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FULL GUIDES TO: SUIKODEN II (PT1) & DIE HARD TRILOGY 2

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extreme

THE MAGAZINE FOR PLAYSTATION GAMERS

extreme Magazine issue 30 06.00



WORLD EXCLUSIVE!

VIP

Pamela Anderson Lee's hit TV show comes to the PSX

IT'S WEIRD!

Bishi Bashi

It's weird, it's wonderful and it's extremely playable...

INSIDE STORY!

Alien Resurrection

Can you survive this blood-soaked hell? We get the low-down on the latest Aliens outing...

Driver 2

We bring you a developer's-eye view of Tanner's latest crim sim...

EXCLUSIVE FIRST LOOK!

Dino Crisis 2

Capcom's prehistoric chiller is back, bigger and better than ever!

SHOCKING PICS!

Lara Naked Scandal

We expose the Internet site showing Lara nude pics

ALSO...

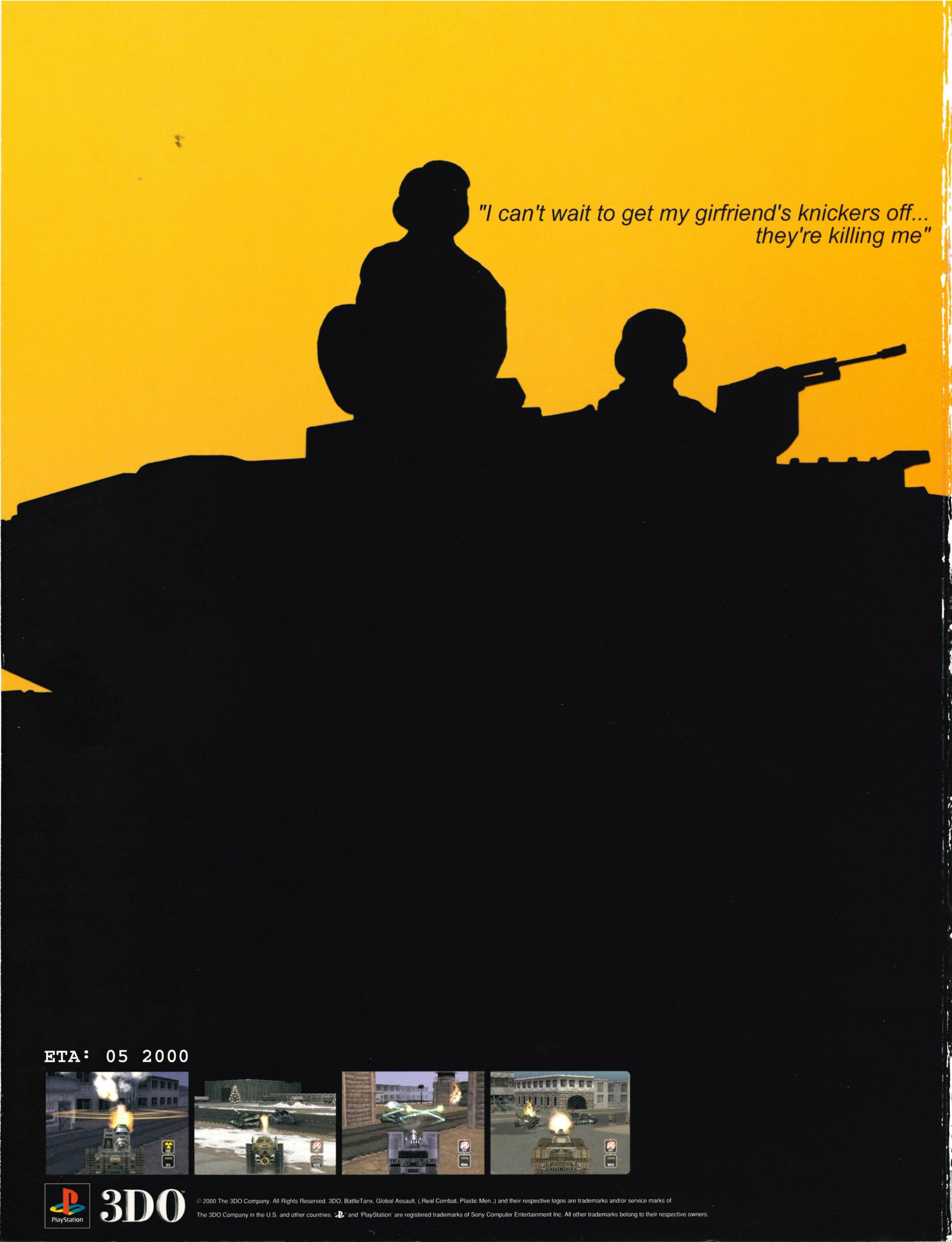
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Radikal Bikers
Dragon Valour
Speedball 2100
Final Fantasy IX
Rugrats: Studio Tour
Jedi Power Battles
Speedball 2100
Silent Bomber
Starsky & Hutch
Ballistic
...and more!

UK'S FIRST PS2 REVIEW!

Dead or Alive 2

The fighting babes are back, and as gorgeous as ever...

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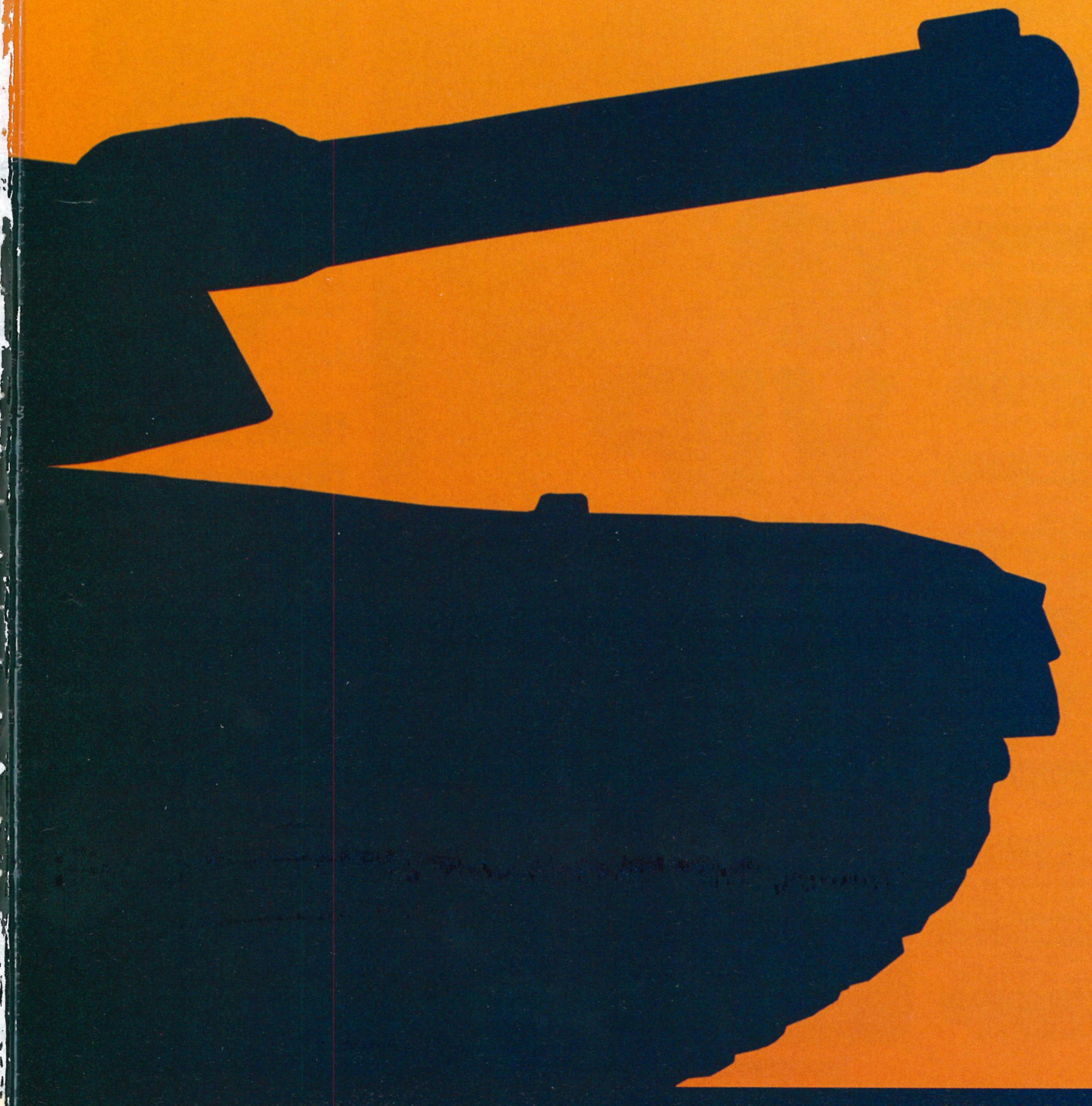
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PlayStation

