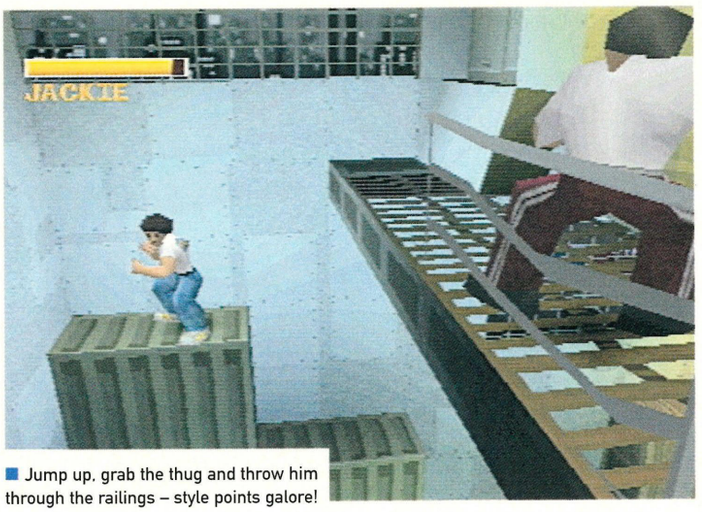
extreme

UPPERS
Still a laugh • Multiplayer mode• Good for a quick blast

DOWNERS
Old • Sluggish •Repetitive

62%





■ Jump up, grab the thug and throw him through the railings – style points galore!

Jackie Chan's Stuntmaster

extreme INFO:

Publisher Sony CEE
Developer Radical Entertainment
Genre Platform Beat-'em-up
Released May 2000 **Version** PAL
Price £34.99 **Players** 1

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

The king of comedy kung-fu smashes onto the PlayStation, but can he still make a fight of it? Let's ask his biggest fan, Sorcha...

Jackie Chan is undoubtedly the man when it comes to martial arts films. From early Hong Kong gems like *Drunken Master* to modern big-budget movies like *Rumble in the Bronx* and *Rush Hour*, Chan's knockabout comedy kung-fu style is a definite crowd-pleaser.

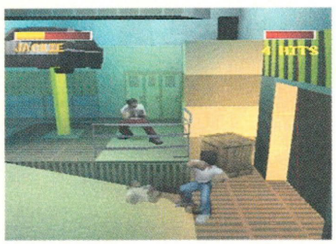
Of course, every gamer knows big screen thrills don't always translate into good gameplay. Throw in the fact that *Jackie Chan's Stuntmaster* has been in development for over two years, and that it mixes such disparate genres as platforming and beat-'em-up, and you'd be forgiven for expecting the gaming equivalent of a straight-to-video flick. So, it comes as a pleasant surprise to discover Radical Entertainment has done a pretty good job of moving Jackie's antics from video to videogame, creating a loveable central character and a reasonably fun, if flawed, game.

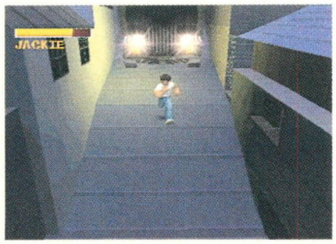
Mr Nice Guy

The storyline is typical Chan, with Jackie cast as a regular guy working for his grandfather's Speedy Dragon Courier Company. Grandfather sends Jackie off in his van with a package addressed to the Temple of Shaolin for special delivery. Just how special it must be is soon revealed as, whilst Jackie stops at a local café to tuck into a giant helping of noodles, both the package and his grandfather are snatched in quick succession by a bunch of thugs, sending Jackie on a chase to recover both.

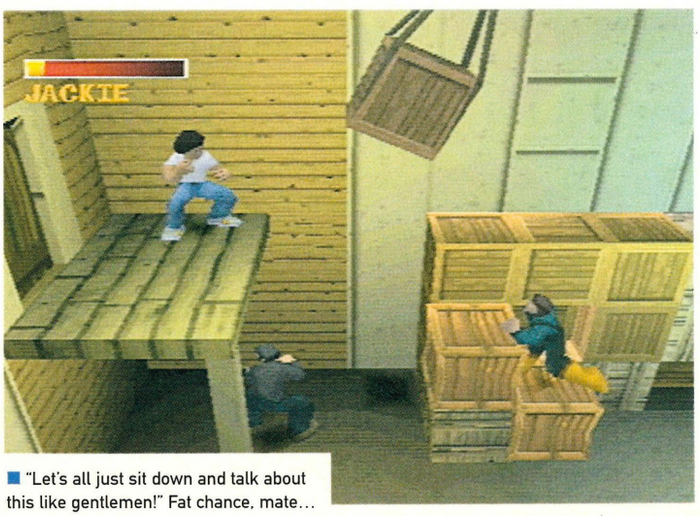
As Jackie, your task is to punch, kick, leap and roll through a series of sideways-scrolling levels, set in areas such as Chinatown, docks and factories, with each area divided into three sections and ending with a boss confrontation. Along the way you must beat up the bad guys and negotiate platform-style obstacles like collapsing floors and swinging crates as you try to recover the stolen goods. As you'd expect from the title, Jackie's trademark stunts play a big role, from cut-sequence death slides and skip-rides to Chan's crazy kung-fu style when you battle the toughs.

The beat-'em-up side of *Stuntmaster* is undoubtedly the best part – Jackie spent two days at Radical Entertainment having his trademark moves motion-captured, and it shows. From drunken

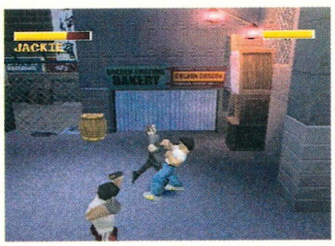


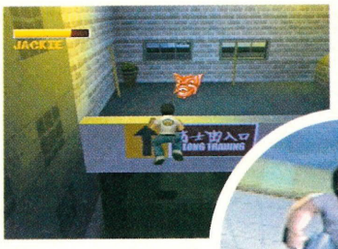


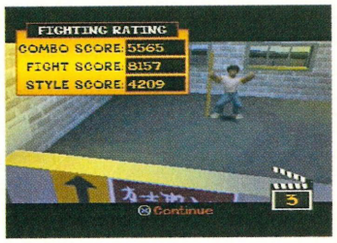
■ For a little guy, Jackie sure can run fast – especially when he's chased by a truck!



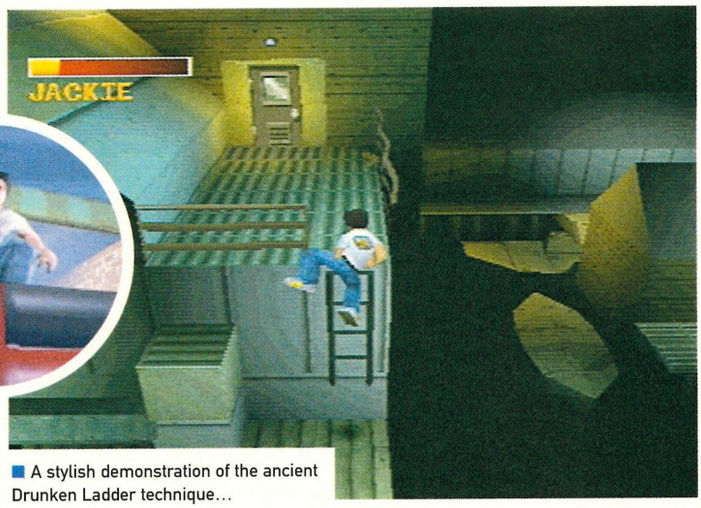
■ "Let's all just sit down and talk about this like gentlemen!" Fat chance, mate...











■ A stylish demonstration of the ancient Drunken Ladder technique...

boxing to flying punch-kick combos, you find the fighting moves fluid and satisfyingly solid, with Jackie performing grabs, sweeps and countermoves. You can also grab 'comedy' objects like brooms, saucepans and giant fish to smash your opponents about, and elements of scenery such as dustbins, chairs and tables can be flipped and kicked to knock down your foes. In true Jackie style, you can smash down railings, fling the bad guys off roof-tops and kick stacks of boxes or rickety platforms onto their heads.

The fights are initially limited to easy one-on-one encounters, but as you progress and the thugs start appearing in gangs of four or five, things get trickier. The enemy AI increases, and you need to learn to strafe and roll effectively. This introduces the only annoying aspect of the battles – if you've started a combo and fail to connect, you find yourself getting pasted from behind, unable to stop and turn the right way. This is a minor niggle though, and with plenty of health power-ups in the form of milk and bowls of rice hidden in crates and barrels, getting killed by the bad guys is the least of your worries.

Game of Death

Instead, which seems pretty ironic given Chan's reputation and the title of the game, you're most likely to come a cropper as the result of a mistimed leap in one of the platform sections. It's not that dodging the swinging sacks or leaping from platform to platform is so hard, it's just that many sections can only be mastered by a trial-and-error combination of leaps and swings, with repetition eventually bringing success. This wouldn't be too annoying, except many falls result in instant death, after which the section slowly reloads whilst you twiddle your thumbs – aggravating to the say the least. After all, when you've just dispatched ten thugs in a skilful and amusing fashion, it seems unfair to die just because you fell into the sea.

Graphically, *Stuntmaster* has a pleasingly chunky style, with a definite rounded, cartoon feel that sits well with the gameplay. The simple but smoothly-animated characters are effective, Jackie himself being particularly well created, with fluid and varied movements. The levels themselves are fairly basic in terms of texture and detail, but again, the overall smoothness of the settings and the neat way they're linked – with Jackie moving in and out of the screen, *Crash Bandicoot* style – makes for flowing gameplay. This is especially true where the areas are linked by brief stunt cut-scenes, which use the same graphical style and so blend perfectly with play.

In terms of sound, the background music is a suitably silly up-tempo mix, with plenty of oriental twangs thrown in for atmosphere. Jackie's attacks make excellent chop-socky whacks and thumps, whilst the liberal helping of comic Chan speech samples, recorded specially for the game, is a definite bonus, bringing real humour and genuine Chan style to the proceedings.

In that sense, Radical Entertainment has succeeded where others have failed, by successfully transferring a big-screen persona to the PlayStation. Unfortunately, the game Chan's cool character is starring in is not so well-realised – it's not that *Stuntmaster* is a bad game, it's just not that great. Fun but dated, and annoying in parts, *Stuntmaster*'s brave attempt at genre-mixing is only partly successful. Let's hope for a sequel that does better justice to Jackie's talent, but in the meantime, for a few of nights of rented fun, *Stuntmaster* fits the bill.

Sorcha Fenlon

King of Sticks

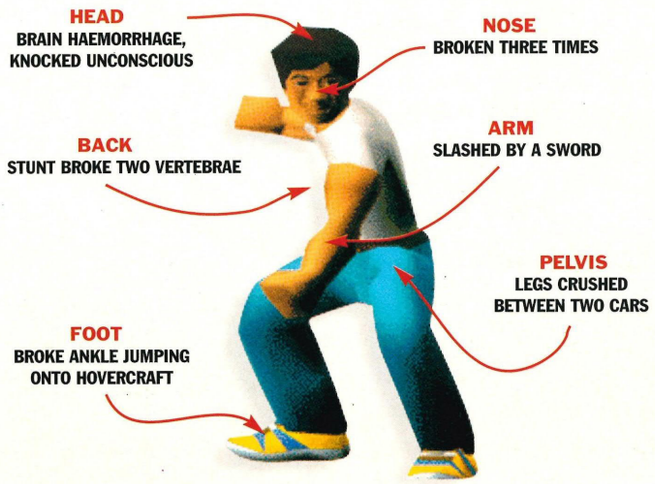
Sticks and exhaust pipes are obvious weapons, but Jackie can also use items like giant fish, saucepans and lifebuoys to bash the bad guys about, introducing new moves for each. In addition, the thugs can be squashed by boxes or platforms you knock over, thrown off ledges or knocked down by rolling dustbins!



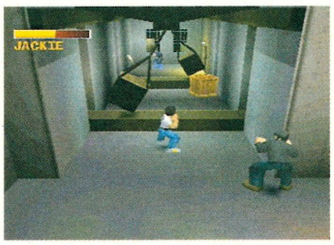


The Unstoppable Stuntmaster

Over the course of his long career, Jackie Chan has injured just about every part of his incredibly-resilient body during fight or stunt sequences. Here's just a selection of the injuries he's suffered:



"...FOR A FEW NIGHTS OF RENTED FUN, *STUNTMASTER* FITS THE BILL..."



■ Looks like you're 'boxed' in. Ho ho...

extreme

UPPERS
True Jackie style • Smooth animation • Fun fight sections

DOWNERS
Dodgy platforming • Reload after dying • Feels dated

72%



extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

N-Gen Racing

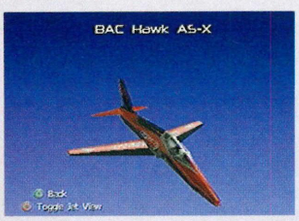
extreme INFO:

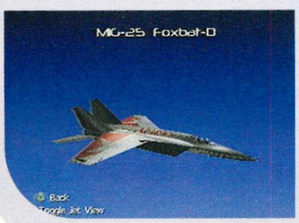
Publisher Infogrames
Developer Curly Monsters
Genre Racing Game
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

Blue-Chip Stock Options

There are some 40 aircraft to sample in *N-Gen*, starting with the Trainer Class that includes the familiar Hawk (as used by the Red Arrows). Next up is the Fighter Class, where you see F-14s (Tom Cruise had one) amongst others. An office favourite is the MiG-25, one of the fastest airborne predators ever engineered, and a bargain at only $112,000,000.





Extreme MACH action or just plain, old *Afterburner*? Chris gets set for take-off...

It's well known that supersonic jet aircraft haven't made much impact in the PSX retail resume – until now. Those average so-called simulation titles tried to turn us on with half-baked promises of 'realism' and 'authenticity'. THQ's *Bravo Air Force* boldly shattered the boredom barrier with the first jet-racing title, although it crashed and burned moments after launch, and the *Wing Over* and *Ace Combat* games achieved only limited success. Exploding from the Curly hangar is *N-Gen Racing* – aptly named, though it should've come with a warning sticker saying 'FUNCRUSHER+'. I'm not joking; this is the title everyone will be playing for months to come. Why? Let me explain...

Imagine taking the raw adrenaline rush that was *WipEout*, removing the walls that surround the circuit then replacing the ships with real-life fighter jets. Cool, huh? *N-Gen* doesn't half-step; you've not heard the half of it yet, and I'll bet by the end of this review you'll want to buy a jet. It's billed as 'Jet Turismo', and you soon appreciate why: it's positively dripping in quality and a multitude of options are available for rookie pilots, as the main menu splits into Arcade and N-Gen Modes (options included). The latter is where it's at for anoraks. The 12 million dollars credited to you at the start can only buy a trainer jet (see boxout). Next you acquire the relevant licence to fly. Various types are available, corresponding to class of aircraft, but fear not, as the similarities with our favourite driving game go only so far. Modification and customisation of aircraft make the task of winning prize money in the championships easier.



Driving You Insane...

Racing lines and braking distances are out the window, so it's back to school for the steering-wheel people. Piloting couldn't have been made simpler; the track is clearly marked out using strobing lights, so you won't become lost, and power-ups are collected by flying through the orange and green hoops. Those nice monsters at Curly have even thrown



"...THIS IS A SUPERBLY-POLISHED GAME..."

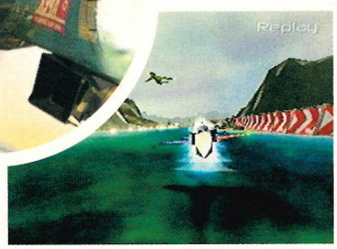


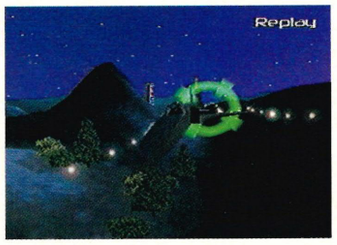


Cool cockpit view.



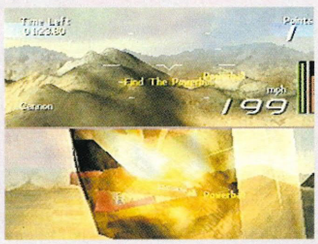


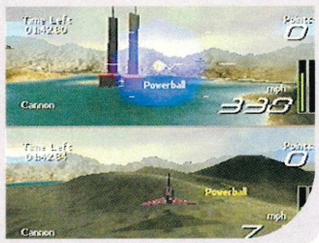




Modes Of Challenge

Options galore! Alongside the various Championships and Head-to-Head Arcade Mode is a phat little inclusion called Powerball. Both players scramble to collect a glowing ball which is then held until your opponent manages to 'steal' it by shooting you out – the player with the most time in possession wins.





in a neat little touch for the terminally disorientated. They know you're out there, and straying from the course for more than three seconds results in the auto-pilot kicking in to take you home.

The control method is excellently tailored to lean towards an arcade style. There are no brakes and plenty of afterburner power-ups to keep it supersonic and even in Professional Mode, with a bit of practice, you're rocketing along. Low-level flying is necessary for optimum speed, although this additional speed comes at a cost; obstacles make low altitudes hazardous, as do descending bogeys at six o'clock.

And it just gets better! Once you have smugly smashed a few trainer championships with deft flying skills, a cool new element in your entertainment comes into effect. As you may have guessed, death-defying skills are next on the agenda, with the Fighter and X-Fighter classes. Now it's Tom Cruise time, and top-gunning with a wide range of weaponry to slow down the competition makes things extremely frantic. Speaking of competition, the only type this game needs to worry about is in the extreme office playing two-player modes, and yes, it's even more fun watching the editor burn like napalm before I pull a victory roll to the finish line, singing 'Take my Breath Away' [It could be arranged, Chris: Ed].

With all this going on and 40 jets to play with across 14 world locations, we need some block-rockin' background beats. Hallelujah! Sounds come courtesy of DJ Matt Darey (never heard of him) of the Ministry of Sound residence (now we're talking). There's mental rave tunes, nosebleed techno, hard, hard house and banging jungle to accompany your Dual Shock shudder as another afterburner kicks in.

Big Air

Have I mentioned the graphics? As you can see from the screenshots, this is a superbly-polished game. The speed and silky-smooth 3D scrolling that you can't see on the page is right on par with any of the *WipEout* games, and doesn't slow, no matter how hectic the action gets. Even in the two-player modes the frame rate remains the same, signifying a monster game engine, capable of really delivering the rush you'd expect from a game of this calibre.

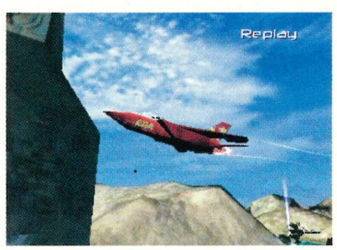
There's only one minuscule niggling pain in the butt, and how annoying it is. That's breaking the sound barrier in your best MiG-25 only to pause for a second, then find the options menu hogging up the screen with no transparency, leaving you unsure of exactly which direction you're travelling once you resume action. Bloody annoying, but I can live with it. I'm taking this game home – don't try to stop me...

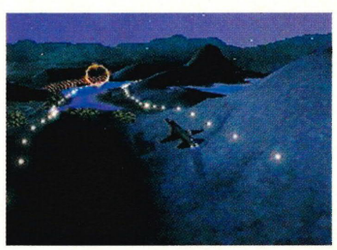
Chris Kjolsen



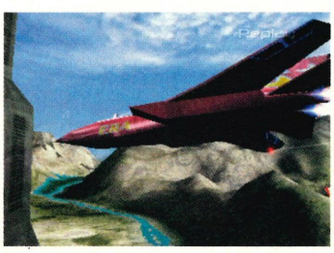
Fly through the rings to win power-ups.

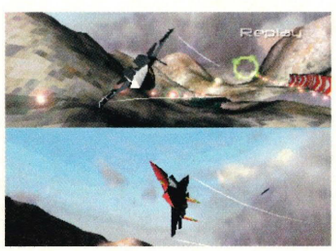
"...I'M TAKING THIS GAME HOME – DON'T TRY TO STOP ME..."





Careful – these aren't landing lights...





extreme

UPPERS
Great graphics • Sound first-class • Playability superb

DOWNERS
Moody pause menu • Er...• ...that's it

94%

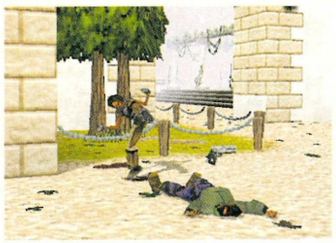


Urban Chaos

extreme INFO:

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

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



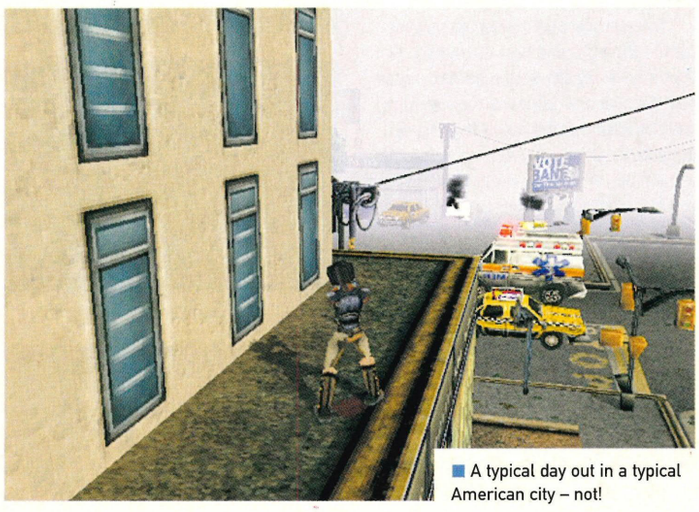
Mug that mugger.

Is D'arci the new Lara? Greg thinks she may have a chance...

Remember New Year's Eve, 1999? The fact we're still here shows the doom-merchants were way off the mark with their predictions of Armageddon. That hasn't stopped the producers of *Urban Chaos*, though. As sassy rookie cop D'arci Stern, your job is to roam the streets of Union City, as the Millennium Cult seek to make their apocalyptic predictions come true.

Actually, for the first few missions, there's little in the way of Cult-bashing. For example, on the first level you receive a call that a man's threatening to jump from a building. Your job is to sneak up unseen and make sure he doesn't add to the suicide statistics. On your way to the call, you may meet another cop who has had his car stolen. So whaddya do? *Urban Chaos* is so good at this because while there is a formal level structure, there's no set route for success.

"... ENJOYABLE AND EXCITING..."



A typical day out in a typical American city – not!

Street Sounds

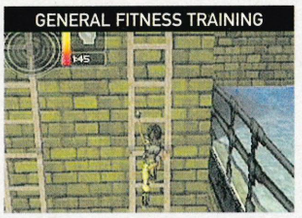
The music and spot effects give a proper, erm, urban atmosphere, and Union City really looks the part. Exploration pays off, as you can investigate all the side-alleys and rooftops you want. The third-person perspective works well, although the camera could be better. Veer off the main roads and you may end up fighting muggers or arresting streetwalkers. The combat is very similar to the old *Double Dragon* coin-op, with the action viewed side-on. You face baseball bat-wielding thugs, often at a numerical disadvantage, and direction is as important as straight button-bashing.

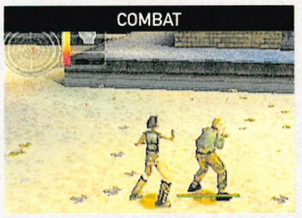
The variety of gameplay on offer – driving, fighting, and platforming – and the fact you get immersed into the living, breathing city makes *Urban Chaos* an enjoyable and exciting undertaking. On the down side, the graphics are a bit dark and indistinct in places, while some of the combat palls after a while. But *Urban Chaos* is largely a success, and will help relieve any remaining Millennial angst you might have.

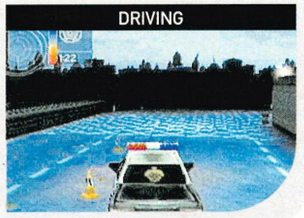
Greg Howson

Race Drivers...

D'arci doesn't start her crime-fighting unprepared – she has some in-depth training which prepares you for the action.







extreme

UPPERS
Gripping setting • Well designed levels • Varied gameplay

DOWNERS
Variable graphics • Tiresome combat • Gets very tough

85%

Green hair makes you fly.





My, my miss American fly...

Street Skater 2

Skateboards are cool, but is *Street Skater 2*? Greg grabs some phat air...

extreme INFO:

Publisher Electronic Arts
Developer Electronic Arts
Genre Skateboarding Game
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

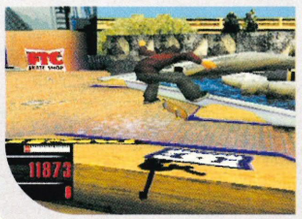
Hawk The Slayer

***Tony Hawk's* is the king of skateboarding, but there are more and more challenges to its supremacy. The recent *Thrasher: Skate & Destroy* tried hard but, like *Street Skater 2*, didn't quite match the playability of the Hawkster. Maybe we'd best wait for *Tony Hawk's 2*.**

TONY HAWK'S SKATEBOARDING



THRASHER: SKATE & DESTROY



"*Tony Hawk's Skateboarding*. There, I've said it once, and I'll do my best to avoid mentioning it again. So, *Street Skater 2*, then? Well, this is EA's sequel to the first ever PlayStation skateboarding game. It comes with a gentle learning curve, meaning you can easily pick it up and play, and has enough options to ensure enjoyment for newcomers as well as hardcore skate freaks.

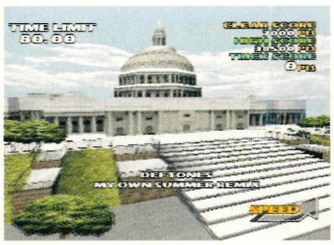
Street Skater plays very much like that other skateboarding game, with button-mashing moves as you aim to get as much height and air as possible before achieving a decent landing. *Street Skater* does have easier controls, though, with an arcade-style feel and computer-controlled landings if you're not doing a stunt. These stunts are unrealistic, but great fun, with 360° spins and backflips all par for the course, and there are plenty of tricks per character.

Hit the Decks...

There's much more urgency than in *Tony Hawk's*, as you need to keep an eye on the strict timer that restricts the scope for exploration. Although you need to clear checkpoints, stunts are still crucial, as points gained by these allow you to progress to the next level. Trying to fit in just one more trick as the clock ticks down makes for some exciting on-the-spot decision making.

"...THE STUNTS ARE UNREALISTIC, BUT GREAT FUN..."



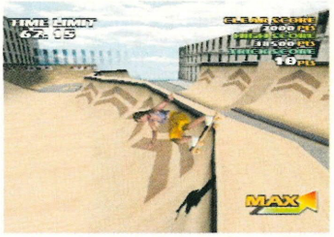


The tracks are well designed and based on various locales, from Washington to good old London. You can grind over most things as well, and even hit hidden spots that set off background effects. Interactive, dude! The graphics are solid, with a good skateboarding vibe, although there's a large amount of off-putting pop-up as trees appear out of nowhere. The selectable soundtrack (Ministry, Deltones, etc) gives a good skate atmosphere, though the selection doesn't match *Thrasher*'s old-school hip-hop groove. Multiplayer mode is a disappointment, with the graphics struggling to keep up with the on-screen action. There's a Duel Mode, but more fun is had in the main single-player game where, in true Scalextric fashion, you can construct a skating environment, complete with as many half-pipes and rails as you can handle.



Ignore the inconsistent graphics and limited multiplayer. Pulling off stunts whilst beating the clock is good fun, and *Tony Hawk's* fans, anxiously waiting for the sequel, could do a lot worse than to check out *Street Skater 2*.

Greg Howson



extreme

UPPERS
Mix of modes • Well designed courses • Easy to play

DOWNERS
Flaky graphics • Dodgy soundtrack • Not *Tony Hawk's*

78%

ECW Hardcore Revolution



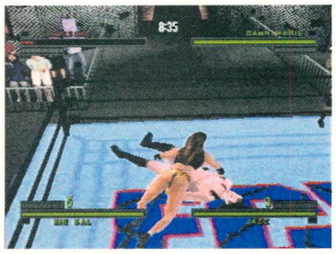
Is it really extreme? Greg grapples with ECW...

extreme INFO:

Publisher Acclaim Ent.
Developer Acclaim Ent.
Genre Sports Sim **Released** Out Now
Version PAL **Price** £34.99 **Players** 1-4

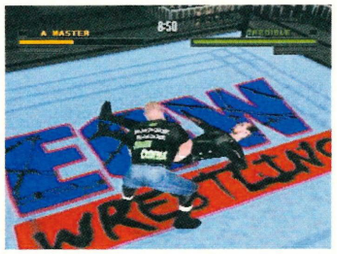
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- MULTI TAP

Wrestling fans are well catered for when it comes to PlayStation representations of grappling action. WWF and WCW have both had games based on their codes, and now it's the turn of ECW. If you didn't already know, the 'E' stands for 'Extreme', meaning the fighters can throw each other out of the ring and fight with cheese graters, baseball bats and other unorthodox weapons. There's also less emphasis on fancy introductions, with the fighters preferring to get stuck into the action.



Gratuitous bottom shot.

Sounds like fun? Well, ECW can be a gripping spectacle, but unfortunately little of the drama and action of the real thing (in the crowd as well as the ring) has been reproduced here. *ECW Hardcore Revolution* is basically *WWF Attitude* with different characters and commentary. Actually, you do get to throw your opponent out of the ring, and there's some barbed-wire rope action, but ultimately this is the same game. The only dubious benefit of this is that owners of *Attitude* can pick up the controls very quickly. So, as before, you need to build up to the better moves by sticking to the simple kick and punch actions. Fully light your advantage meter and you're able to pull off some grappling moves that are easily blocked otherwise.

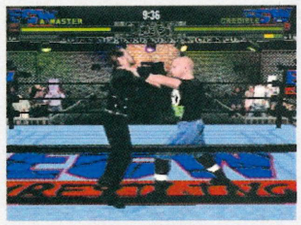


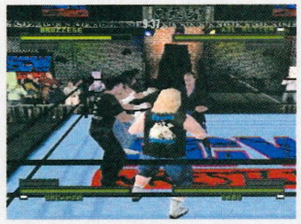


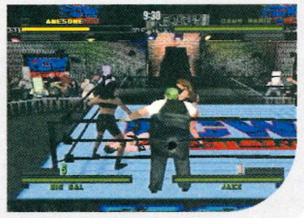
Equality in the ring.

Multiple Matches

One thing *ECW Hardcore* has going for it is some tasty options. Bored of straight one-on-one? How about three-on-one? Or tag team? You can even turn the ropes into barbed wire...







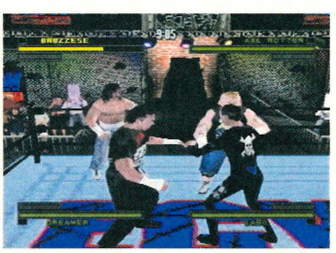


"...THE USE OF WEAPONS IS TOTALLY WASTED HERE..."

Mat Modes

There are plenty of play modes, including Death Matches, Cage Matches and Last Man Standing, as well as the aforementioned Barbed Wire Match, which at least give a bit of variety. Graphically, *ECW* is slightly tarted up. It has less blocky characters, although the crowd is a similarly ugly mess. The commentary is authentic, but again this is all cosmetic. The use of weapons, one of ECW's selling points, is totally wasted here, as each one has the same thudding impact on the opponent, whether it's the cheese grater or the baseball bat! As in *Attitude* you can play around with the Create Wrestler mode which adds to longevity, but really *ECW Hardcore Revolution* has anything but. If you have *WWF Attitude*, don't even consider this unless you are a real ECW fanatic, in which case you'll be really disappointed by the wasted potential here.

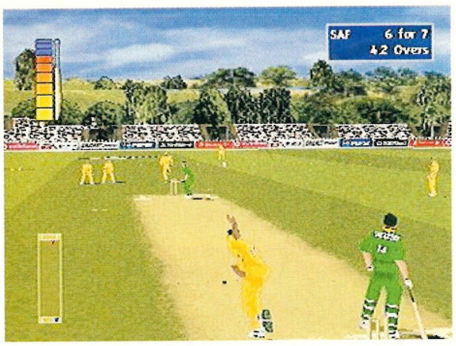
Greg Howson

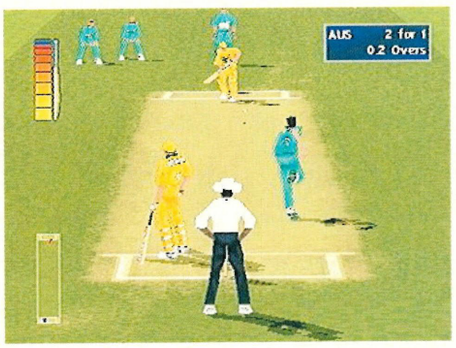


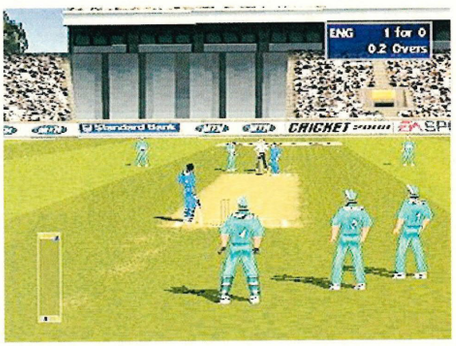
Four-play.



extreme
UPPERS
Good fun • Plenty of options • Create-a-Wrestler Mode
DOWNERS
Got *WWF Attitude*? Don't get this • Poor use of weapons
65%







Cricket 2000

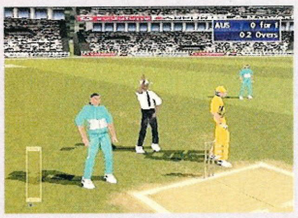
extreme INFO:

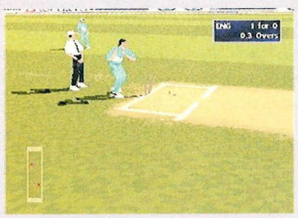
Publisher Electronic Arts
Developer EA Sports
Genre Sports Sim **Released** Out Now
Version PAL **Price** £34.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD

Owzat!?!

***Cricket 2000* even offers an on-screen umpire, who signals his decisions just like in real life. He also has to get his head out of the way when a stray ball comes his way too...**







EA Sports adds cricket to its portfolio, as it steps up to the crease for the first time on PlayStation. Simon dons his whites and checks out the form...

Cricketing on consoles has hardly been the most successful sport to be turned into a game, so sparing you a detailed history, we'll just say Codemasters came closest to producing a decent cricket sim with last year's surprisingly-good *Brian Lara Cricket*. Now, boys and girls, it's time for EA Sports to step up to the crease and have a go.

From the offset, you're left in no doubt whose game this is. The intro sequence is up to standard, the thumping music betraying the EA origins too. The options screen lets you choose from plenty of accurately-recreated grounds (including all of the county cricket grounds in England), and on commentary duties are the able voices of Richie Benaud and David Gower. Which pretty-much leaves everything in place for a decent cricket sim, right?

Right. Whilst this may be EA's first foray into cricket on the PlayStation, they've clearly learned something from their PC cricket games, whilst avoiding their occasional trick of dumbing down the action for the PlayStation (*Superbikes 2000* anyone?). From the menu, you get the choice between a full World Cup tournament, the Super Sixes or a friendly. Alas, those seeking a fully-blown test match are in for a disappointment, as *Cricket 2000* is a limited overs-only game.

However, working on that premise, EA Sports has managed to accomplish something that's held cricket games back for years – they've speeded it up. Whilst this may upset the purists, it does help make the game more accessible for those new to the genre. Cut scenes can be skipped with a single button press, there's a quick-start facility and chances are you can have a game wrapped up inside half an hour if you sufficiently limit the overs (which are definable from the options menu).

Sticky Wicket

Stepping onto the pitch itself (once you've dabbled with the accurate squads), you're left with the toss of the coin which determines whether you bat or bowl. Let's do them in order. Thanks to a user-friendly control system, the batting is actually very easy to get the hang of, and in little time you're spraying fours around with relative ease. It's a slight problem too, actually, as we found it much easier to get a boundary than to pick up the odd single (which is hampered by the initially-easy running between the wickets, which becomes fiddly when you go for a second run). The type of shot you play is partially controlled by whether you select a Normal Shot or a Power Shot. Problem? We found the Power Shot's virtually redundant, with the Normal Shot being a far more reliable way to rack up the runs. Nonetheless, you can't deny the batting side of things is fun, and credit must go to EA for that.

> **"...THE BATTING IS ACTUALLY VERY EASY..."**

The bowling side disrupts the balance somewhat, though, as it's a far trickier affair. You control where the ball bounces, the accuracy of the delivery, the spin, the seam and the pace, yet you find yourself battered to pieces unless you get the mix right. Okay, this is reflective of reality, yet countered against the relative ease of the batting, it does feel a little unfair. You can adjust the fielding positions to counter the attack, and whilst retrieving the ball is handled automatically, you can select which wicket you want it thrown back to.

And yet, despite the fact that this is a flawed game overall, *Cricket 2000* is still one of the better entries into the cricket sim field (ho ho). The lack of a full Test Match game is a disappointing oversight, and the fact that you can only play one-day games does limit the lifespan somewhat. And then there's the fact that you can pick up *Brian Lara's Cricket* for £20, which is still the better game overall. Yet if you're a cricket fan, and you're willing to overlook the problems, you should find this is one of the stronger EA Sports releases of late. Certainly, *Cricket 2001* in a year's time is something worth looking forward to.