3DO

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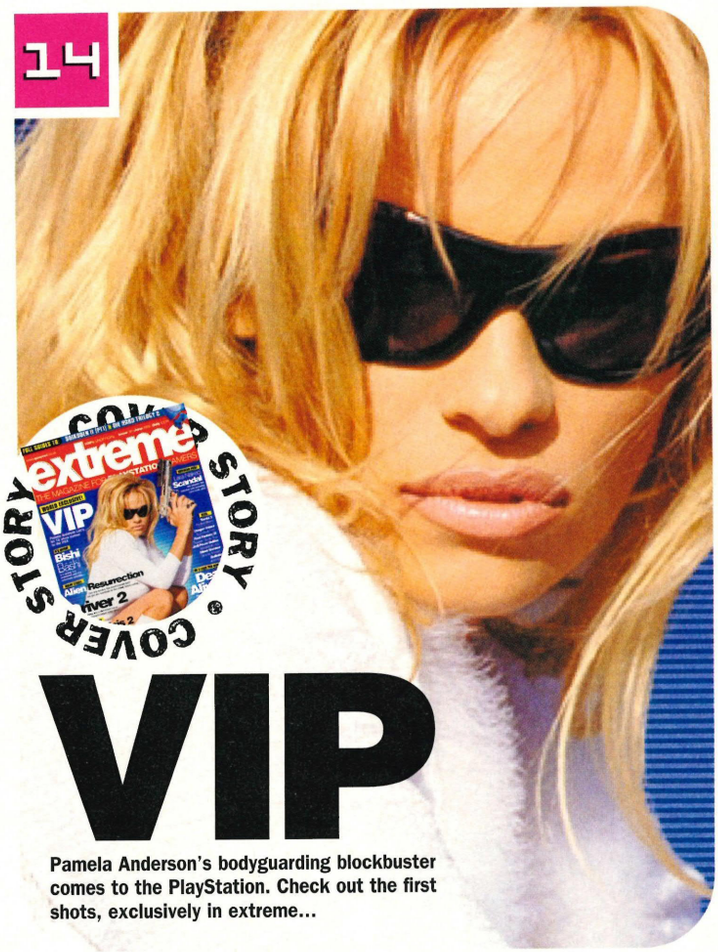
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COVER STORY

VIP

Pamela Anderson's bodyguarding blockbuster comes to the PlayStation. Check out the first shots, exclusively in extreme...



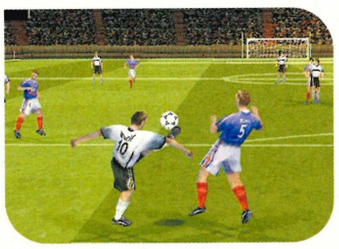
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Bishi Bashi Special

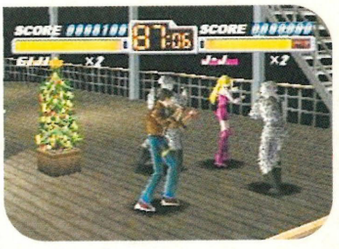
Is this the weirdest game ever? And is it any good? Find out with our full review on Page 42...



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Alien Resurrection

It's been three years in the making, but now it's almost ready. Why has it taken so long? Find out on Page 20...



Here at extreme we love to bring you all the best PlayStation exclusives every month, and this month is no exception. Ubi Soft's scrummy *VIP*, featuring Pamela Anderson, looks set to take the PlayStation world by storm with its mix of fast-firing action and stealthy espionage (and, of course, its ultra-sexy main character), and we've got the first shots and an in-depth interview with the programming team. Elsewhere, take a look at the latest PS2 software, and up-to-date reports on *Final Fantasy IX*, *Driver 2* and *Alien Resurrection*. The Summer is traditionally a quiet time for videogames, and this one looks like being no exception, but there's still some quality software to look forward to. Just keep reading extreme and let us sort the wheat from the chaff...

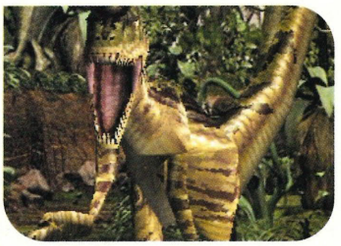
IAN OSBORNE ■ epm Editor





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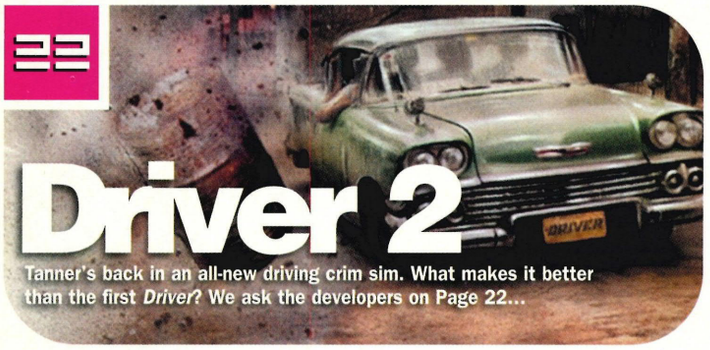
What's the latest on Square's hotly-awaited RPG? Find out on Page 24!



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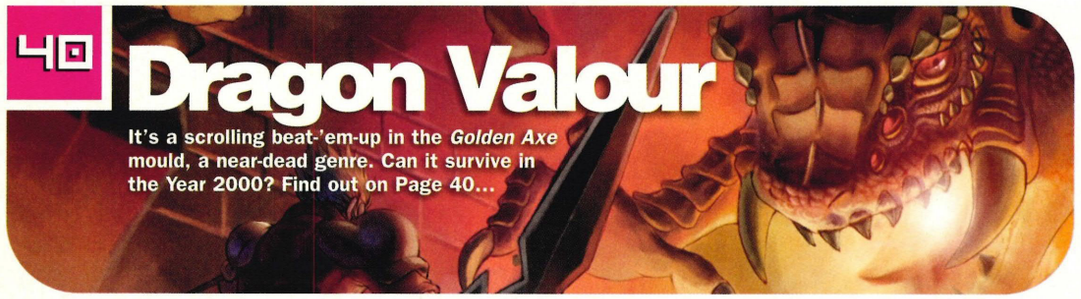


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Tanner's back in an all-new driving crim sim. What makes it better than the first *Driver*? We ask the developers on Page 22...

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Find out what's hot on Sony's killer next-gen console in our exclusive PlayStation2 mini-mag...

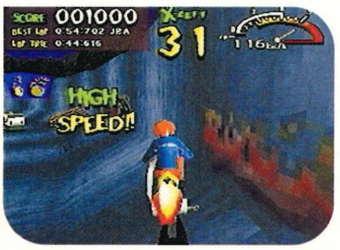


40 **Dragon Valour**

It's a scrolling beat-'em-up in the *Golden Axe* mould, a near-dead genre. Can it survive in the Year 2000? Find out on Page 40...



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SHOCKING!