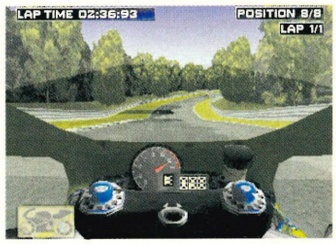
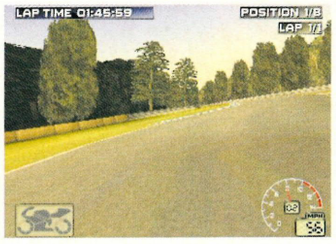
Simon Brew

extreme

UPPERS
Accessible • Speedy • The presentation

DOWNERS
Limited overs only • Unbalanced • Not for purists

68%


Superbikes 2000

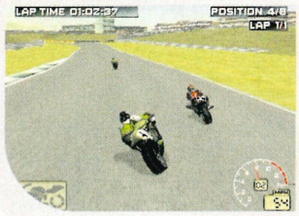
extreme INFO:

Publisher Electronic Arts
Developer EA Sports
Genre Driving Game
Released Out Now **Version** PAL
Price £39.99 **Players** 1-2

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

Let Me Crash!

In the quest to simplify the game for PlayStation owners, EA Sports has removed the ability to crash your bikes. That means if you hit a wall or smack into an opposition biker, all you end up doing is slowing down a bit and bouncing away. It's a decision that's bound to irritate both the simulation and arcade game fans, with the former denied any form of realism and the latter being robbed of the kind of spectacular pile-up that makes these things fun.

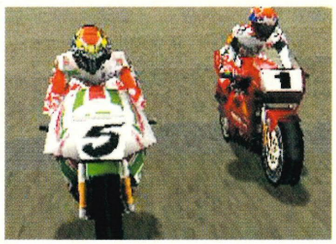


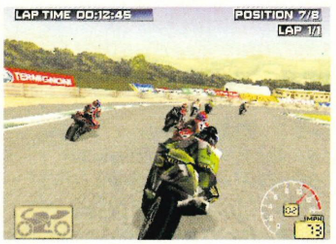
The EA Sports factory churns out another racer, but according to Simon, its latest throbbing motor effort is a bit of a non-starter. Why? Read on...

You've got to hand it to EA Sports. Not only has it successfully built up probably the strongest gaming brand on the PSX, it's also got the wheels of its programming teams working to the point where, come a major sporting season, they've got a game cunningly released around the start of it. It's no small achievement, bankrolled in no small way by the annual success of the *FIFA* series. However, whoever's in charge of quality control needs to be asked some serious questions.

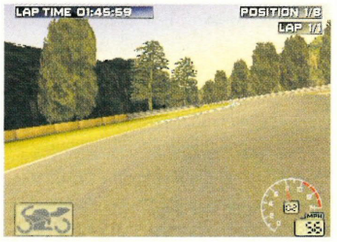
***Superbikes** 2000* is basically a recreation of the Superbike World Championship, complete with the usual EA Sports checklist of major licences, commentary and an atmospheric intro sequence. In short, you hop on your bike and attempt to win the championship. Yet whilst the PC version of the game has justly won acclaim for its lavish graphics and tricky-but-addictive gameplay, we PlayStation owners have somehow been left with a bit of an oddity. The simulation aspects of the game seem to have been stripped away in favour of a limited arcade racer, which, considering the in-roads into the racing genre made by the likes of *Gran Turismo* et al, simply looks staggeringly inept.

"...THE GAME HAS ENDED UP AS A WEAK CASH-IN..."

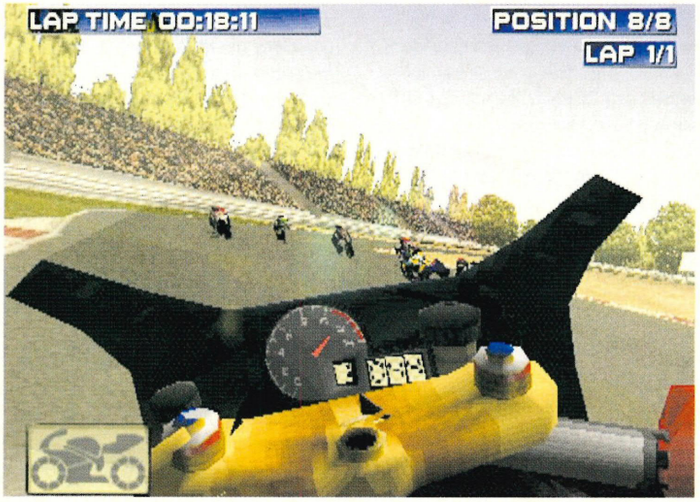




Lean into the corners.



Life on the open road...



Two-Wheeled Trash

Remember the days when motorbikes in games seemed to possess wheels that simply didn't turn? Or those moments when, no matter how many times you crashed, a finger stuck to the accelerator inevitably got you up with the crowd again within a lap? Or what about racers where the scenery and graphics were so bland that unless you had other riders on the screen, you had trouble paying attention?

It seems that in the rush to hit publishing deadlines, the game has ended up as a weak cash-in. It's a shame, because there's clearly some good work been done, and very occasionally the races can get quite exciting. But nonetheless, the best work *Superbikes 2000* can do now is to offer a striking argument in the old quantity vs quality debate. Sure, we want a top sporting game to coincide with that sport's season, but even we impatient souls would rather wait a couple of months and get a better game at the end of it all.

Bottom line? *Superbikes 2000* is a disappointment, pure and simple. But don't worry if you've been looking forward to it. We're sure there'll be another one along next year.

Simon Brew

extreme
UPPERS
Decent presentation • Fun for the undemanding • Er...
DOWNERS
The gameplay • The in-game graphics • The lack of crashes
39%

Brunswick Circuit Pro Bowling 2

extreme INFO:

Publisher THQ **Developer** Adrenaline
Genre Sports Sim **Released** Out Now
Version PAL **Price** £29.99 **Players** 1-2

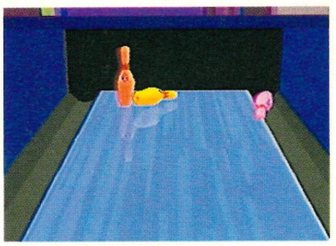
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

Pin-pummelling perfection or boring bowling? Kendall gets into his tan slacks and prepares to strike...

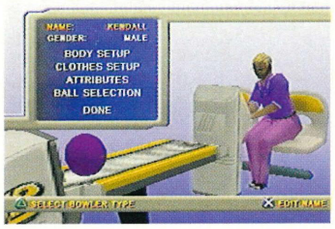
The original *Brunswick Circuit Pro Bowling* can still be found spinning in my PlayStation on most weekends, and chances are this sequel will also take up residence soon, as it keeps all the appealing aspects of the first game and adds even more depth without sacrificing any of the fun.



This ain't Boogie Nights...







Whether you want to play for five minutes or five years, *Brunswick Circuit Pro Bowling 2* has you catered for, with modes offering single ten-frame competitions, right up to the big tournaments in the bowling calendar.

You can choose to play as a Brunswick star player, or you can create your own character. All of the featured professionals are graphically identical to their real-life counterparts, and if you're not au fait with the hierarchy in the sport today, you can watch profiles of the players, where they all tell you just why they're the best bowler to choose.

"...BRUNSWICK CIRCUIT PRO BOWLING 2 IS A WORTHY SEQUEL..."



You'll never do that, matey!

Build a Bowler...

One of the entertaining parts of the first game was the creation option, where you could build your perfect bowler and here it has been enlarged, with more options to choose from. Now, when you give them a hairstyle, you can choose its exact shade, and their wardrobes are also fully customisable. Give them a ridiculous goatee beard or very stupid shoes; the choice, as they say, is yours. Also new for this sequel is the logo option, which gives you various icons to place on your shirt, ranging from a smiley face to the THQ logo (how's that for product placement?).

Also here are Career Modes, where you can take on the persona of either a professional or an amateur bowler and take part in all the competitions throughout the year. Soon, with some hard-fought victories under your belt, you ascend the rankings and find yourself taking part in television tournaments for big bucks. Another new mode is the team-up option, meaning you and a friend can put your rivalry aside and take on a computerised double act.

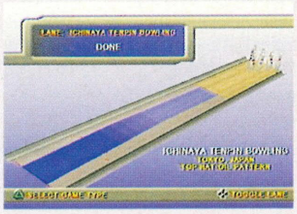
Overall, *Brunswick Circuit Pro Bowling 2* is a very worthy sequel recommended for those who enjoyed the first game. Those who've never played it are advised not to miss out second time around.

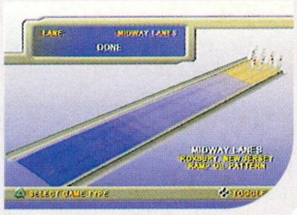
Kendall Lacey

Up Your Alley...

There are a large number of alleys to choose from in the game, all of which have different oil patterns, affecting the way the ball plays.





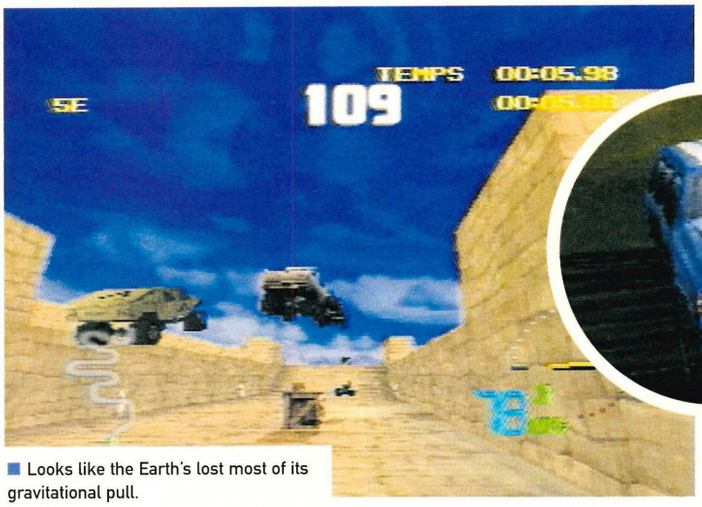


extreme

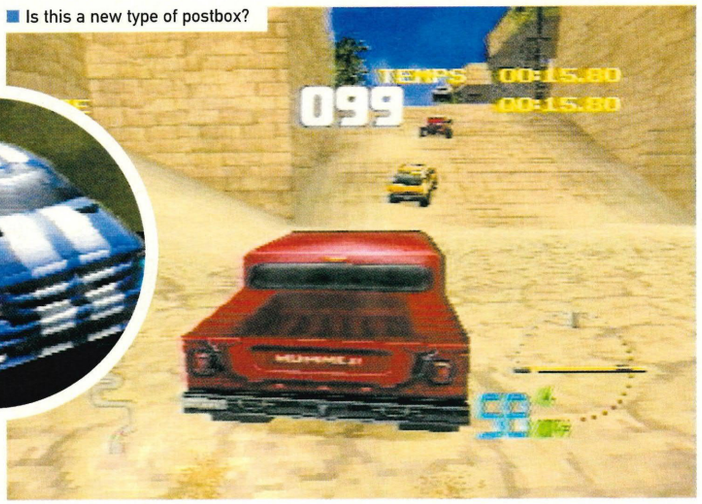
UPPERS
Career modes • Bowler creation • Real competitors

DOWNERS
Similar to first game • For fans only • No commentary

86%



Looks like the Earth's lost most of its gravitational pull.



Is this a new type of postbox?

4x4 World Trophy

Chris finds it's no fun when you're a stick in the mud. Hmmm, Hmmm...

extreme INFO:

Publisher Infogrames
Developer Infogrames
Genre Driving Game
Released Apr 2000 **Version** PAL
Price £34.99 **Players** 1-2

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

Not so long ago, a succession of off-road driving titles transcended almost divinely, it would seem, from a higher plane of programming perfection. Some sold by the bucket-load and were consequently released on the Platinum label for half the price. The world of down-and-dirty driving still remains a great and affordable place to be in the comfort of our homes (ask Codemasters about *Colin McRae*), so why has Infogrames dropped this on us?

As the title suggests, the aim of the game is to race various 4x4 off-road vehicles over insanely bumpy circuits. A varied selection of vehicles and racing circuits, laden with hazards from water and leaves to snow and ice, tempt you to buckle up and hold tight. Furthermore, players can tune up their wagons á là *Gran Turismo*. Excited? Don't be...

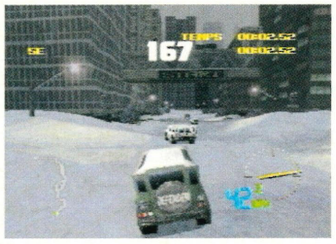
Muddy Visuals

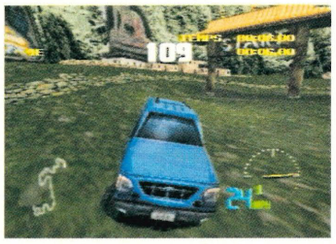
Unfortunately, the graphics tend to look as though you're racing a chessboard, and frequent problems arise with clipping, as you can see some panoramic views through the rock faces, too bad (or too good) once you get used to the unusual driving.

"...SAVE YOUR MONEY FOR SOMETHING THAT DESERVES IT..."

World Trophy plays like a cross between *Sled Storm* and *Test Drive*, with vehicles crashing and bouncing around mountainous ridges, swamps, lakes and ditches. Tracks are varied and the design is commendable. On some sections you need motion sickness tablets – it's nauseating, dammit! The physics aren't and jeeps seem to transverse through space and stone. It's a job in itself trying to decipher where the track actually lies, then there's the unforgiving CPU AI that doesn't allow much chance to catch up.

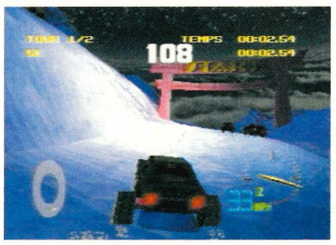
The soundtrack, provided by a barrage of American punk-pop bands, works quite well but would be better suited to a title with more feeling of speediness and urgency; *4x4* just trundles along to the hyperactive headbanging.





It's not the best title around, but we've seen worse. Take our advice; save your money for something that deserves it.

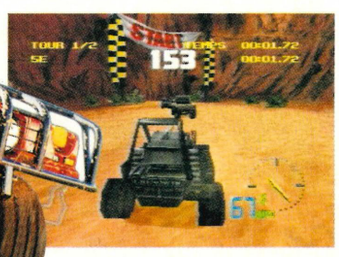
Chris Kjolsen



Hummer Comin' at'cha!

Big up the super-cool High Mobility Multi-Purpose Wheeled Vehicle, or 'Humvee' as it's known in the army. This is the ride everyone wants. This baby goes and goes as no other 4x4 can. Were talkin' 6.5l, 195-horsepower turbo diesel bizniz, 37.5x16.5 Goodyear MT radical tyres (just show me the logo), with a 4000-lb payload capacity. Man, we is talking livin' street-cred, innit? Booya!





extreme
UPPERS
Good graphics • Neat tunes • Atmospheric
DOWNERS
Lousy AI • Computer cheats • Pop-up
36%

Tiger Woods PGA Tour 2000

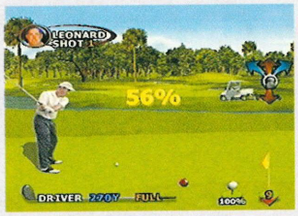
extreme INFO:

Publisher Electronic Arts
Developer EA Sports **Genre** Sports Sim
Released Out Now **Version** PAL
Price £34.99 **Players** 1-4

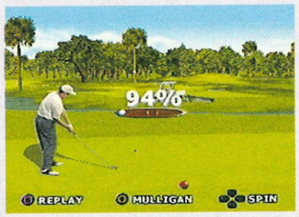
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**

Three-Click Golf

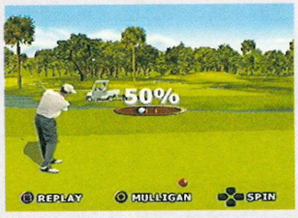
Tiger Woods is great at hitting the ball – here's how he does it...



To start the backswing, Tiger must be holding the club (the bigger the better). Now press ✖.



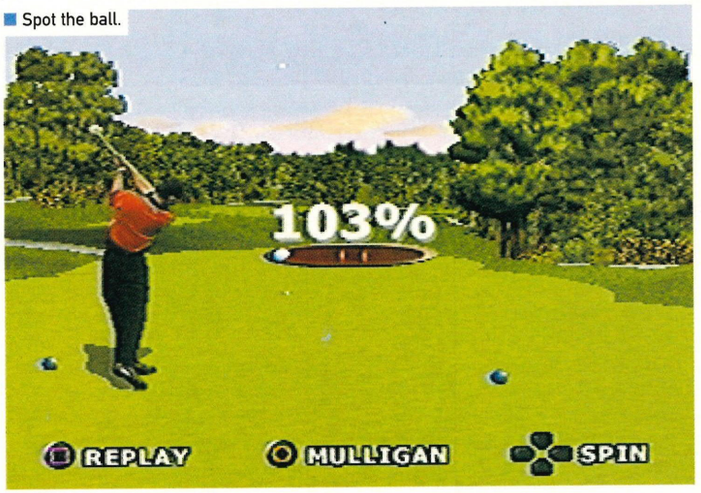
When you can see Tiger's sweaty pits, its time to downswing, pressing ✖ again to begin.



When you think Tiger's going to fluff it up and dig up some green, press ✖ to stop him and hopefully he hits the ball instead.

You can be as good as Tiger Woods with some practice, says Chris. But is the game an Eagle or a Bogey?

After a badly-received console debut the first time around, can EA make good with *Tiger Woods*? Dipped in Pringle and caddie in tow, I hit the driving range. This is very comparable to *Cyber Tiger*, with a mass of modes and options. The usual EA fare is continued, going for a 'realistic' approach to the sport. It's this so-called 'realism' that does my nut in; being a fair-weather fan of the sport, I found the sheer complexity really boring.



Spot the ball.

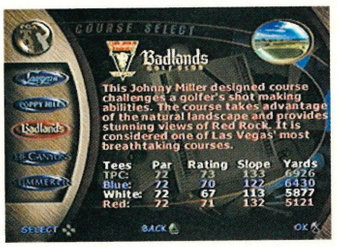
This isn't to say it won't appeal to the masses (or sell by the ship-load). It's been fashionably dubbed a 'serious' golf sim. Looking for goodies via exploration of ubiquitous game modes proves fruitful. For example, you can play on five different real-life championship courses in Career Mode, with around ten other modes to engage in. Included is a four-player two-on-two match, sudden death in Shoot-Out and, for the hustlers out there, the hard currency-driven Skins Game, allowing you to get your swerve on.

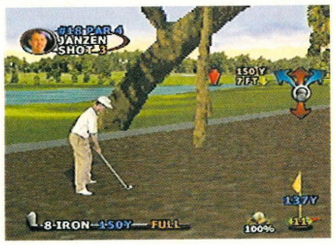
Foreplay

Once competent and in control, the game's moderately enjoyable, if you can be bothered to persevere. I had to, but I wouldn't have bothered unless there was money in it. Why, you ask? The control system sucks on a digital pad. Shots taken via the analogue stick are more successful, but using the standard three-click schwing proves torturous.

"...THE CONTROL SYSTEM SUCKS ON A DIGITAL PAD..."

Presentation is smart and the graphics are as good as you'd expect, using motion capture to animate Woods and crew around the green. Sounds aren't as impressive; frankly they're dull, but hey, it's golf! Thankfully, EA has included (along with everything else in the menus) the option to shut Tiger up as his waffling commentary simply irritates.





I couldn't get a birdie.

You click once to initiate the backswing, the second click determines the power and there's a final click for accuracy – if you can time your reactions down to the nearest millisecond. It can be good fun after some practice, although I have reservations as to its long-term appeal.

I'm suspicious that this will be licensed again next year with yet more options and no real changes. As long as we keep paying through the nose for these annually-released sports sims (*PGA, FIFA, F1*, etc.) they will keep churning out money-making sub-standard software, safe in the knowledge the licence will sell the game regardless of its quality.

If you really want a game which values big names and slick aesthetics over basic playability and simple gameplay, check this out. Many people will, I'm sure, but please don't be fooled by all the gloss. Its beauty is only skin-deep, and hiding beneath all the cosmetic distractions and varied options is an average golf sim.

Chris Kjolsen

extreme

UPPERS
Clear visuals • It's PGA • Many modes

DOWNERS
Boring • Rough controls • All polish, no play

60%

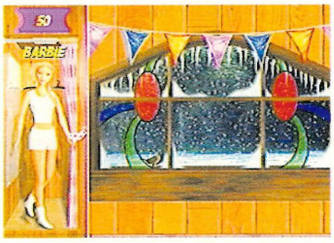


No time to stop and smell the roses.









Barbie Super Sports

extreme INFO:

Publisher Sony/Mattel Media
Developer Runecraft **Genre** Sports Sim
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

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

Kendall, an icon in his own right, meets a classic American beauty. Has Barbie finally found her Ken?

This game's opening screen proudly heralds the arrival of 'Barbie – Software for girls'. I know for a fact my girlfriend, Rachel, would rather be kicking my ass at *Knockout Kings* than poncing about with the plastic princess, whereas I would push aside Action Man and his macho brethren to check out this game.

Barbie *Super Sports* gives you a choice of two different sports, but before you take the challenge, you retire to Barbie's pad to get ready for the big event. Here you have to choose an outfit as well as equipment, either in-line skates or a snowboard. You only have a limited amount of money at the beginning, but you can upgrade later as you collect more currency. You can also check out Barbie's jukebox to listen to her favourite tunes, and more bizarre options are available too. In the snowboarding section, you can look out of the window to view a lovely snow scene, or in the skating events you can go to the fountain and take a drink, which appears rather Freudian – perhaps we should move on...

Pretty in Pink...

The skating game instantly reminded me of classic arcade title *720°* (but with more pink), as Barbie is free to move around the environment, picking up money along the way, before taking one of the challenges. These require you to acquire a certain amount of points by picking up the glittering prizes around the streets. Your time can then be saved, and the next time you play, it's more difficult as you have a time limit to collect even more tokens.

The snowboarding option has a number of different challenges. Slalom Mode pits you against another player or a computer-controlled opponent.



Balloon Mode means you must pick up balloons, but the best mode is the Snowman Mode, where you get points for destroying them. No, really.

Barbie Super Sports looks really good, with bright colours throughout (did you know Mattel have copyrighted a colour known as Barbie Pink? Well, you do now), and whilst it isn't the sort of game that's going to keep you hooked for hours, it does provide some short-term fun, as long as you don't expect anything too complex.

Kendall Lacey

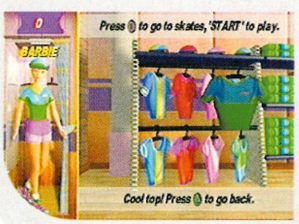


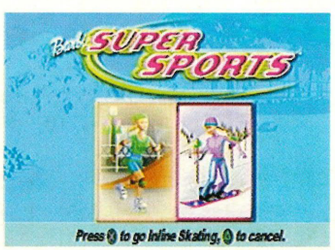
"...PROVIDES SOME SHORT-TERM FUN, AS LONG AS YOU DON'T EXPECT ANYTHING TOO COMPLEX..."

Just Looking, Mr Officer...

When you first choose your sport, our heroine is standing around in her underwear, bold as you like. You can't send her outside like this, so you must use your money to buy her some funky threads.







extreme
UPPERS
Colourful • It's Barbie! • Instantly playable
DOWNERS
Very American • Only two sports • Simplistic
63%

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SOUND STATION PRESS

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"Whether your plugging in your console system, a portable player or your computer you'll be sure to 'feel the sound' the way it was meant to be" ***THE CONTROL CENTER***

"With a 300 watt sub-woofer, two satellite speakers, and separate volume and bass controls, you get clean stereo sound along with pumping bass undertones. Highly recommended" ***4.5/5, OFFICIAL PLAYSTATION (US)***

"Whether you want to enhance in-game sound effects of Resident Evil 2 or pump out some tunes from Wipeout 3, this makes the whole experience that much more involving" ***9/10, EXTREME PLAYSTATION***

"From the melodic sounds of Final Fantasy VIII, to the upbeat 70's style music of Vigilante, the Sound Station helped provide a great atmosphere throughout" ***9.5/10, CONSOL-ERS***



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You start at the back, and generally stay there...



Moto Racer 2

PLATINUM

Can a single motorbike sim cover off-road and GP events and still offer quality? Ian dons his crash helmet and investigates...

extreme INFO:

Publisher Electronic Arts
Developer Delphine Software
Genre Driving Game **Released** Out Now
Version PAL **Price** £19.99 **Players** 1-2

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





Well, it's not quite as nauseating as the original *Moto Racer*, but in the last year of the 20th Century (the 21st Century starts NEXT year), gamers demand more than this over-ambitions and under-playtested effort can offer.

***Moto** Racer 2* boasts two styles of motorbike action: superbike-style street racing and off-road motocross. There are 32 tracks on offer, and even a track editor so you can create your own. Why you would want to is anyone's guess.

Two-Wheeled Trash

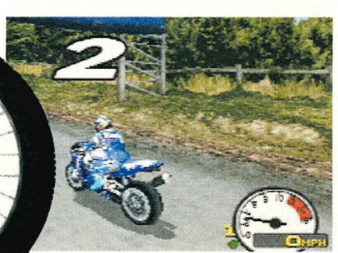
The handling is very arcadey and owes little to real-world physics, but that's no great hassle. The people who demand high-end realism know who they are, and *Moto Racer 2* never claimed to be a simulation. The crashes are ugly and atmosphere-destroying, though – you're flung through the air in a pre-set graphical routine owing nothing at all to physics. This means every crash is the same, and all look ugly and false.

"...EVEN AT **TWENTY QUID,** THIS IS **NOT** VALUE FOR MONEY..."

The game's most obvious flaw is immediately apparent as soon as you start your first race. From the 'off', your opponents vanish into the horizon, with catching up an almost impossible task. You need to do a near-perfect lap every single time to keep them in your sights, let alone behind you (though curiously you can still break the circuit record while your opponents are half a lap ahead). And this isn't easy when the courses are so generic and unimaginative, it's almost impossible to learn the tracks and anticipate bends.

The game has a few plus points, most notably the feeling of speed and the much-improved own-eye perspective (which doesn't make you feel ill like it did in the first game), but even at 20 quid, this is not value for money. Even after five years we've yet to see the definitive PSX motorcycle game, but *Ricky Carmichael's* and *Road Rash 3D* are far more fun than this effort.

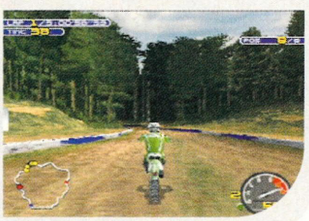
Ian Osborne

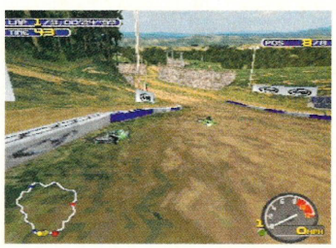


Pulling Wheelies

In both the GP and motocross games, you can pull a wheelie by pressing one of the lower shoulder buttons. How impressive...







Trashed again!

extreme
UPPERS
Speedy • Two sports included • Better than the original
DOWNERS
Dodgy handling • Stupidly-fast foes • Dull
41%

PS2 extreme

THE PLAYSTATION 2 MAGAZINE



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ONI

Konoko's blasting her way onto PlayStation2!

REVIEWED!

RIDGE RACER V

Namco's PS2 launch debut is put to the test.

PREVIEWED!

MUNCH'S ODDYSEE

The second part of the Oddworld quintology is *only* on PS2!



NEW!

PS2 extreme

THE PLAYSTATION 2 MAGAZINE



01 THE ULTIMATE GUIDE TO THE NEXT-GENERATION OF VIDEOGAME ENTERTAINMENT



STATION 2 STATION



Howdy, if you're reading this in public, it's a safe bet that you're probably getting some strange looks by tipping this magazine on its side. Is this simply a way of embarrassing our readers by making it seem like they're looking at an 'adult art pamphlet'? Nope, we'd never be that cruel, it's just that we think a new type of console deserves a new type of magazine. So say hello to *PS2 extreme*, a stylish monthly supplement dedicated to the delights of Sony's brand spankin' new überconsole. So, put your feet up, crack open a can of pop, and chill... we've been expecting you.

This inaugural edition features *extreme*'s first ever reviews of PS2 software (*Ridge Racer V* and *Street Fighter EX3*), as well as a drool-inducing look at future gaming delights, and a first-impressions feature for those looking for an informed industry opinion on PS2. Not bad for starters, we trust you'll agree. And finally, before you bugger off, please write in with your comments on this mini-mag, as well as anything to do with the PlayStation2.

Happy drooling.



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Produced under the influence of: Chocolate Nutri-Grains, Sainsbury's Gold Choice Coffee, Custard Pie Friij.

PS2 express

FRESHLY BAKED PS2 NEWS & PREVIEWS



FIRST LOOK!

Oni: Potential PS2 Launch Title?

Rockstar signs up ultracool anime-action title

Previously only confirmed for PC and Apple Macintosh, Bungie Software's exciting *Oni* third-person action title is now heading to PlayStation2... and it may even be ready for the European launch! *PS2 extreme* was told by Take 2 Interactive that it is developing the PS2 rendition of *Oni* under the Rockstar banner, and is working alongside Bungie as it completes the PC/Mac version. It is intended that all three versions of *Oni* will be released at the same time – which is now looking like Autumn 2000 – allowing both companies to go all out on a massive marketing and advertising campaign.

For the past year, the PC and Mac community have been drooling over *Oni*'s potential, no doubt largely helped by the Manga-esque charms of the lead female character, Konoko. *Oni* is set in a dystopian future city, where Konoko is a one-woman peace-keeping force, who uses her position as an elite cop to bring down the criminal fraternity... using brute force where necessary! At her crime-fighting disposal are a host of weapons, which can easily be replaced if you run out of ammo (ie, high-kick your opponent and nick his!). Yep, this lady is double handy with her fists and feet as well.



ONI THE LONELY

Inspired by celluloid classics like *Blade Runner* and *La Femme Nikita*, as well as the *Ghost In The Shell* manga comic book, the future city where *Oni* is set has in fact been designed by qualified architects. Also, each of the in-game characters has been constructed from an impressive 1,000 polygons... now that's an incredible amount of detail!

There will be 17 single-player levels in total, as well as a multiplayer option that will give you access to over 100 different playable characters. Judging by the pre-publicity movies we've seen of *Oni* in action, Bungie has successfully blended together the beat-'em and shoot-'em-up genres, whilst throwing in an ammo trunk full of new ideas as well. Whether it will play as good as it looks remains to be seen, but considering that Bungie was behind last year's excellent *Myth II* strategy title, we're confident that this will be a sleeper hit. PS2



ONI LINE-UP

There are stacks of characters within *Oni*. Some good, some begging to be a target for your big guns. We shine the spotlight on just six of 'em.

A KONOKO
The beautiful and deadly heroine, haunted by ghosts from her past.

B NINJA
Lethal, silent and the fastest character in the game. Be afraid.

C TANKER
Big, dumb and eager to be fodder for your cannon.

D GRIFFIN
A true veteran, Griffin is the chief of police, and head of the Tech Crimes Task Force.



DATABURST

TITLE: ODDWORLD: MUNCH'S ODDYSEE
PUBLISHER: Infogrames
DEVELOPER: Oddworld Inhabitants
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: 1
INTERNET: www.oddworld.com

ODDWORLD: MUNCH'S ODDYSEE

It's an odd world, but there are none as odd as Munch!



You'd have thought a hero who farts would be the product of a British mind. So it was a surprise that Abe, the loose-boweled hero of the titular series of strategy games, was created in America and not over here in the lavatorial humour capital of the world.

No matter where his origins lie, and in spite of his freakish appearance, Abe has won over the hearts of PlayStation gamers world-wide. And now he's going to do it all over again on PlayStation2, but this time he's got company! *Munch's Oddysee* is the second part of the Oddworld Quintology (*Abe's Oddysee* was the first, whilst *Abe's Exoddus* is referred to as a 'bonus' game by its creator Lorne Lanning), and takes Abe into previously unexplored territory within the surreal landscape of Oddworld. Gamers are also given control of Munch, a one-legged creature called a Gabbit, who's initially wheelchair-bound. Abe was able to possess the bodies of living creatures in the original games, and Munch can do the same thing with mechanical devices in this all-new extension of the series.



Understandably, Oddworld Inhabitants is playing its cards close to its chest regarding gameplay specifics, but a cursory glance at the screenshots tells you it's using PS2 technology in style. The fully 3-D environments are nothing short of breathtaking, the animation on the principal characters is fantastic, and you instantly see why Lorne Lanning was holding out for PS2 to express his true vision for *Munch's Oddysee*. You could say it's like the way George Lucas held out for 15 years until technology had caught up with his vision for *Star Wars: Episode 1*. PS2



Q&A

***PS2 extreme* probed Lorne Lanning about the PS2-exclusive second instalment of the Oddworld Quintology. Here's the results:**

Q: What was the inspiration behind Munch?
A: Munch's soul is inspired by those tens of millions of laboratory test animals we throw away as garbage every year. We thought it would be fun to show how things might look from their point of view. For us, it's not about muscle-bound characters with big guns. It's about little guys. It's about the chumps like you and me who live in an overwhelming and uncaring world.

Q: Who are you calling a chump? So what's with the 'co-dependent' relationship between Abe and Munch?
A: Munch needs someone to believe in him. He's like a UFO abductee who returned and no one believes him. Abe acts like he believes Munch's story, even though he doesn't, so long as he can manipulate Munch to help him out. The dysfunctional relationship they share ultimately helps them both become stronger and more compassionate characters.



ONIMUSHA: WARLORDS

Heads will roll in Capcom's samurai survival horror



Whilst survival horror fanatics anxiously await the inevitable confirmation from Capcom that *Resident Evil 4* is PlayStation2-bound (after all, *Code: Veronica* on the Dreamcast ended on a cliffhanger of sorts), the publisher has gone some way to appease them with *Onimusha: Warlords*.

Originally planned for the Nintendo 64, before being canned and then transferred to the original PlayStation, *Onimusha* has had a chequered development history, culminating with Capcom's decision last year that Sony's veteran grey box of tricks couldn't really cope with the title. So step forward PlayStation2, still in nappies, but more than eager to run *Onimusha* in all its 128-bit splendour.

Taking on the role of Akechi Samanosuke, gamers find themselves flung into the midst of Feudal-era Japan, replete with samurais, ninjas and... zombies? Yeah, well it is a Capcom survival horror title after all. Since it was originally built upon the *Resident Evil 2* game engine, you can expect to see a number of familiarities in control and presentation, although Capcom is making full use of PS2 technology to give the game a true next-gen feel. But will *Onimusha* have the same effect on PS2 that the original *Resident Evil* had on PlayStation? PS2

DATABURST

TITLE: ONIMUSHA: WARLORDS
PUBLISHER: Capcom
DEVELOPER: Capcom
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: 1
INTERNET: www.capcom.com

PS2 NEWSBITES

Hot PS2-related news bulletins, rumours and gossip.

UK October Launch Date?

A current hot rumour indicates the PlayStation2 will be released in the UK on 29th September 2000 (the fifth anniversary of the original PlayStation's launch). However, our Sony source stated that nothing has been confirmed. However, we did discover the UK PlayStation telephone helpline staff are not due to be trained up for PS2 until early October, meaning the PS2 wouldn't arrive before then.

WipEout Returns

The original *WipEout* was the title that opened up the PlayStation (and videogaming as a whole) to a completely new audience. Psygnosis is no-doubt hoping its PlayStation2 rendition of this futuristic racer will do the same thing. Expect it to roll out at the European launch.

Over One Million Sold!

Sony announced that it had shifted 1.4 million consoles by the end of March, 36% of which were sold through its PlayStation.com website. It also confidently declared that it would ship 10 million consoles world-wide during 2001 (three million in Europe).

Konami Kicks Off

Konami has announced that it is fully supporting the PlayStation2 in Europe. The publisher/developer intends to have ten titles on the shelves by March 2001, including *International Superstar Soccer 2000*, *International Track & Field*, and *Gradius* as launch titles.

EA's Magic Ten

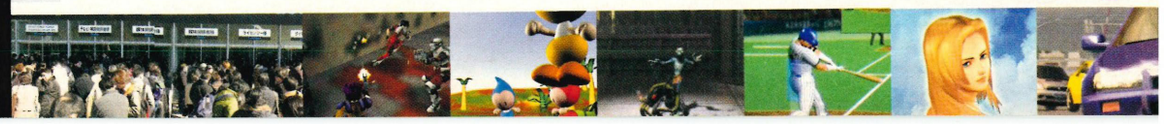
Whilst it has yet to commit to Sega's Dreamcast, EA has jumped into developing software for the PlayStation2 feet first. The monolithic publisher/developer is rumoured to have ten titles planned for the Western launch. These include *007: The World Is Not Enough* and *SSX-Snowboard SuperX*.

Taito's Cosmic Creation

Taito is currently developing *Cosmo Warrior Zero*, a futuristic action game designed by anime artist Leiji Matsumoto. Set in the 30th Century, you get to take control of eight playable characters, each with their own unique weapons and abilities.