LARA IN PORN SHOCKER

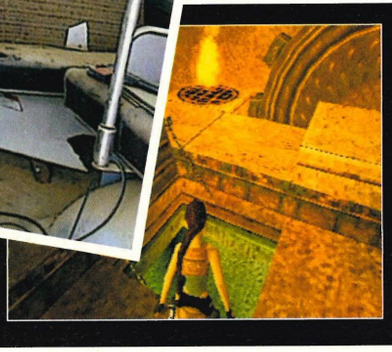
Lara Croft's image used for explicit Internet site

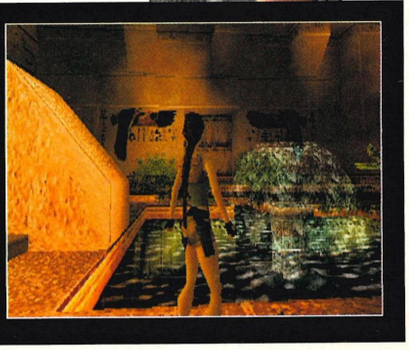






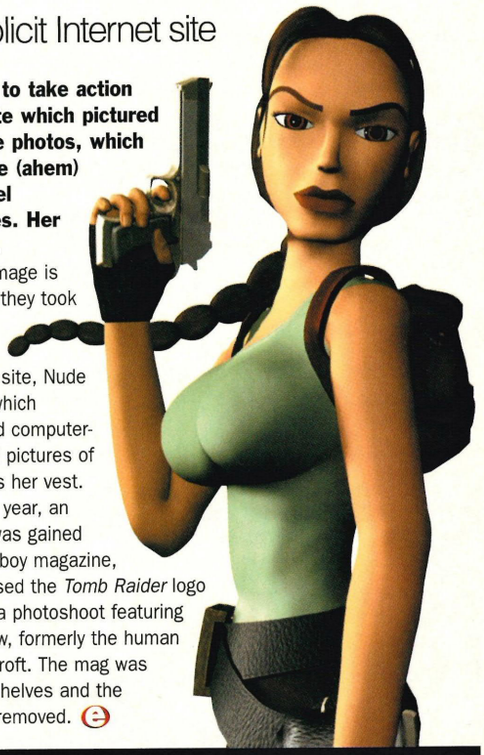






Core Design's legal department are to take action against a pornographic Internet site which pictured a topless model as Lara Croft. The photos, which were obviously doctored to enlarge (ahem) certain features, showed the model wearing Lara-style shorts, holsters and glasses. Her hair is tied in the traditional Lara ponytail too.

Core vigorously defend their rights when Lara's image is used without authorisation. Last year they took legal action against another Internet site, Nude Raider, which presented computer-generated pictures of Lara minus her vest. Earlier this year, an injunction was gained against Playboy magazine, which had used the *Tomb Raider* logo to advertise a photoshoot featuring Nell McAndrew, formerly the human face of Lara Croft. The mag was taken off the shelves and the offending pics removed.







FIRST SIGHTING! • FIRST SIGHTING!

HELLISH!

CRYO GO TO HELL

Survival horror opus *Hellboy* on the way

Cryo Interactive's forthcoming 3D action game is set to give gamers a hell of a time. *Hellboy* is based on the American comics of the same name, and (according to Cryo) offers 'mysterious and unnerving atmosphere which falls between Edgar Allen Poe in his most sombre hours and HP Lovecraft in his most terrifying moments'. The game alternates between traps, puzzles and combat sequences where reflection is as important as reflexes and dexterity.

The game's timeline begins in 800 BC, when a traveller returns from the Far East tormented by dementia. In his more lucid moments, he talks of a tribe who practise dark magic, and believe they have visited other times and dimensions. Nohox Kanis...dream voyages...astral projection – he makes little sense, but it seems they took him on a journey which has affected his mind. Before losing the plot completely, he speaks of a prophecy regarding a 666-year cycle, beginning with a total eclipse of the moon, where order and chaos separate – The Grand Divorce. This is when he who possesses the Obscure Key can unleash the Nohox Kanis (Dogs of the Night) and change the destiny of the world – heavy stuff!

MAD MONKS

In 1276 AD a monk finds baby twins on the outskirts of Prague. Adopted by him, they're raised and educated in the monastery and prove highly talented and bright. Of the two brothers, Mitri was quiet and artistic, but Kalin dark and inquisitive. His studies saw him pursuing weird and obscure cults, until one day he found a book called The Nohox Kanis (at last – a link with the madman). It affects his mind, and causes him to believe their reign must be re-established and the Earth offered in sacrifice – is no one in 3D adventure plots sane? Kalin soon starts casting devilish spells and offering his soul to the Nohox Kanis (the sort of things deranged videogame characters do) while Mitri, now a wizened scribe, worries about his brother. As the night of the eclipse nears, Mitri unveils a sacred amulet marked with the Seal of Solomon, the ultimate protection against the Dogs of the Night. Needless to say, the two brothers are locked in mortal combat (didn't you just know that would happen?), with Mitri closing the gateway and turning himself and his brother to stone, but not before a single Nohox Kanis escapes.

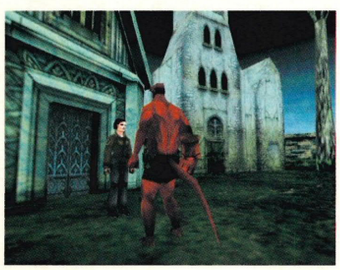
Moving on to 1912 AD (we'll get to the interactive bit eventually – honest), the Mayor of Prague agrees to the building of a lunatic asylum where the monastery previously stood (probably because it wouldn't need Change of Use authorisation). The statues of the twins are exhumed and sent to the museum, from where they're reported stolen. According to the game plot, Kalin and Mitri have awoken from 666 years of sleep, but simple arithmetic says if they did that, they wouldn't wake until 1942. No doubt Cryo will get their pocket calculators on that one before the game's released. Kalin becomes the manager of the asylum and interns Mitri. Finding the book in a public library, he returns to his studies.

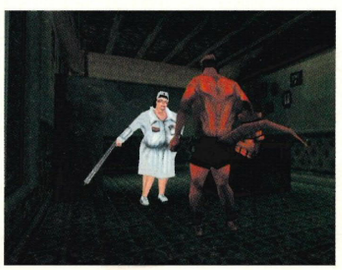


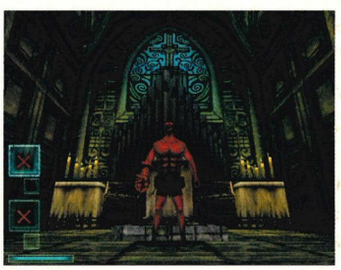
And so the story advances to 23rd January 1962, when astronomers are once more looking towards a forthcoming eclipse. This is the time Kalin has waited for, waiting for 666 years (wrong year AGAIN!). Tonight is the night he will finally unleash the Nohox Kanis...

Enter Hellboy, a demon summoned by Germans during the war. He's now turned good and sawed off his horns to prove it. As Hellboy, it's your job to take on the forces of evil and defeat the single Nohox Kanis that escaped the mirror back in 1276.

"*Hellboy* is a humourous game, but also action-packed and filled with puzzles" said Cryo Interactive's Mark Allen. "With *Hellboy*, you're in for a fantastic holiday – in hell!" Its release date has still to be decided, but expect a full preview soon.







STOP PRESS

ABOUT TIME TOO...

Namco has at last lifted the lid on the oft-rumoured new *Time Crisis* game, *Time Crisis Titan*. The game was shown at the Tokyo Games Show in Japan, though it seemed a long way from being complete. No release dates have been set, in Japan or Europe.



MICROSQUARE?

Rumour has it that software giant Microsoft, who is set to unveil a new console (the X-Box) next Autumn, is to attempt to buy Squaresoft for an incredible $1 billion. Microsoft refused to comment on the rumours, however, and how it would affect Square's PlayStation output is unknown.

RAINBOW SIX - THE MOVIE

Paramount Pictures, the people behind the forthcoming *Tomb Raider* movie, are to release a *Rainbow Six* film based on the Red Storm game and Tom Clancy novel. No release date has been set.

HASBRO'S NEW TITLES

As well as *Galaga*, featured this ish, and *Frogger 2*, covered last month, Hasbro is also working on *Battleships, Breakout, Family Fortunes* and *Nick Toons Racing*. All are slated for a Christmas release.

GAMES AT £9.99

Thanks to Sony's new pricing policy, outlined last issue, the following games are to be released at £9.99:

Music
Evo's Space Adventure
Martian Gothic: Unification
X-Com
Gunship
Monopoly
Oddworld: Abe's Oddysee
Doom
Worms
Duke Nukem: Time To Kill
V-Rally
Rugrats.

More are sure to follow.

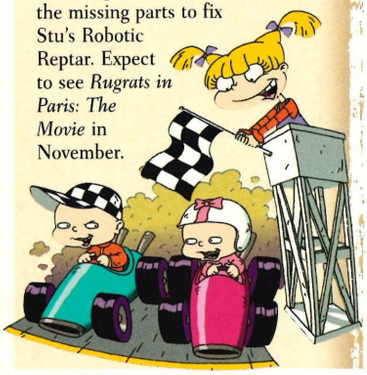
STOP PRESS

CODIES WIN AWARD

Codemasters has been awarded the Queen's Award for Enterprise in the Innovation category. The award, recommended by the Prime Minister and approved by The Queen, is the highest honour a UK business can enjoy.