...And Crash, Too!

No surprise this. Since the orange marsupial appeared in the technological demo for PS2 last year, it was a cert – yes, Naughty Dog is currently working on a *Crash Bandicoot* title for PlayStation2.



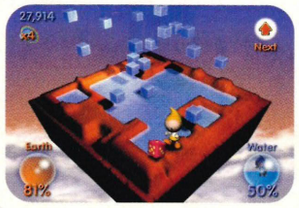


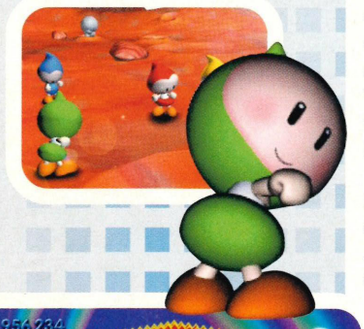
Previews

DATABURST

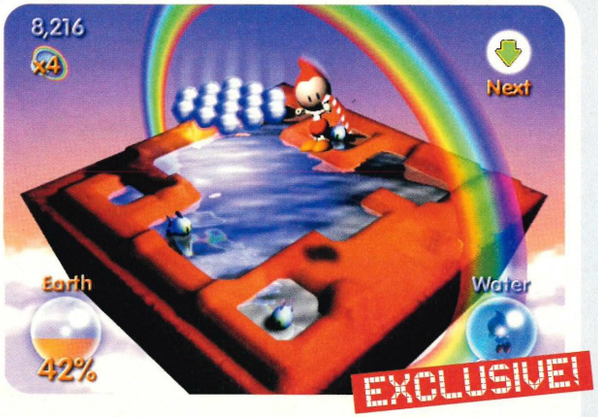
TITLE: AQUAQUA
PUBLISHER: Imagineer
DEVELOPER: Zed Two
UK RELEASE DATE: TBA
DISC TYPE: CD
PLAYERS: 1-2
INTERNET: www.zedtwo.com











EXCLUSIVE!

AQUAQUA

Exclusive look at Imagineer's wet dream...



Owners of either a Nintendo 64 or Dreamcast may notice something more than a little familiar about these screenshots from *Aquaqua* (and no, we're *not* exactly sure how you pronounce it). Yep, it's the PlayStation2 rendition of the water puzzler *Wetrix* from Manchester-based developer Zed Two.

Unveiled at the Tokyo Game Show in March, *PS2 Extreme* managed to get an exclusive peek at *Aquaqua* from its Japanese publisher Imagineer. All the elements that made the original *Wetrix* a cult success are here, with a few next-gen touches thrown into the watering can as well. The idea of the game is to contain water within a square-shaped land formation. You alter the appearance of the land by adding shaped hills and indentations – essentially, it's from the same school as *Tetris*.

There's always a need for quality puzzle games on any console format, and if the earlier versions are anything to go by, *Aquaqua* should be a corker. There's no news on a UK release yet, but since Take 2 recently published the Dreamcast version, it's a safe bet that it will also handle the PS2 rendition. PS2







WILD WILD RACING

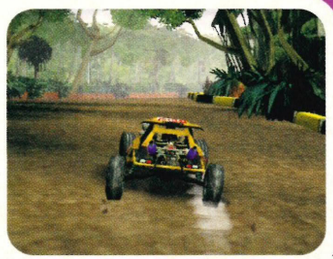
Going wild in the street – and on the dirt tracks...

This mud-encrusted beauty debuted at last September's Tokyo Game Show, and even in its development infancy impressed many with its natty physics engine. *Wild Wild Racing* is being developed for Imagineer by the UK's Rage Software, who is ensuring this off-road racer is something that little bit different.

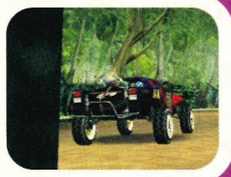
DATABURST

TITLE: WILD WILD RACING
PUBLISHER: Imagineer
DEVELOPER: Rage Software
UK RELEASE DATE: TBA
DISC TYPE: CD
PLAYERS: 1-2
INTERNET: www.rage.co.uk

The basic racing genre staples have been included – like Time Attack, Two-Player Competitive and Championship Mode – but Rage has also included an Adventure Mode. Whether this option will bear any similarity to *Diddy Kong Racing* on the Nintendo 64 is unclear, but we do know one of the requirements of this mode is to navigate your way to specific checkpoints by utilising the on-screen compass. We'll bring you more info on *Wild Wild Racing* as soon as we have it. PS2







mini-previews

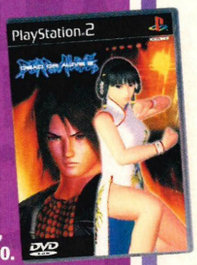
So many PlayStation2 titles, so little time. Here's a mini-guide to the major next-gen gaming delights that will be coming your way very soon.

GRAN TURISMO 2000

WHO?: Sony
WHEN?: Soon (ie, we don't know)
Feck. It was supposed to be wheeled out for launch, but then slipped to 30th March, and now it's been delayed again. Um, but it is looking quite nice, apparently. There's at least ten all-new tracks, as well as PS2-rendered versions of some old classics. Patience, young Padawan.

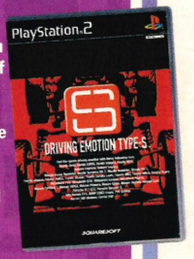
DEAD OR ALIVE 2

WHO?: Tecmo
WHEN?: Out now in Japan
Once thought to be a Dreamcast-exclusive, this latest version of the beat-'em-up series famous for its 'gifted' female combatants is being souped-up for PlayStation2. Meaning that you can expect to be kicking the crap out of your friends in 60fps bliss, rather than the Dreamcast's meagre 30.



DRIVING EMOTION TYPE-S

WHO?: Squaresoft
WHEN?: Out now in Japan
Can the home of *Final Fantasy* take on the boys behind *Gran Turismo*? Well, if respected Jap games mag *Famitsu* is anything to go by, probably not. This racer was awarded a distinctly average 28 out of 40, with the main beefs being the unforgiving steering system and excessive loading times. We'll review it next ish.



GEKIKOAN PRO BASEBALL

WHO?: Squaresoft
WHEN?: Spring
Even if the mere mention of baseball results in you shrugging your shoulders and saying 'Isn't that like rounders?', you *will* be impressed by Square's stunning sports sim. This is shaping up to be the next benchmark for sports games (in spite of the ludicrously long-winded title – Christ, what are these people on?).

JIKKYOU POWERFUL PRO BASEBALL

WHO?: Konami
WHEN?: Spring
Whilst Square's baseball title goes for out-and-out realism, Konami has plumped for the super-deformed cute factor (read: stumpy bodies and inflated cartoon heads). It doesn't exactly look next-gen, and it does make you wonder why Konami didn't go for a more major league title like *Castlevania* instead for its initial dip in the PS2 ocean.

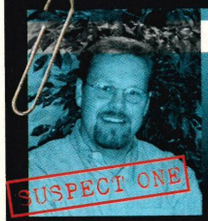
FIVE SUSPECTS. ONE CONSOLE. NO COINCIDENCE.

THE PS2 SUSPECTS

Sony hype aside, what does the videogame industry think of the PlayStation2? *PS2 extreme* interrogated five industry insiders to find out.

It'll be a few months before the PlayStation2 hits the UK shelves, but that doesn't mean Sony's new wonder console is a completely unknown quantity in the land of fish 'n' chips and Union Jack underpants. In spite of Sony's ban on the exportation of the console outside of Japan, a number of PS2s have slipped through, and that's not including the development kits currently in pride of place at a number of UK development houses.

PS2 extreme pinned down five dodgy-looking industry insiders, stuck them in our makeshift interrogation room (the upstairs lav), and put them under the spotlight (a keyring torch). We wanted to know what they thought of PlayStation2, and they were not going to leave until they told us. Sit back, this isn't going to be pretty...



SUSPECT ONE

LEE JACOBSON

VICE-PRESIDENT OF BUSINESS DEVELOPMENT & ACQUISITIONS FOR MIDWAY HOME ENTERTAINMENT.

So, what do you do then, Sonny Jim?

My primary functions include locating top development companies, assessing new products for Midway to publish world-wide and working with our production and legal departments to get deals done.

A likely story. Okay, where were you when you first saw PS2?

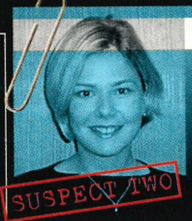
It was last year at the PS2 developer conference in Foster City, USA.

And I suppose you've got witnesses, eh? So, what was the first game you saw up and running?

I would have to say the new *Gran Turismo*, as most of the other visuals were only technology demos. *GT* looked great! What can you say? Sixty frames per second with all the effects turned on!

'What can you say?' indeed. How about what were your first impressions of this new console?

My overall impression is that the PS2 is definitely the most advanced system developed to date. The power of the processors, combined with the overall architecture, will definitely separate the men from the boys, as they say. I also think it will take several generations of tools and engines before the true power of the system is revealed.



SUSPECT TWO

LOUISE GABRIEL

UK PR MANAGER FOR UBI SOFT ENTERTAINMENT

Ah, Ubi Soft, eh? This will no doubt be that 'French connection' one of our moles has been talking about. Are you familiar with the PlayStation2, ma'am?

I first had a chance to play on a properly-running console (ie. not just a demo) in the comfort of my living room, a few weekends ago.

Hmm... So, if it wasn't a demo you were playing, what was it?

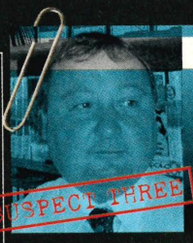
It was a crisp, fluid and fast *Ridge Racer V*. I also thought developers should take care to keep the warmth and fun element of the game, which can be lost with such high-resolution graphics.

Very sentimental. Now perhaps you wouldn't mind telling us what you think of PlayStation2?

The console itself looks great and it has great potential – games will be superb in a few months' time. Although I'm not sure how easy it'll be to dust!

You're right, dust really stands out on black surfaces. Ahem! Anyway, are you or your French employers planning to develop anything for this console?

A whole range of titles! *F1 Racing Championship*, Disney titles based on Donald Duck and the film *Dinosaur*, a *Rayman 2* update and other confidential stuff!



SUSPECT THREE

GARRY WILLIAMS

LICENSING DIRECTOR FOR JAPANESE PUBLISHER IMAGINEER

Imagineer? That name doesn't ring any bells...

They're very famous in Japan, but only well known over here by British publishers and developers. Part of my role means I sign the best European games to be localised and then sold in Japan. Imagineer gave UK developers access to technology and deals for the first PS2 titles outside of Japan.

Where were you when you first saw this? (For the tape, interrogating officer hands suspect photograph of PlayStation2).

In Imagineer's Japanese offices early last year – that was when I first saw the development kit. This was followed by a Japanese press and developers' launch in Sony's Japanese office, then again for the public at the Tokyo Game Show.

Can you enlighten us as to what the first game you saw running on PS2 was?

Not counting Imagineer titles, *Tekken Tag*. This was okay, but not revolutionary. I was more taken by Square's *Bouncer*, but couldn't see how they could make a game to live up to the demo at the Tokyo Game Show.

So what are these Imagineer titles, then?

The titles we can announce are *Wild Wild Racing*, *Wetrix*, *Heroes of Might and Magic 8* and *9*, *Rage Rally*, and *Typhoon*. Our other titles are more Japanese in style, and just would not sell outside Japan.



SUSPECT FOUR

ROSS RITCHIE

MARKETING MANAGER AT PROMETHEAN DESIGN LTD (FORMERLY KNOWN AS EAST POINT SOFTWARE)

Prometheans not a name that rings any bells in this manor. Care to shed a little light, Mr Ritchie?

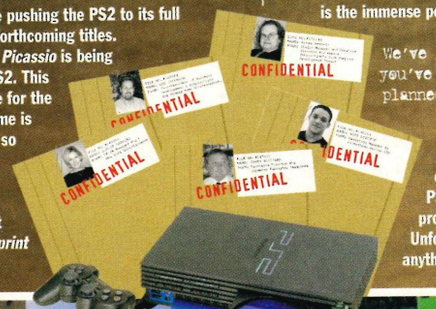
We're a team that has produced over 32 products, including conversions of *The Lion King* and *Jungle Book*, as well as original titles like *VR Sports Power Boat Racing* and *Renegade Racers*. We've also created our own Games Development Kit which helps speed up multi-platform project development, and are currently working on games for next-generation platforms like PS2.

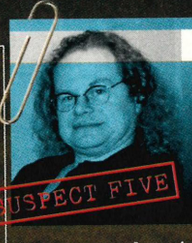
We've had you under surveillance for a while now, so we know that you've seen a fully-operational PlayStation2.

That's right – not long ago, in a high street shop. It was running *Ridge Racer V*, and I thought it was absolutely superb. Basically, it was doing more on screen than any other console I've seen and at a higher frame rate.

Got any PlayStation2-related jobs on the horizon?

We will certainly be pushing the PS2 to its full potential with our forthcoming titles. Our art-theft game *Picassio* is being designed for the PS2. This is the perfect game for the platform as the game is action packed and so pretty. You can also look forward to seeing super realistic powerboat race game *HydroSprint* on the PS2.





SUSPECT FIVE

GREGG BARNETT

STUDIO MANAGER AND CREATIVE DIRECTOR FOR EMPIRE INTERACTIVE'S SICK PUPPIES DEVELOPMENT STUDIO

You're a regular visitor to this nick, aren't you Barnett?

I've been in the industry since late 1982 if that's what you mean, initially programming titles such as *The Hobbit* and *Way Of The Exploding Fist*. In latter years I've designed and directed the *Discworld* trilogy of games.

A career criminal, then. Does the name PlayStation2 mean anything to you?

If this is one of those, 'Where were you when Kennedy was shot?' sort of questions, then I'm afraid I'm not very good at those! However, like most people, I saw demonstrations of the PS2 quite some time back.

Hmm, as a matter of fact, where were you when Kennedy – never mind. Take your time, but we want to know exactly what your first impressions were of the PlayStation2.

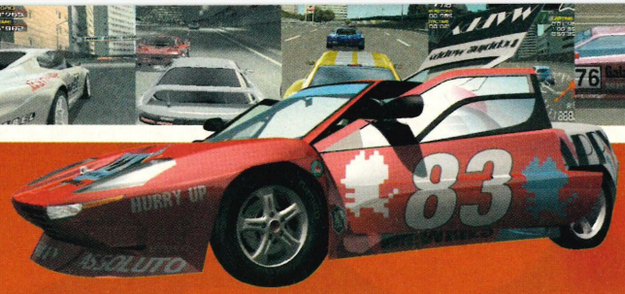
My first impression was definitely 'huge potential'. None of the games on show yet have really set the world on fire (*Fantavision* aside), but what they do demonstrate is the immense potential of the PS2.

We've heard rumours that you've got a number of things planned for PlayStation2. Is this true?

Yes. Sick Puppies is working on a very original game for the PS2, so original in fact that it probably falls into its own genre. Unfortunately, I can't really say anything about it!





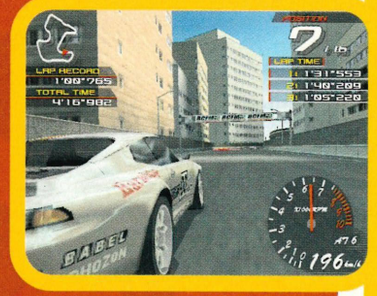


RIDGE RACER V

So the momentous day has finally arrived – *Ridge Racer V* on PlayStation2. Stu wonders if it's as good as the hype, or if Namco has stalled the Emotion Engine…

DATABURST

TITLE: RIDGE RACER V
PUBLISHER: Namco
DEVELOPER: Namco
UK RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-2
PRICE: £75-85





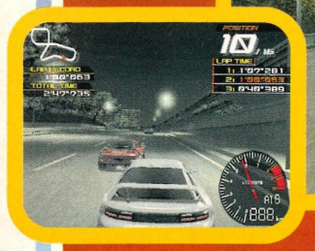


Is it really creeping up to the fifth anniversary of the original PlayStation's UK launch? It only seems like yesterday that we bore gob-smacked witness to the hallowed arrival of Sony's grey box of tricks, with the launch game of choice being the original *Ridge Racer*. And haven't times changed since then? In a short span of time (and thanks to the PlayStation), we've seen the videogames console elevated from the ranks of bedroom geek to coffee table chic, with the software maturing to match.

At the time, the original *Ridge Racer* was reason enough to fork out for the PlayStation, with its 'cutting edge' graphics and adrenaline-stoked racing action (and yes, it is all hideously dated now). Like it or not, by opting for a new rendition of *Ridge Racer*, Namco's PlayStation2 debut was always going to be compared to its initial mid-Nineties PlayStation milestone. So, how does *Ridge Racer V* match up? The truth? Are you sure you can handle it? Alright then – it's okay.

That's right; it's not fantastic, revolutionary, or able to single-handedly redefine the racing genre for the 21st Century – it's simply a very pretty-looking racer that sadly lacks even the merest smidgen of an original idea. And considering it will eventually be compared to *Gran Turismo 2000* and rival hardware contenders like *M-SR* and *Sega GT* on the Dreamcast, this doesn't really cut the motor oil.





UNDER THE BONNET

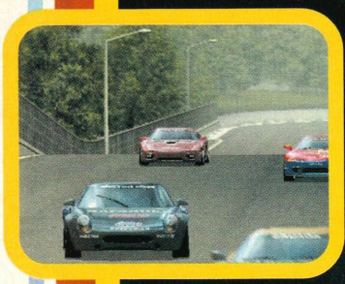
That's not to say *Ridge Racer V* isn't a fun experience. It's largely entertaining, replete with the arcade racing action that made the *Ridge* series so popular, but it simply offers nothing new. *Ridge V*'s bread-and-butter mode is the race genre standard Grand Prix. And it's here you get to compete against 15 other racers, vying for first place and a shot at a new car and engine. And another trophy *always* looks nice on the mantelpiece too.

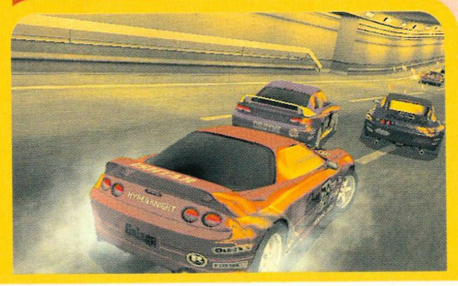
The visuals in *Ridge V* are impressive, with kudos going to the background designers responsible for the perfectly-realised office blocks, flyovers, hedges and cliff-faces. There's almost zero pop-up or fogging in the single-player mode, and it's breathtaking looking down a long stretch of road and watching the elements on the sidelines seamlessly increase in scale. It's unfortunate, then, that the two-player split-screen mode is a let down in comparison, as Ridge City seems to be in perpetual fog, with only two cars being allowed to compete on the track.

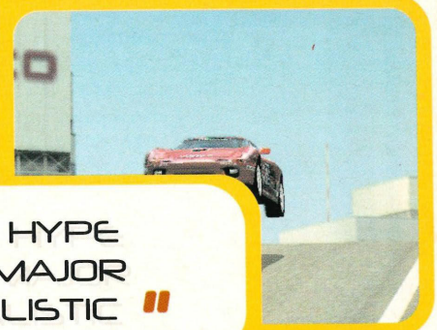
The virtual Ridge City as a whole is a wonderful demo of the pseudo-realism that PlayStation2 can offer next-generation gamers. Rival cars look solid and detailed, whilst lighting effects and variable weather conditions take on a new level. It breathlessly makes you wonder where game designers will go next.

Control-wise, this is the best *Ridge* yet, with Namco giving the Dual Shock 2 control pad an admirable test-run. Hammering Left or Right with your thumb simply won't do; you now need to control how hard you're pressing in relation to how much you need to turn. And as an aside, if you're to have any chance of being the first over the finishing line, you

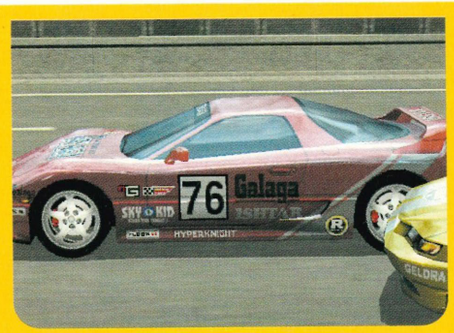






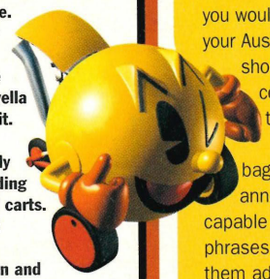


> "IT'S EASY TO GET SWEPT UP IN ALL THE HYPE AND EXCITEMENT THAT COMES WITH A MAJOR HARDWARE LAUNCH, BUT LET'S BE REALISTIC"



PAC IT IN!

Considering *Ridge Racer V* is a product from the House Of Namco, it is perhaps no surprise that Pac-Man makes an appearance. You have to make some significant progress through the game to unlock the yella fella, but he's worth it. Lovingly rendered in 3D, Pac-Man's ghostly foes also crop up, riding in specially designed carts. Okay, so this doesn't subscribe to Reality Monthly, but it's a fun and nostalgic addition nonetheless.



really need to master the ubiquitous powerslide on some of the later tracks. This sophisticated style of control will be familiar to anyone who drives for real, as now you really have to think before you act, just as you would do behind the wheel of your Austin Allegro. Perhaps Namco should consider bundling in a copy of the Highway Code for the UK release?

The audio is a mixed bag, with a sycophantic announcer who only seems capable of churning out a few pat phrases and then repeating them ad nauseum. It's hard to believe that Namco ran out of space on the CD to allow for a bit more variety, and this may be indicative of the developer rushing the product out to ensure it was ready for the PS2's launch. There are a varied selection of choons as well, largely of the dance/techno breed. Some really help to get the ol' heart thumping as you pelt it through Ridge City, whilst others are likely to cause you ear-ache, actively encouraging you to drive off the suspension bridge as your ears bleed for mercy.



HYPE MEETS REALITY

Ridge Racer V is indicative of the general malaise that has surrounded the initial batch of major-league PS2 software. Whilst it's by no means as lame as the Dreamcast's Japanese launch line-up (most memorable of which was the limp *Virtua Fighter 3tb* and execrable *Godzilla: Generations*), it lacks the imagination or innovation that should be the defining rule when developing software for new and exciting console hardware (something that Nintendo seemed to make so effortless with *Super Mario* on the N64).

Hollywood movie sequels, bar a few notable exceptions, tend to get progressively worse as they dilute the ingredients that made the original a success in the first place. Thankfully, more often than not, the videogame sequel diametrically opposes this cinematic model, with each instalment improving upon its predecessor, pushing the hardware further and giving the gamer more for their money and their expectations. So it's not unreasonable to look at the excellent *Ridge Racer Type 4* on the original PlayStation and then expect *Ridge Racer V* on PS2 to be a true next-generation representation for the franchise. Unfortunately, you just don't get that feeling. Sure, it looks absolutely stunning and the single-player mode runs fast and smooth, but is this 'tarted up' version of *Type 4* really what you would expect from a console which has well over three times the power?

It's easy to get swept up in all the hype and excitement that comes with a major hardware launch, but let's be realistic. Sure, we could gush and enthuse, regurgitate press hyperbole and give *Ridge Racer V* a review score in the 90% region. But where do we go from there? It makes a mockery of any review system if we overrate software at such an early stage in the PlayStation2's life-cycle.

Much like *Tekken Tag Tournament* (also from Namco, coincidentally), *Ridge Racer V* is not quite as disappointing if you've never played a previous title in the series, due to the welcome absence of deja vu. Considering that *Gran Turismo 2000* has been delayed until later in the year, and Square's *Driving Emotion Type-S* was a surprising let-down, *Ridge Racer V* is currently your only option for next-generation racing thrills. It's not bad, but apart from the heavy foundation and mascara job, it's essentially *Ridge Racer Type 4* revisited. As a wise Irish gameshow host was wont to say, before they sacked him: "It's good, but it's not *quite* right".

Stu Taylor

PS2 extreme

75%





STREET FIGHTER EX 3

DATABURST

TITLE: STREET FIGHTER EX 3
PUBLISHER: Capcom
DEVELOPER: Arika
UK RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-4
PRICE: £85

Oh, look. Capcom's launch title for PlayStation2 is a *Street Fighter* game! "What were the chances of that?" asks Stu...



With *Tekken Tag* slipping to the end of March, the path was clear for the *Street Fighter* boys and gals to feed the appetites of beat-'em-up junkies at the PlayStation2's Japanese launch. It has been easy to lose track of exactly what stage the *Street Fighter* franchise is at, with Capcom seeming blissfully happy to swamp the market with slight variations on a beloved format. However, with the *Street Fighter EX* series, things were going to be different – things were going to be 3D!

Unfortunately, this change of format did not fare too well with the *Street Fighter* massive, with many finding that this 3D rendition lacked the charm of the traditional 2D-style series. Due to its traditional format, the *Street Fighter* series was able to be judged on its own merits, with Capcom becoming the undisputed master of the 2D beat-'em-up. However, by entering the 3D arena, *Street Fighter EX3* now has to justify its 128-bit existence against the likes of *Tekken Tag* and *Dead or Alive 2*. Well, just compare the visuals of all three, and it's fairly obvious which one gets the stick with Blanka crud on it.

The intro FMV, rendered using the in-game graphics, is an embarrassing affair, depicting Ryu running through some martial arts motions beside a waterfall. Ken comes clod-hopping his way in, with the duo then opting for an unconvincing fight. The animation is stiff and oak-like, with each of the characters looking like they've been moulded out of clay.



WHAT DO POINTS MAKE?

Street Fighter aficionados can breath a sigh of relief as regular characters like the aforementioned Ryu and Ken are joined by the likes of Blanka, Zangief, Chun Li and Guile. *Street Fighter EX3* also features the return of *EX* series newbies like Skullomania, Sharon and Cracker Jack. All the basic *SF* gameplay elements are represented here as well, with the same style of combo moves and attacks, meaning that old hands can pick it up and leap straight in.

The major new addition is the Tag system, lifted from the *Street Fighter Vs* franchise, which seems to be marginally faster than *Tekken Tag*'s. The Character Edit Mode is another natty addition, although not quite as free-form as it may sound; you're actually given a generic fighter called Ace. Except that at the beginning, he's anything but. This high-kicking tabula rasa eventually gains special move abilities through the accruing of experience points, and he gets these through the successful completion of tasks.





The end credits have a unique touch thrown in for good measure. Basically, you get until the end of the credits to beat merry hell out of a seemingly-infinite amount of thugs, clocking up combo after combo. Mindless fun at its best!

The frame rate is nippy, although slowdown crops up in increasing degrees depending on whether the screen is filled with characters and special effects.

If Arika had opted for the 2D *Street Fighter* standard instead, this PlayStation2 version of the franchise might have fared better. As it stands, this is a woefully misguided PS2 debut for Capcom, but will no doubt give dyed-in-wool *SF* fans a momentary fix.

Stu Taylor



PS2 extreme

70%





FANTAVISION

DATABURST

TITLE: FANATVISION
PUBLISHER: SCEI
DEVELOPER: Polyphony Digital
UK RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1
PRICE: £85

"Look at all the purdy lights!" said Stu, sounding like a red-neck refugee from Deliverance...





Not that *PS2 extreme* would ever advocate the use of mind-altering substances, but a late-night bash on *Fantavision* has a surreal effect on the ol' grey matter.

Sony wants *Fantavision* to be a communal experience. 'It will be wonderful to share the beauty and excitement of this world with family, friends and someone special', declares the hyperbole in the manual. In a nutshell, *Fantavision* is so simple that your great granny could easily squeeze out a few colourful combos.

FIZZY POP!

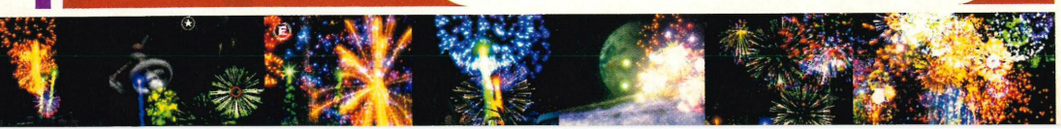
Owing its origins to the retro delights of *Missile Command*, *Fantavision* requires you to move a cursor across the screen, connecting fireworks to pull off colourful combos. The visual splendour guarantees 'oohs' and 'ahhs', but the music – what *were* they thinking? It obviously ties in with the horrible 'nuclear family' FMV which bridges the levels, but the looped accordion riffs give you flashbacks to Blackpool Pier, circa 1950.

It's far too short as well, as once you get the gist of the gameplay mechanics, you can complete all eight levels within a few attempts. Your reward is a ropey credits FMV showing the production of the nauseating family footage. Cheers, then!

If this glossy visual showcase gets a UK outing, let's hope it's at a budget price. Kudos goes to Sony for attempting something completely different, but there's nothing here to keep you coming back. So, it looks nice, plays well, but has as much long-term fun as a wet weekend on Poole quay; and trust us, we should know!

Stu Taylor

PS2 extreme 65%



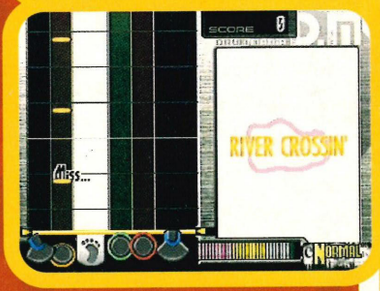
DRUMMANIA

DATABURST

TITLE: DRUMMANIA
PUBLISHER: Konami Japan
DEVELOPER: Konami Japan
UK RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1
PRICE: £130 (incl. drum kit peripheral)

Spank the planks, stroke the skins, feel the beat. Stu makes like Cozy Powell and discovers he has the natural rhythm of an amoeba...





PS2 extreme 65%

Simple as Forrest Gump, but as tough to master as rocket science, *DrumMania* is the latest instalment in Konami's seemingly-unending music series. Boiled down to the bare essentials, *DrumMania* requires you to hit the relevant drum pad when indicated on screen – a more tuneful *Simon*, if you will.

Let's face it; the big selling-point with *DrumMania* is the peripheral kit. You certainly get size for your import buck, and once set up, it becomes a major talking point during your next *ISS* gaming evening. Whilst the temptation is there to rush out and buy a genuine set of wooden drumsticks, the provided rubberised plastic ones are no-doubt designed to prevent you knackering the drum kit's pads.

The foot pedal is decidedly naff though, and – due to Konami opting for a flat plastic piece of material rather than following the traditional drum pedal design – it lacks any form of responsiveness. In fact, you find yourself continually looking at your foot to check that you've hit the darn thing!

HUM-DRUM

The Jam Session Mode is a nice touch, meaning those of you who fancy yourselves as Eddie Van Halen can plug in your *Guitar Freaks* peripheral and strum along with a mate on drums. There's little chance of seeing *DrumMania* on this side of the world though, as peripheral-based games are a notorious tough-sell. Sure, you can play it with a control pad (which in some cases is easier!), but that's not really the appeal of this type of game, is it?

Essentially, *DrumMania* is an accurate arcade conversion, but has absolutely *nothing* in that couldn't have been produced on the original PlayStation. No effort has been made to tart up the proceedings for the next generation, but we have a sneaking suspicion that *DrumMania*'s target audience wouldn't care one way or the other.

Stu Taylor

NEXT ISSUE

As well as reviews of *Dead Or Alive 2*, *Gradius* and *Driving Emotion Type-S*, we'll also be reporting back on the PlayStation2 highlights from the spring Tokyo Game Show. And if that wasn't enough, we'll also give you a world exclusive peek behind the scenes of sneak-'em-up *Picassio*. See you next month...



on import

順華恩永命孝貴協平愁實神仁命慈英信

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

All import titles are available from PROJECT K (Details available on page 96)

TOKYO TOYS WITH GT

Fans of popular PSX racers *Gran Turismo* and *Ridge Racer* will be pleased to learn there's now a range of toy cars based on those series. They were unveiled at the Tokyo Game Show 2000, and will inevitably find their way to these shores via the import scene.



FINAL FANTASY GOES TO THE WALL



Final Fantasy fans just can't get enough of their fave games. Figurines, audio CDs, badges, stickers – and now posters. Hot from Japan comes an impressive series of prints featuring all your favourite *Final Fantasy VII* and *VIII* characters. Each is 20" by 14", and costs £5.99. The *Final Fantasy* posters shown here, and more besides, are available from most good importers.

IT'S RABBIT SEASON!

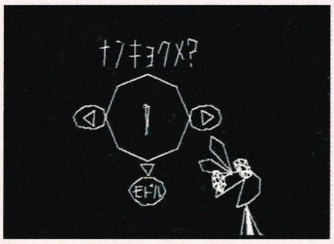
YOU MUST BE JOKING!

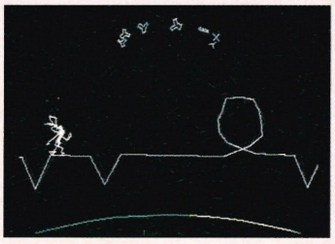
Believe it or not, this is a PlayStation game. It's weird, it's Japanese and it's coming to the UK this Summer.

The game's called *Vib Ribbon*, and is brought to you by the people who gave us *Parappa the Rapper* and *Um Jammer Lammy*. Taking minimalistic graphics to the extreme, you play Vibri the rabbit, who hops, skips and jumps along an infinitely-long line, the Vib Ribbon. He boogies better to music, but the pulsating sounds have an effect on the ribbon's shape, producing waves, peaks, troughs and patterns. These offer obstacles which Vib must avoid.

There are four distinct types of obstacle. The pit, the block, the jagged line and the loop. These appear not at random, but according to the pace, volume and beat of the music. They can even combine into jagged pits or loopy blocks. Vibra grows by successfully defeating obstacles, but weakens if he fails. Needless to say, gamers can use their own music CDs in the game as well as the supplied licensed trax.

Vib Ribbon is a cult classic in Japan, despite (or maybe because of) its simplistic graphics. It's currently developing an underground following over here too, which is sure to grow when Sony release it in the Summer.





FLY RPG!

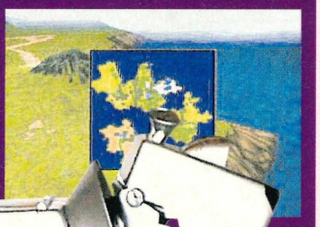
ELDERGATE ANNOUNCED

Konami of Japan recently unveiled its latest RPG, *Eldergate*. The eponymous Eldergate connects two worlds, Eldora and Rosel. The eight elementals of fire, water, ice, thunder, earth, wind, light and darkness inhabit Eldora, with excess elemental energy flowing onto the world of Rosel. Needless to say, something goes wrong with the arrangement and it's your job to put it right.

Eldergate uses Konami's Global Build System, which creates game worlds on the fly, meaning no two games are the same. That's the theory, anyway – in practice, many games that generate their own worlds turn out to be bland and one-dimensional. Let's hope Konami avoid this pitfall.

Eldergate is scheduled for a June release in Japan, but unless you speak the lingo, it's probably best to wait for the US or UK release.





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...

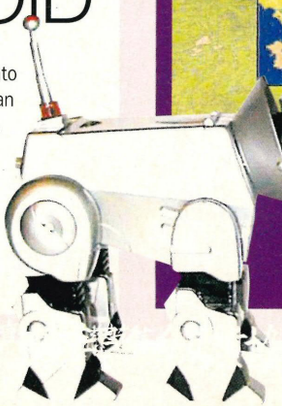
WOOF! WOOF! BEEP!

YOU AIN'T NOTHIN' BUT A HOUNDROID

Remember *Dr Who*? Remember K9, the good Doctor's robotic cyberpet, assistant and mobile toolbox all rolled into one? Cute he wasn't, but he got the job done. Now you can own a far prettier robo-dog than K9, courtesy of Project K.

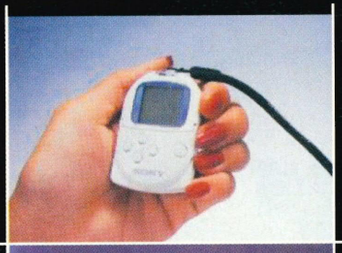
The Japanese love their robots, and it was inevitable someone over there would produce a robot pet. And someone did. *The Mega-Byte Houndroid* is a loveable canine creation, which is fully interactive, remote controlled, has a full range of motions (whatever that means) and several hidden, special functions. No doubt it craps ball bearings too.

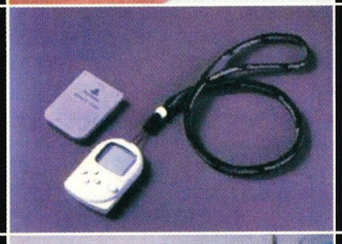
The Mega-Byte Houndroid is available from Project K.

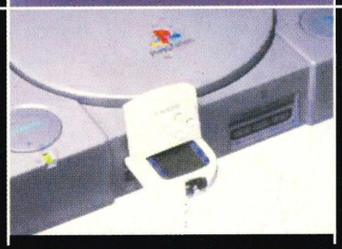


IS THAT A STATION IN YOUR POCKET?

POCKETSTATION NOW IN ENGLISH!







They're still import only, but at least you can use them to the full...

It never happened. Sony's hand-held memory card-cum-gaming device never made it over here, despite being announced and then delayed several times. The demand in Japan was high, but it wasn't deemed right for the UK market, so gamers over here had to fork out incredibly high import prices if they wanted a machine (they're fully PAL-compatible). Until now, all the instructions were in Japanese only, leaving gamers to guess their way through the menus. Thankfully, they've now been translated into English, so import gamers can enjoy them to the full.