RUGRATS RETURN TO PLAYSTATION

THQ is beavering away on a new *Rugrats* game based on the forthcoming film, *Rugrats in Paris: The Movie*. Featured characters include Tommy, Chuckie, Phil, Lil, Dil and a secret person who's yet to be named. You must battle through 16 levels of toddler terror in Euro Reptar Land, searching for the missing parts to fix Stu's Robotic Reptar. Expect to see *Rugrats in Paris: The Movie* in November.



BONUS GAME

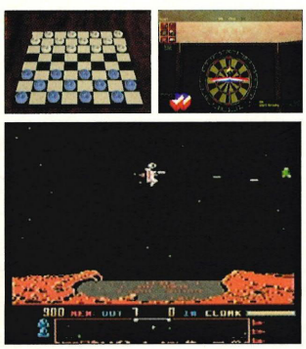
Jimmy White's Cueball 2

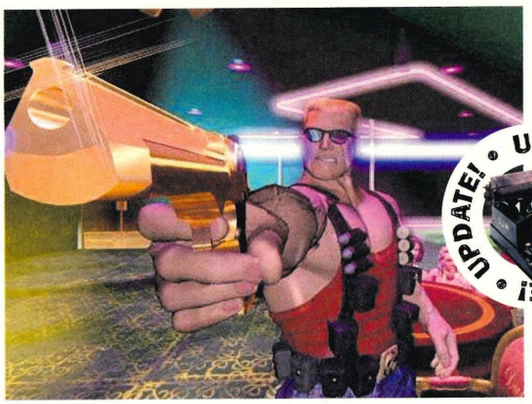
BONUS GAME: Various

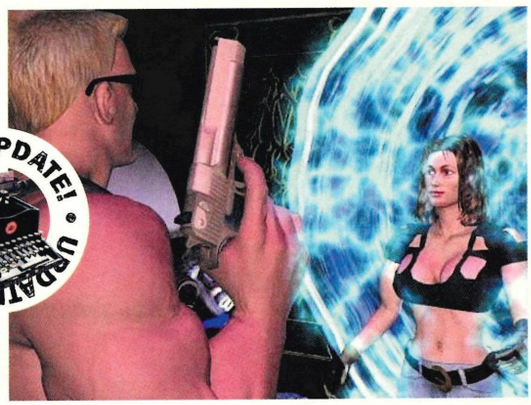
Phew – where do you start? There are more bonus games in here than you can shake a cue at, and none of them require cheats or in-game achievements to unlock.

In the serene atmosphere of the snooker room, you can find a draughts set and a darts board. Both games can be played if you're fed up of battering balls around the baize. The pool room offers an arcade-perfect version of the old *Dropzone* coin-op, also programmed by *JWC2* creator Archer Maclean.

A few years ago, these games would be good enough to stand alone as budget titles. It would be an exaggeration to say this is still the case now, but they're a welcome bonus...







UPDATE! • UPDATE! • UPDATE!

BREAKING!

THE KING RETURNS...

More info on Duke Nukem's visit to the Planet of the Babes!

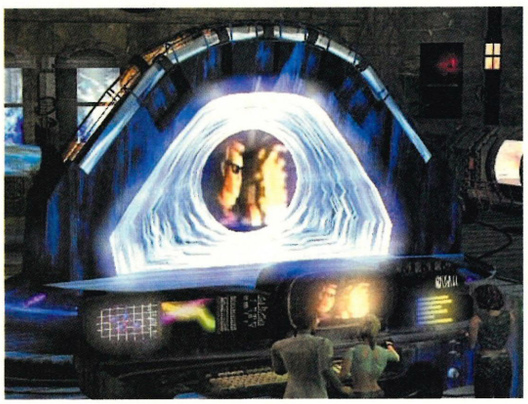
Back in Issue 21 we announced developers n-Space were working on *Duke Nukem: Planet of the Babes*, to be published by Infogrames this September. We've now got some more information on this forthcoming 3D action adventure, as well as a few early screenshots.

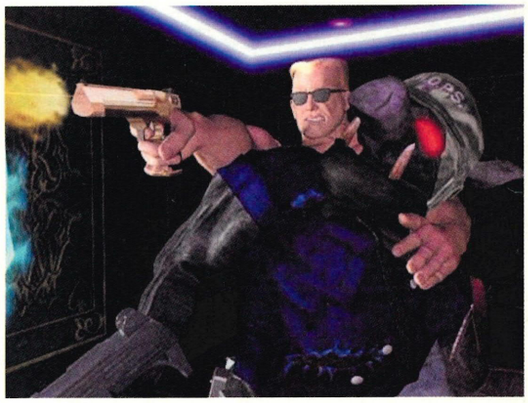
There's an entire planet of good-looking gals who need rescuing, and Duke's the man for the job. In Earth's distant future, an alien race has launched an invasion, sinking the human population into anarchy and terror. Why? To wipe out the male population so they can enslave the females for hybridisation, of course...

However, some of the women escape and form the Unified Babe Resistance (UBR). Despite some early successes, they soon find themselves being annihilated by a powerful new alien weapon. Just as all hope seems lost, they turn to Earth's legendary hero, Duke Nukem. Using a time portal, they reel him in from the past to save the chicks of the future.

Duke Nukem: Planet of the Babes gives the self-styled king an ego-based health system, making him stronger or weaker according to his actions. There are 14 single-player levels, four training areas and six multiplayer arenas, the usual hi-tech weapons and gadgets, and over 20 new enemies. The mission-based gameplay is helped along by more than 25 cut-scenes and the improved controls make baddie blasting more instinctive.

According to n-Space, "*Planet of the Babes* delivers mature, compelling gameplay that pushes the envelope with no-holds-barred combat, hi-res graphics and a new, innovative survival system". Given the plot, 'mature' isn't a word we'd use, but the game sounds great...





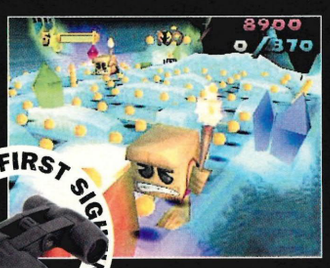
AMAZING!

MORE MAZE MADNESS...

Ms Pac-Man returns to the PSX

Namco is to release an updated version of *Ms Pac-Man* this Autumn. *Ms Pac-Man Maze Madness* has you wandering the usual *Pac-Man* style mazes, this time in glorious 3D. As you can see from the shots, the game stays true to its '80s roots, with power pills and ghosts still in evidence.

Details are sketchy, but the game's bound to include an arcade-perfect version of the original *Ms Pac-Man* coin-op.







FIRST SIGHTING! • FIRST SIGHTING!

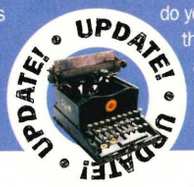
CHOON?!

LEFTFIELD SIGN FOR SPEEDBALL

Top dance act licensed for in-game music...



Empire Interactive has licensed the track *6/8 War* from Leftfield's album Rhythm & Stealth to feature in *Speedball 2100*. Developed by legendary game developers The Bitmap Brothers and previewed elsewhere this very issue, *Speedball 2100* is a modern update of the original brutal future-sport. In "*6/8 War*, Empire Interactive has found just the right bass-tech back-beat to complement the game's 22nd Century sporting mayhem", said Empire's Dawn Beasley. "How else do you convey a feeling of edge-of-the-seat excitement and an adrenaline-rush so strong it almost has the fizz to make you explode?" Judging by the preview code we've already played, she could well be right...



BREAKING!

HOT FROM JAPAN...

A new PSX publisher brings Japanese titles to the UK

A new force has hit the PSX scene – EON Digital Entertainment has bought the rights to several Japan-only PlayStation games, which they're now to publish in the UK. They're not just any old games either – giant Jap developers such as Taito, TYO and Fujimic are already on board.

EON has already announced three PlayStation games, with more to follow. *Wild Rapids* is an arcadey kayak game which, they claim, 'offers just the right balance between player control and being buffeted by the water'. The game sees you travelling the globe and taking on the best kayakers in the world. Individual characters offer their own strengths and weaknesses, with a trade-off between speed and stability allowing beginners and experts to compete on their own level. There's a split-screen head-to-head mode, where the special opponent-toppling spin attack really comes into its own. The game is developed by Fujimic, the people behind *Cool Boarders*, and is released in June.

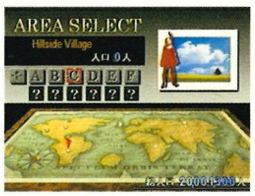
ON YER BIKE...