So what's a PocketStation? It's a PDA (Personal Digital Assistant) which fits into the PSX like a memory card, and functions as one too. Its main purpose, though, is for downloading small games from PocketStation-compatible PSX CDs, which you can then play on the small black-and-white screen and sometimes load back into the main PSX game. For example, a fighting game might let you download your favourite character into the PocketStation and then train him to improve his stats, loading him back into the PSX an improved man. You can even play against a PocketStation-owning friend via a built-in infra-red link-up mode.

Before splashing out on a PocketStation, ask yourself if you really want one. There's certainly no point in getting one unless you play import games; very few UK releases contain PocketStation games. The games played on the PDA tend to be aimed at the younger gamer, not the hardcore enthusiast – in other words, those most able to make use of them are the least likely to want one. The PocketStation isn't a wonder-machine that adds a whole new perspective to PlayStation games (if it was, it would've been released in Europe and America). Instead, it's a mild distraction, a fit of fun and nothing more. And outside Japan, it's an expensive bit of fun...

English instructions are supplied with PocketStations bought from Project K, and can also be found on their web site http://www.projectk.com/pagepda.htm).

PocketStation

COMPATIBILITY CRISIS

PSX games which are compatible with the PocketStation include:





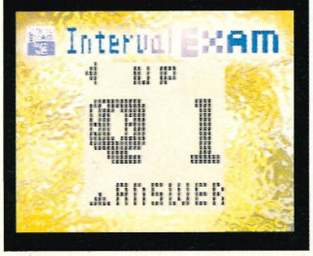




- Final Fantasy VIII (UK, USA and Japan)
- Ridge Racer Type 4 (UK and Japan)
- Anywhere Together (Japan)
- Battle Insects (Japan)
- Burger Burger (Japan)
- Bus! Baido! (Japan)
- Circuit Wolf II (Japan)
- Crash Bandicoot 3 (Japan)
- Final Fantasy VIII (Japan)
- Hello Kitty White Present (Japan)
- Intelligent Qube Final (Japan)
- Karorinko (Japan)
- Kyoro-Chan's Print Club Tactics (Japan)
- Lunatic Dawn III (Japan)
- Monster Compriworld (Japan)
- Monster Farm 2 (Japan)
- Monster Race (Japan)
- Purumui Purumui (Japan)
- Ridge Racer Type 4 (Japan)
- Susume! Kaizoku (Japan)
- Street Fighter Alpha 3 (US)
- Street Fighter Zero 3 (Japan)
- Tamamayu Monogatari (Japan)
- Theme Aquarium (Japan)
- World Neverland 2 (Japan)
- Gallop Racer 2 (Japan)

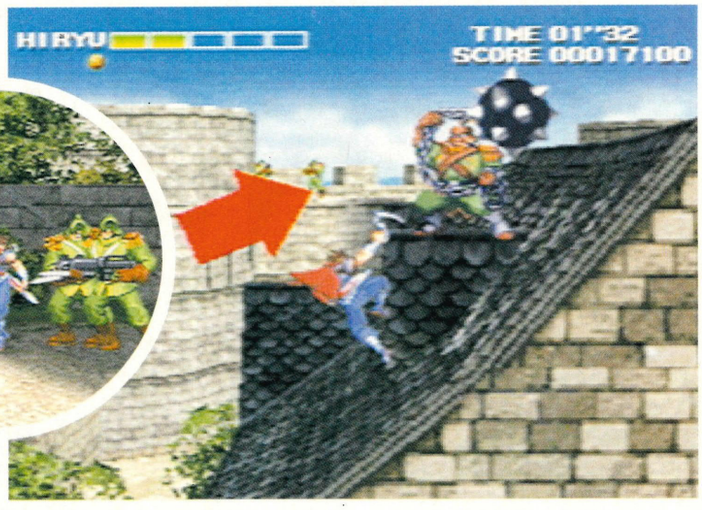
POCKET TUNER

Pocket Tuner **is the first (and probably the last) PocketStation-specific PSX game. Jumping onto the popular music-game bandwagon,** ***PocketStation*** **allows you to download and play musical games. They're pretty simple, but not bad fun.**











Strider 2

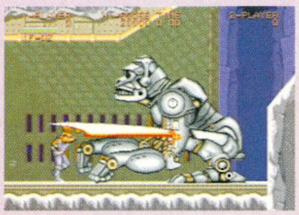
As the first *Strider* sequel hits the PlayStation, Simon finds out if old arcade games can still cut the mustard...

extreme INFO:

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

It's Free!

Extra bonus points for Capcom for seeing fit to include the original version of the game in the package. As you'd expect, though, it's technically not as enhanced as the sequel, and carries many of the same faults. Still, it's free, so we ain't going to argue too much.





Maybe it's something to do with the millennium, but software publishers seem to have gone overboard to raid their back catalogues for hit games of yesteryear to add a couple of zeros to their balance sheet. Recent examples? *Space Invaders, Pong, Capcom Museum* and *Asteroids* have all passed under our noses (and even *Road Rash* gets a lick of paint elsewhere in this issue), and the next big update is this belated sequel to the classic arcade game *Strider*.

extreme LANGUAGE 30% BARRIER

There was never any deep rocket science involved in the original *Strider*, which scored its points for simply being a perfectly-playable and highly-enjoyable platform-based shooter. Hell, they've even included it on a separate disc just so you can effectively measure what you're dealing with. You jump around a few platforms, climb up, do a nifty little speed-sliding move and bash a few baddies, picking up power-ups along the way.

It's pretty-much the same drill this time around too, although you have to give credit for the cool scrolling, which is tricky to describe but certainly a modern concession in a game otherwise stuck in the past. It's pretty good fun, again in an old-fashioned kind of way, but the likes of Sonic and Mario aren't exactly shitting themselves, if you get our drift.

"...ULTIMATELY LACKING CHALLENGE OR EXCITEMENT..."





Stride On...

That's because the problems soon set in. It becomes quite repetitive, jumping around just to find another baddie (whose power bar appears alongside yours at the top of the screen during a scrap), and any challenge is severely negated by the liberal use of continues, which frankly seem to go on forever. Our first go lasted nearly two hours before we just decided we'd had enough and turned it off.

Still, we're sure there's a cracking plot in there somewhere to keep your attention. It's just that if you want the import version, you need a crash course in Japanese. Which pretty-much leaves you with a decent platform game, boosted by the inclusion of the original, but ultimately lacking the kind of challenge or excitement for it to cope in the hostile new millennium.

Simon Brew

extreme 61%

Alundra 2

Can *Alundra* steal *Zelda*'s thunder? Let Chris put you in the picture...

extreme LANGUAGE 0% BARRIER

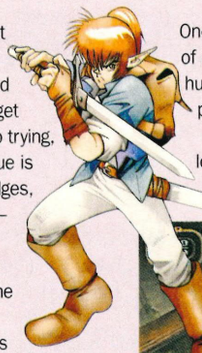
extreme INFO:

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





Trust Activision to boldly tread where others fear and attempt another *Zelda* clone for the PSX. The first *Alundra* game hit the shelves back in '98, and the 21st Century remix has undergone a complete cosmetic facelift, with a brand-new 3D engine producing some lush, solid primary-coloured graphics. A new inventory interface has been implemented, and another quest awaits our champion.



Once you start playing, it becomes apparent that this is more of the same tried and tested formula. You'll never get *Zelda* on a Sony; just give up trying, publishers! It's aesthetic value is hampered by some rough edges, indicating a lack of finishing – most likely because it was rushed at the last minute. Gameplay is a mix of real-time *Zelda*-esque combat, with a wide range of nasty monsters to battle, and much puzzle-solving. It's entertaining enough, and will appeal to the far reaches of both the casual and hardcore gaming fraternities.

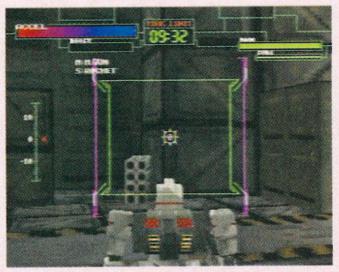
One fresh experience is the quality of dialogue (there's lots of it), with humourous and well thought-out personalities to interact with.

Overall, it's a fine game with lots to do, but nothing much new.

Chris Kjolsen



82% extreme




extreme INFO:

Publisher ASCII Entertainment
Developer ASCII Entertainment
Genre 3D Blaster
Released Out Now (Import)
Version NTSC **Price** £30-40 **Players** 1

Gale Gunner

Blast 'em, Ian...

It's Japanese, it's got robots in it, it's in third-person perspective and it's not that good.

extreme LANGUAGE 30% BARRIER

The basic premise is simple enough – run around shooting things with your mech, using the limited-burst rocket pack to reach high platforms. However, the controls are cumbersome and never become instinctive. Your own mech is far more sluggish than your enemies' too. These faults combine to make for a frustrating game, where you're blown away by the time you've got the foe in your sights.

As you can see from the shots, the graphics are functional but unremarkable, as are the sound and animations. In fact, that's the story of the entire game...

Ian Osborne




40% extreme

Front Mission 3

What a Wazner! Not Chris, it's a robot, silly...

extreme LANGUAGE 0% BARRIER

extreme INFO:

Publisher Squaresoft
Developer Squaresoft
Genre RPG/Mech Combat
Released Out Now **Version** NTSC
Price £50-60 **Players** 1




A plot driven, turn-based RPG based on gargantuan Gundam robots, with a great gaming interface and lush cut-scenes to boot? It must be the mighty Square – hold on to your heads, boys...

'Desire spawns madness, madness collapses into disaster, mankind never learns'. So starts this super-slick slice of Square that pits you against ten-ton Transformers. All in the name of saving your little sis (how original).

Playing the part of a test pilot for a Japanese firm in the 'Wazner' robot industry, you must explore the shady dealings of war-hungry companies. Cue little fella getting into his favourite 'Wazner', a robot exoskeleton.

Before long you find all is not above board in the arms race; there's some shwonky business going down. Our hero gets his crew and 'bots, then after some training, it's off to get sis. I've got to admit, kicking ass in a Wazner is wicked! The combat system is similar to *FF VIII*; it's slightly more complex, but easily picked up. Each battle is epic, and tactics reign supreme. As you'd expect, graphics and sound are top-notch, and ooze Squaresoft gloss.

If you liked *C&C* and went mad for *FF VIII*, get this – if you can find it.

Chris Kjolsen



90% extreme

TIPS AND CHEATS

TIPS FOCUS
NEW CHEATS!

So you want a bit of extra firepower! Maybe you fancy some invincibility to help improve your high score? Well, perhaps it's about time you cheated, and there's no time like the present, so check out our latest offerings for your cheating delights...



SYPHON FILTER 2

Hard Mode
In the in-game options menu, you can view movies you've unlocked. You see extra movies you couldn't get by playing through the first time. To unlock these, you must play the game in Hard Mode. To get this mode, go to the title screen and highlight New Game. Press ↑, **Select**, **L1**, **R2**, ■, ●, ✖ at the same time. Finishing certain levels on Hard Mode unlocks bonus movies.

Unlock Bonus Movie 1
Play on Hard Mode up to level six, United Pacific Train.

Unlock Bonus Movie 2
Play on Hard Mode up to level 12, Industrial District.

Unlock Bonus Movie 3
Play on Hard Mode up to level 17, Agency Bio-Lab.

Unlock Bonus Movie 4
Complete the game on Hard mode

Level Select
Pause the game, highlight the "Map" option, then hold →, **L2**, **R2**, ●, ■, ✖ (simultaneously). Enter the options screen and choose Cheats.

Mission Secrets
MISSION 1: COLORADO ROCKIES
When you find the H11 crate in the cave near the waterfall ravine, you unlock the Colorado Rockies arena.

MISSION 3: COLORADO INTERSTATE 70
When you get the Binoculars out of the crate in the back room of the first tunnel, you unlock the Caves arena.

MISSION 8: C-130 WRECK SITE
Kill Archer with one shot as he rides the chopper and you unlock the Jungle arena. Also, if you beat this mission in less than three minutes, you unlock the characters from the original *Syphon Filter* for two-player mode.

MISSION 9: PHARCOM EXPO CENTRE
When you find the Girlie Mag in the locker, you unlock the Pharcom Incubator Lab arena.

MISSION 11: MOSCOW CLUB 32
If you kill all three bodyguards on the dance floor in the beginning before they toss grenades, you unlock the Disco Basement arena.

MISSION 12: MOSCOW STREETS
Get the PK-102 from one of the white cars that try to flatten you and you unlock Rhoemer's Bunker arena.

MISSION 13: VOLKOV PARK
If you can get to the first car before the agent blows it up, you find a Biz-2 inside. This unlocks the Surreal arena.

MISSION 15: ALJIR PRISON (BREAK-IN)
If you can make it through the whole level without the crossbow you unlock the Aljir Prison arena.

MISSION 18: AGENCY BIO-LAB (ESCAPE)
When you enter the Operating Room you unlock the Agency Computer Lab arena. You get to the operating room by entering the ventilation shaft you exited last in the previous mission, not the second one that leads out into the hallway.

MISSION 19: NEW YORK SLUMS
Find the Dirty Laundry in the washer in the burning building. This unlocks D.C. City Park arena.

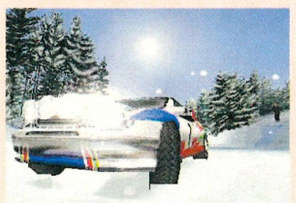
MISSION 20: SLUMS DISTRICT
If you make it to the top of the stairway in the parking garage you find a crate with an M-79 inside. This unlocks the *Syphon Filter 2* characters for two-player mode.



V-RALLY 2

All Cars And Trophies
At the game progress screen, press **L1**, **R1**, ←, →, ←, →, ↑, ↓, ↑, ↓, ✖, ✖ + **Select**. A sound confirms the code. Now highlight an empty square and press ✖ to unlock the corresponding car and trophy.





RIDGE RACER TYPE 4

Extra Trial Mode
After completing Grand Prix Mode for the first time, you can access the Extra Trial Mode, where you can get 16 of the 320 cars in the game.

Pac-Man Car
Once you've successfully managed to get all 320 cars, the Pac-Man car appears as the 9th car in your garage. You can also hear the new music track, Eat 'Em Up.

Turbo Boost
While racing in any race, press **R2** and **L2** for a Super Turbo Boost.

FEAR EFFECT

Cheat Codes
To use the cheat codes, go into the options screen from the menu, then go into 'credits' and enter any of the following codes.

Infinite Ammunition
L1, ▲, ↑, ↓, ●, ●, ▲, ■, ←, ▲

Infinite Health/No Fear
L1, ▲ ↑, ↓, ●, ●, ▲, ■, →, ■

Infinite Weapons
L1, ▲, ↑, ↓, ●, ●, ▲, ■, ↑,●

One-Hit Death With Firearms
L1, ▲, ↑, ↓, ●, ●, ▲, ■, ↓, R1

One-Hit Death With Melee Weapons
L1, ▲, ↑, ↓, ●, ●, ▲, ■, ↓, L1

Target Practice Mode
L1, ▲, ↑, ↓,●, ●, ←, ←, L1, L2

Pump Up the Ammo Mode
L1, ▲, ↑, ↓,●, ●, ←, ←, L1, L2

Rate Of Fire Increase
L1, ▲, ↑, ↓,●, ●, ↑, ↑, ↑, ↓

Instant Puzzle Solve Mode
L1, ▲, ↑, ↓,●, ●, ↓, ↓, ↓, ↑

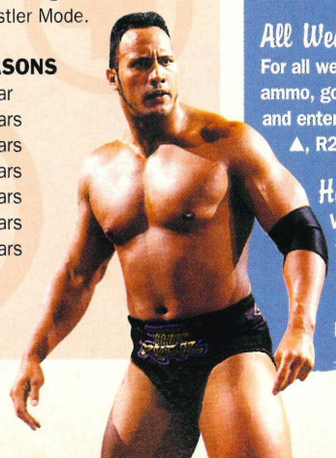
Suicide Mode
↓, ↓, ↓, ▲, ↓, ↓, ↓, ■, ←, →



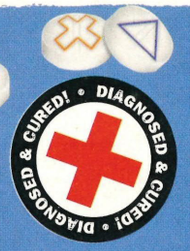
WWF SMACKDOWN!

Bonus Wrestlers in Season Mode
Complete the indicated number of years in Season Mode to unlock the corresponding bonus wrestler's body parts in Create-A-Wrestler Mode.

WRESTLER	SEASONS
Ivory	1 year
Prince Albert	2 years
Jacqueline	3 years
Viscera	4 years
Mideon	6 years
Gerald Brisco	7 years
Pat Patterson	8 years



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 all your gaming symptoms...

Ian Forbes from Surrey tells us he's having trouble progressing through *Exhumed*, so here's a few cheats to see him on his way.

All Levels, Items and Keys
At the World Map screen, press ●, ✖, ▲, ■, →, ↓, ↑, ← on Controller Two, then press Select to display the sub-menu. Now press ■ and Select to add an item, and ● to delete an item.

Dolphin Mode
This code allows you to swim faster and stay underwater longer. While playing, press ■, ■, ▲, ▲, ✖, ✖, ●, ●. A dolphin icon appears on the screen to confirm the correct entry.

Vulture Mode
This code allows you to fly higher and further using the ✖ button. During play, press ●, R1, R2, ■, →, L1, L2, ←. A vulture icon appears on the screen to confirm the correct entry.

We've had a letter from Ben Stevenson, who says he needs help with the Tomb of Seth in *Tomb Raider: The Last Revelation*. Unfortunately, he hasn't told us exactly where he's stuck. Ben, we can only suggest you let us know where in the level you're having difficulties, or try using the cheats printed in Issue 26's Tips Clinic.

Anne from Milton Keynes has just received a copy of *Tomb Raider*, and would like any help possible. We think we've got just what you need...

All Weapons
For all weapons with maximum ammo, go to the inventory screen and enter the following code: L1, ▲, R2, L2, L2, R2, ●, L1.

Handstand
When Lara is hanging from a ledge, press and hold the Walk button, then press ↑ to perform a handstand.

Level Skip
On the inventory screen, press L2, R2, ▲, L1, L1, ●, R2, L2. Now press Select to skip to the next level.

Sean Mitchell needs help defeating Boss Abilene in Level Two of *Lucky Luke*. Here's what you need to do...

Wait until the boss throws a log at you. Using your frying pan, hit it back at him and try to hit him. It seems easier to hit him by returning them on your backhand. Try to judge your return, or he ducks and avoids the return shot. Once you've hit him three times, you knock him out and complete this section of the game.

James Baker tells us he's getting very close to putting his copy of *Spawn the Eternal* in the microwave because he's just so frustrated (don't try this at home, kids). Well, to save an unsightly mess of molten plastic, perhaps you should try these cheats for guaranteed satisfaction...

Level Jump
Pause the game during play, then press and hold L1, R1, L2 and R2. Now press ▲, ✖, ■ and then ● three times.

Invincibility
Pause the game during play, then press and hold L1 and R1. Now press ▲ twice, ✖ twice, ■ and then ●.

Access all Power-Ups
Pause the game during play then press and hold L2 and R2. Now press ▲, ●, ■, ✖, ▲ and then ✖.

Gain all Items
Pause the game during play, then press and hold L2 and R2. Now press ✖, ■, ●, ▲, ■ and then ●.

Invisibility
Pause the game during play, then press and hold L1 and R1. Now press ■ twice, ● twice, ▲ and then ✖.

Reset Physical Ability
Pause the game during play, then press and hold L1 and R1. Now press ✖, ●, ▲, ■, ✖ and then ●.

Reset Magic Ability
Pause the game during play, then press and hold L1 and R1. Now press ▲, ●, ✖, ■, ▲ and then ●.

Restore Energy (Limited)
Press L1 and L2 during game play to restore your energy. This only works a limited number of times.

Secret Interview
Play Track 15 of the game CD in an ordinary music CD player to hear an interview with the creator of *Spawn*, Todd McFarlane.

Now Formula One racing is back with us for another season, Byran Hammel from Birmingham wants us to help him get back in the driving seat with a few codes for his favourite racing game of all time, *Formula One*.

Buggy Mode
Hold Select and press →, ↑, ▲, ←, ↑, ■ and then ▲ on the Practice, Qualify or Race option screen. The words 'Buggy Mode Activated' are displayed if this is done correctly, and your car turns into a small buggy-type vehicle.

Bike Mode
Hold Select then press ↓, ↑, ●, ▲, →, ↑, ■ and then ▲ on the Practice, Qualify or Race option screen. The words 'Bike Mode Activated' are displayed if done correctly, and your car is turned into a futuristic motorbike.

Fire Track
Hold Select and press ■, ●, ↑, → twice, ● and then ✖ on the Practice, Qualify or Race option screen. The words 'Lava Mode Activated' are displayed if done correctly. The track is red but the rest of the graphics turn to grey.

Gibbering Murray
Hold Select and press ←, ●, ↑, ↓ twice, →, ● and then ■ twice on the Practice, Qualify or Race option screen. The words 'Gibberish Mode Activated' are displayed if done correctly. Murray now speaks utter rubbish, but what's new?

Frameout City
Hold Select and press ←, ● twice, ▲ twice, ●, ↑, → on Race Qualifying. The words 'Bonus Track Activated' are displayed if done correctly. The Bonus track is now selectable next time you want a single race. You can only do this after completing the Championship Mode with a first, second or third-place finish.

German Mode
Hold Select and press ↓, ↑, ← twice, ■, ● and then ✖ on the Practice or Qualifying option screens. The words 'German Mode Activated' are displayed when done correctly.

Spanish Mode
Hold Select and press ▲, ●, →, ●, ▲, ● and then → on either the Practice, Qualify or Race mode. The words 'Spanish Mode Activated' are displayed when done correctly.

A threatening e-mail was sent by Fay Dunlop from Dundee, who demanded we sorted her out with some *Akuji the Heartless* cheats. How could we refuse?

Debug Mode
Pause the game, then press and hold L2 or R2 and press ←, ↑, ↑, ▲, →, ■, ←, ▲, ↑, ↓, →, →.

Infinite Spirit Spells
After you've acquired the Spirit Spell, pause the game, then press and hold L2 or R2 and press ←, ▲, ←, ←, ●, ←, ▲, →, ●, ↑, ↑, ↓. Note: you must repeat this whenever you pick up a Spirit Spell.

Invincibility
Pause the game, then press and hold L2 or R2 and press →, →, ←, ▲, ✖, ↑, ●, ←.

As requested by John Mclean from Melbourne down under, here are a variety of cheats for *Total Drivin'*.

Cheats
Moscow: On the options screen, use the R1 button on Controller One to tap out the rhythm, 'Jingle bells, jingle bells, jingle all the way' and you're given access to all six of the Moscow Tracks.

Switzerland: As above, but tap out, 'Doe, a deer, a female deer'. You get all six Switzerland tracks.

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

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

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

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

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

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

Stuck in a game? Desperate for expert advice? Then write to the Tips Clinic at:

Tips Clinic

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DIAGNOSED & CURED!

Please remember to tell us which game you're stuck on and exactly where you're stuck.

BUST-A-GROOVE

Dance Preview
Successfully complete the game on the Easy difficulty setting.

Play as Capoeira
Successfully complete the game on the Normal difficulty setting.

Play as Robo-Z
Successfully complete the game on the Hard difficulty setting.

Play as Burger Dog
Successfully complete the game on the Normal and Hard difficulty settings, then select Hamm as a character and beat the game on the Normal difficulty setting again.

Play as Columbo
Successfully complete the game on the Normal and Hard difficulty settings, then select Shorty as a character and beat the game on the Normal difficulty setting again.

Columbo Cameo
Play as Shorty in two-player mode. Go all the way through any combo twice, then complete the '0' combo. Columbo should jump out of Shorty's pocket.

Level Skip
Successfully complete the game once with any character, then begin a game in single-player mode and press **L2**, **Select** when a song begins to jump to the next level.

TWISTED METAL 4

God Mode
Enter ↓, ←, **L1**, ←, → as a password.

Infinite Specials
Enter ▲, **L1**, ↓, ▲, ↑ as a password.

Specials More Powerful
Enter ↑, **Start**, ●, **R1**, ← as a password.

Weapons Shoot Faster
Enter **R1**, **L1**, ↓, **Start**, ↓ as a password.

Unlock Crusher
Enter ↓, **R1**, →, **R1**, **L1** as a password.

Unlock Moon Buggy
Enter **Start**, ▲, →, **L1**, **Start** as a password.

Unlock RC Car
Enter ↑, ↓, ←, **Start**, → as a password.

Unlimited Specials
Enter ▲, **L1**, ↓, ▲, ↑ as a password.

WORMS ARMAGEDDON

Cheat Mode
Complete one of the following goals to unlock the corresponding feature, which can then be enabled at the weapons or game options screen.

Worms Bleed When Shot
Earn Gold Medal in Basic Training Mode.

Aqua Sheep
Earn Gold Medal in Super Sheep Racing Training Mode.

Longbow Power-Up
Earn Gold Medal in Euthanasia Training Mode.

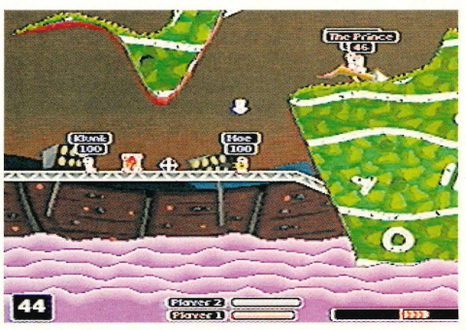
Shotgun Power-Up
Earn Gold Medal in Rifle Range Training Mode.

Grenade Power-Up
Earn Gold Medal in Artillery Range Training Mode.

All Weapon Crates Have Sheep
Earn Gold Medal in Crazy Crates Training Mode.

Invincibility
Earn an Elite rank in Deathmatch Mode.

Laser Sight
Complete Mission Four.



ROGUE TRIP

Bonus Items in Area 51
Look for the light in Area 51. When it says '420', go to the light beam. Your car is now beamed up to a bonus stage containing lots of power-ups and weapons.

Boss Battle – Big Daddy
Go to the password screen and enter the password: ■, ▲, ●, ●, **R2**, **R2**.

Boss Battle 1
Go to the password screen and enter the password: ●, **R2**, **R1**, ■, **L1**, **R2**. Note: Following every challenge you must re-enter this code.

Boss Battle 2
Go to the password screen and enter the password: ●, ●, **L2**, **L1**, ▲, ▲.

Double Pick-Ups
For more power-ups, go to the password screen and enter the password: **L1**, **L2**, ●, **L1**, **R1**, ■.

Duke Nukem Movie
For a special movie, go to the options screen, choose password then enter the password: ■, ■, ●, ●, ▲, ▲.

Extra Armour
Go to the options screen, select password, then enter: **R1**,▲,**R1**,▲, **L1**, ■.

Funtopia Level
To access the Funtopia level, go to the options screen and select password, then enter: ✖, ●, **L2**, ✖, ■, **L1**.

Infinite Jump
Go to the options screen, select password, then enter: ●, ■, **R2**, ✖, ▲, **R2**.

Infinite Turbos
Go to the options screen, select password, then enter: ■, ✖, ●, ▲, **R1**, **R2**.

Play As Goliath
Go to the options screen, select password, then enter: ▲, **L1**, **R1**, ✖, **L2**, **L2**.

Play As Nightshade
Go to the options screen, select password, then enter **R1**, **R2**, **L1**, **L1**, ✖, ●.

Play as a Helicopter
Go to the options screen, select password, then enter: **L1**, ▲, **R2**, ▲, ▲,**R1**.

Play as an Alien
Go to the options screen, select password, then enter **R1**, ■, ✖, ■, **L2**, ●.

S.C.A.R.S

Passwords

DESERT	Crystal Grand Prix + Car Six
ROCKYY	Crystal +,Diamond Grand Prix
RATTLE	Crystal + Diamond Grand Prix + Cars Six & Seven
ZDPEAK	All the Grand Prix
XPERTS	All the Grand Prix + Mirror Mode
RUNNER	All the Grand Prix + Mirror Mode + Car Eight
MYSTER	All the Grand Prix + Mirror Mode + Car Nine
ALLVID	All the Grand Prix + Mirror Mode + all the cars







BLAZE XPLORER

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FINAL FANTASY VIII	87A6E8AC8746	871F49441357	37151D3D02F4	OMEGA BOOST
Infinite Money	87A7E5AF8647	Infinite Cluster	Twinmill-Cup	Infinite Energy
87A5DD46D134	87A8E6B28548	Bombs	Unlocked	87982F6E09E5
87F8AC574293	87A9E3B58849	87F42A370466	37D8D8A63337	879C2F7209E5
Save Anywhere	878AD4B8874A		All Cars Unlocked P2	Have Viper Boost
87A084373635	878BD1BB864B	HOT WHEELS –	B7A078383535	376FBA033436
Squall Codes	878CD2BE854C	TURBO RACING	178DFDC2C134	Full Viper Boost
Max HP	878DCFC1884D	Unlimited Turbos P1		8728BBDA4535
8794DEDA5944	878EDOC4874E	37DDC4AB343E	MILLENNIUM	Max Machine Level
8796DCDC5944	878FCDC7864F	Unlimited Turbos P2	SOLDIER	3739C8F13238
Max Str/Vit	8790CECA8550	37F01DDB343E	EXPENDABLE	37479E133442
87F69464C134	8791CBCD8851	Indestructible P1	Infinite Lives	
Max Mag/Spr	87B13DD08752	(Press Select)	370A9707343A	QUAKE 2
87F89666C134	87B23AD38653	7700F653C233	Infinite Time	Infinite Health
Max Spd/Luck	87B33BD68554	377A1B553436	870F66DD3642	873BA7007135
87FA9468C134	87B438F97855	Indestructible P2		Infinite Armour
Level 100		(Press Select)	MISSION	8763624AD599
87EDA7911635	G-POLICE: WEAPONS	7722D875C233	IMPOSSIBLE	All Weapons
8713A5DF4293	OF JUSTICE	37C9F4853436	Infinite Health	Infinite Ammo
All Magic	Infinite Shield	Maximum Score In	87A8E1B724CB	87F1C6DAD134
8796189C9736	873267284B46	Cup Mode	87306731C234	873F26447135
8797159F9637	Infinite Cannon	37BDCD85C234	Infinite Ammo	8701E8047135
879816A29538	87B22859D298	Maximum Score In	37F95DABD298	87BE2BC47135
879913A59839	Infinite Seekers	Flying Mode P1	Infinite Fire	870EFBD47135
877A04A8973A	87138108333F	877C9F2EE561	Extinguisher	871A4F207135
877B01AB963B	Infinite Vanguamo	8719BAB3D695	378BB335C234	87D726CC7135
877C02AE953C	87006A23145G	Maximum Score In	Infinite Taser	
877DFFB1983D	Infinite EPPs	Flying Mode P2	37183CCCD599	
877E00B4973E	87A21869D298	87CB785EE561	Infinite Blue Spray	
877FFDB7963F	Infinite Laser 1	876893E3D695	37381CECD599	
8780FEBA954Q	87A6186DD298	All Vehicles	Infinite Time	
8781FBBD9841	Infinite Laser 2	Unlocked P1	878F0891C234	
87A2ECC09742	87AA1871D298	B7A078383535	Infinite Masks	
87A3E9C39643	Infinite Siren	17CEBC02C134	37294DBBD298	
87A4EAC69544	872E5C2D3244	R.M. Sludgeworks-		
87A5E7A98845	Infinite BB9 Bombs	Track Unlocked		

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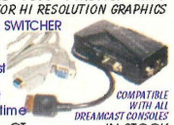


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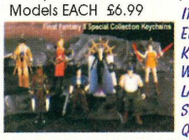
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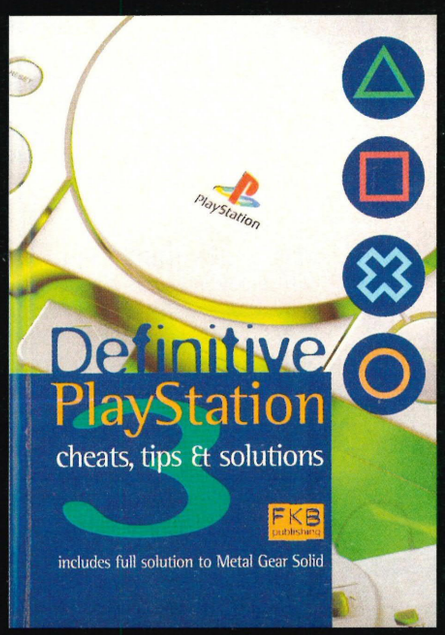
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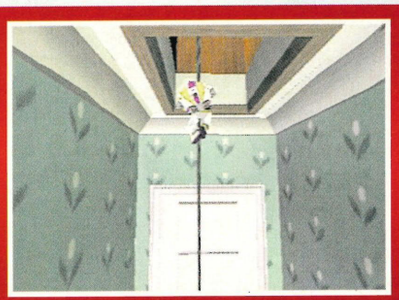
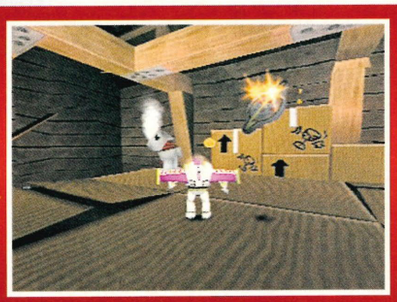
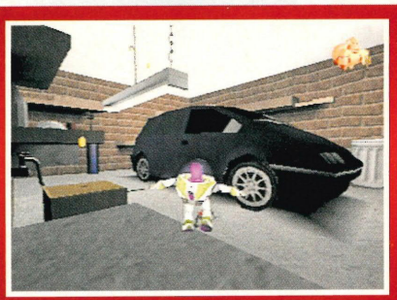
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TOY STORY 2

It's time to go to infinity and beyond with our old friend Buzz Lightyear. His friend Woody's been toy-napped by a fat collector, and it's up to you to rescue him. Get to it, space ranger…

LEVEL 1
ANDY'S HOUSE

1ST TOKEN
• DEFEAT THE ROBOT

Shoot the bad toys for golden coins, then jump up to the box in the centre of the room and onto the chair. Double-jump to reach the desk and head left to cross the shelf. The blocks provide information – the one on the shelf explains how to push the book ahead. Double-jump over to the bed and over to the table, then to the open drawer. Climb up the pole to reach the upper shelf and collect a battery, then jump up to the rope slide to reach the playpen opposite. Collect the Buzz coin for an extra life and go into first-person view (**L1**) and shoot the catches on the playpen. Leave the room and head right onto the landing. Climb the plant to reach the table opposite, then run and jump onto the cable dangling in front of you. Climb the cable to reach the loft and notice the Tin Robot on top of the boxes. Scale the boxes and duel with the robot; just keep running around in circles, then shoot or spin into him once he stops chasing. Eventually he's destroyed and releases your first Pizza Planet Token. When given the option to move to the next level, decline so you can continue exploring Andy's House.

TIPS FOCUS PLAYER'S GUIDE

Before leaving the loft, explore the upper rafters by pushing the box (indicated by green palm icon) up to the seesaw. From the seesaw jump to the pole and climb up it, now turn around and jump to the protruding bar that spins you over to the rafters. Up here you'll find a health battery, golden coins and one of Bo Peep's sheep (collect five for another token).

2ND TOKEN
• A RACE

Return to the landing and speak to T-Rex about racing the remote-controlled car. Go down the stairs and jump out through the catflap in the door on the left, jump from the steps onto the box and then onto the workbench. Carefully dodge the circular saws to reach the upper shelving. Cross the poles and dodge the drills before landing on the rubbish bin for a health battery. Jump onto the bonnet of the car and then onto its roof for a green laser. Jump over to the lights and climb the central chain to reach the opposite shelves. Use the bars to swing and you reach Bo Peep's second sheep at the end. Now drop down and talk to the car. Run around the car and double-jump over the oil spill to gain the advantage. Once you win, the token's yours (if you lose, leave the garage and re-enter).