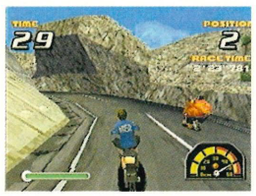
If you liked *Radikal Bikers*, EON's TYO-developed *Street Scooters* could be right up your alley. You race a series of Sixties-style scooters around various urban settings, including streets, underground stations, schools and parks. Other road users provide hazards, especially when racing against the flow of traffic, though specialist tricks such as wheelies, jumps and jack-knives earn points and aid progress. As you zip round the improvised tracks, you can pick up weapons such as refuse sacks, bollards and (bizarrely) frozen tuna to launch at unsuspecting scooterists, sending them crashing to the ground – a sort of *Road Rash* with humour. According to EON, "*Street Scooters* is guaranteed to deliver within 30 minutes or we'll give you a free garlic bread". We're splitting our sides...

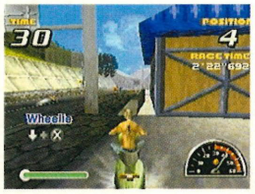
Finally, there's the inevitable puzzler, *Land Maker*. Confusingly described as a cross between *Tetris* and *Civilization*, the game challenges you to construct buildings by grouping blocks of the same colour, causing the buildings to rise from the ground, *Populous*-style. The more blocks you can join, the bigger the buildings constructed. In Puzzle Mode you must complete a series of challenges within a strict time limit to advance to the next. In Arcade Mode you compete against human- or computer-controlled characters, throwing bricks across to his playing area by building successfully on your own. It's developed by Taito too, so it's bound to be worth a look.

"EON will offer gamers an exciting portfolio of games", commented EON founder and former Activision Managing Director John Burns. "Initially we'll bring Japanese games to the UK and offer the chance to experience titles from the heartland of videogaming. Later we'll invest in new development teams". Seems the PSX will be supported for some time to come...

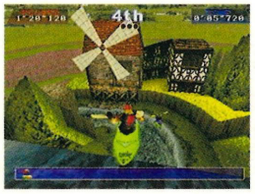


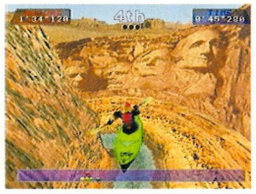








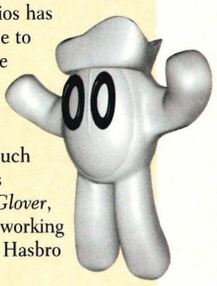




STOP PRESS

INTERACTIVE BECOME BLITZ

Interactive Studios has changed its name to Blitz Games. The studio, headed by the famous Oliver twins, is responsible for such respected hits as *WarGames* and *Glover*, and is currently working on *Frogger 2* for Hasbro among others.



BLITZ GAMES



COMPETITION

DRIVE ON!

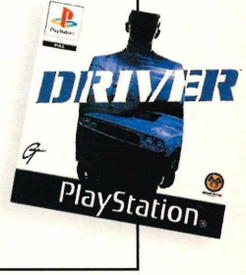
Not played *Driver* yet? Where've you been? It's one of the best-received racers on the PSX, and certainly one of the most original. To celebrate the forthcoming release of *Driver 2*, we're giving away ten copies of the original *Driver*, so you can put pedal to the metal and get your pseudo-criminal claws sharpened in anticipation of the sequel.

If you want to be in with a chance of winning this superlative game, just answer this simple question:

Which studio developed *Driver*?

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

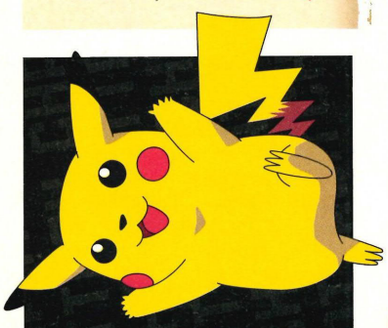
If you're stuck, check out the *Driver 2* Undercover feature this very ish. Entries which arrive after 15th June will be run over.



STOP PRESS

INTERNATIONAL CRICKET CAPTAIN - BREAKIN' NEWS

We've more news and shots for Empire Interactive's forthcoming leather-and-willow sports sim *International Cricket 2000*. The game sees the player take everyday charge of his or her fave County Cricket Club, with training, transfers and match tactics covered. Can you win the coveted County Championship? Are you good enough to move on to the international scene in test matches? Only time will tell...



ChartTrack

ALL-FORMATS CHART, APRIL 2000

1: POKEMON STADIUM	(N64 ONLY)	
2: Formula 1 2000	EPM #29, 74%	(GAMEBOY ONLY)
3: Pokemon Red	(GAMEBOY ONLY)	
4: Pokemon Blue	(GAMEBOY ONLY)	
5: Resident Evil: Survivor	EPM #30, 72%	
6: Toy Story 2	EPM #26, 86%	(PC ONLY)
7: Star Wars: Force Commander		
8: Gran Turismo 2	EPM #26, 93%	(PC ONLY)
9: The Sims		(PC ONLY)
10: Soldier Of Fortune		(PC ONLY)

FIGHTING!

NO RULES FIGHTING COMES TO THE PSX

Ultimate Fighting Championship game announced...

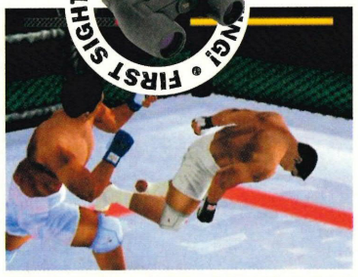
WWF not rough enough for ya? Want more blood-'n'-guts action than a boxing game can offer? Check out Crave Entertainment's forthcoming fighter based on the Ultimate Fighting Championship (UFC).

The UFC is the most extreme fighting event ever staged. Eye gouging and attacks to the groin are banned, but apart from that, anything goes. Headbutts, wrestling holds, punches, kicks – you name it. Fights take place in an octagon-shaped cage, preventing fighters using corners to their advantage. The WWF's Ken Shamrock and WCW's Dave 'Tank' Abbott are both ex-UFC fight faves. Neither are in the game, but look out for Tim Lajcik, Mark Coleman, Gary Goodridge, Jeremy Horn, Tsuyoshi Kosaka, Guy Mezger, Pat Miletich, Tito Oritz, Kevin Randleman, Marco Ruaz, Bas Rutten, Pedro Rizzo, Andre Roberts, Frank Shamrock, Maurice Smith, Ron Waterman, Peter Williams, Michael Burnett, Matt Hughes, Eugine Jackson, Chuck Liddell and Evan Tanner. Of course, these fighters (talented as they are) are largely unknown outside UFC fans. Fighting styles include freestyle, jujitsu and wrestling.

For such a violent contest, serious injuries are surprisingly rare. Contests are either over in a few intense seconds or time out after a grappling session. Fighters don't suffer the sustained beatings to the head which have left several boxers crippled or dead. Naturally, fighting UFC on the PlayStation produces no injuries at all...

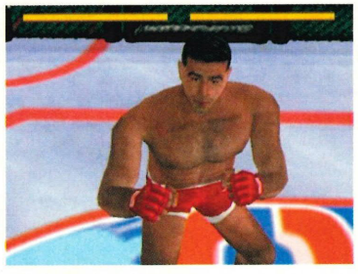
FIRST SIGHTING! • FIRST SIGHTING!







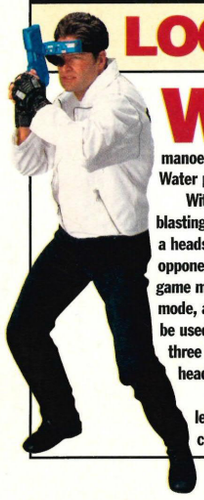






GADGETS

LOCK-ON!



What's the closest you can get to reproducing Solid Snake's stealthy combat manoeuvres outside the PlayStation? Water pistols? Cap guns? No – it's the Bandai Lock-On!

With a couple of Lock-Ons and a friend, you can indulge in some serious infra-red blasting action. The Lock-On works a little like Laser Quest. The combatants each wear a headset and carry a Lock-On pistol. Fire your gun at your opponent's head and you score a hit. There are several game modes on offer, including a one-player training mode, and there's also a super-powered shot which can be used ten times per game, but costs a stricken foe three lives. If your foes successfully shoot you, your headset flashes to register the hit.

The Lock-On is made by Sega, but don't let that put you off. It's great fun, and costs £19.99 from all good toy stores.



BAYWATCH!

ON THE BEACH...