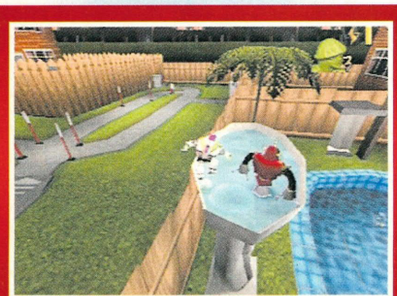
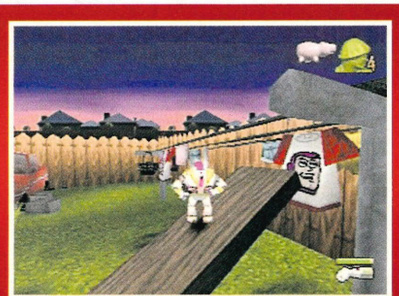
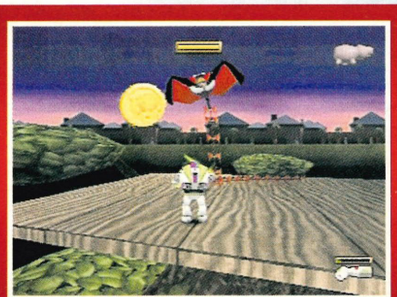
3RD+4TH TOKENS
• HAMM AND MR POTATO HEAD

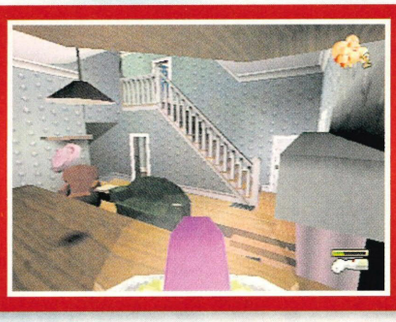
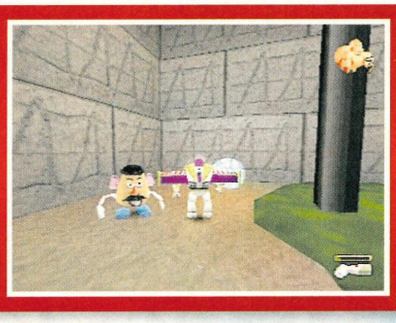
To get the third token, find Mr Potato Head's ear. Leave the garage and walk into the room ahead and jump up to the red chair. Notice the white cross on the cushion – press Jump then Spin to be launched across the room and land on a corner shelf. Turn facing the stairs and jump onto the curtain rail, turn around and walk onto the shelf, where the ear can be collected. Keep going this way, jumping along the tops of the cupboards and jump and grab the top corner shelf to rescue the third sheep. You should have 50 coins. Jump over to the green sofa to find Hamm (piggybank). Now go behind the sofa and enter the doorway on the right. Go down the stairs to reach the basement, turn right and jump over the green slime until you reach Mr Potato Head. As a reward for getting his ear, Mr Potato Head lets you use the Cosmic Shield in the corner; run into it and travel through the slime to reach a platform. Climb the boxes and you see a rope-slide leading to the fourth sheep. Carefully drop back down and use the shield to reach the boxes again. Turn right from the slide and run and double jump over to the box near Mr Potato Head. Now jump over to the shelves and use each one to get you up to the top shelf and use the lights to reach the top box near the stairs. Use one more light to reach the shelves containing boxes, head left and jump up to the top shelf, then push the box off the edge. Look at the marks on the shelf indicating where each box must be pushed, so you can jump to the top shelf opposite. Once on the top shelf, the token resides at the end.

5TH TOKEN
• BO PEEP'S SHEEP

You've collected four sheep so far. Return to the living room, but this time head through the other door leading to the kitchen. Climb the broom by the table to meet Bo Peep, then jump down and push the block up to the baby chair. Make your way across the various kitchen appliances until you reach the top of the cupboards. On reaching the scales, push them off the cupboard, then jump and press Spin to create a really high jump to reach the cupboards holding the last sheep. Return to Bo Peep to collect the last token.

Original Toy Story Elements ©Disney. Toy Story 2 Elements ©Disney/Pixar. All rights reserved.



LEVEL 2
ANDY'S NEIGHBOURHOOD

1ST TOKEN
• FIND THE TOY SOLDIERS

There are five toy soldiers dotted around various parts of the neighbourhood. Starting in the garden, avoid the lawnmower and stomp (jump then spin) on each molehill that shoots out a flame. A soldier is firing at you through each molehill, so once all molehills have been blocked, he surrenders. Go through the gap in the fence and head left towards the swings – the second soldier is on the higher swing. Use the swings to get up to the tyre and then up to the first branch. Walk slowly up the branch and jump from each leafed platform until you reach the seesaw. The third soldier is on the platform behind the seesaw. You have to reach the top of the tree later, so while here, pitch the seesaw so it slopes up to the next platform and run and jump. Turn towards the tree, noticing a rope hanging down and another acting as a slide. Carefully walk up the branch and grab the rope hanging down to create a direct climb from the ground to this point for when you return. From the ground, head toward the rubbish bin in the far-right corner and go through the hole in the fence. Climb onto the chair and jump from the arm to grab the pot opposite. Climb up the plant, then run and jump to land on top of the fountain. Going clockwise, continue from the fountain to the next plant and then onto a platform, where you need to push the plank of wood over to create a shortcut to the next plant if you fall. Continue clockwise, using the flagpoles to propel yourself over to the last plant for the soldier. Return to the previous garden where the tree is and head to the far left corner, where another rubbish bin conceals a hole in the fence. Once through the hole, head towards the car and stomp on the red jacks. Jump onto the bonnet and make your way to the boot, where you need to stomp on the cross to be flung onto a washing machine. Push the plank to create a bridge, then jump on the line, jumping from line to line to avoid the clothes until you land in the basket. Now return to the garden with the lawnmower and you find the sergeant by the door for a token.

2ND TOKEN
• A RACE

However, you can't win against the remote-controlled car (RC) until you have the Rocket Jet Boots (obtainable from Level Seven). Once they're in your possession, return here to race.

3RD TOKEN
• DEFEAT ZURG KITE

Use the shortcut rope to reach the upper section of the tree, then swing on the slide to propel yourself over to the next leafed platform. There's another seesaw to tilt to reach the next platform, leading to a wooden platform where you have to defeat the Zurg Kite. Go into first-person mode to shoot it, then back to normal mode as soon as it spins so you can avoid it.

4TH TOKEN
• HAMM

Use the swings and tyre to reach the first tree platform, turn around and Hamm's there waiting for your 50-coin donation.

5TH TOKEN
• THE SWIMMING POOL

Return to the swimming pool and look for the inflatable duck. Pump the duck by stomping until it flies into the pool. Jump onto the duck, then stomp and double jump to reach the token above.

LEVEL 3
BOMBS AWAY

Don't face the biplane head-on – just shoot it several times and it soon falls.

LEVEL 4
CONSTRUCTION YARD

1ST+2ND TOKENS
• PUZZLE & TIKES

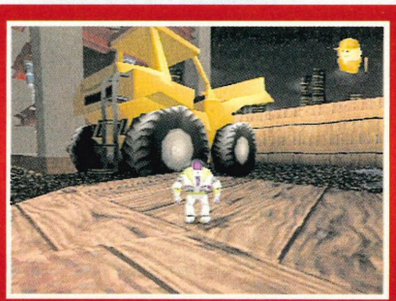
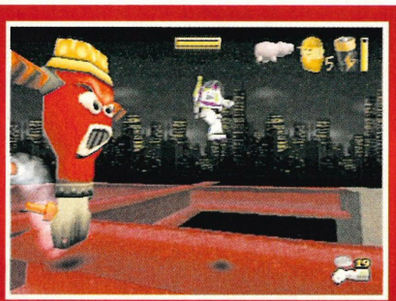
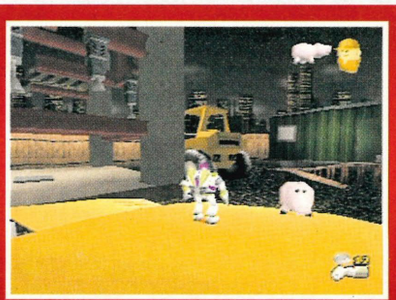
Head right from the start to find the foreman along the fence, just before the green cabin. Five little tikes are missing. The first is in the green cabin on top of the filling cabinets. Use the chair to reach the table. Climb the pole and jump to the shelf, then over to the filling cabinet. Use the opening drawers as steps to reach the top of the filing cabinet for the first tike. While in this room, jump over to the work surface, noticing a colour puzzle for you to solve. Push the paint tin over to the tubes and stomp on the colour you want, then push the tin back to its corresponding colour on the chart. The first needs a mix of red and blue, the second mixes red and yellow and the third blue and yellow; now collect the token. Leave the cabin and head for the far-left corner, where a brick can be pushed up against the wheelbarrow. Inside is the second tike. Walk toward the cabin, but turn left before reaching it to find a JCB. Climb the steps and you reach the third tike. Opposite the tike is a switch to stomp on that lowers the bucket; quickly run forwards and onto the bucket, then as it rises, jump onto the girders on the left. Make your way along, avoiding the stompers and bolts, to find the fourth tike. Continue along to find a lever in the corner that produces a lift for a shortcut if you fall off. Now jump on the moving black-and-yellow girder being hoisted by the crane, and tilt it to run and jump to the upper-red girder on the right. Reach the second lever which makes the lift reach higher. There are two more black-and-yellow girders to cross to reach the last set of red girders. Cross carefully over the corner and jump from chain to chain to reach a short red girder, where you can collect Mr Potato Head's missing eye. Hold onto it for now, and activate the third lever. Look below the girder you're on to see some safety wire to get you around the pillar. Now make your way around to use another black-and-yellow girder, leading to a wooden ramp to take you to the top. Ignore the Jackhammer boss and walk to the end of the crane to collect the last tike. Go back to the foreman for the token.

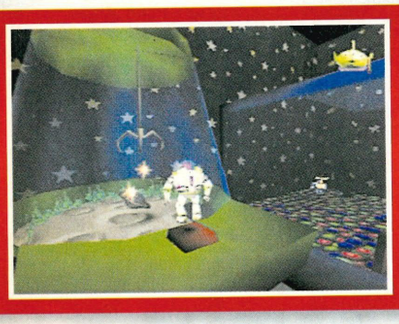
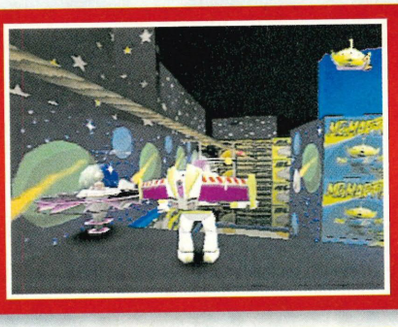
3RD TOKEN
• DEFEAT JACKHAMMER

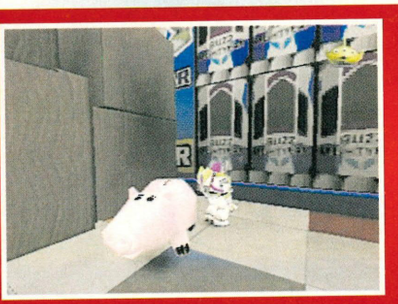
Go back down to ground level and find Mr Potato Head under the green cabin. Give Mr Potato Head his eye and get the Disk Launcher. Use the lift to get you back to the third level of girders. Once you've met up with Jackhammer, quickly run away to create a safe distance, then shoot the disks at him until he's defeated.

4TH TOKEN
• TIME TRIAL

At the bottom of the girders is Slinky, who gives you a time trial – collect five



wrenches. Keep jumping so you don't get bogged down in the wet cement, search each side and all the corners. Once collected, return them to Slinky.

5TH TOKEN

• Hamm

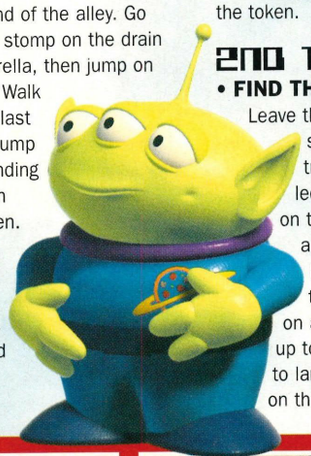
To find Hamm with your 50 coins, jump back up into the wheelbarrow, then across to the generator.

LEVEL 5
ALLEYS & GULLIES

1ST TOKEN

• FIND THE DUCKLINGS

Run down the alley following the stream, where you meet a duck. Climb the boxes and use the slide to reach the bin, then jump through the hole in the fence. Push the box midway along this alley to reach a table containing discs. Fire some discs while on the table to blow up a robot on the shelf blocking your path. Use the box under the melon-stand to reach the upper shelving, ignore the stomp icon on the drain – stomp the fan so it blows balloons at the end of the alley. Go back and use the stomp on the drain to reach the umbrella, then jump on top of the blinds. Walk to the end of the last blind and time a jump into a balloon, landing on the rubbish bin below for the token. To get the other tokens you need to wait until you get the Jet Boots (Level Seven) and Grappling Hook (Level Ten).



LEVEL 6
SLIME TIME

Keep shooting the slime monster. It keeps growing until it's full size, then shrinks until it explodes. You can outrun its shots, and when it jumps run forward so it lands behind you.

LEVEL 7
AL'S TOY BARN

1ST TOKEN

• THE CABINET

Run to the back of the store until you reach a chicken by a skateboard. Go into the room on the right and scale the chair to reach the table. Jump up, collect the discs and fire them at the padlocks on the cabinets; the last one is reached by going past Hamm and firing from the table. Now time your jumps over the opening drawers to reach the top of the cabinet to collect the token.

2ND TOKEN

• FIND THE CHICKS

Leave the room and jump on the skateboard, then onto the trampoline to land on a ledge. Jump onto the trolley on the left, then take a run and double-jump from the Buzz display ledge to grab the bar, eventually arriving on a small blue ledge. Jump up to the slide, then jump off to land on top of the checkout on the left, where you find Mr Potato Head's missing arm. Return to the chicken by the skateboard now and he gives you two timed tasks to complete. The first is to collect a chick. Jump on the skateboard and repeat the last move until you reach the slide. Stay on the slide this time to arrive on top of the hay-bale machine, where an egg opens, revealing the chick. Talk to the chicken and repeat the same task in less time, except the egg reveals a token. You can only get four chicks without the Hover Boots (Level 13).

3RD TOKEN

• DEFEAT THE DINOSAUR

Head for the chicken and go into the left room. Scale the boxes until you reach an air duct to the left of T-Rex. Go through the duct and climb down the rope to meet the Dinosaur. He's easy and slow; just avoid the green slime on the floor and keep shooting him until he's destroyed.

4TH TOKEN

• HAMM

See Hamm for the last token.

LEVEL 8
AL'S SPACE LAND

1ST TOKEN

• CLAW GAME

Turn left and use the plastic cup on the floor to reach the first stool. Jump onto the arcade game and use the next cup to reach the top. Jump from game to game. Turn around and shoot the toy, then jump over to the opposite game. Now face right and run and jump to the blue glass cage. Slide down the pole and jump over the balls to collect your first alien. Return up the pole and run and jump over to the green game. Step off the left edge to find a button to stomp. This activates the claw inside. The first stomp makes the claw move sideways, the second up and down and the third grabs. Line up the claw with the token below and it's yours.

2ND TOKEN

• DEFEAT BUZZ LIGHTYEAR

Return to the start and push the small box up to the larger ones. Jump to the middle pole with yellow stars on it, then face right and jump from pole to pole until you reach the last one. Turn around and jump to the solo pole, and climb higher to reach the top. At the end is the second alien. Turn around and jump to the pole with the moon on it, and then onto the boxes. Inside, another Buzz charges you while firing lasers; keep firing at it and it explodes.

3RD TOKEN

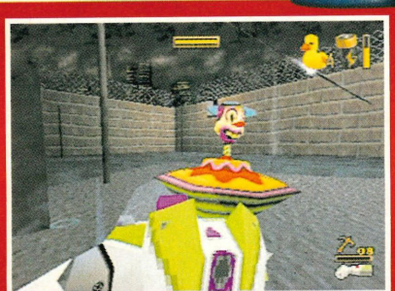
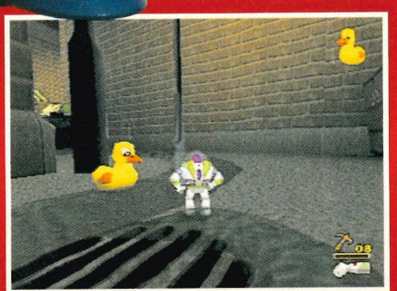
• A RACE

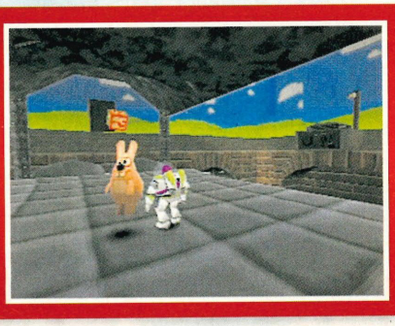
Go back to where you pushed the small box and continue forwards to two adjacent corridors. Take the one on the right and shoot the toy on top of the boxes. Climb up and run and jump over to the blue shelf, quickly taking out the helicopter. Face left and jump over to the opposite shelf, where a UFO challenges you. Jump up on the slide and double-jump every time the slide has a coloured band around it. If you won, the token is yours, but before leaving, jump to the opposite platform for the third alien.

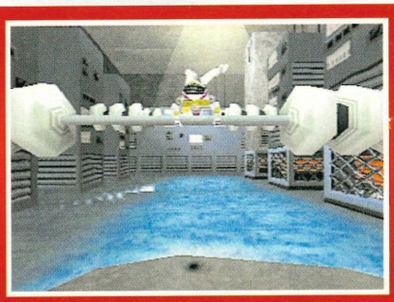
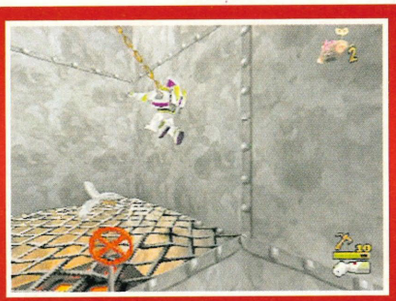
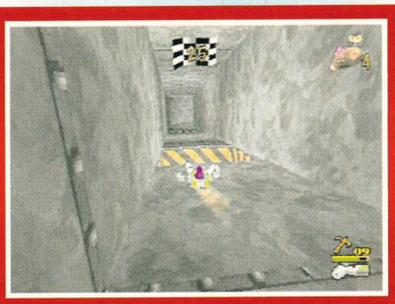
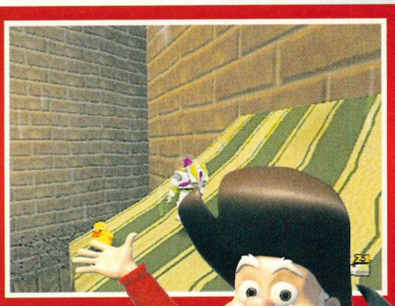
4TH+5TH TOKENS

• HAMM AND FIND THE ALIENS

Enter the other corridor and climb the boxes and use the bars to propel yourself to the end shelf. Watch out for tennis balls as you continue onto the red one in the corner. Run into the Cosmic Shield and quickly make your



way through the maze of boxes until you reach a separate pile of boxes. Scale the pile and jump up to the highest ledge and use two slides, jumping off as the fourth alien is below you. Cross the stack of boxes ahead until you reach Hamm for another token, then look on the next stack for the last alien. Push the box off the top if you need to return this way, then run to the end of the corridor to meet the mothership to trade aliens for the token.

LEVEL 9
TOY BARN ENCOUNTER

As the giant UFO descends, get underneath and fire. Each pod releases enemies until all the pods are destroyed. Keep running behind it as it turns, then shoot until it explodes.

This is where you get the Grappling Hook – make this your first priority, but you need to find Mr Potato Head's missing foot. Turn around from the start and enter the electrical room. Use the bars to reach the ledge at the end, then turn right (make a note of Hamm on the left) and jump onto the electrical boxes to reach a red slide rope. Use the rope to reach the next boxes, where you find Mr Potato Head's foot, and one of five mice.

LEVEL 10
ELEVATOR HOP

1ST TOKEN
• PANEL PUZZLE

Go to the opposite end of the elevator shaft to find Mr Potato Head for the Grappling Hook. Use the hook to access the top of the shaft behind Mr Potato Head and follow it until it turns left, where the second mouse lurks behind T-Rex. Return to the main shaft and continue up using the hooks to reach the next straight shaft, which leads into the room where the mother mouse is. Activate the lever to turn on the fan, then use the steps to reach the control panel. Stomp each coloured panel until the bars line up in the centre. The elevator door opens below so you can get the token; don't forget to get the third mouse on the ceiling above the control panel.

2ND+3RD TOKEN
• FIND FIVE MICE

The elevator is now working, so jump from elevator to elevator until you reach the top (look for the fourth mouse on the wall). You need to use the platforms above each elevator – the top platforms have a purple band around them. There are now two alcoves to explore. The one on the right contains the last mouse and a lever to activate another fan, while the father mouse is in the other alcove and gives you a challenge. Chase the token down the chute and jump over the holes. If you fail, make your way to the bottom, where you started the level and you can use the fan shafts to reach the top (use the one on the right with your back facing the electrical room). Go back up the shafts to reach the mother mouse to collect the next token for rescuing the five mice.

4TH+5TH TOKEN
• DEFEAT THE SPIDER AND HAMM

Use the fan shaft to get back up to the top, then jump to the left elevator and up through the opening above it. A fan sends you up to a new area where you fight the spider. Use spin attack, then keep to the walls when the fans are activated to avoid falling down the hole. The token is yours once it's defeated. Now drop down and meet up with Hamm in the electrical room.

LEVEL 5
ALLEYS & GULLIES SECOND VISIT

2ND TOKEN
• HAMM

Return to where you got the first token by catching the balloons, then make your way up to the top of the first blind to rescue the duckling. The second duckling is in the water at the far end, and there's also an extra life in the underwater alcove. If you have 50 coins, meet Hamm under the brolly.

3RD TOKEN
• DEFEAT CLOWN TOP

Return to the alley and use the hook by the wheelie bin to get on top. Climb the pole and use another hook to reach a slide to the opposite fire escape. Continue this until you reach a ledge with three poles where you find the third duckling. Jump back to the previous fire escape and look for a hook target on the upper ledge. Cross the gap and you see another on the opposite fire escape. Make sure you only perform a single jump onto the slide that leads to the opposite fire escape, then climb the pole, looking out for a ledge behind you to jump to. Use another slide to another ledge – you must jump onto it and not wait for the slide to end. Climb the next pole and jump off onto the guttering and collect the fourth duckling. Return to the pole and jump onto the guttering and continue ahead, but watch for the gap to jump over. The guttering leads to the roof and the Clown Top. If you keep spinning him, he loses more life than you. Once defeated, collect the token then head back to where you got the last duckling. Use the slide to reach the ledge opposite for an extra life.



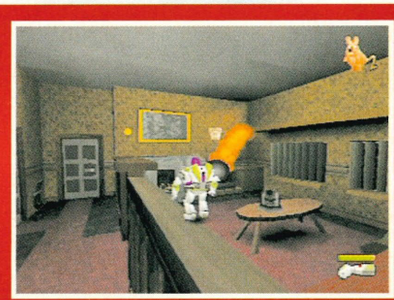
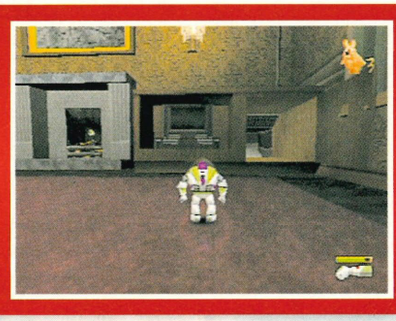
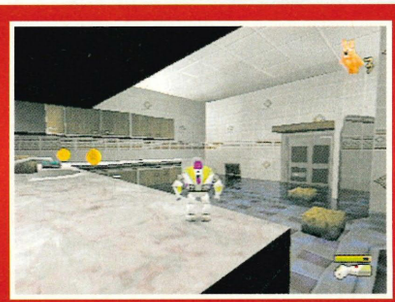
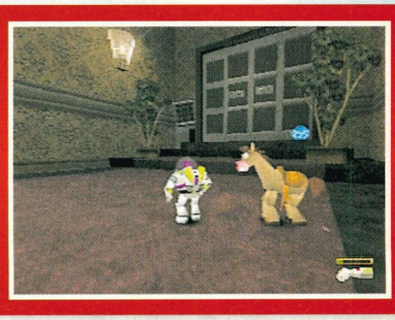
4TH+5TH TOKENS
• TIME TRIAL AND FIND THE DUCKS

Jump back down to ground level and follow the alley past the start point until you reach T-Rex. Push the plank by the box, then the box can be pushed over the plank to get through the hole in the fence. The stream ahead can be crossed using the moving planks, but the lily pads are safe. Reach the middle platform to take Slinky's task of collecting five bones. You need Jet Boots to get you around faster, and you can find these in the water at the end of the platform. Before leaving, jump into the water to get the boots again and fly up the right ramp to find an alcove containing the last duckling. Now return the mother for the last token.

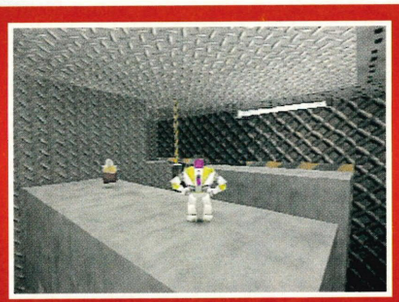
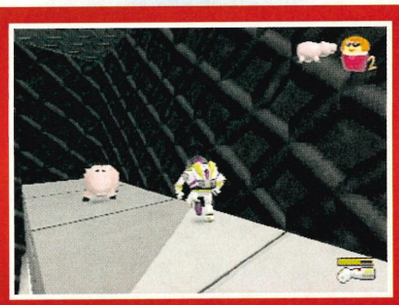
LEVEL 11
AL'S PENTHOUSE

1ST TOKEN
• THE TRAIN

Go straight, turning right into the corridor and pushing the box right up to the huge train. Jump up to the train



and collect one of five critters jumping on it. Scale the rear to reach the railway rack and stomp all three switches. The train now reaches the end of the line, so go and look for the box on the track and push it all the way around until it stops. Use the box to jump up to the platform and stomp the red button then blow up the cannon. Collect the token from on top of the huge train.

2ND TOKEN

• TAKE OUT GUNSLINGER

Return to the first box and push it out of the room and into the room further along the corridor to reach the dresser. Climb the box and push the next one along the dresser to reach the shelves. Cross the shelves and collect the second critter, then stomp on the switch at the end to blow up the cannon. Jump off the end of the shelf and enter the Toy Western Town. Stomp on another switch to blow up the second cannon and take out the gunslinger at the end for the token.

3RD+4TH TOKENS

• RESCUE HAMM AND FIND THE CRITTERS

Go past the entrance hall and turn right into the living room. Jump onto the table, then over to the green sofa. Watch out for the snake on the table on top of the banister. Jump the gap to reach the top of the fireplace and continue. To reach the lamp in the corner you need to climb to reach the top shelf. Use the wall lamps at the end of the shelf to swing over to the switch that deactivates the cannon.

Double jump to reach the shelf opposite and collect the third critter, then return to the living room. Shoot the lock on the cabinet and the door opens, revealing a secret passageway to the bathroom. Head for the bath and see Hamm for a token. By the taps, stomp the button to flood the bathroom and use the sponges to jump up to the counter. Find another switch to stomp further along to make the water rise higher. This time, use the sponges to reach the shelf back near the entrance. Stomp the switch on the shelf to blow up the cannon, then carefully jump over to the top of the shower in the corner, where another switch increases the water level again. Cross the sponges, heading for the far right corner where you can now reach the top of the cupboard and save the fourth critter. Let the water out by stomping the switch in the bath, then leave the bathroom and living room, turning right in the corridor to find T-Rex. Next to T-Rex is a hole to the kitchen. Go in and shoot the lock on the fridge. Climb the fridge shelves to reach the counter opposite, where you meet the cowgirl and talk about finding her critters. Jump over to the scales on the right, then stomp and jump to reach the top shelf where the cannon's firing. Carefully pass the cannon and jump to the chains quickly before you slide down to reach the corner shelf. Cross some more chains to reach the top of the fridge containing the switch to blow up the cannon. Now for the last shelf and chain, before reaching the corner shelf holding the last critter. Return to the cowgirl for the token.

5TH TOKEN

• TIME TRIAL

Return to the start and find the horse. Collect five horseshoes and return them to the horse before the timer runs out. The first is next to T-Rex, the others are in the living room; second by the fireplace, third by the end wall, fourth on the green sofa and last one on the table.

LEVEL 12

THE EVIL EMPEROR ZURG

Zurg hates the spin attack, and the spin also fends off his shots, but he's hard to keep up with as he darts to avoid you. Keep in tight to him and he thinks twice about messing with space rangers.

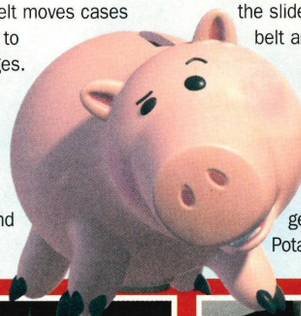
LEVEL 13

AIRPORT INFILTRATION

1ST+2ND TOKENS

• HAMM AND DEFEAT STINKY PETE

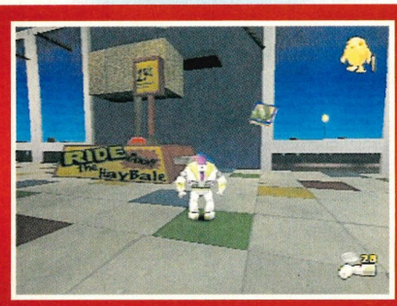
Shoot the toys until you find the case in the far-right corner. Stomp onto it to reach the upper conveyor belt, then get on a case and look for the bar to jump to at the end of the conveyor belt. Repeat this move for the next conveyor belt, where a third belt moves cases that you stomp from to reach the upper ledges. Use the poles to reach the ledges further apart and look for the first of five passengers to collect at one end and Hamm at the other end. Return to the belt, where you stomp on the cases and follow it through. Here you have to stomp to reach the upper pole that leads to the next belt. Stomp on the cases here to get higher, and jump the gap on the next belt to use the pole for the next belt higher up. Continue and eventually the last pole leads to some swinging bars and a rope slide. You're now on the highest conveyor belt and need to jump the gaps (use the non-moving edges) to reach the second passenger. Fall off all the way to the bottom and find yourself in a room where an aircraft hangar is found through one exit and the baggage room in the other. You should have made the 50-coin mark. Return to Hamm; just jump on the box to reach the belt and go against the flow to reach the room at the start. Now go into the hangar and turn right to push some plane tyres up to an aeroplane's wing. Tilt the wing and run and jump onto the next wing and do the same to reach the red wing. Turn around and double jump up to the ledge, where you find Mr Potato Head's missing mouth. Go back into the baggage room and return the mouth for the Hover Boots. Use them to get to the top and jump over to battle Prospector. Keep circling him while spinning. Before leaving, go to the end of the belt and use the bouncy case to reach the pole. Climb the pole and use the slide to reach the opposite belt and the third passenger.

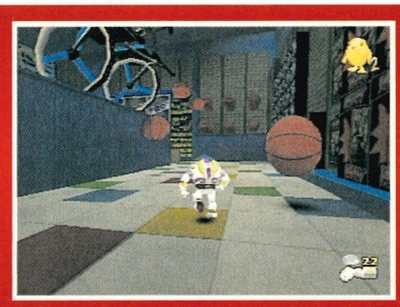
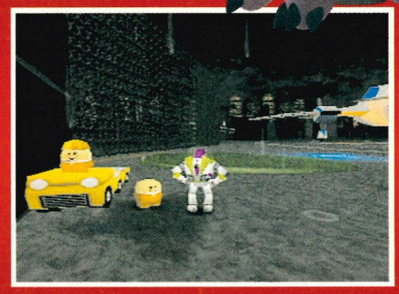
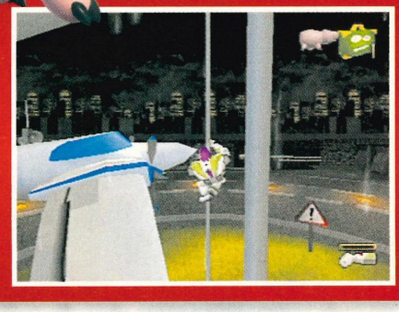


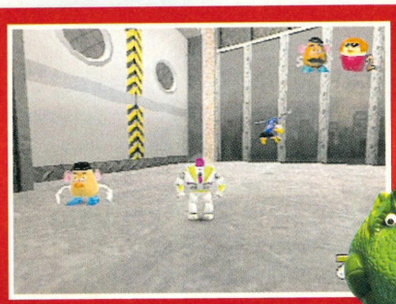
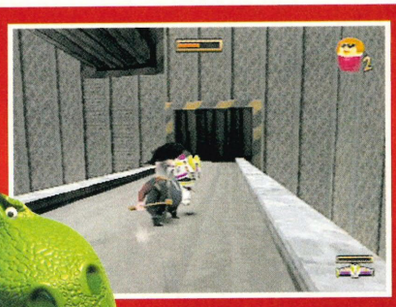
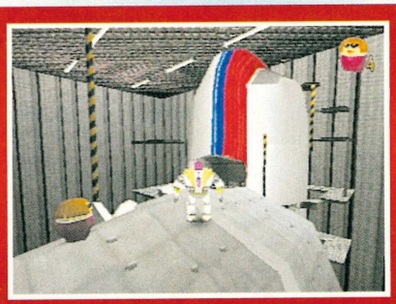
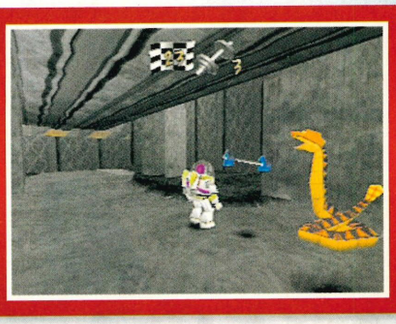
3RD+4TH TOKENS

• FIND PASSENGERS AND HIDDEN TOKEN

Return to the hangar and get up to where you got Mr Potato Head's mouth. This time



venture further up, using the little ledges to jump on to reach a longer ledge, where a jet engine roars on and off from the right. On the engine is a passenger, but first jump onto the first pole and let the blast from the engine propel you around to the left, where you just make the ledge below. This is where the fourth passenger is (if you don't see the passenger, you've dropped down too low). Now make your way back up to the engine and wait for the jet stream to stop, then jump from the first pole onto the second and then onto a slightly lower platform, where you can find Hover Boots to take you over to the fifth passenger. Drop down to ground level and look for the pilot in the far left corner. Return to the Hover Boots and use the small platforms to reach the nose cone to find a hidden token on the top.

5TH TOKEN

• TIME TRIAL

Speak to Rocky in the corner of the room between the baggage room and hangar. Get five weights within the timer; the first is by the entrance of the hangar, second just inside the hangar, third on the conveyor belt, fourth at the entrance to the baggage room and fifth inside the baggage room. Return them before the timer runs out and the token is yours.

LEVEL 7
AL'S TOY BARN SECOND VISIT

5TH TOKEN

• FIND THE CHICKS

Repeat the skateboard and trampoline time trial to get the egg to open up the first chick again. Drop down from the hay bale ride and activate its switch at the bottom. Quickly turn around and run to the end checkpoint, scaling the box to reach the top and find Mr Potato Head. Now the Rocket Boots can be used; aim towards the other checkouts and jump from each one until you land in the trolley at the end. Now quickly stomp on the toy within the trolley to be propelled to the gumball machines. From here use the bars and the hay bale ride to reach the other gumball machines, where the second chick is located. Drop down and head between the first two checkouts and go into the entrance on the left. Dodge the basketballs and use the box on the left to reach some turning wheels. Once through the gaps in the wheels, climb the rope and go through more wheels to reach the chick on the opposite shelf. Use the skateboard to get back to safety, where you also see the mother hen. Past the hen is a box that needs to be pushed around the corner to the end of the store. Use the box to reach the ledge, push the second box to the ground and push this all the way to the end. Climb the box to reach the fourth chick, then go through the air ducts to arrive back at the first checkout. Return to the chicken by the skateboard and enter the left room. Use the Hover Boots to scale the boxes. Move onto each moving box until you reach the highest box around the room for the last chick.

LEVEL 14
TARMAC TROUBLE

1ST TOKEN

• LIGHTS PUZZLE

Head right and meet the baggage handler, who asks you to find five pieces of luggage. Continue ahead to find T-Rex in Zone Two, then go on to Zone One using the slide rope at the end of the truck. You have to solve the landing lights puzzle so the helicopter can descend safely. Stomp on the switches until all the lights correspond, then collect the token from the landing pad.

2ND TOKEN

• TIME TRIAL

Make your way to Zone Four where a piece of the missing luggage can be found jumping by the fence. Now head for the central runway, heading for the windsock on the pole. You find Slinky waiting to offer you a challenge – keeping on the path without jumping or touching the slime.

3RD TOKEN

• DEFEAT BLACKSMITH

Climb up the smaller pole on the windsock and jump over to the wing of the circling plane. Head for the top for the second piece of luggage, then run to the end of the other wing. If you get blown off the wing, you're jumping too much. Wait until Zone Six comes into view, then jump to the green boarding steps, where the third piece is located. Now repeat the plane ride and jump to the ledge in Zone Eight for the fourth set of luggage. Get back on the wing again, but now jump to the radar tower in Zone Seven. Here you fight Blacksmith, who releases power surges you must jump to avoid. Keep spin-attacking him.