Beach volleyball game to hit the PSX

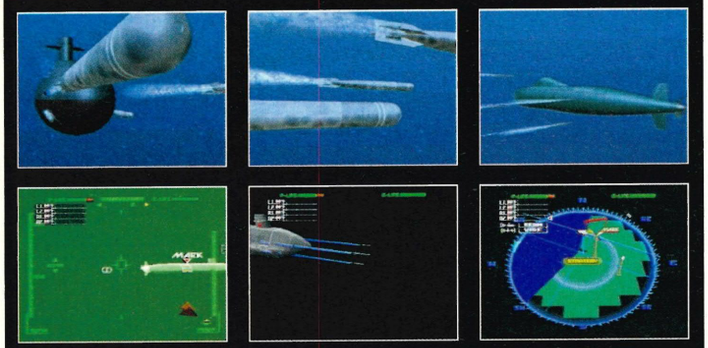
Beach volleyball's gone up in the world. Now it's an Olympic sport, you can play without risking treading in a dog turd or having to stop when the tide comes in. Some might argue it's only an Olympic sport to please the TV advertisers (babes in swimsuits encourage viewers), but we'll let that pass.

We know very little about the game, called *Power Strike Pro Beach Volleyball*, except that it's by Infogrames and is released later this year, but we'll bring you more news as it's made.



FIRST SIGHTING! • FIRST SIGHTING!

DAS BOOT!



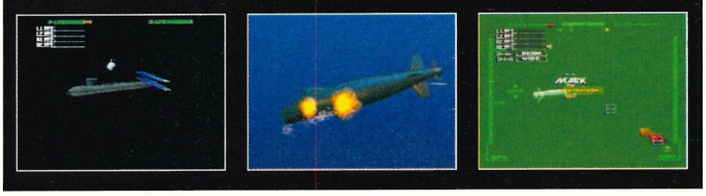
SUBMARINE COMMANDER NEW SHOTS

JVC's sub sim breaks radar silence...

UPDATE! • UPDATE! • UPDATE!

We've little information on JVC's sizzling sub sim *Submarine Commander*, other than it's a strategy game in the *Silent Service* mould. We do, however, have a hatful of new screenshots.

Submarine Commander emphasises realism, with accurate radar information and weaponry. It doesn't sacrifice playability, though – the interface is intuitive and accessible. The graphics look like they could do with having a few barnacles removed (top CGI intro aside), but if the strategy action holds up, it could well be a winner. We'll find out soon... e



RETRO ALERT!

EARTH INVADED ONCE MORE

Galaga to hit the PSX...

Hasbro is to raid videogaming's rich history once more, bringing *Galaga* to the PSX. The Namco classic will be reinterpreted in 3D, offering 3D ships, foes and scenery, along with the expected power-ups and weapons. It's expected to sell at a reduced price too.

Whether the game will contain an arcade perfect of the original is unknown, but we'd be surprised if it didn't. e

FIRST SIGHTING! • FIRST SIGHTING!



WEBSITE

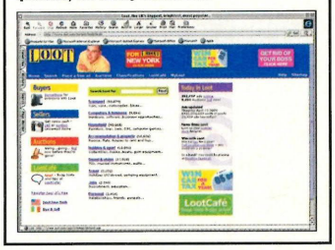
Loot

www.loot.com

If you read last month's feature on buying games on the cheap, you know the classified ads and the Internet are two places for some serious cut-price deals. Loot.com is a sort of cross between the two.

Hosting over 1,400 interactive entertainment ads (including a comprehensive PSX section), you can use the site to offer an item for sale or auction, or make someone an offer for something they're selling. It's all free too.

Loot.com puts the buyer in touch with the seller, but doesn't get involved in the transaction, so if a deal turns sour, you've only the Trading Standards people to turn to (just like the classified ads, really). Also, although piracy isn't encouraged, there seems little security to prevent illicit copies being offered on the site. Make sure the game you're getting is kosher. Other than these quibbles, it's a very useful site.



THE FORCE!

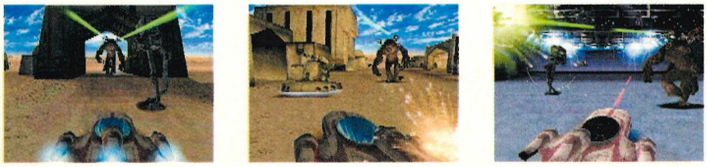
THE FORCE RETURNS ONCE MORE...

Car combat in *Star Wars* universe announced

FIRST SIGHTING! • FIRST SIGHTING!

If you're a *Star Wars* or *Vigilante 8* fan, you're in for a real treat this Autumn. LucasArts is to release *Star Wars: Demolition*, a car combat offering based on the *Star Wars* universe. It's created by Luxoflex, the people behind both *Vigilante 8* games, and features authentic-looking craft and weapons. Look out for Boba Fett, whose vehicle is armed with a disintegrator which drains his opponents' shields, Aurra Sing, an *Episode I* newcomer riding a swoop bike with a huge cannon, and a mysterious new character called Wade Fox. Tracks include the snow deserts of Hoth, the Great Pit of Carkoon and the surface of the replacement Death Star.

The game's expected in time for Christmas; expect more news next ish. e



COMPETITION HOTLINE

INTERACTIVE TELCOM



WIN

09066 098103

Calls to the above number cost 60p a minute

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

Maximum cost of £3, please ask permission before calling. After the closing date, this service may be replaced by a similar competition.
For rules, or winners names, send S.A.E. to Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA
or call CUSTOMER SERVICE: 0800 1982784

STOP PRESS

The game features an international database of players, verified by Wisden, the cricketing Bible. Commentary is by Jonathan Agnew. Expect this one to strike for boundary in June.





FIRE SIGN SCHUMACHER

Fire International has signed Ferrari ace Michael Schumacher to endorse the new Blaze GTR Wheel. The wheel will be launched in July, to coincide with the German Grand Prix at Hockenheim.



MEDAL!



FIRST SIGHTING!

MEDAL OF HONOR GOES UNDERGROUND

New stealth soldier sim in the pipeline...

Electronic Arts' highly-respected soldier sim *Medal of Honor* is to spawn a sequel. Developers DreamWorks Interactive are currently beavering away on *Medal of Honor: Underground*, a first-person stealth adventure which takes place before the first game.

You play Manon, Jimmy Patterson's female controller from the first game. Being the prequel to the original *Medal of Honor, Medal of Honor: Underground* is set in a time when Nazi confidence was high – they occupied France, saw Italy join the Axis and believed the fortress by which they held Europe was impenetrable. Starting the game as a rookie member of the OSS, the French resistance movement, you ultimately play a key role in the Allied invasion.

The second game retains the gameplay that made the first so popular, but adds six new player weapons, all historically-authentic, new enemy vehicles such as tanks and motorcycles, smarter enemy AI, buddy AI, new fixed weapons, more secret areas to find and opportunities to send Manon to interesting and exciting locations.

Several areas need to be explored as you fight your way through the game's seven missions and 22 levels. You start the game based in a French bakery, but by the end you're sent to Paris to assist in its liberation. Missions based in North Africa, Italy, Germany and Greece are also included.

The release date for *Medal of Honor: Underground* has yet to be decided.

LET' S ROCK!

EA ROCK YOUR RINK

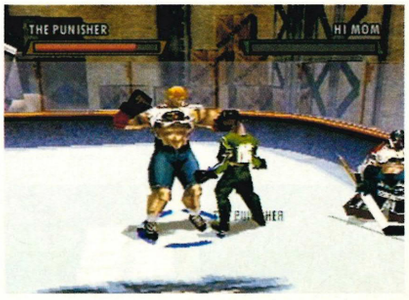
New ice hockey game on the cards

It will surprise no one to learn that EA Sports are to release another ice hockey game. For once, though, it's a hockey game with a difference. Gone are the massive stadiums, super-teams and NHL licences. Instead, *Rock the Rink* sees you compete in unheated warehouses and on frozen ponds. It's the ice hockey equivalent of Sunday afternoon pub team soccer, with no rules, no limits on the fighting and only four players on each team.

FIRST SIGHTING!

The action is as arcadey as it gets, but expect the usual Electronic Arts comprehensive options list. Look out for some serious fantasy teams too, including the Demons, Rattlers, Psycho Delics, Reapers, Sting, Gangsters, Cabbies and Demolition. Music is supplied by The Hanson Brothers. No price has been set for this one yet, but expect it to hit the shelves on 2nd June.





COMPETITION

GET PEGGED OUT!