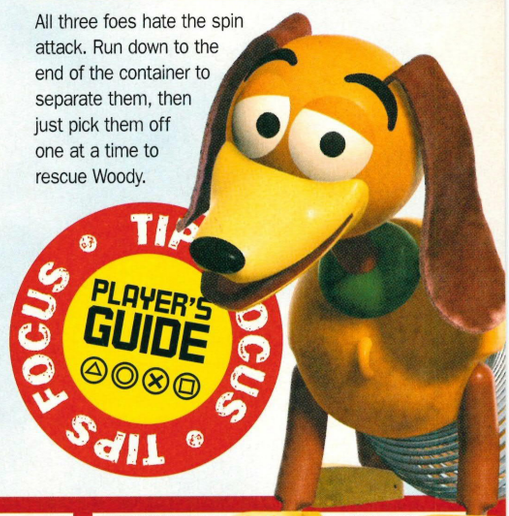
4TH+5TH TOKEN

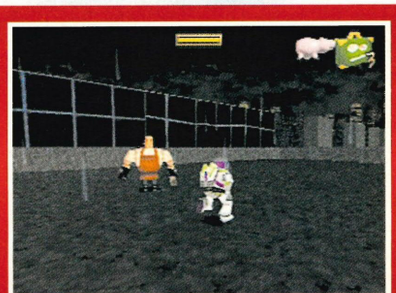
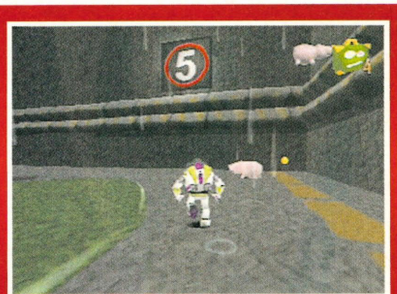
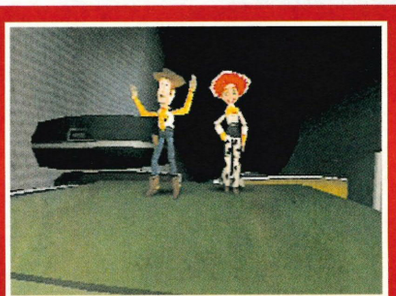
• FIND LUGGAGE AND HAMM

Get back onto the plane wing, jumping off in Zone Two to reach the cabin of the truck. Inside is the last luggage – get the token. Head for Zone Five to find Hamm in the corner for the last token.

LEVEL 15
PROSPECTOR SHOWDOWN

All three foes hate the spin attack. Run down to the end of the container to separate them, then just pick them off one at a time to rescue Woody.




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DISC



It's time for another Terry Pratchett-inspired adventure, complete with all the expected Discworld-related insanity. If you're struggling to solve the murders and bring the baddies to justice, check out this full solution...

ACT I

The Mysterious Stranger

After Carlotta leaves, go down to the wharf and speak to Mr Scoplett, the First Mate, at the top of the gang plank. Make general chit-chat with him then ask about The Milka's Passengers (to learn about the Mysterious Passengers), The Milka (to learn the location of Cafe Ankh) and Mundy (to learn about the Inquisitive Stranger).

Pseudopolis Yard

Go to the Cafe Ankh, enter the side alley where the golem is loading barrels and take the crowbar from the cart. Then go into the cafe and speak to Nobby, the watchman sitting at the table in the middle of the room. Make general chit-chat with him, then ask him about Vimes (to learn the location of Pseudopolis Yard).

The First Passenger

Next, go back to Lewton's Office to meet Al Khali, the Dwarf, and after a short encounter, you get the Al Khali topic. Go back to the Wharf and speak to the First Mate about Al Khali to identify him as the mysterious stranger who was asking questions. Then go left to the side of the Wharf and use the crowbar on the crates to be taken inside the ship. Once you're in the hold, pick up the label floating in the water and head out of the hold onto the deck. On the deck, enter the cabin and use the bed – the resultant search reveals a small scrap of paper with a number on it. Leave the cabin and Lewton makes a hasty departure from the ship, so when you dry out, leave your office and head

WORLD NOIR

over to Pseudopolis Yard and speak to Nobby about the Mysterious Passengers (to learn where one of them can be found).

Madame Lodestone

Leave the Yard. You're confronted by Malachite the Troll who asks you to find someone named Therma. This conversation yields one new topic (Therma) and one new location (The Octarine Parrot). Go to the Octarine Parrot, wait for the troll singer Sapphire to stop singing, then speak to her about Malachite (to learn the location of Rhodan's workshop location where Malachite is hiding out) and Therma (to learn that Therma was known as Madame Lodestone).



Pier Five

Go back to Pseudopolis Yard and speak to Nobby about Madame Lodestone (to learn the location of the Selaachi Museum, where she's buried). Go to the Selaachi Mausoleum and go down into the tombs (to learn you need assistance to find Madame Lodestone). Then leave the tombs and go to Cafe Ankh. There you meet Ilsa, so speak to her about the Mysterious Passengers (to learn that Ilsa and Two Conkers were on the ship) and the label (to learn the location of Pier Five).

The Mausoleum

Go to Pier Five and go down the side of the warehouse to see that you need assistance to get in. Then go back to your office and pick up the invitation from Carlotta you find next to the door (learning the location of Carlotta's mansion and finding out she's a Von Uberwald). Go to the mansion, and give Carlotta's invitation to the butler. When the butler leaves, look at the painting about the fireplace. Carlotta puts in an appearance, so talk to her about the Selaachi Mausoleum and she agrees to help you find Madame Lodestone's tomb. Before you can leave, the Count asks to see you. You don't need to say anything to him right now, so leave, and Carlotta takes you to the Selaachi Mausoleum, and leads you to Madame Lodestone's tomb. Carlotta departs (you've learned Therma is in the Mausoleum), leaving you alone.

Into the Warehouse

Go to Rhodan's workshop and speak to Malachite, telling him Therma is in the Mausoleum. You both go to the Mausoleum. He tells you the body isn't Therma, hands you a grapnel and rope and wanders off – you also learn Sapphire may have been lying. Search the rubble that was formerly a troll, then take one of the diamond teeth you find for later use. Then go back to Pier Five, go round the side of the warehouse and use the grapnel and rope on the skylight. On the roof, use the crowbar on the skylight and go into the warehouse.

Finding Mundy

Pick up the torn matchbook you find there and leave by the skylight. Go back to the Octarine Parrot and in your inventory, use the scrap of paper with the matchbook to make it whole; you get the message '9 Whalebone Lane', the address of the Octarine Parrot. Talk to Mankin, the bar-elf, about the matchbook, which proves Mundy has been to the Parrot, adding the topic 'Lies' to Mankin's conversation box. Talk to him about Lies, and he tells you where Mundy is – upstairs. So, go to the exit at the right of the room to find Mundy. After a nasty surprise, you complete Act I.

ACT II

Sapphire

Now, aside from an aching head, you have two new topics – Mundy's Murder and the Counterweight Killings. You've also lost your rope. Look at the message in blood on the wall, the frayed rope above the body and at Mundy's boots. Search the boots then leave the room and go into the bar. Speak to Mankin about Sapphire lying. He tells you where Sapphire is, so go into the dressing room at the back left of the bar and speak to her.

Finding Temple of Small Gods

She tells you about the money (learning about the Sapphire's Money topic), and the casino (learning the location of Saturnalia). Speak to Mankin again about Sapphire's money (to learn about Sapphire's secret meeting). Go to Saturnalia and enter the casino – after the ruckus with Ilsa and Two Conkers, speak to Carlotta about Mundy's murder and then ask her if she killed Mundy (to learn about the Temple of Small Gods).

In the Temple

Then leave the casino and go to the Temple of Small Gods. Speak to Macalyclpse, the conspiracy theorist in green, about the frayed rope (to learn that Mundy was hung upside down). Go back to the Octarine Parrot and speak to Mankin about Mundy being hung upside down, then about Mundy being cut down and then Mundy's boots. Makin becomes co-operative (giving you the coin Mundy had in his boots). Go back to your office to meet Al Khali again and be taken to see Horst. Make general chit-chat (to learn about the Golden Sword), then leave (learning the location of Horts's Quarters for when you need to come back).

Follow the Carriage

Go to Saturnalia and speak to Carlotta about the Golden Sword. When she's finished with you, you've learned about Regin, so speak to the Count about him – he gives you an iconograph of Regin and asks you to find him. Go to the Wharf and show the iconograph to the First Mate – you learn about Regin's carriage. Go to Pseudopolis and ask Nobby about the carriage to find out that it was seen heading to the Maudlin Bridge, so visit the bridge and take the bit of red cloth off the railings.

The Object in the River

Go to the Count and show it to him to identify it as part of the carriage. Go to the now-empty wharf and use the grapnel on the mooring line to get the rope. Go back to Maudlin Bridge and use the grapnel and rope on the river to dredge it, and learn there's something in the river. Go to Rhodan's Workshop and speak to Malachite about this, then give him the rope and grapnel – he pulls it out for you, finding out about Regin's murder.

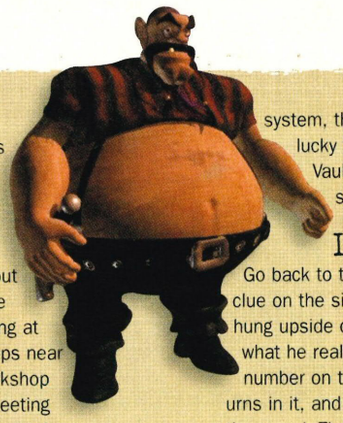
Regin's Locker

When Malachite leaves, look at Regin's body and use the iconograph to find the key. Speak to the Count about Regin's murder, and then go to Saturnalia and speak to Whirl about your purse, bribing him. Then ask about Sapphire's money, learning Sapphire has had a losing streak, and the key, learning it's a key for a safety deposit box here. Head to the left of the casino, to the deposit boxes, and use the key on the boxes to open Regin's locker, getting an empty envelope and a charm bracelet.



Sapphire Capitulates

Go back to the Temple of Small Gods and ask Macalypse about the bracelet. Then go to the Octarine Parrot and Speak to Sapphire about her money, her secret meeting and her losing streak, then confront her. She agrees to set up a meeting with Therma for you.



Capture

Go to the Temple of Small Gods and ask Macalypse about the bracelet; then go to the Count and ask him about the bracelet too. Go back to your office and pick up the note telling you about the meeting with Therma. Leave your office and go to the meeting at Salis and Phedre, on the rooftops near Saturnalia. Go to Rhodan's workshop and tell Malachite about this meeting and you both go there. Events will take an unexpected twist, and you're caught and questioned by the watch – say anything you like to them, till you get the 'give up' topic. Use this and you're put in a cell at the Patrician's Palace. In the cell, stand still till a rat appears, and wait till it goes through the wall, revealing a crack. Use the crack to reveal a loose block, then use the block to get into the cell next door – Leonard Da Quirm's cell – look at the gaping hole to learn how you can get back into the cell later, and then you're called back to your cell and released.

Information at Pier Warehouse

Go to Salis and Phedre and speak to the gargoyle about Malachite's murder (to learn about the strange beast that attacked the troll). Go to Carlotta and ask her about the Milka's Cargo to get the shipping order then go to the Pier Warehouse and give the order to the watchman. He shows you the ledger, and you learn about the Guild of Archaeologists and the Varberg Crate.

Helping Two Conkers

Go to the Cafe Ankh and speak to Samael about the Milka's Cargo and then the wine barrels. He gives you the key to the wine cellar, so go outside to the wine cellar and use it on the trapdoor – inside you meet Ilsa and Two Conkers. Speak to Ilsa about the Varberg crates – you need to find a hiding place for Two Conkers for her to help you get into the Archaeologists' Guild. So go to the Patrician's Palace and click on the 'Hiding Place' topic in your book and then use it on the wall of the Palace – now you know where to hide Two Conkers, so go back to the Wine Cellar.

Breaching Security

Now Two Conkers goes and hides with Leonard Da Quirm, and Ilsa lets you into the Archaeologists' Guild. Speak to Laredo Cronk there about Jasper Horst, then visit Horst and speak to him about Laredo to arrange a meeting between them. Go back to Laredo and tell her about Horst and she goes away. Look at the bookcase and use the hinged book that sticks out. Behind the fireplace, look at the security notice next to the security system, then go back to Saturnalia and give the lucky bracelet to Warb and ask him about Vault 51. He tells you how to get past the security system.

Leaving the Guild

Go back to the vault and use the 'back passage' clue on the sign. Go inside and use the 'Mundy was hung upside down' clue on the Azile clue to find out what he really meant to write – a number. Use the number on the crates to find the display with the urns in it, and use the diamond on the display to get the sword. Then leave the Archaeologists' guild and get ready for a big surprise, ending the act.

ACT III

More Murders

After waking up in a somewhat altered state, try turning into a wolf again, and use the magenta-sparkled trail to follow it to outside the casino. Pick up the moss next to the chalk outline and turn into a wolf again. Use the magenta trail to follow it further, ending up in the graveyard behind the Temple of Small Gods. Look at the stained-glass window and the silhouette to see Mooncalf there. Go back to your office to greet Nobby, and take the crowbar he leaves behind. He also tells you about some of the other murders. You need to find more details about each of these three additional murders.

Into the Palace

Go to the Patrician's Palace, go behind the Palace and turn into a wolf. Compare the scent of the serial killer with the scent on one of the empty wine barrels to find the killer got inside in a barrel. Then visit the Cafe Ankh wine cellar and use the box of receipts to find the Patrician's Palace gets wine delivered and is ordering some soon. Then use the crowbar on the wine barrels to hide in one and be taken to the Palace.

Inside the Palace

From the storeroom, go out into the corridors and continue till you reach the double doors. Turn into a werewolf and use the doors to listen to what's going on inside, and to find out how the Patrician's clerk was killed. After a brief distraction, you end up back in your office, so after your visitor leaves, go to the Octarine Parrot and use the notice board to find out about the job at Unseen University's New Hall. Go backstage to Sapphire's dressing room and turn into a wolf, look at the cyan stench, then become human again and take the bottle of perfume.

Find Carlotta

Go to the Von Uberwald Mansion and speak to the Count, or rather to Death, who happens to be standing next to him. Mention the moss and the count pipes up about it, and gives you access to the Von Uberwald library. Go to the library and look up (by using the appropriate clue or item on the index cards) the moss, then the sewers, learning about the entrance to the sewers. Leave the library and speak to the Butler, asking to speak to Carlotta. Turn into a werewolf to learn that Carlotta was the one who turned you, and then go to the Cafe Ankh to meet her.

More is Learned...

When you've finished talking, visit the sewers. Walk through the first sewer entrance, turn into a wolf and follow the trail twice till you find the strange nest – search the debris and take the gold pendant and after a brief chat, leave the sewers. Go to the Patrician's Palace, scale the wall with the grapple and speak to Leonard and Two Conkers about the pendant and you learn that it's from the Temple of Anu Anu at Al Khali. Return to the Von Uberwald Library and look up the Temple of Anu Anu to learn the copy of the book there has a page missing.

In the University

Go to the New Hall at Unseen University and speak to Mrs Fomes about the Bedmaker job, accepting it. Go into the dorms and turn into a wolf to find out what's on the blackboard. Open the sturdy locker and use the books to see what subjects are there. Then use the 'Temple of Anu-Anu' clue on the board to write it in octarine chalk, making it one of the required subjects for studying.

Murders and Clues...

Leave the Hall, then return to find a book about temples featuring the pendant in the locker. Use the pendant with the book on temples to open it and get a list of members of the Cult of Anu Anu. Then go through the door at the left, into the hall outside the library. Speak to the Bledlow about the wizard's murder to get some more details about the murder. Then go and speak to Mrs Fomes about the murder of the wizard to find out about the 'dead men's pointy boots' clue. Speak to Nobby at Pseduopolis Yard about the merchant's murder to learn the location of the Merchants' Guild. Go to the Merchant's Guild and speak to the doorman about 'dead men's pointy boots' and he spills the beans on the Merchant's Murder.



Errata

Go back to the Count and speak to Death about the murder, and he fills in the final details – now you know how he was killed. Before you leave the mansion, speak about Carlotta Regin's murder, then Malachite's murder and then her alibi, and she tells you she worships Errata. So go and look up Errata in the library to find out a little more.

True Believers Meeting

Go to the Temple of Small Gods and tell Mooncalf, the person you saw through the stained glass window, about the list to unsettle him. Go back to the graveyard, stand just below the stained glass window and turn into a werewolf. Look at the stained glass window and use the window to listen to Mooncalf's conversation, and learn about the True Believers Meeting. Go back inside the temple and speak to Macaclypse about the True Believers Meeting, then Errata, then the Inner Sanctum and he gets you into the sanctum. Look at the lectern and use it so you end up beneath the lectern while the sermon's going on. Then use the perfume on Mooncalf's foot and you follow him to the sanctuary.

Back to the Office

After you leave there and end up in your office, go back to the sanctuary and look at the fresco, then the strange symbol on the fresco, then use the strange symbol and Lewton makes a note of it. Go back to the Von Uberwald Library and look up the symbol to find it's the Elver Symbol, and also Nylonathep, to find out about the Octogram of Murders.

The Next Murder?

Use the wizard, clerk, and merchant murders clues and the counterweight murders clue on the map to produce an Octogram of Murders, and also show you the location of the Dysk theatre, in the middle of it. Then use the Octogram of Murders clue on the map to work out which murders are missing. Go to the Dysk theatre and get the flyer, then take it back to the Von Uberwald Library and look it up to find references to the various murders in the plays, then look up the Eight Great Tragedies in the library to find out specific details.

The Final Killing

Go to Dagon Street, use the crowbar on the shop front on the left, look at the debris and look at the bone (you work this one later). Go back to the Dysk theatre, walk close to the base of the stage and turn into a wolf. This shows up the marks on the stage base, so use the Elver Sign clue on the marks to open a hidden passage. Go down into the passage and use the Eight Great Tragedies on the circle sea map to find out where the last murder takes place. Go to the Wizard's Pleasaunce and use the bushes to hide, eventually ending the act in a none-too-pleasant way.

ACT IV

Radiant Trapezohedron

Use the inscription on the wall to make a note of it and search the rubble near the now-deceased Warb to get the Golden Falchion. Leave, and head over to the Sanctuary. Head over to the Sanctuary and you meet Kondo there, and when he's dead, search his body to get the amulet. Go to the Von Uberwald mansion and look up Nylonathep in the library to find out about a magical item called the Radiant Trapezohedron. Then go back to Leonard's cell in the palace and ask him and Two Conkers about the Radiant Trapezohedron.

Find Foid

Go to the Temple of Small Gods, speak to Mooncalf about the Amulet, then about Kondo, then speak to him about Foid, at which point he comes to a rather nasty end. After Mooncalf dies, go to Rhodan's workshop, look where Malachite was and pick up the plaster-encrusted bandages and speak to Rhodan about them, and about Foid, to find out where Foid is hiding out. Visit Foid in Dagon street, in the room opposite the fish bar where you found the femur, and ask him about the Amulet to learn about Gelid.

Satrap

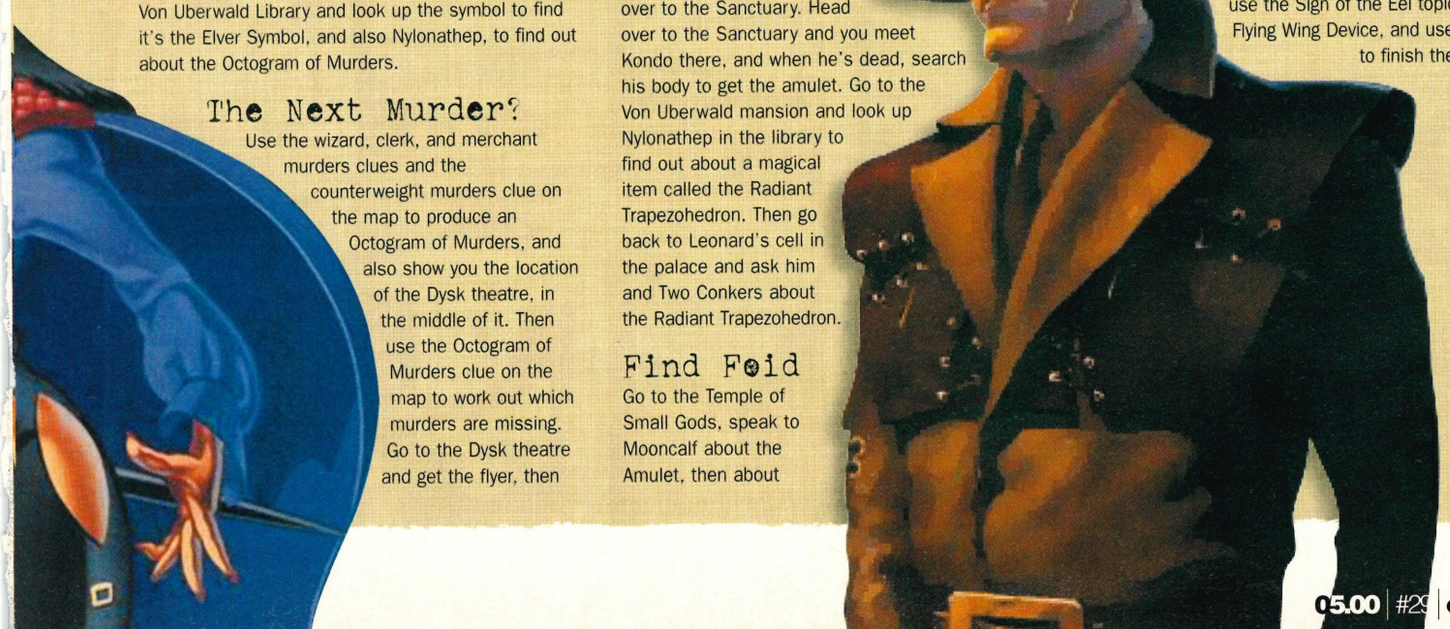
Go to the New Hall at Unseen University to be fired by Mrs Fomes, then speak to Nobby at Pseudopolis Yard about Gelid to get a Search Warrant. Go back to the New Hall, using the Search Warrant to get past Mrs Fomes. Go to the concourse and turn into a wolf, and track Gelid's trail of blood into the UU observatory. Inside you meet Satrap, so speak to him about Horst, Gelid, and the Radiant Trapezohedron, and taunt him using the 'Taunt Satrap' topic to send him to meet his maker.

The Radiant Trapezohedron

In the Observatory, use the star map Two Conkers gave you with the mosaics to learn which star groups are which, then use the star map on the Small Group of Boring Stars, and then use the telescope to find out where the Trapezohedron is. Take the Astrolabe then go to the Mausoleum. At the Mausoleum, use the Astrolabe on the sky to find out which crypt holds the Trapezohedron, go to the crypt and use the Grotesque on top of the Crypt to open it. Go inside the Crypt and use Mundy's coin on the indent to open the Sarcophagus, then talk to the zombie and threaten him with the sword to get the Jewel – the Radiant Trapezohedron itself. When you leave, you're confronted by Horst who takes the Golden Sword off you.

Come Fly With Me...

Look at the jewel and go to Maudlin bridge to take care of Horst and Carlotta, and get the Golden Sword back into the bargain. Go to the Patrician's Palace and go into Leonard's cell. Go through the Even Larger Hole onto the roof, use the rubble, clearing it away, then go back to Leonard's cell where the Flying Wing Device is taken out onto the roof. Try to fly it, and when Ilsa warns you that you need protection, use the Sign of the Eel topic on the Flying Wing Device, and use the device to finish the game.



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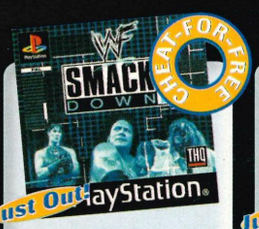
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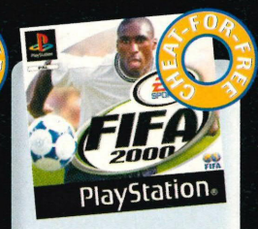
WWF Smackdown
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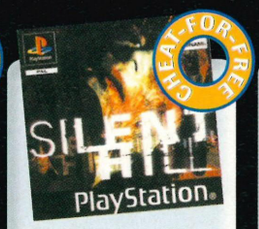
Crusaders
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Jedi Power Battles
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FIFA 2000
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Silent Hill
0906 22233011



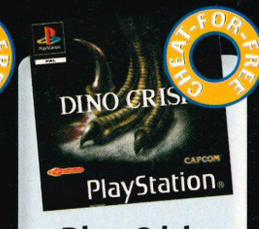
Star Wars
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Grand Turismo 2
0906 2223000



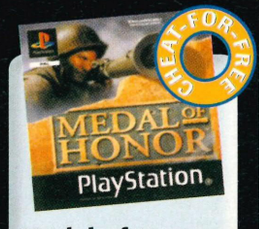
Final Fantasy VIII
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Dino Crisis
0906 2223002



Spyro the Dragon
0906 2223303



Medal of Honour
0906 2223005



Crash Team Racing
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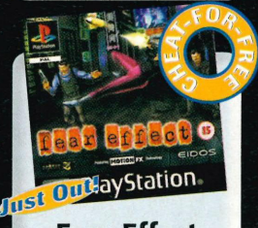
Saga Frontier 2
0906 2223007



Colin McRae Rally
0906 2223307



Colony Wars Red Sun
0906 2223308



Fear Effect
0906 2223008



Carmageddon
0906 2223009



Time Crisis
0906 2223010



Resident Evil 2
0906 2223303



UEFA Champions League 2000
0906 2223011



Metal Gear Solid Platinum
0906 2223012



Medievil
0906 2223013



Spyro 2
0906 2223014

WIN A PS2!



Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by July 15th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Cheat Card
0906 2223315

If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100's of top cheats, it also finds new ones!



TopDrive GTO Dual Shock compatible wheel
0906 2223319

This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

16 Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.

WIN AN AIBO!



We've got one of Sony's amazing 'furry' friends from the future up for grabs!! This virtual pooch with a price tag of over £1000 could be yours!

0906 2223040

All entries must be received by July 15th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Just Out! CHEAT-FOR-FREE

Coolboarders 4
0906 2223035



Just Out! CHEAT-FOR-FREE

Ehrgeiz
0906 2223036

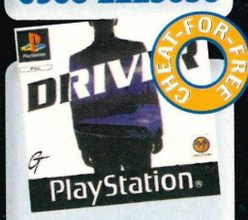


CHEAT-FOR-FREE

Southpark Rally
0906 2223034

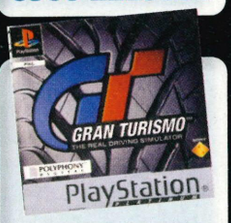


Final Fantasy VII
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CHEAT-FOR-FREE

Driver
0906 2223015



CHEAT-FOR-FREE

Gran Turismo
0906 2223304



CHEAT-FOR-FREE

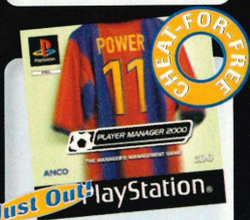
Quake 2
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Just Out! CHEAT-FOR-FREE

Crash Bandicoot 3 Platinum
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DELIVERY IN THREE DAYS!!



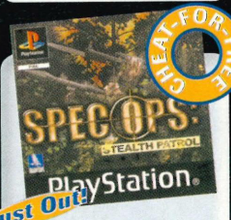
Just Out! CHEAT-FOR-FREE

Player Manager 2000
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CHEAT-FOR-FREE

Tekken 3
0906 2223305



Just Out! CHEAT-FOR-FREE

Spec Ops Stealth Patrol
0906 2223018



Just Out! CHEAT-FOR-FREE

Resident Evil Survivor
0906 2223019



CHEAT-FOR-FREE

Toy Story 2
0906 2223020



CHEAT-FOR-FREE

Mickey's Wild Adventure
0906 2223021



Metal Gear Solid Special Missions
0906 2223306



CHEAT-FOR-FREE

Music 2000
0906 2223022

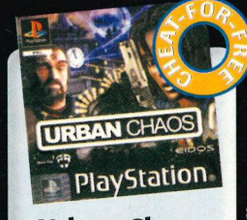


Just Out! CHEAT-FOR-FREE

Medievil 2
0906 2223023



Ridge Races Type 4
0906 2223307



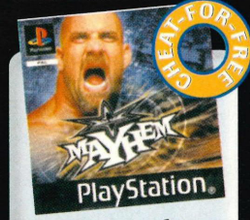
CHEAT-FOR-FREE

Urban Chaos
0906 2223025



Just Out! CHEAT-FOR-FREE

Syphon Filter 2
0906 2223026



CHEAT-FOR-FREE

WCW Mayhem
0906 2223028



Just Out! CHEAT-FOR-FREE

Resident Evil Nemesis
0906 2223030



Just Out! CHEAT-FOR-FREE

Track & Field 2
0906 2223031



Just Out! CHEAT-FOR-FREE

ISS Pro Evolution
0906 2223032



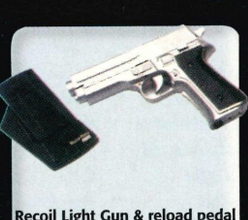
Multitap
0906 2223310



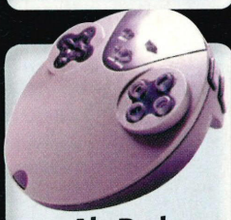
Dual Shock & 1 Meg Memory Card
0906 2223316



Colour Shell
0906 2223027
Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



Recoil Light Gun & reload pedal
0906 2223318



Air Pad
0906 2223313
Unique Motion reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



24 Meg Memory Card
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CHEAT-FOR-FREE

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Want to get your hands behind the wheel of a F1 Jordan speadster? Well now you can. Sort of. No other wheel has Va-Va-Voom quite like this. The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.

Calls cost £1.00 per minute. The maximum cost of call for all products is £23 with the exception of items displaying the 'cheat-for-free' badge which are £42. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 3830420. Game:24/7 PO Box 293, Leeds LS2 7AG

DEAR EXTREME PLAYSTATION LETTERS EXCHANGE



KILL THE PSX!

Dear extreme

What's the point in Sony releasing *Driver 2*, *Resident Evil 3*, *Syphon Filter 2* and *Die Hard Trilogy 2* on the PlayStation when they could bring them out on PlayStation 2 and make its line-up even better? I can't understand why they've not done this. It makes so much sense.

■ **Neil Whyler, Leeds**

extreme: ***Does it? All those millions of PlayStations out there and games still selling by the bucketful, and you think it makes sense to stop producing for it? The games you refer to may yet appear on the PlayStation 2 in some form or another. And of the games you list, only Syphon Filter 2 is by Sony.***



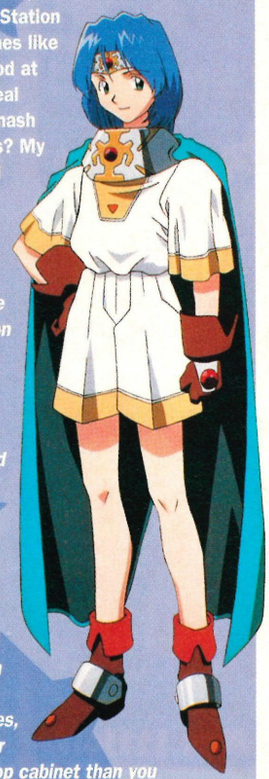
SOMETHING OLD...

STAR LETTER!

Dear extreme

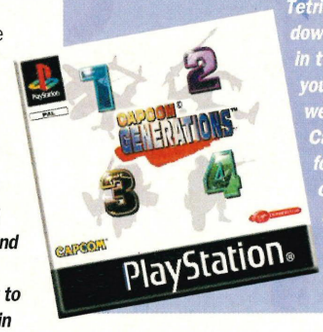
My grandpa's the best! He's always willing to give anything a try, which is why every time I go to his house, which isn't very often, I always take my PlayStation with me to show him my newest game. I like games like *FIFA 2000* and *Warzone*, though he's not very good at them because he loses track of who he is. His ideal game would be anything where you just have to mash one button to win. Is there any such game as this? My PlayStation has brought us closer together, so if I win the Star Letter, send any game you think we could both enjoy.

■ **Ben Speed, Bolton**



extreme: ***What a heart-warming letter. There are a few notable games where pressing one button gets you through the whole thing, but they're usually dodgy beat-'em-ups with no AI. A notable exception is Evil Zone, a very competent effort with a straightforward control method.***

Beat-'em-ups aside, perhaps your grandpa could enjoy retro games? You can't go far wrong with Pong, for example. Puzzlers like Bust-a-Move and Tetris Plus should go down well too, especially in two-player mode. For your Star Letter prize, we're sending you Capcom Generations, a four-disc, 13-game compilation of old titles, all of which had fewer buttons on the coin-op cabinet than you find on a standard joypad.



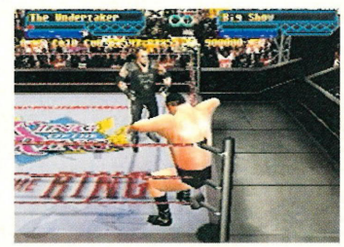
WRESTLEMANIAC

All my friends think I'm sad. Why? Because I'm obsessed with WWF games. I can't stop talking about them, and if I'm not talking about them I'm daydreaming about them. My friends think I may need help, and in a way I think they're right. I mean, what ordinary person goes out and spends ten quid on PlayStation mags just to see pictures of WWF games?

I would like to say what a wonderful mag you have, especially with WWF pictures and great info. Keep up the good work.

■ **Baljeet Garcha, Derby**

extreme: ***Yes, we do think you're sad. Why? Because your little missive is almost a word for word copy of Issue 26's Star Letter. Is this a cunning con to try and win a free game? If so, it didn't work – you just made yourself look stupid. As we're feeling generous, though, here are some WWF pictures...***



GAME ON!

I'm looking for some advice. I am 12 years old and have designed a PlayStation game called *Escape From School*, a 3D first-person shooter where you go round saving classmates from evil teachers, dinner ladies and the like who have you locked in school forever (or so they think!), turning the kids into their slaves. You're the hero and save them all (a bit like Abe). Once you've saved someone, they help you; there are lots of different end-of-level bosses, such as the Killer

EPM SAYS...

It's time for another brace of your marvellous missives and loopy letters. Just about everything to do with the PSX has come under your scrutiny this month, and another lucky winner has earned a free game for writing our Star Letter. Fancy your chances of winning next month's award? Get writing...

Exchange,
extreme Magazine,
5 Winchester Place,
North St, Poole,
Dorset BH15 1NX

exchange@quaynet.co.uk



Cleaner and the final level boss, The Demon Headmaster. I've taken a long time planning this game, but haven't a clue what to do with it.

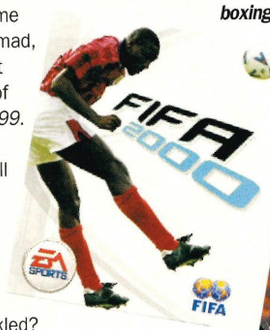
Please can you give me some information on where to send them, for every games designer needs a starting point in life.

■ **Tom Bagshaw, Lancashire**

extreme: ***Send copies of your plans, not the originals, to games companies. Check their numbers in the Yellow Pages. Be prepared for a few knock-backs, though – they rarely buy unsolicited game plans, and due to recent events in America, most would be wary of publishing a shooting game set in a school, even if you're the good guy. By the way, have you seen the film, The Faculty? Its plot's just like your game...***

FOOT BALL FROLICS

My favourite games on the PlayStation are the *FIFA* games. Although they're brilliant, I can't get over how dodgy *FIFA 2000* is. Some people think I'm mad, but it just doesn't have the quality of *FIFA '98* or *FIFA '99*. For example, if you've got the ball and only one defender to beat with no support, what are the chances of you falling over if tackled?



All the magazines say, 'Wow, class game' or 'Simply perfect', but I don't agree. The game isn't bad, just dodgy and unrealistic.

■ **Wayne Ottaway, Watton, Norfolk**

extreme: ***Good job you read extreme, then. Back in Issue 24, we gave it 76%, and argued the series had taken a backward step. In our book, none of the FIFA games can beat the current PSX cup-holder, ISS Pro Evolution.***

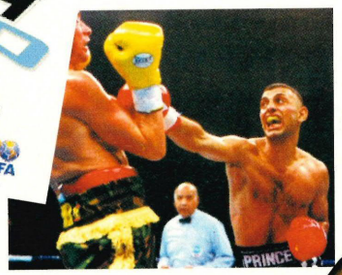
NAZ OBSESSION

I'm writing to tell you how much I love Prince Naseem Hamed and his great boxing game. I have seen him on TV and he looks really talented. I've been collecting pictures and posters of him for ages, and I really love them. I look in every mag and buy most of them but they hardly ever mention him. All I ever think about is boxing.

Please, please, please oh pretty please with a million, trillion, billion cherries on top could you print a picture of him to add to my collection? I would be really grateful and buy your mag every month. I've got a massive crush on him and I can't get to sleep without kissing every one of his pictures on the wall.

■ **Emma Jones, Llandudno Junction**

extreme: ***Sure – it's been a good month for obsessives looking for pictures, but at least your letter's original. Here are some more pics of the pint-sized pugilist for you to go all gooey over. Hold the praise on his 'great' boxing game, though – you've never seen it. It's suffered more delays than British Rail, and at the time of writing, still doesn't have a firm release date...***







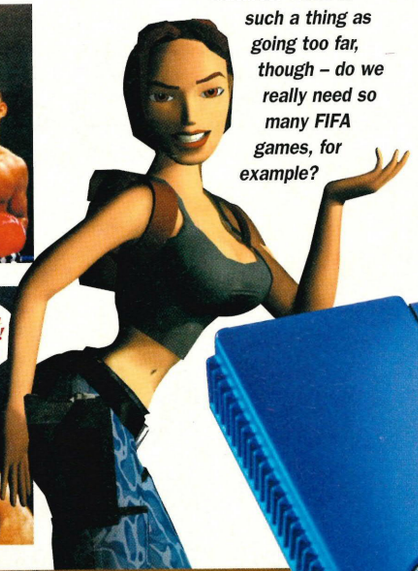
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WHAT GOES AROUND

'Are sequels worth it?', you asked in Issue 27. Everyone likes a good-quality original game, but what happens after that smash hit? People complete it and eventually put it to one side, but they want another one. After *Tomb Raider* came out and you'd completed it, how many of you at extreme were gaggin' for a second? So I say, as long as the first game's quality, bring 'em on. Oh, and by the way, extreme kicks ass!