COMPETITION • COMPETITION • WIN! • COMPETITION • COMPETITION

You know how it is. You get home with a few mates, desperate for a game of *ISS Pro Evolution* or *Poy Poy 2*, and you find the fuse has gone on your PSX. After dismantling the toaster and retrieving a replacement, you plug it in and start to play and the electricity goes off. As you desperately search for 50p for the meter...

Okay, this is hardly an everyday occurrence, but it's fun to put the controller down and get out a good, old-fashioned board game. Pegged Out is billed as a 'unique, compact multiplayer family game', and up to eight players can compete. Consisting of a tub with six holes in the lid, two dice and a hundred pegs, the aim of the game is to lose all your pegs before your opponents use theirs. The rules are simple and it requires no batteries or power.



At £9.99 a throw we feel it's a little expensive, but we've got ten to give away. If you want a chance to win, answer the following question:

What's the maximum number of players who can play Pegged Out?



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

Entries which arrive after 15th June will be pegged out...



Saga Frontier 2 figure worth over £200 to be won!

PRINCE GUSTAV CAST IN STONE...

A porcelain Gustav XIII figure and five copes of *Saga Frontier 2* must be won!

SaGa FRONTIER™ II 2

He's both a hero and an outcast. Banished from the kingdom when it was discovered he had no magical energy, or Anima (according to his father, the king, "even the rocks have Anima"), he didn't just fade into obscurity. Indeed, from his violent formative years to his final destiny, the tale told by Squaresoft's epic RPG *Saga Frontier 2* is one of triumph against all odds. If anyone has the right to strike a heroic pose for a statuette, it's Prince Gustav...

We have a hand-painted porcelain Gustav figure to give away. Worth over £200, this artistic gem isn't a cheap, mass-produced effort. Instead, it's a beautifully-finished collectable masterpiece which would look good adorning any mantelpiece or bookshelf. We've also got five copies of the game for the runners-up too.

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

Which company developed *Saga Frontier 2*?

Answers on a postcard to:

Cast in Stone Competition,
extreme Magazine,
5 Winchester Place
North Street, Poole, Dorset
BH15 1NX



COMPETITION WIN! COMPETITION

Entries which arrive after 14th June will have their magic removed.

SAGA FRONTIER 2

Scoring 85% in Issue 29, *Saga Frontier 2* is praised for its atmospheric storyline, exciting graphics and epic size. Every opportunity is taken to add depth to the characters – for once you actually care about the people you control. Interesting sub-quests break up the linear plot, and the progressive combat system gives the game real bite. "A highly engrossing RPG adventure", said Kendall. And so say all of us!



SQUARESOFT®



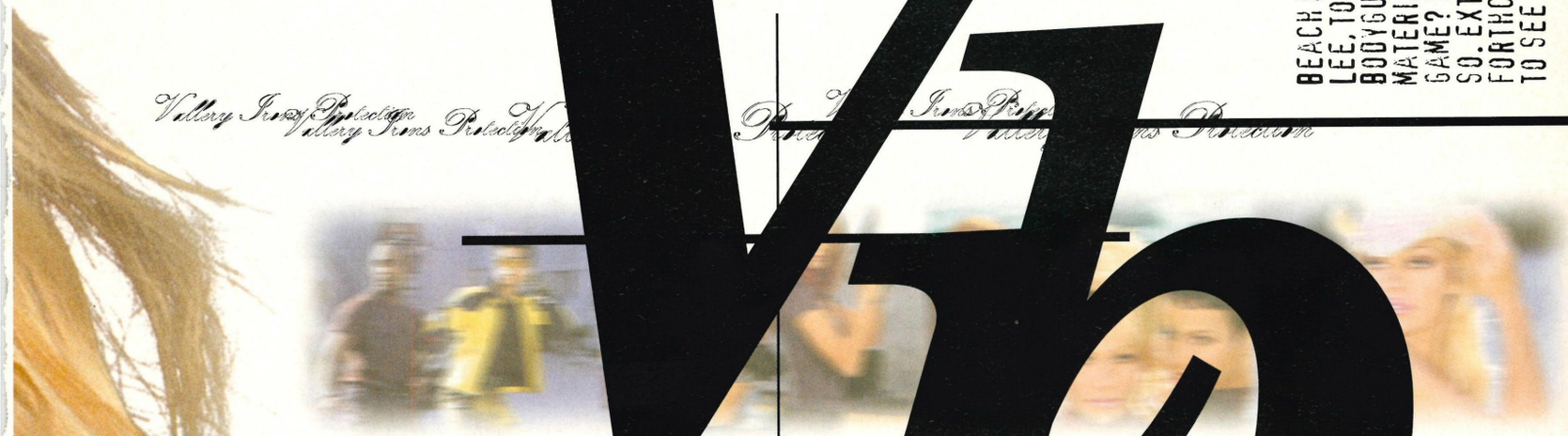

Valery Irons Protection

PUBLISHER: Ubi Soft DEVELOPER: Kalisto Entertainment RELEASED: November 2000

World Exclusive!

VIP

BEACH BABES, PAMELA ANDERSON LEE, TOP HOLLYWOOD CELEBRITIES, BODYGUARDING MISSIONS – IDEAL MATERIAL FOR A 3D STEALTH ACTION GAME? UBI SOFT CERTAINLY THINK SO. EXTREME CHECKS OUT THE FORTHCOMING TV TIE-IN GAME *VIP* TO SEE IF THEY'RE RIGHT...



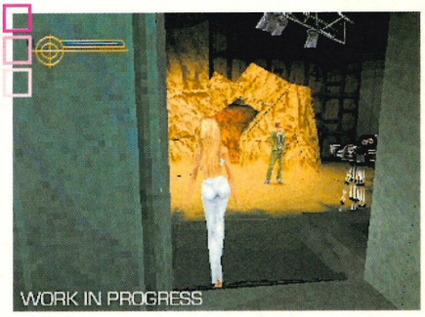
Select your weapons. Silk stockings, beaded handbags, shotguns, pistols – it's entirely up to you. This is the world of bodyguarding, Pamela Anderson Lee-style. The former Baywatch babe leads a mostly-female bodyguard battalion into battle as you, the player, protect various Hollywood celebrities and media personalities against a variety of stalkers, ill-wishers and assorted weirdos. And let's face it, as the game is set in Southern California, you're hardly likely to run short of weirdos!

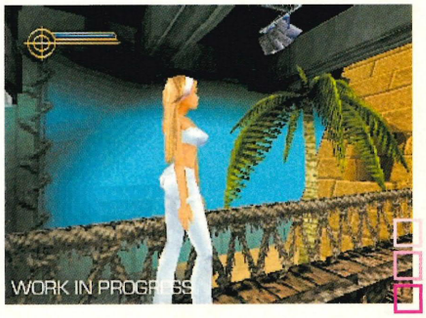
Based on the hit American TV show *VIP*, starring Pamela Anderson Lee (Vallery Irons), Natalie Raitana (Nikki Franco) and Shaun Baker (Quick Williams), the game blends the action and humour of the TV programme, injecting martial arts mayhem and high technology. The show's larger-than-life plots thrust the player into action-packed scenarios, where you take on all-comers with your martial arts skills, high-calibre arms and heavy-duty explosives as your crime-busting missions take you all over the most glamorous parts of California.

Mission of Mercy...

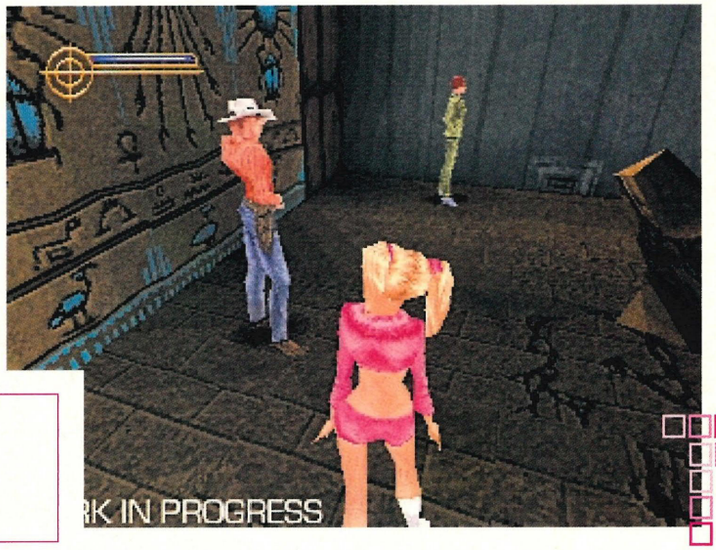
You need all the exotic weapons and gadgetry you can get in *VIP*. You must protect the rich and famous of California through 20 limited-time missions. Each task sees a new celebrity call on Ms Irons' unique skills.