■ **Patrick Flannery, Leeds**

extreme: ***We quite agree. At the end of the day, if people didn't want sequels, they wouldn't buy 'em. If people didn't buy 'em, no one would make 'em. QED. Besides, the sequel's usually better than the original, as programmers already have the basics worked out and can spend more time polishing the gameplay and adding features. There is such a thing as going too far, though – do we really need so many FIFA games, for example?***



Pearls of Wisdom

Dear extreme
Good news. Great cheats. Sound advice. Mega reviews. And one EXTREME feature. What more can I say?
■ **Philip Dawson, Stoke-on-Trent**

extreme: ***Top peripherals, exciting solutions and a darned fine letters section?***

Dear extreme
***Nemesis* only took me two days to complete, whereas *Resi 2* took me weeks.**
■ **Steve Fletcher, Argyll**

extreme: ***That's because you're now more practised.***

Dear extreme
I've completed *Tomb Raiders I, II* and *III*, and have almost completed *VI*. Have Eidos released any games similar to the *Tomb Raider* series?
■ **Clint Ottaway, Norfolk**

extreme: ***Try the incredibly-impressive Soul Reaver. It's even better than Lara's adventures.***



WIN A TOP GAME EVERY MONTH!

gameplay.com

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:

Exchange,
extreme Magazine, 5 Winchester Place,
North Street, Poole, Dorset BH15 1NX

Or you can e-mail us on: exchange@quaynet.co.uk

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

Yet more pulsating peripherals to aid your PlayStation gaming. This month we've the usual collection of sticks, cards and pads, plus a great give-away from Wild Things...

STUFF
GADGETS • PERIPHERALS • TECHNOLOGY

PLAYSTATION **SHOCK FORCE** PAD

BY: VENOM PRODUCTS | DAMAGE: £12.99 (£15.99 WITH 1MB MEMORY CARD) | RATING: ★★★★★★★★★★



This one grows on you as you play with it. At first, the hand grips seem too small and the symbol buttons too far apart, but after a minute's play, you forget your concerns – it's lack of familiarity which gives the wrong impression, not any fault of the pad. The analogue sticks are comfortably-placed and responsive (they centre better than the official pad's), and the single-table D-Pad makes it ideal for beat-'em-ups, though tricky for games where hitting ↑ or ↓ without touching the diagonals is important.

As well as the usual vibration feature, this one's also got a slow motion function and a turbo boost. It looks pretty attractive too. e



INFRA RED **CYBER SHOCK**

BY: BLAZE | DAMAGE: £24.99 | RATING: ★★★★★★★★★★

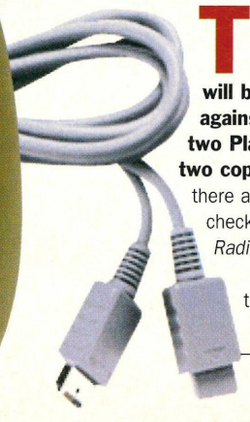


Dig those crazy symbols. As regular readers know, Sony copyrighted the circle, triangle, square and cross, so third-party peripherals have to offer weird interpretations of them, like these psychedelic offerings.

The pad feels pretty comfortable in the hands, and the buttons are all in easy reach while playing. It's got a turbo function that can be slaved to any of them too. The only reason the mark is mediocre is the price – do we really want to spend £25 on a pad just for the convenience of not having to plug it in? e

LINK **CABLE**

BY: LOGIC 3 | DAMAGE: £3.99 | RATING: ★★★★★★★★★★



The link-up cable hasn't been well supported in recent years, with developers assuming few gamers will bother with it – after all, to play against a friend in link-up mode, you need two PlayStations, two tellies and (usually) two copies of the game in question. Even so, there are some great link-up games out there – check out *Command & Conquer: Red Alert*, *Blast Radius* and *WipEout 2097*.

If you want a slice of the link-up action, the Logic 3 link-up cable is as good as any. It's long enough, sturdy and cheap. e

TRUE 16MB MEMORY CARD

BY: BLAZE | DAMAGE: £29.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

What's this? 30 quid for a memory card? This price isn't as daft as it seems, though – the True 16Mb Memory Card is 16 times as big as a standard card, and because it uses no compression techniques, you're guaranteed 240 game slots without having to worry about the data corruption often associated with larger cards. In other words, it's a barg.



COMPETITION!

MULTIPLE MULTI-PLAYER GIVE-AWAY!

COMPETITION WIN! COMPETITION

Wild Things' Multi-Player Adapter is one of the best third-party Multi Taps around. Styled in attractive translucent plastic, it's shaped to sit more comfortably next to your PSX than the official version. It also includes a handy memory card tray to store up to four cards.

We have three Wild Things Multi-Player Adapters to give away. To stand a chance of winning, just answer this simple question:

NAME A GAME YOU CAN PLAY IN FOUR-PLAYER MODE.

Answers on a postcard to:

'Fourplay Competition'

extreme Magazine
5 Winchester Place
North Street
Poole
Dorset. BH15 1NX

Entries which arrive after 20th May will be fourfitted.



PRO SHOCK LITE

BY: BLAZE | DAMAGE: £19.99 | RATING: ☆☆☆☆☆☆☆☆☆☆



STAR BUY! extreme STAR BUY!

This is the business, and probably the best desk-mounted joystick on the market. It's incredibly sturdy and solid-looking, with its robust stick giving a pleasing click when moved. The buttons are large and comfortable, being easy to find in the heat of the game. It takes a while to get used to their positions, though, but this is inevitable with a stick.

As well as the expected functions, it's Dual Shock compatible and features slow motion and turbo facilities. Naturally, sticks really come into their own in fighting games – play *Tekken* with this one and you'll wonder how you ever managed without it. It's not as good for rotate-and-move games such as *Tomb Raider*, though.

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gameplay.com



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GOOD NEWS!

WE ARE EXPECTING

BIG CUTS

in the prices of most new PSX games in April as Sony are slashing their licence fees!

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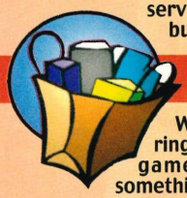
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100's OF PRODUCTS TO CHOOSE FROM

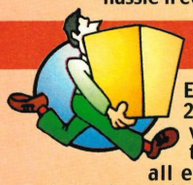
We try to stock every game available and if it's not in stock when you ring we should be able to get it for you fast. Also, with plenty of 2nd hand games available as well as new there should always be something that you're looking for.

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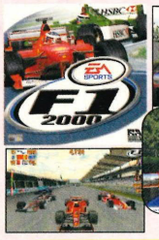
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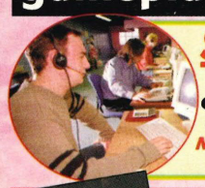
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To assist you in choosing the right game, we have included review scores from both Play and Playstation Plus, two of the country's leading PSX magazines. PY=Play, PP=Playstation Plus.



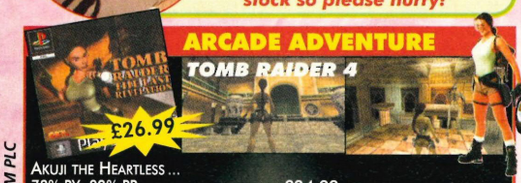
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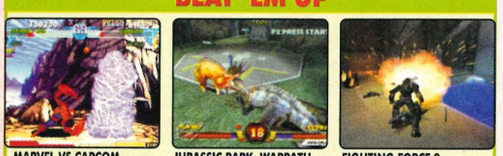
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Moto Racer 2	87% PY, 91% PP	£24.99
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Need For Speed 3	87% PY, 89% PP	£12.99
Need for Speed 4	78% PY, 68% PP	£26.99
Need for Speed 5	Due April	£28.99
Rally Masters	Due March	£26.99
Renegade Racers	Out Now	£24.99
Re-Volt	64% PY	£26.99
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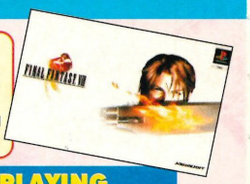


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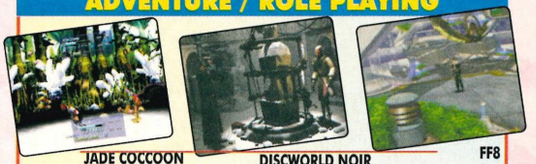


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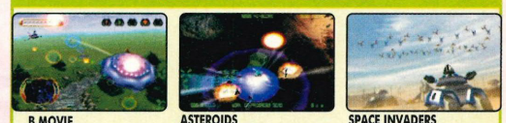


ADVENTURE / ROLE PLAYING



Alundra	**91% PY, 91% PP**	**£16.99**
Azure Dreams	70% PY, 67% PP	£19.99
Discworld Noir	**Due 11th February**	**£26.99**
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Final Fantasy 7	**93% PY, 97% PP**	**£14.99**
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Granstream Saga	76% PY, 55% PP	£26.99
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Legend of Kartia	43% PY	£26.99
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Vandal Hearts 2	Due March	£26.99
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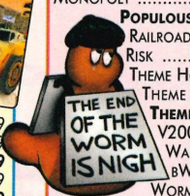


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Traprunner	70% PY	£26.99

STRATEGY / SIMULATION



Civilisation 2	79% PY, 88% PP	**£24.99**
Command & Conquer	79% PY	£14.99
Command & Conquer RED ALERT	90% PY, 93% PP	£12.99
Command & Conquer Retaliation	**91% PY**	**£16.99**
C & C Retaliation + Mouse & Mouse mat		**£24.99**
Constructor	**88% PP**	**£18.99**
Dune 2000	Due March	£26.99
Monopoly	75% PY, 78% PP	£22.99
Populous The Beginning	**70% PY, 85% PP**	**£12.99**
Railroad Tycoon 2	Out Now	£26.99
Risk	81% PP	£26.99
Theme Hospital.	88% PY	£12.99
Theme Park	86% PY, 85% PP	£12.99
Theme Park World	**Due March**	**£26.99**
V2000	82% PY	£12.99
War of the Worlds.	Out Now	£26.99
WWorms	92% PY, 82% PP	£14.99
Worms Armageddon.	Out Now	£24.99



3D SHOOTERS

Action Man	**Out Now**	**£24.99**
Alien Trilogy	**91% PY, 85% PP**	**£14.99**
Colony Wars	92% PY, 93% PP	£12.99
Colony Wars Red Sun	**Due 24th March**	**£15.99**
Colony Wars Vengeance	**93% PY**	**£16.99**
Doom	93% PY, 92% PP	£14.99
Duke Time To Kill	**87% PY**	**£19.99**
Forsaken	**92% PY**	**£17.99**
Ghost in the Shell	73% PY, 90% PP	£24.99
Medal of Honour	Out Now	£26.99
Millennium Soldier	Out Now	£24.99
Quake 2	**Out Now**	**£24.99**
Rainbow 6	**Out Now**	**£24.99**
South Park	**Out Now**	**£26.99**
Spec Ops: Stealth Patrol	Out Now	£26.99
Star Ixiom	Due 31st March	£15.99





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SPORT

Actua Golf 3	76% PY	£17.99
Actua Pool	Out Now	£17.99
Actua Soccer 3	**92% PY**	**£12.99**
Anna Kournokova's Smash Court Tennis		£24.99
Brian Lara Cricket	**89% PP**	**£15.99**
Championship Bass Fishing		£28.99
Cool Boarders 2	81% PY, 92% PP	£14.99
Cool Boarders 3	84% PY	£26.99
Cool Boarders 4	Due 3rd March	£26.99
Cricket 2000	Due April	£28.99
Cyber Tiger	Out Now	£26.99
EPGA Golf	**Out Now**	**£24.99**
ECW Hardcore	Due 10th March	£29.99
Extreme Championship Wrestling	Due 3rd March	£26.99
FA Premier League Stars	64% PY	£17.99
FA Premier League Manager 2000	**Out Now**	**£17.99**
FA Soccer Manager	**Out Now**	**£14.99**
FIFA Soccer 2000	**Out Now**	**£26.99**
Fisherman's Bait	78% PY	£26.99


FIFA 2000



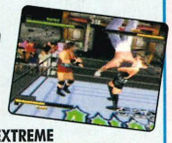

ISS PRO EVOLUTION

Int'l Superstar Soccer Pro '98	**92% PY, 94% PP**	**£21.99**
Int'l Superstar Soccer Evolution	**Due end February**	**£26.99**
International Track & Field	85% PY, 90% PP	£14.99
International Track & Field 2	Due 3rd March	£26.99
Jimmy White's Cueball	**Out Now**	**£24.99**
Jonah Lomu Rugby	86% PY, 84% PP	£16.99
Knockout Kings 2000	Out Now	£26.99
LMA Manager	Out Now	£26.99
NBA Basketball 2000	Out Now	£24.99
NBA Pro 2000	Due February	£26.99
NBA Showtime: NBA on NBC	Due 7th April	£26.99
NFL Blitz 2000	Out Now	£18.99
NFL Madden 2000	Out Now	£26.99
NHL Championship 2000	Out Now	£24.99
NHL Hockey '99	81% PY	£14.99
NHL Hockey 2000	Out Now	£26.99
No Fear Downhill Mountain Biking	Out Now	£23.99
Premier Manager '99	78% PY, 91% PP	**£17.99**
Premier Manager 2000	Out Now	**£26.99**
Pro Pinball Fantastic Journey		£24.99
Ready to Rumble Boxing	Out Now	£17.99
Reel Fishing	Out Now	£26.99
Sensible Soccer Club Edition		**£12.99**
Tiger Woods Golf '99	78% PP	£14.99
Tiger Woods PGA Tour 2000	Due 20th March	£26.99
Tony Hawk's Skateboarding	Out Now	£24.99
Total NBA '98	92% PY, 85% PP	£17.99
Trick 'N' Snowboard	Out Now	£24.99
Triple Play Baseball 2000	91% PY	£17.99
UEFA Striker	Out Now	£24.99
Victory Boxing 2	90% PY	£19.99
VR Baseball '97	80% PY	£18.99
VR Baseball 2000	Out Now	£24.99
WCW Mayhem	Out Now	£26.99
World Cup '98	**86% PY, 90% PP**	**£14.99**
WWF Attitude	**84% PY, 90% PP**	**£26.99**


TONY HAWKS

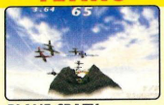


FA PREM MAN 2000


EXTREME CHAMP WRESTLING

FLYING


ACE COMBAT 2


PLANE CRAZY


RC STUNTCOPTER

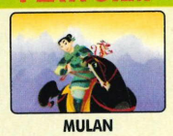
Ace Combat 3 *NEW*	**Due 28th January**	**£26.99**
Eagle 1 Harrier Attack	Due 4th February	£26.99
RC Stuntcopter	Out Now	£18.99
Soviet Strike		**£14.99**
Wing Over 2	**Out Now**	**£26.99**

PUZZLE

Bubble Bobble/Rainbow Island	Out Now	£22.99
Bust A Move 2	88% PY, 89% PP	£14.99
Bust A Move 4	86% PY, 80% PP	£25.99
Caesar's Palace 2000	Out Now	£26.99
Chessmaster 2	Out Now	£26.99
Poy Poy 2	73% PP	£20.99
Qbert	Out Now	£24.99
Super Pang Collection	53% PP	£26.99
Tetris Plus	Out Now	£20.99
The Next Tetris	Out Now	£26.99

PLATFORM


CROC 2


MULAN


SPYRO 2

40 Winks	Out Now	£24.99
Ape Escape	90% PY, 91% PP	£12.99
Asterix & Obelix	Due February	£22.99
Blasto	56% PP	£9.99
Bugs Bunny Lost in Time	Due 28th April	£16.99
Bug's Life (Disney)	71% PY, 70% PP	**£14.99**
Casper	62% PP	£19.99
Castlevania	92% PY	£24.99
Crash Bandicoot	84% PY, 86% PP	£14.99
Crash Bandicoot 2	86% PY, 87% PP	£14.99
Crash Bandicoot 3	**89% PP**	**£14.99**
Croc	78% PY, 84% PP	£14.99
Croc 2	84% PY,	£26.99
Earthworm Jim 3D	Due end February	£26.99
Gex 3 Deep Cover	82% PY	**£16.99**
Heart of Darkness	88% PP	£14.99
Hercules	63% PY, 81% PP	£14.99
Megaman Legends	Out Now	£9.99
Mickey's Wild Adventure	79% PY	£14.99
Monkey Hero	75% PY	£14.99
Mulan Story	Out Now	£24.99
Oddworld Abe's Exodus	**91% PP**	**£14.99**
Oddworld Abe's Oddysey	90% PY, 91% PP	£14.99
Pandemonium	90%	£14.99
Pitfall 3D	70% PY	£14.99
Rayman	87% PY	£14.99
Rugrats	50% PY	**£24.99**
Smurfs	Out Now	£24.99
Spyro The Dragon	**88% PY, 88% PP**	**£14.99**
Spyro the Dragon 2	**Out Now**	**£24.99**
T'ai Fu	72% PY	£24.99
Tarzan	Out Now	£24.99
Toy Story 2	Out Now	£26.99

GUN GAMES

Die Hard Trilogy	92% PY, 92% PP	£14.99
Die Hard Trilogy & Scorpion Gun	N/A	**£26.99**
Die Hard Trilogy 2	**Due end April**	**£26.99**
Point Blank 2	**80% PY, 92% PP**	**£28.99**
Point Blank 2 & Guncon	**80% PY, 92% PP**	**£39.99**
Time Crisis	**90% PY, 93% PP**	**£14.99**
Time Crisis & Scorpion Gun	**90% PY, 93% PP**	**£26.99**

RETRO / COMPILATION / MISCELLANEOUS


R-TYPE DELTA


PONG



MUSIC 2000

Atari Arcade Party Pack	Due 10th March	£23.99
Atari Greatest Hits 2	Out Now	£17.99
Barbie Super Sports	**Due 21st April**	**£15.99**
Midway Greatest Hits 2	Out Now	£24.99
Missile Command	Out Now	£20.99
Music	90% PY	£17.99
Music 2000	Out Now	£26.99
Pong	Out Now	£14.99
South Park Chef's Luv Shack	Out Now	£25.99
Um Lammer Jammy	Out Now	£22.99
Worms Pinball	Out Now	£24.99

HINT BOOKS

A-Z of PSX Secrets & Solutions Vols 1-5	each £9.99
Big Playstation Book '99 Edition	£11.99
C&C Retaliation Strategy Guide	£9.99
Crash Bandicoot 3 Secrets & Strategies	**£9.99**
Croc 2 Strategy Guide	£9.99
Driver Official Guide	**£12.99**
Encyclopaedia of Playstation Cheats	**£12.99**
Final Fantasy 7 Official Guide	**£13.50**
Final Fantasy 8 Official Guide	**£14.99**
Gran Turismo 2 Secrets & Strategies	**£9.95**
Jade Coccoon Official Strategy Guide	**£11.99**
Metal Gear Solid Official Guide	**£10.99**
Oddworld Abe's Odyssee/Exodus Official Strategy Guides	each £10.99
Quake 2 Official Strategy Guide	£9.99
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Silent Hill Official Guide	£9.99
Soul Reaver Official Secrets	£11.99
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Tomb Raider 3 Official Guide Book	**£9.99**
Tomb Raider 4: Last Revelation Official Guide	**£9.99**
Tomorrow Never Dies Strategy Guide	**£14.99**
Wild Arms Unauthorised Game Secrets	£9.99
Xena Official Strategy Guide	£9.99

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2. You must ring us before sending your game in as prices for 2nd hand games can change quite regularly. You will be given an authorisation number which will be valid for one week.
3. You will receive a credit for the agreed amount which you may use against other games or accessories, either new or used.

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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.

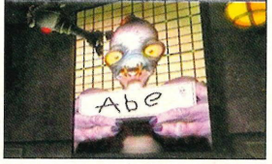
40 Winks 76%
GT Int. • Platform Game • #24
Easy platformer for the young gamer, but even then, there are better ones around.

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 83%
Sony CEE • Platform Game • #28
Brilliant animation and some interesting characters, but levels tend to sprawl.

Ace Combat 3 72%
Namco • Flight Sim • #9
The flight simmer's flight sim – definitely not for the arcade-oriented.

Ace Combat 3: Electrosphere 75%
Sony • Flight Sim • #26
Decent enough flight simulator that lacks any real long-term thrills.

Action Man: ME 84%
Hasbro Int. • Shoot-'em-up • #24
Another kid's game. It gets the job done, but won't excite adults or hardcore gamers.

Activision Classics 10%
Activision • Compilation • #18
30 games directly ported from the Atari 2600.

Actua Golf 3 49%
Gremlin • Sports Sim • #12
Shoddy and poorly-executed golf sim from people who should know better.

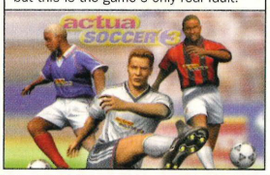
Actua Ice Hockey 74%
Gremlin • Sports Sim • #3
Rushed out to be on the shelves in time for the Nagano Winter Olympics.

Actua Ice Hockey 2 79%
Gremlin • Sports Sim • #17
It's an ice hockey game. Again.

Actua Soccer 88%
Gremlin • Sports Sim • #1
Puts in a good performance overall, but the goalies are a little weak.

Actua Soccer 2 88%
Gremlin • Sports Sim • #10
Controls are awkward at first, but has great graphical touches.

Actua Soccer 3 91%
Gremlin • Sports Sim • #12
The ball travels too fast when in the air, but this is the game's only real fault.



Actua Soccer: Club Ed. 59%
Gremlin • Sports Sim • #13
A cynical Premier League cash-in version of the original *Actua Soccer*.

Actua Tennis 31%
Gremlin • Sports Sim • #11
Disgustingly badly programmed sports sim.

Adidas Power Soccer 39%
Psygnosis • Sports Sim • #5
Arcadey football sim – not worth buying, even at Platinum prices.

Adidas Power Soccer 2 65%
Psygnosis • Sports Sim • #10
The best of the Adidas games, but that's not saying much.

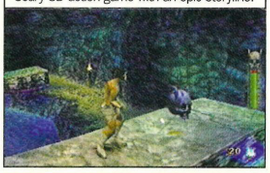
Adidas Power Soccer 98 55%
Psygnosis • Sports Sim • #7
Shoddy soccer sim. Matches are slow, tedious and disjointed.

Agile Warrior FIIIX 35%
Virgin Int. • Flight Sim • #9
Old flight sim which raised few cheers.

Air Combat 43%
Namco • Flight Sim • #9
Too much time spent doing nothing destroys this flight sim.

Aironauts 70%
Red Storm • Action • #18
Aerial action featuring fighting and racing.

Akuji The Heartless 90%
Eidos • Platform Game • #13
Scary 3D action game with an epic storyline.



Alien Trilogy 90%
Acclaim • 3D Shoot-'em-up • #7
Another *Doom* clone, but for once the film licence actually adds to the game.



Allied General 72%
Mindscape • Strategy • #17
Follow-up to *Panzer General*.

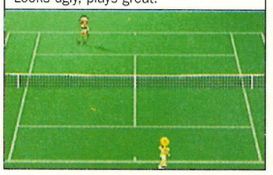
All Star Tennis '99 80%
Ubi Soft • Sports Sim • #13
A decent game of tennis with a few arcadey events thrown in for good measure.

Alone In The Dark 70%
Infogrames • Action Adventure • #3
Dodgy conversion of a great PC game.

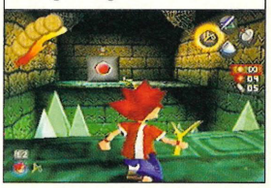
Alundra 83%
Psygnosis • RPG • #5
Arcadey RPG in the *Zelda* mould.

Andretti Racing 69%
EA • Driving • #14
Lightweight *IndyCar/NASCAR* sim which can't hold its own with modern drivers.

Anna 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. Exciting and original.



Apocalypse 90%
Activision • Shoot-'em-up • #24
Atmospheric and graphically excellent – one of the best blasters on the PSX. Good cut scenes too.



Arcade's G.Hits: Atari Col.2 60%
GT Int. • Compilation • #8
Paperboy, Marble Madness, Gauntlet, Crystal Castles, Road Blasters & Millipede. For retro-heads only.

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.

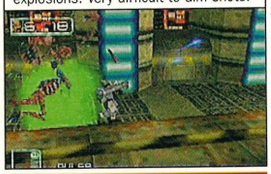
Armoured Core 65%
Sony CEE • Shoot-'em-up • #6
Slow and uninteresting mech game. Fun at first, but gameplay's too thin. Not the greatest blaster on the PSX.

Armourines 55%
Acclaim • 1st Person Shooter • #28
Hunt bugs and other baddies iin this futuristic *Doom* clone. The game looks and feels dated. It's not a very exciting blast – there's better around.

Army Men 3D 83%
3DO • Shoot-'em-up • #26
Blasting action with battalions of small plastic men slugging it out. Surprisingly involved and strategic.

Army Men – Air Attack 84%
3DO • Shoot-'em-up • #26
Plastic adventure antics as you take to the skies over the back yard with your green army. It's *Soviet Strike* lite.

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
A pointless and badly executed pile of shite which was given away with Jap machines. Buy *Music 2000* instead.

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 how much fun can a fishing videogame possibly be?

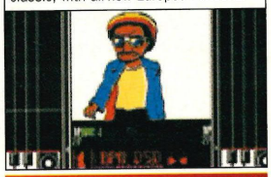
Batman & Robin 70%
Acclaim • 3D Action Game • #8
Interesting action adventure, but badly programmed and unoriginal. Some good ideas, though...

Battle Arena Toshinden 30%
Takara • Beat-'em-up • #4
Beat-'em-up from the dawn of time – dreadful by today's standards, and to be honest, average even then.

Battle Arena Toshinden 2 58%
Takara • Beat-'em-up • #4
Interesting tactical weapons-based fighter, but too shallow for anyone but beginners. There are better fighters around.

Battle Arena Toshinden 3 70%
Takara • Beat-'em-up • #4
More of the same. The *Toshinden* gravy train rolls on, but the characters are still lifeless and dull.

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.



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.

Blood Lines 45%
Sony CEE • Sports Sim • #17
Futuristic game of tag? No thanks.

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.

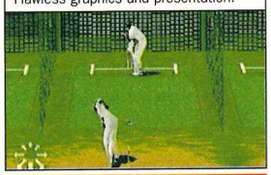
Bomberman World 83%
Sony CEE • Puzzle Game • #6
Excellent multi-player game, but flawed single-player offering.

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.

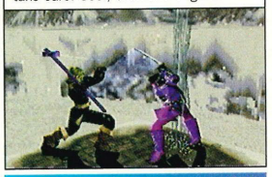
Buggy 70%
Gremlin Int. • Driving Game • #11
Driver based on remote controlled cars. Fun for a while, but shallow.

Bug Riders 51%
GT Int. • Shoot-'em-up • #8
Playable for a while, but no lasting fun. A flawed concept 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? Just one hit can kill you, so you have to take care. 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 – let's hope it comes out over here.

Bust-a-Groove 94%
Sony CEE • Puzzle Game • #10
Follow button sequences to make your character strut his stuff. Brilliant.

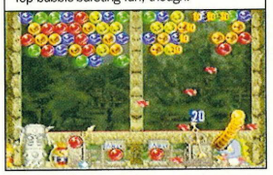


Bust-a-Move 2 77%
Enix • Music • #18
Sequel of the hit 'Simon Says' that doesn't match the might of the original.

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.



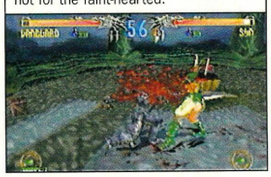
C

Caesar's Palace II 46%
Interplay • Gambling Sim • #28
Boring casino sim which raises the question, 'what's the point?'. Too hard and the tutorial mode's irritating.

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.

Championship Motocross 86%
THQ • Driving Game • #24
A fine motorcycle racer, but not the accurate motocross sim we hoped for. Features Ricky Carmichael.

Chaos Break 72%
Tecmo • Adventure • #28
Yet another bloody *Resident Evil* clone. With they ever stop?

Centipede 61%
Hasbro Int. • Retro Update • #24
Fun for a while, but samey levels soon make it boring. Would sit better on a compilation with other Atari updates.

Cheesy 14%
Ocean • Platform Game • #13
Great CGI intro, but the game's a woefully inept platformer. No fun at all, even at knock-down prices.

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.

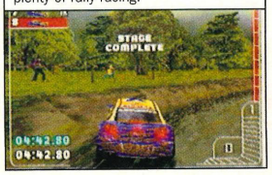
Circuit Breakers 89%
Mindscape • Driving Game • #6
One of the best multi-player racers ever, and a damned good one-player offering too.

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.



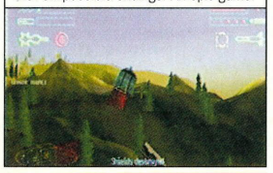
Colony Wars: Red Sun 94%
Psygnosis • Action Strategy • #27

The best yet – but a little short.



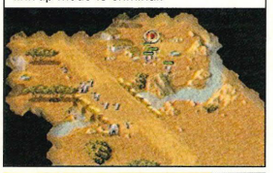
Colony Wars: Vengeance 90%
Psygnosis • Strategy Sim • #12

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.



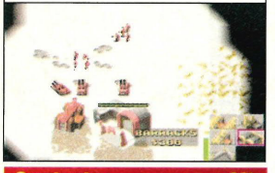
C&C: Red Alert 93%
Virgin Int. • Strategy Sim • #18

A distinct improvement on the original.



C&C: Retaliation 91%
Virgin Int. • Strategy Sim • #17

More of the same *C&C* action.



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.

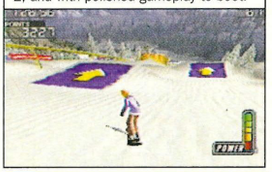
Cool Boarders 2 90%
Sony CEE • Sports Sim • #17

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

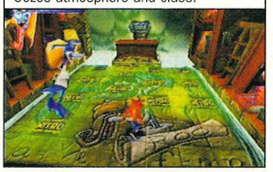
Fun, but imperfectly executed.

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 83%
Sony CEE • Platform Game • #28

A fairly easy game to finish, but getting all the bonuses and secrets is tricky.

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.

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

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.

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, featuring not wild animals but rather the talented golfing sensation, Mr Woods.

D

D 62%
Acclaim • Adventure • #3

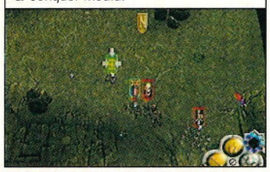
An adventure with a two-hour real-time time limit, no save and no pause – honest!

Dark Forces 79%
LucasArts • 3D Shoot-'em-up • #7

Technically superb Star Wars-licensed *Doom* clone, but the levels are a little too large.

Dark Omen 90%
EA • Strategy Sim • #4

Warhammer wargame in the *Command & Conquer* mould.



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.



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.

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.

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

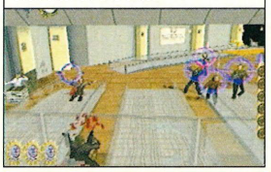
Very Japanese, very good but very trying if you don't read Jap.

Diablo 64%
EA • Action Adventure • #4

An arcade shooter with RPG overtones. Not bad, but not great.

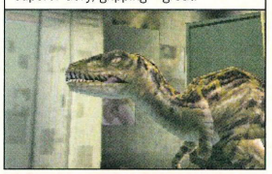
Die Hard Trilogy 94%
Fox Int. • Compilation • #3

Three games in one, all of which could stand alone. This is seriously superb, even after all this time!



Dino Crisis 90%
Vigin Int. • Action Adventure • #24

Dinosaur drama from the people behind *Resident Evil*. The dinosaurs look superb. 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. Hillarious and gripping.

Discworld Noir 86%
GT Int. • Graphic Adventure • #25

A fine game in a neglected genre, and again oozes Patchett humour.

Disney's Hercules 73%
Sony CEE • Platform Game • #12

Stupid title, but a great game for the kids. Straightforward catoon platforming.

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

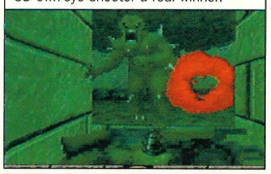
A few dodgy flaws bring down this otherwise-reasonable game.

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. This is one of the worst platformers on the PSX.

Driver 93%
GT Int. • Driving Game • #19

Car crime in full 3D. It's a steal.



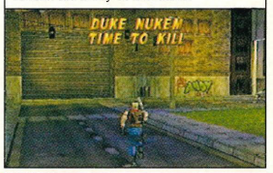
Duke Nukem 91%
GT Int. • 3D Shoot-'em-up • #7

Doom with attitude – takes the game's interactivity a stage further by offering a greater degree of control.



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. A little too tricky at the start.



Dune 2000 51%
EA • Strategy Sim • #27

Dodgy PC port that's well behind *Command & Conquer*. Too dated for the year 2000, despite the title.

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. A rare example of the genre on the PSX.

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.



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*. Boring, empty and insufferably 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.

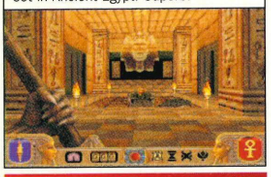
European PGA Golf 75%
Infogrames • Sports Sim • #23
Not the best golf sim out there, but not the worst either. Deserves better.

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
Fighting game with only two buttons. 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*.

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*.

Fear Effect 90%
Eidos • Action Adventure • #28
This anime-styled extravaganza covers four glorious CDs.

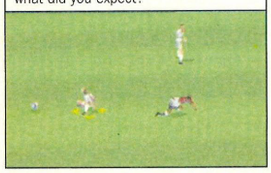


Felony 11-79 80%
ASCII Ent. • Driving Game • #1
Driving game where you steal cars.

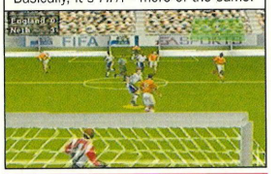
FIFA 2000 76%
EA • Sports Sim • #24
The *FIFA* series takes a backwards step with this, an arcadey kick-about.

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.

Fighter Maker 26%
Agetec • Beat-'em-up • #28
Lets you design your own fighters, but the beat-'em-up action's crap anyway.

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 sequel to an average game. Good interaction, but 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?

Final Fantasy Anthology 96%
Squaresoft • RPG • #24
Compilation of two early *Final Fantasy* outings with updated cut scenes.



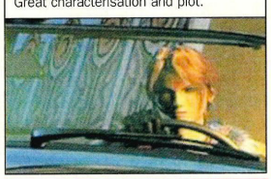
Final Fantasy Tactics 90%
Sony CE Japan • Strategy Sim • #11
Turns-based RPG combat. Cool game, but only available on import.



Final Fantasy VII 96%
Sony CEE • RPG • #18
Super-deformed cartoon characters and top action – top RPG fun.



Final Fantasy VIII 96%
Squaresoft • RPG • #16
Spectacular role-player on four disks. Great characterisation and plot.



Firestorm: Thunderhawk 2 79%
Core Design • Flight Sim • #9
Very old helicopter arcade flight sim. Ageing, technically, but still thrills.

Floating Runner 21%
THQ • Platform Game • #13 RU
Awkward perspective and stupid controls destroy this 3D platformer.

Fluid 54%
Sony CEE • Utility • #8
Part game, part sequencer, but neither has the depth to justify the asking price. Buy *Music 2000* instead.

Formula 1 88%
Psygnosis • Driving Game • #5
Superb driving game, but cursed by some terrible bugs. Opponent AI's weak too – they hog the apex something chronic...

Formula 1 '97 91%
Psygnosis • Driving Game • #19
Bugged but brilliant F1 sim. A genuine televisual experience.



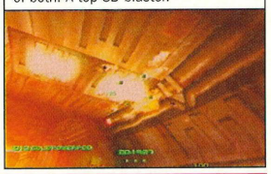
Formula 1 '98 80%
Psygnosis • Driving Game • #11
Significant improvements on opponents' AI, but overall the game has regressed.

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
Not 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.



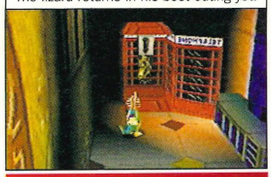
Gallop Racer 69%
Tecmo • Sports Sim • #25
Horse racing sim? Whatever next? And can you believe there's no betting mode?

Gex 70%
BMG • Platformer • #13
This platformer seems to have it all, but is somehow a little uninspiring.

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.



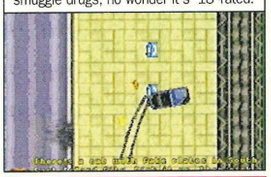
Ghost in the Shell 81%
Sony CEE • Shoot-'em-up • #5
Great Anime blaster, but too insubstantial to be good value.

Global Domination 55%
Psygnosis • Strategy Game • #15
Dull strategy war sim with poor controls.

Glover 78%
Atari/Hasbro • Puzzle Platformer • #26
Entertaining, colourful puzzling action with the first ever glove superhero.

Goo Goo Soundy 30%
Konami • Weird • #25
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.



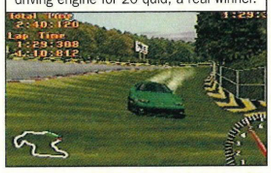
Grand Theft Auto 2 85%
Rockstar • Driving/Action • #24
Violent crim sim; fun, but basically more of the same. Will appeal to fans of the first game.

Grand Theft Auto: London 83%
Take 2 • Crime Sim • #18
World's first PSX add-on disc, a great addition to the original.

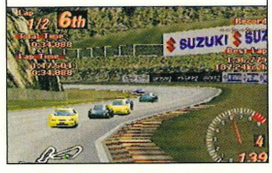
Grandia 82%
Ubi Soft • RPG • #27
Strong but derivative RPG.

Granstream Saga, The 72%
Sony CEE • RPG • #15
Slow storyline and easy puzzles, but not bad for beginners.

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.



Grudge Warriors 78%
Take Two • Driving Combat • #28
Driving, shooting and puzzles.

Guardian's Crusade 63%
Activision • RPG • #17
Spectacular fresh ideas, but weak in 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.

Hydro Thunder 88%
Midway • Driving Game • #28
The best water-borne racer yet. Lots of secrets and short-cuts to discover.

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.

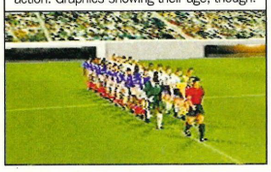
Int. Track and Field 34%
Konami • Sports Sim • #16
This one's quite addictive, especially in multiplayer mode. Fun multi-eventer.

Int. Track and Field 2 88%
Konami • Sports Sim • #27
Great multi-eventer, ideal for multiplayer competitions. Except the canoeing.

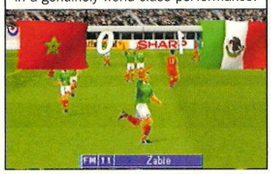
Invasion 27%
Microids • Flight Sim • #16
Dire sci-fi blaster that fails on every level. Inept and cursed by poor design.

ISS Deluxe 66%
Konami • Sports Sim • #10
Update of an old SNES game. Can't keep up with today's offerings.

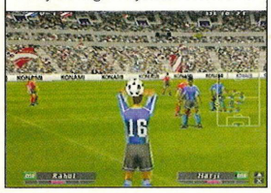
ISS Pro 90%
Konami • Sports Sim • #10
Perfect mix of simulation and arcade action. Graphics showing their age, though.



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...

Jo Jo's Bizarre Adventure 75%
Virgin Int. • Beat-'em-up • #28
'Bizarre' is right – you wouldn't believe the characters in this 2D fighter.

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?

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.

KKND: Krossfire 73%
Infogrames • Strategy Game • #16
C&C 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.

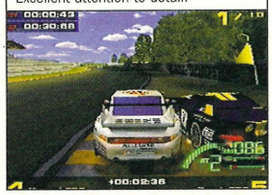
Kula World 88%
Sony CEE • Puzzle/Platform • #6
Puzzle platformer where you guide a beach ball over some weird structures.

Kurushi Final 88%
Sony CEE • Puzzle Game • #21
More of the same, but who cares?

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.

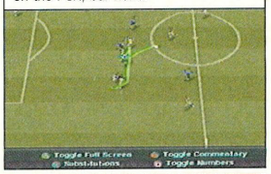
Lone Soldier 22%
Telstar • Shoot-'em-up • #5
Insipid disaster of a 3D shoot-'em-up with the worst control system ever seen.

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.

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.

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.

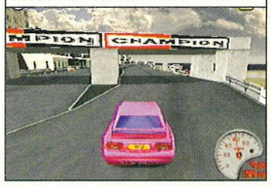
Marvel S. Heroes Vs SF 86%
Virgin Int. • Beat-'em-up • #17
Your fave Street Fighters meet the men from Marvel. Not a bad scrap.

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.

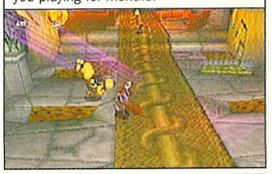


MDK 85%
Interplay • Shoot-'em-up • #1
A brilliantly innovative 3D action game, but a little too easy to last.

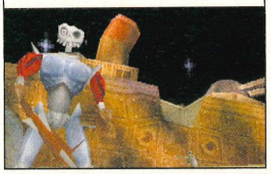
Mech Warrior 2 71%
Activision • Mech Game • #7
Excellent mission-based objectives. but why is the scenery so uninspiring?

Medal of Honor 82%
EA • Action Strategy • #25
Atmospheric, classy and fun to play, a real thinking-person's soldier sim.

Medievil 93%
Sony CEE • Arcade Adventure • #21
Stunning slash-'n'-solver which keeps you playing for months.



Medievil 2 92%
Sony CEE • Arcade Adventure • #28
Hilarious hero spoof, with Sir Dan once more solving puzzles and slaying foes.



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.

Men In Black 38%
Gremlin Int. • Action Adventure • #8
Bloody awful 3D action adventure with lousy controls and disastrous glitches.

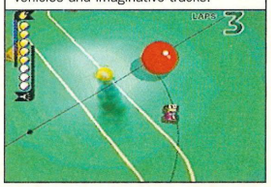
Metal Gear Solid 94%
Konami • Action Adventure • #28
One of the greatest PlayStation games ever! Short, but top stealth action.



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 2D platformer from Disney.

Micro Machines V3 93%
Codemasters • Driving Game • #3
Brilliant top-down racer featuring tiny vehicles and imaginative tracks.



Micro Maniacs 78%
Codemasters • Racing Game • #28
Inertia-heavy version of *Micro Machines*.

Midnight Run 60%
Konami • Driving Game • #14
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.

Missile Command 70%
Hasbro Int. • Retro Update • #28
Interesting but ultimately one-dimensional.

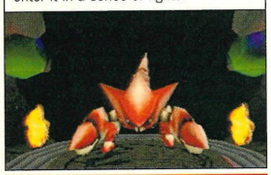
Mission: Impossible 85%
Infogrames • Stealth/Spy Sim • #23
Great mission-based 3D offering, but a little too hard in places.

Monaco Grand Prix 78%
Ubi Soft • Driving Game • #17
Reasonable Formula One racing action.

Monkey Hero 88%
Take 2 • RPG • #14
Interesting action-style RPG for the younger PlayStation gamer.

Monopoly 20%
Hasbro • Strategy Game • #17
What's the point of releasing a PSX game based on Monopoly? Utter madness!

Monster Rancher 2 92%
Tecmo • Virtual Pet • #28
Train and look after your creature, then enter it in a series of fights.

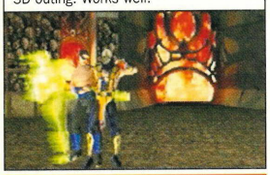


Monster Seed 48%
Sunsoft • RPG • #16
Tedious RPG that tries to be different but leaves the gameplay behind in the process.

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.

Mortal Kombat 4 91%
GT Int. • Beat-'em-up • #9
The *Mortal Kombat* crew in their first 3D outing. Works well.



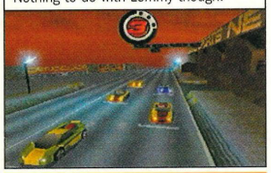
Mortal Kombat Mythologies 20%
GT Int. • Beat-'em-up • #13
Should be good, but riddled with flaws.

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 – YAWN... Has all the licensed teams, though.

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. One of the better American sports outings.

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...

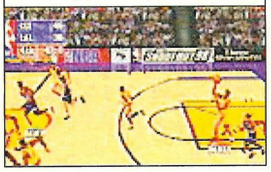
NBA Jam TE 80%
Acclaim • Sports Sim • #19
Top arcade action in this pleasantly unrealistic basketball offering.

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.



NBA Showtime 84%
Midway • Sports Sim • #28
Yet another basketball game. This one's the latest in the *NBA Jam* series, so expect two-on-two arcade action.

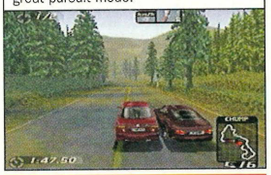
NCAA Football 2000 89%
EA • Sports Sim • #25
Excellent college gridiron sim that probably won't be released over here.

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. There are too many better games around.

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.

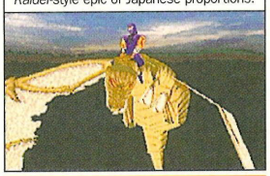
Next Tetris, The 56%
Hasbro Int. • Puzzle Game • #24
How can you get *Tetris* so wrong?

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.

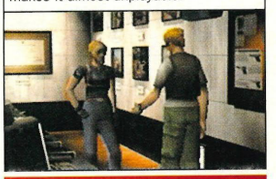
Pandemonium 2 52%
Eidos • Platform Game • #11
Dodgy sequel which retains the original's charm, but not its gameplay.

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.

Pax Copius 19%
Cryo Int. • Action Adventure • #9
Woefully inept *Tomb Raider* wannabe.

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.

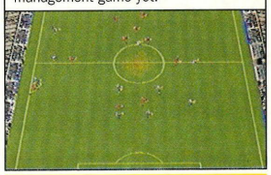
Pitfall 3D 72%
Activision • Platform Game • #13
A few flaws prevent this free-roaming platformer being a classic, but it's not bad.

Phat Air 31%
Funsoft • Sports Sim • #13
Dodgy snowboarding sim which 'rewards' winners with a new jacket.

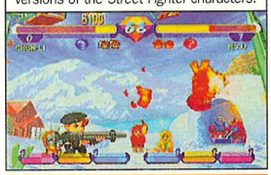
Philosoma 55%
Sony CEE • Shoot-'em-up • #5
This shoot-'em-up is cheesy, dated and visually unremarkable, but still fun.

Player Manager '98 - '99 64%
Infogrames • Sports Sim • #16
Not a disaster, but it's too slow to be outstanding. Get *Premier Manager* instead.

Player Manager 2000 91%
3DO • Strategy Game • #28
The most in-depth and complex management game yet.



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'd have thought it – a cute lightgun game.



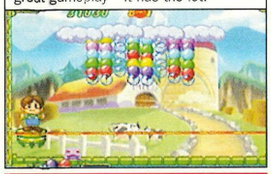
Pong 68%
Hasbro Int. • Retro Update • #24
Amusing update, but is it worth £30?

Pool Hustler 79%
Activision • Sports Sim • #15
Near-genius representation of the sport.

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 2000 85%
Infogrames • Strategy Sim • #28
Easy to get into but difficult to master; another winner for the *PM* series.

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.

Psychic Force 2 55%
JVC• Beat-'em-up • #28
Too-easy fighter. Nice anime graphics don't save this rather shoddy game.

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.

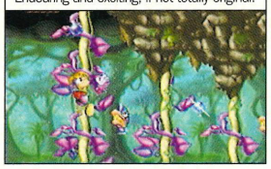
Rally Cross 36%
Sony CEE • Driving Game • #15
Too short and erratic difficulty level, but reasonable graphics and four-player mode.

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
Annoys more than it thrills. Best avoided.

Resident Evil 94%
Virgin Int. • Action Adventure • #10
Blood-thirsty action adventure. Unbelievable atmosphere.



Resident Evil 2 93%
Virgin Int. • Action Adventure • #20
The most violent game ever?



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 – almost unplayable.

Retro Force 67%
Psygnosis • Shoot-'em-up • #16
A blaster from the old school.

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.

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 86%
Sony CEE • Driving Game • #28
Arcade racer – you can't crash and you hardly ever need to brake.

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.

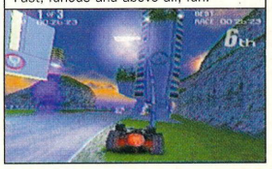
Roadsters Trophy 36%
Titus • Driving Game • #25
Dreadful driver with no physics.

Robotron X 70%
GT Int. • Shoot-'em-up • #5
Update of the classic which retains the heart of the original, but lacks its addictiveness.

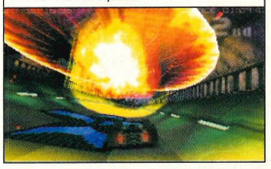
Rock and Roll Racing 2 21%
Interplay • Driving Game • #15
Lousy PSX update of a SNES classic.

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.

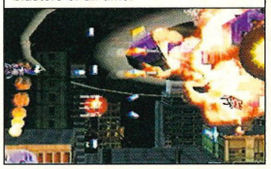


Rollcage: Stage II 92%
Psygnosis • Driving Game • #27
Polished update beefs up the game modes and weapons.



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.



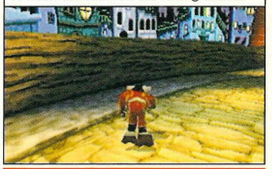
R-Types 90%
Virgin Int. • Compilation • #9
Retro at its best – two classic blasters in one. Sure they're old, but who cares?



Rugrats 81%
THQ • Action Adventure • #15
Faithful to the cartoon, and great for kids. Controls awkward, though.

Runabout 2 81%
Climax • Driving Game • #28
Arcade racer with the emphasis on action rather than realism.

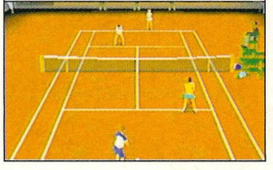
Running Wild 90%
Sony CEE • Sports Sim • #16
A fresh variation on the racing theme.



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.

Sentinal Returns 33%
Psygnosis • Action Adventure • #10
...but we wish it hadn't. Ugly and confusing update of cool 8-bit outing.

Shadow Gunner 36%
Ubi Soft • Mech Game • #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.

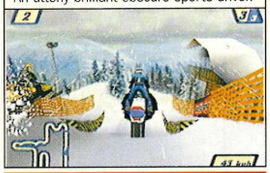
Silouhette Mirage 75%
SPAZ• Platform Game • #28
Weird Japanese affair where you fight red and blue creatures.

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.

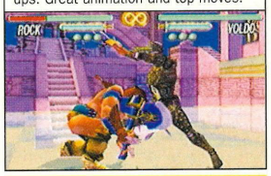


Smurfs, The 76%
Infogrames • Platform Game • #25
Great cutsie cartoony platformer. Fun for the kids.

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 Game • #5
Dodgy 3D action adventure-cum-beat-'em-up – boring as hell.

Spec Ops: Stealth Patrol 68%
Take 2 • Action Adventure • #28
Murky graphics and technical weaknesses make this a very average stealth game.

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.

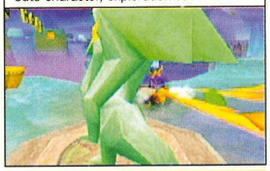
Spider 75%
BMG • Platform Game • #13
Platformer where you control a spider.

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.

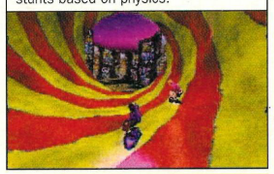
Star bjorn 60%
Sony CEE • Strategy Blaster • #27
This shoot-'em-up lacks weapons and isn't as deep as it pretends.

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.

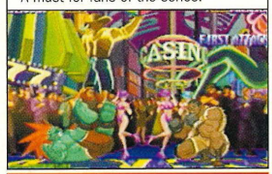
Star Winder 42%
Mindscape • Driving Game • #15
Blatant *WipEout* clone.

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.

Suikoden II 80%
Konami • RPG • #28
Great role-player with an in-depth storyline and 108 characters to find.

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.

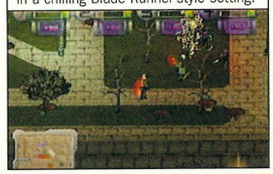
Super Puzzle Fighter II Turbo 92%
Virgin Int. • Puzzle Game • #8
Puzzle game with the *Street Fighter* characters added for cosmetic appeal.



Supersonic Racers 46%
Mindscape • Driving Game • #15
Micro Machines V3 clone.

Swing 45%
Software 2000 • Puzzle Game • #16
This weak puzzler's too complicated.

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.



Syphon Filter 2 90%
Sony CEE • Action Adventure • #28
Lack of restart points can frustrate, but this is top stealth action.



T

Tactics Ogre 78%
Atlus Software • RPG • #8
An RPG/wargame in the *Final Fantasy Tactics* mould.



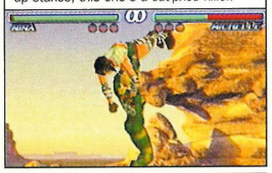
T'ai Fu 88%
Activision • Beat-'em-up • #16
This exploration-based fighter is full of fresh ideas and has great cartoony graphics. Main character's pretty cute.

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.

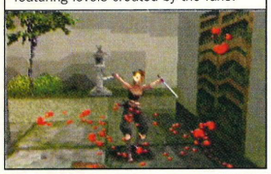


Tekken 3 90%
Sony CEE • Beat-'em-up • #20
The best beat-'em-up ever, though it's showing its age a little.



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...

Theme Park World 90%
EA • Strategy Game • #28
Build your own theme park once more. Exciting and involved, and a joy to play.



This Is Football 89%
Sony CEE • Sports Sim • #24
A very playable game of soccer, with replays that are absolutely incredible.

Thrasher: Skate & Destroy 60%
Rockstar • Skateboard Sim • #26
Decent enough skating action, but not as good as 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.

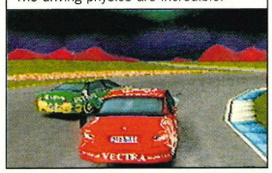
Tiger Woods '99 85%
EA • Sports Sim • #13
The golf sim's finest hour. The motion capture has to be seen to be believed.

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...

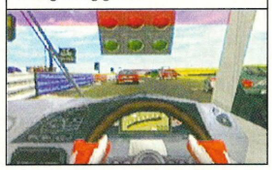
Tiny Tank 72%
Sony • Action Game • #26
Take on the role of a little tank as it goes up against the big boys.

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 90%
Codemasters • Driving Game • #28
Barely showing its age. A true classic among racing games.

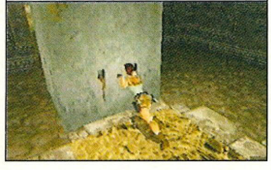


Toge Max 55%
Atlus Software • Driving Game • #27
A driving game with a Story Mode? Slow speed drags it down, though.

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.

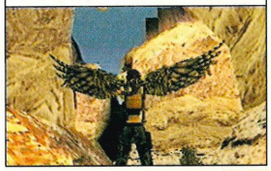


Tomb Raider II 95%
Eidos • Action Adventure • #16
Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.

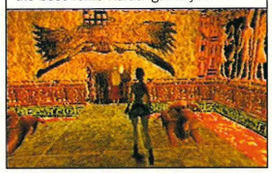


Tomba 2 72%
Sony USA • Arcade Game • #27
Cute 3D sequel to the game we call *Tombi*.

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
Suffers due to its 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.

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.

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.

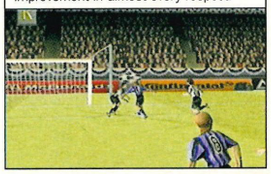
Tunnel B1 89%
Ocean • 3D Shoot-'em-up • #7
A driving mech game? Whatever it is, it doesn't really excite.

Twisted Metal 75%
Sony CEE • Driving Game • #15
Drive and fight in this car combat game. Showing its age, but fun.

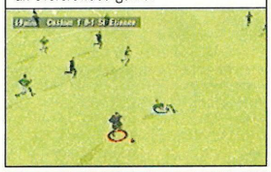
Twisted Metal 2 88%
Sony CEE • Driving Game • #15
AKA *Twisted Metal: World Tour*. More of the same, but better executed.

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.

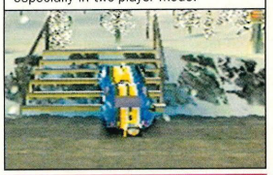
V2000 80%
Grolier Int. • Strategy Blaster • #11
This strategic blaster takes some getting used to, but is rewarding.

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 cool car combat game.

Viper 55%
Ocean • Shoot-'em-up • #7
Dire shoot-'em-up with dark graphics.

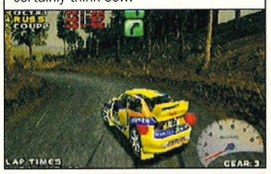
Virtual Golf 75%
Core Design • Sports Sim • #16
Playable arcade golf outing, but not a simulation by any means.

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.

V-Rally 89%
Infogrames • Driving Game • #8
Not realistic, but 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.

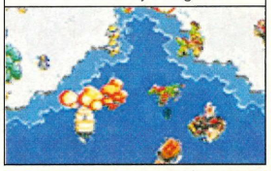
VR Powerboat Racing 67%
Sony CEE • Driving Game • #15
Bog-standard driver on water.

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 monsters 'n' magic *C&C* clone..

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.

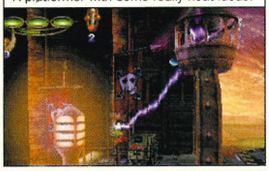
WCW Nitro 55%
THQ • Beat-'em-up • #6
Wrestling game with huge roster of bone-benders but shoddy execution.

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.

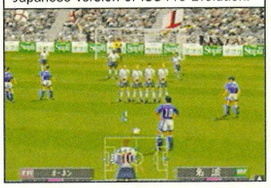


Wing Commander III 65%
EA • Shoot-'em-up • #9
Interesting cinematic experience, but too many cut scenes and too little game.

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.

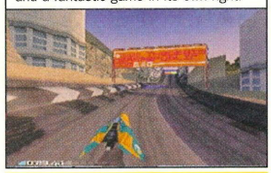
Winning Eleven 4 95%
Konami • Sports Sim • #24
Japanese version of *ISS Pro Evolution*.



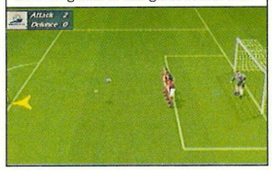
Wipeout 2097 95%
Psygnosis • Driving Game • #3
Is this the fastest racer ever? Futuristic vehicles offer unusual driving physics too.



Wip3out 91%
Psygnosis • Driving Game • #22
Top future racer. The best of the series, and a fantastic game in its own right.



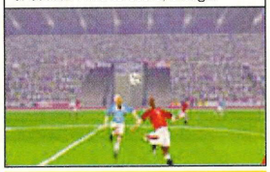
World Cup '98 90%
EA • Sports Sim • #7
The official World Cup licence comes up with the goods in this great soccer sim.



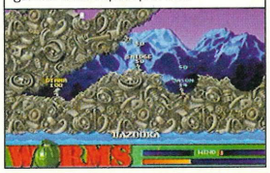
World League Basketball 60%
Mindscape • Sports Sim • #2
This simulation-style sports game looks good but plays relatively poorly. There are plenty of better basketball offerings.

World League Soccer 70%
Eidos • Sports Sim • #10
Average football game let down by dodgy power meter. Largely redundant due to more recent releases.

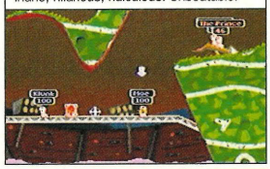
World League Soccer '98 94%
Eidos • Sports Sim • #6
Bad commentary, but a superb game of soccer. Hard to score, though.



Worms 95%
Ocean • Strategy Game • #8
Fiendishly addictive strategy puzzler. One of the best ever multiplayer action games. Great apres-pub fun.



Worms: Armageddon 92%
Hasbro Int. • Strategy Game • #24
Another worms-based blastathon. Exciting, inane, hilarious, ridiculous. Unbeatable!

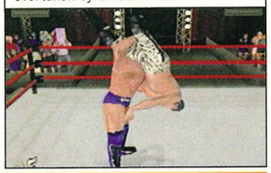


Worms Pinball 55%
Infogrames • Pinball • #25
Too indistinct and too few tables. When will we get a decent pinball sim?

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
Cool wrestling action, but since overtaken by *SmackDown!*



WWF In Your House 60%
Acclaim • Beat-'em-up • #19
Spectacularly arcadey grappler, but a little too shallow to be a classic.

WWF Attitude 93%
THQ • Beat-'em-up • #28
The best wrestling game on the PlayStation – ever! It really brings Titan's colourful characters to life.



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
It's good, but the cash cow's running dry.

Y

Yoyo's Puzzle Park 82%
JVC • Puzzle Game • #17
Superb platform puzzler in the *Rainbow Islands/Bubble Bobble* mould.

Z

Z 69%
Sony CEE • Strategy Game • #17
zzzz

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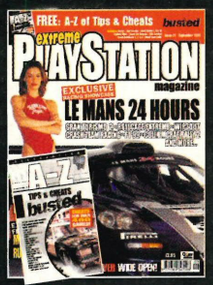
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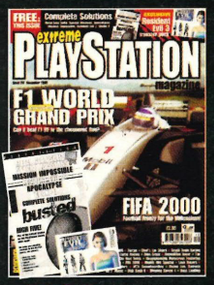
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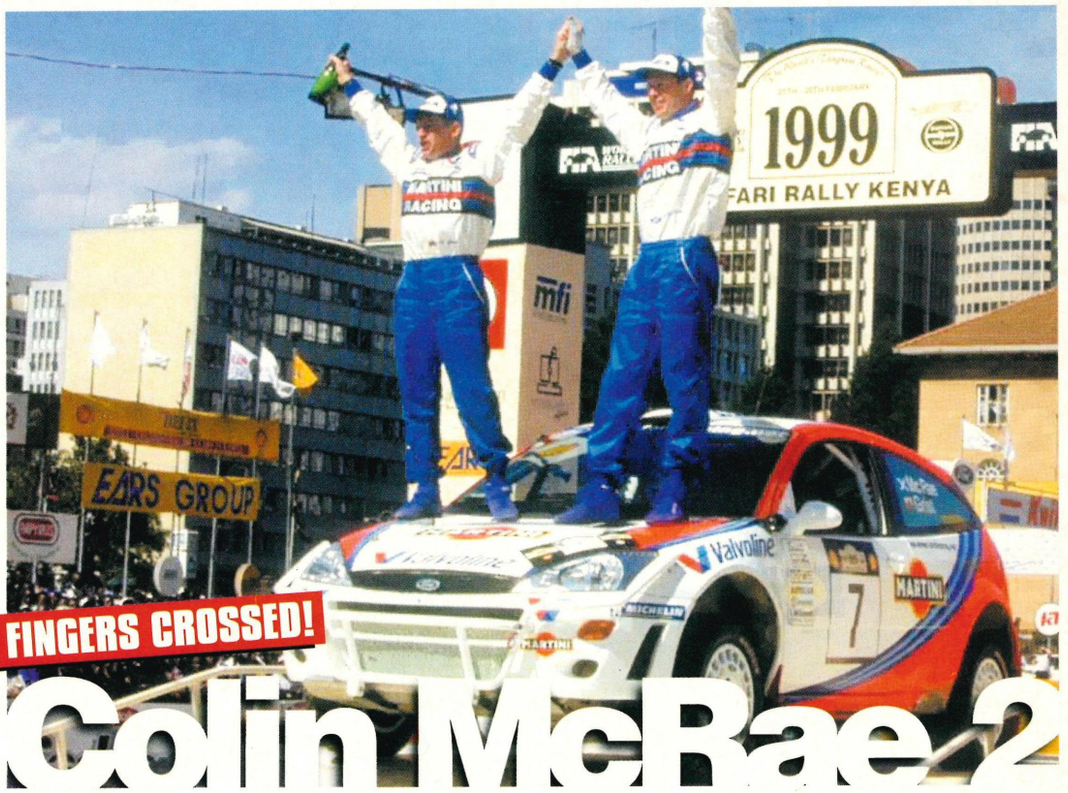
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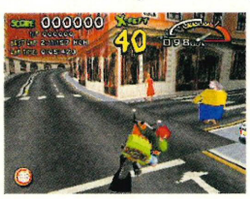


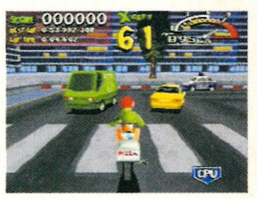
FINGERS CROSSED!
Colin McRae 2

This one's been delayed almost as often as *Prince Naseem's Boxing*, but we're expecting it for review next month. Failing that, we'll bring you an in-depth preview. Rest assured we won't review it until it's ready, unlike others we could mention!

PIZZA EXPRESS!
Radikal Bikers

Pizza delivery, Infogrames style! Can you get your customers fed while the grub's still hot, or will you drive your scooter into the side of a bus? We bring you the full review!



ALSO FEATURED...

Midnight in Vegas, Crusaders of Might and Magic, World Championship Snooker, Toshinden 4, Battle Tanx Global Assault, Guilty Gear, Crisis Beat, Dragon Valour and, with any luck, Prince Naseem Boxing will arrive. But don't hold your breath...

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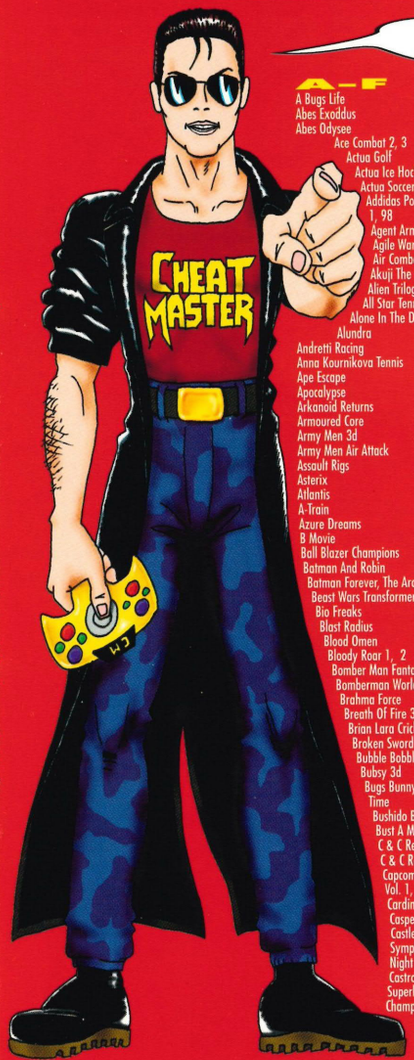
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Abes Odysee
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Actua Golf
Actua Ice Hockey
Actua Soccer 2, 3
Addidas Power Soccer 1, 98
Agent Armstrong
Agile Warrior
Air Combat
Akuji The Heartless
Alien Trilogy
All Star Tennis
Alone In The Dark
Alundra
Andretti Racing
Anna Kournikova Tennis
Ape Escape
Apocalypse
Arkanoid Returns
Armoured Core
Army Men 3d
Army Men Air Attack
Assault Rigs
Asterix
Atlantis
A-Train
Azure Dreams
B Movie
Ball Blazer Champions
Batman And Robin
Batman Forever, The Arcade Game
Beast Wars Transformers
Bio Freaks
Blast Radius
Blood Omen
Bloody Roar 1, 2
Bomber Man Fantasy Racer
Bomberman World
Brahma Force
Breath Of Fire 3
Brian Lara Cricket
Broken Sword 1, 2
Bubble Bobble
Bubsy 3d
Bugs Bunny Lost In Time
Bushido Blade 1, 2
Bust A Move 2
C & C Red Alert
C & C Retaliation
Capcom Generations Vol. 1, 2
Cardinal Syn
Casper
Castlevania, Symphony Of The Night
Castrol Honda Superbike Championship
Motocross
Chronicles Of The Sword
Circuit Breakers
Civilisation 2
Clock Tower Ghost Head
Colin Mcrae Rally
Colonization
Colony Wars
Colony Wars Vengeance
Command And Conquer
Constructor
Contra Legacy Of Wars
Coolboarders 1, 2, 3, 4
Courier Crisis
Crash Bandicoot 1, 2, 3
Crash Team Racing
Crime Killer
Criticom
Croc 1, 2
Cyber Tiger
Cyberia
D
Dance,Dance Revolution 2nd Remix
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Ballzone
Dead Or Alive
Death Trap Dungeons
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1, 2
Devil Dice
Diablo
Die Hard Trilogy
Dino Crisis
Disruptor
Doom
Dracula X-Nocturn In The Moonlight
Dragonball Z-Ultimate Battle 22
Driver
Duke Nukem
Duke Nukem:Time To Kill
Duke Nukem:Total Meltdown
Dukes Of Hazzard
Dynasty Warriors
Eagle One
Ecw Hardcore Revolution
Ehrgeiz
Electrosphere
Enemy Unknown Ufo
Espn Extreme Games
Everybodys Golf
Evil Zone
Excalibur 2555 A.D
Exhumed
Fa Premier League Stars
Fear Effect
Fifa 2000, 99, 98
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Fighter's Impact
Fighting Force 1, 2
Final Doom
Final Fantasy 7, 8
Firestorm
Firo And Klawd
Fishermans Bait
Formula 1 Original '97 '98 '99
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: Lapd

G-K

Galaxian 3
Gex
Gex 3 Deep Cover Gecko
Gex 3d
Ghost In The Shell
Global Domination
Goal Storm
G-Police 1, 2
Gran Turismo 1, 2
Grand Theft Auto
Grand Theft Auto London 1969
Guardian's Crusade
Gunship
Hard Boiled
Hard Edge
Hardcore 4 X 4
Hardcore Revolution
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
Independence Day
Indy 500
Int. Superstar Soccer Deluxe
Int. Track And Field
International Track & Field 2
Iron Man Xo Manowar In Heavy Metal
Iss Pro 98
Iss Pro Evolution
J Mcgrath Super Cross 98
Jade Cocoon
Jersey Devil
Jonah Lomu Rugby
Jurassic Park:The Lost World
Kagero - Deception 2
Killer Loop
Kingsfield
Kknd Krossfire
Klonoa
Knockout Kings 2000, 99
Krazy Ivan
Kula World

L-P

L.M.A. Manager
Legacy Of Kain: Soul Reaver
Legends Of Legaiai
Lego Racers
Lemans 24hr
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lunar Silver Star Story
Medal Of Honour
Men In Black
Metal Gear Solid Integral
Metal Gear Solid Original
Metal Gear Solid Special Missions
Micro Machines V3
Mission Impossible
Mobile Suit Gundam
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat 3, 4
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Mortal Kombat Trilogy
Moto Racer 1, 2, 3
Motor Head
Mtv Sports Snowboarding
Myst
N2O
Nagano Winter Olympics
Namco Museum Vol.1 2.3. & 4
Nanotek Warrior
Nascar 1,98, 99, 2000 & 50th Anniversary
Nba Live 96, 97, 98 & 99 - 98
Need For Speed 1, 2, 3
Need For Speed Road Challenge
Nhl '97,' 98 & 99
Nhl Face-Off '97, 98, & 99
Nightmare Creatures
Ninja
No Fear Downhill Mountain Biking
Nuclear Strike
Odt
Off World Interceptor Extreme
Olympic
Omega Boost
Overboard
Pac Man World
Pandemonium 1, 2
Parasite Eve
Phantom Menace:Star Wars
Pitball
Pitfall 3d
Player Manager '98
Pocket Fighter
Point Blank 1, 2
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Pool Hustler
Pool Shark
Populous The Beginning
Porsche Challenge
Power Move Pro Wrestling
Premier Manager 99, 98
Primal Rage
Puchi Carat

Q-U

Quake 2
Rage Racer
Raging Skies
Rainbow Six
Rally Cross 1, 2
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
Rc Stunt Copter
Ready 2 Rumble
Rebel Assault 1, 2
Reboot
Re-Loaded
Resident Evil 1, 2, 3
Resident Evil Directors Cut
Re-Volt
Revolution X
Ridge Racer 1, 2, 3, 4
Rival Schools 1, 2
Riven: Sequel To Myst
Road Rash
Road Rash 3d
Robotron X
Rock & Roll Racing 2
Rogue Trip
Roll Cage
R-Type Delta
Rugrats
Rushdown
Sampras Extreme Tennis
Samurai Showdown 3
Scars
Shadow Gunner
Shadowman
Shadowmaster
Shellshock
Silent Hill
Silhouette Mirage
Simcity 2000
Sled Storm
Small Soldiers
Snow Racer 98
Soul Blade
South Park
South Park Rally
Soviet Strike
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Spawn
Speed Freaks
Speedster
Spice World
Spider
Sports Cars Gt
Spot Goes To Hollywood
Spyro 1, 2
Star Fighter 3000
Star Gladiators
Star War: Master Of Teras Kasi
Steel Reign
Streak Hoverboard Racing
Street Fighter Alpha 2, 3
Street Fighter Ex Plus Alpha 1, 2
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Suikoden
Super Puzzle Fighter 2 Turbo
Supercross 2000
Supercross Circuit
Swagman
Syndicate Wars
Syphon Filter

T-V

Tiai Fu
Tarzan
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Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5, Off Road
Tetris Plus
The Lost World
The Smurfs
Theme Hospital
Theme Park
This Is Football
Thrasher Skate & Destroy
Three Lions
Thrill Kill
Tiger Shark
Tiger Woods
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Tokyo Highway Battle
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Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's :Skateboarding
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Transport Tycoon
Trash It
Treasures Of The Deep
Triple Play 2000
Tunnel B1
Twisted Metal 1, 2, 3, 4
UEFA Champions League
UEFA Striker
UFO Enemy Unknown
Ultimate Battle 22
Ultraman & Ultramandyna
Ultraman Fighting Evolution
Um Jammer Lammy
Unholy War
Universal Tour: Rampage 2
Uprising X

V-Z

V 2000
Vandals Hearts 1, 2
Victory Boxing 1, 2
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Vigilante 8 2nd Offence
Virtual Golf
Virus
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Vs
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Wcw Mayhem
Wcw Nitro
Wcw Vs N W O Thunder
Wcw Vs The World
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Worms Armageddon
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Wu Tang:Taste The Pain
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WWF Smackdown
WWF War Zone
WWF Wrestlemania
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X Men Vs Street Fighter
X-Com Terror From The Deep
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