It's not all Vallery, though. Other *VIP* team members, like Quick Williams, Tasha Dexter, Nikki Franco and Kay Simmons, appear as non-playable characters, providing the player with hints, clues and equipment essential to completing the mission.









In true *Metal Gear Solid* style, *VIP* is played in a third-person perspective, with the viewpoint switching to own-eye at certain points in the game, perhaps when in enclosed spaces. As well as a few permanent weapons, mostly for close combat situations, you also have mission-specific items to enable you to solve dedicated puzzles. Vallery can also use strikes, combos, wrestling holds and many other hand-to-hand combat techniques to batter the baddies and defend her superstar clients. Believe it or not, she also has a special strip-tease power used to take down her enemies. Ubi Soft is staying tight-lipped on this one, but says you should use it with extreme caution.

Home by Christmas...

VIP gets its PlayStation release in November, 2000. At this early stage it's impossible to say whether it will fulfil its potential as *Metal Gear Solid* in a skirt, but we'll let you know how it's shaping up in the coming months...





Starring Pamela Anderson Lee...

Surprisingly, *VIP* is the first videogame to star Pamela Anderson Lee. The show that launched her career, *Baywatch*, was never turned into a game. Even more astonishing is the fact that no one picked up the licence for Pammy's first film, *Barb Wire*. Although no great achievement in terms of characterisation and plot, its cyberpunk atmosphere and larger-than-life main character could have proved fertile ground for games designers...





VIP: The Series

Back for another season, Pam and the *VIP* crew once more take on all-comers...

Hollywood. Beverley Hills, swimming pools, movie stars – welcome to the glamorous but dangerous world of VIP, or Vallery Irons Protection. The show, now in its second series in the US and shown in around 60 countries, is a fast-paced mixture of action and humour based in the shady world of bodyguarding, featuring a bodyguard squad made up of gorgeous women. Together they must protect some of Hollywood's hottest stars. *VIP* is a sort of cross between *Charlie's Angels* and *The A-Team*.

Vallery Irons (Pamela Anderson Lee) became a bodyguard almost by accident. Attracted to LA by the glamour, she ends up working on a hot dog stand. One of her customers, action movie star Brad Cliff, invites her to a film premiere, where a crazed fan pulls a gun on him. Despite his action movie credentials, Cliff turns out to be a coward, and Vallery saves his life. To save him from embarrassment, he says she's his bodyguard, and she goes along with him. Overnight, she becomes a sensation, adorning magazine covers all over the country. A group of professional guards, looking for a figurehead for their ailing agency, recruit her and change their name to VIP (Vallery Irons Protection)...

The first series was nominated for an Emmy award, but the second sees a few changes.

During the last season, Pamela's character (Vallery Irons) was a little lost as a bodyguard, a profession she neither sought nor understood. In Series Two she's more savvy, finding herself at the centre of VIP and at the heart of the action, instead of being swept along by events.

Highs and Lohs...

A new character joins the team for Series Two. Johnny Loh is on the run from Hong Kong gangsters. The actor/stuntman gets into some serious scrapes as he vies with Quick Williams for the position of top (male) dog, but his bite's worse than his bark.

The VIP headquarters is nearer the beach in the second series too, presumably to get in some more lingering, Baywatch-style swimsuit pics.

Despite all the on-screen action, *VIP* doesn't take itself too seriously. According to Morgan Gendel, Executive Producer, "We don't balance the action and humour – we just blend them". *VIP* is by no means a comedy, but even when the action's at its most intense, it offers a sharp comic element.

Like *The Dukes of Hazzard*, every episode features a guest appearance from a genuine celebrity. Last series, the VIP team protected wrestler Stone Cold Steve Austin, Coolio, Ian Ziering and Bill Maher. Ice-T starred as The Prophet in the last episode of the first season, and looks likely to appear again.

Whoever the celebrity, whatever the mission, you can rest assured the VIP team will take their duties very seriously.



Meet the Bodyguards...

Vallery has a top team of bodyguards and buddies behind her when she takes to the field. But who are the VIP team?

VALLERY IRONS

• The Super Agent



Vallery, a small-town girl who comes to Southern California looking for a break, is the figurehead of VIP (Vallery Irons Protection). She initially became a bodyguard, despite her dislike of guns, for the glamour, the expense account, the finest clothes, the fastest cars and a suite at a luxury hotel. Unfortunately, the promise that she would 'never leave the office' proved false...

MAXINE DE LA CRUISE

• The Best Friend



When Vallery Irons joined VIP, she moved her best friend, Maxine de la Cruise, into her luxury penthouse apartment with her. She now provides help and advice to Ms Irons herself...

TASHA DEXTER

• The Intelligent Agent



Tasha Dexter is an experienced bodyguard. She's an ex-spy and an ex-model, and an all-round female James Bond. Basically, she's everything Vallery Irons wants and pretends to be. She's lethal and talented, and resents Irons' reputation as a world-class bodyguard.

JOHNNY LOH

• The Friend



This actor-cum-stuntman flees to Los Angeles to escape an organised crime syndicate in Hong Kong. The result is a lot of barking and not very much bite. He's not actually a member of VIP, but helps out on a regular basis – probably because he fancies Nikki Franco.

NIKKI FRANCO

• The Weapons and Explosives Specialist



Nikki Franco, a live wire with real hip-hop energy, is the group's weapons and explosives expert. Loh has a crush on her, which should come to a head soon – he's in for some extreme, close physical contact, but not of the sort he wants...

KAY SIMMONS

• The Computer Wizard



Kay is the organiser, the computer geek who keeps the VIP team on an even keel. She desperately wishes she was like Vallery. Despite being extremely good looking, she considers herself much less glamorous than the others. If only she knew...

QUICK WILLIAMS

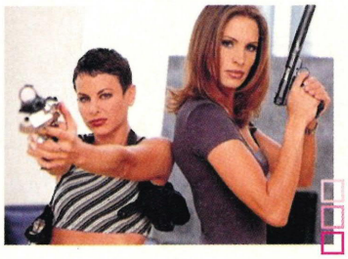
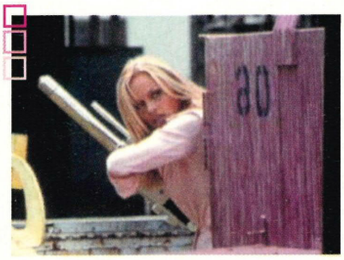
• The Weapons Expert



Williams is the company's weapons and martial arts expert. He assumes the role of Vallery's protector, and is a strong, hard man who has a keen sense of humour too. He's always there for her when she's in trouble. Although a street kid and an ex-boxer, he now has a taste for Armani suits and flash cars.

Pammy Speaks...

"In the next season of *VIP*", says star and executive producer Pamela Anderson Lee, "the action is bigger, the colours brighter, the cars faster, the locations cooler, the costumes sexier and we're taking bigger leaps in humour and action. Everything is bigger and better".


Vallery Irons Pamela Anderson Vallery Irons Pamela

The Inside Story

So what makes *VIP* tick? What sets it apart from other 3D action games? We visit developers Kalisto Entertainment and get the inside story from the game's producer...

Kalisto already have a 3D action-games pedigree, with *The Fifth Element* and the forthcoming *Nightmare Creatures 2*, but with *VIP* they reckon they've got a real winner on their hands. Even at this early stage the game's looking pretty good, but can it compete with the likes of *Metal Gear Solid*, *Tomb Raider: TLR* and *Soul Reaver*? We speak to someone who thinks it can...

extreme: What made you go for the *VIP* licence? What can it do for the game and for the gamers?

Valerie Beaufils: *The VIP licence is very interesting, as it's offering something new and original on the videogames scene – a 3D action game that doesn't take itself seriously, and that puts the stress on glamour and humour, just like in the VIP TV show! What's more, we thought that any player would appreciate playing the role of Vallery Irons, also known as Pamela Anderson Lee!*

extreme: What does *VIP* offer over other 3D first-person action games?

VB: *Graphically, VIP offers the bright and colourful sides of California; the game has various backgrounds, such as Beverly Hills villas, a beach, a private yacht and more.*

On the gameplay side, VIP offers a user-friendly shooting game with a specific targeting system. It will be mission-oriented, with some parts to be accomplished in a limited time. And it also offers all the humour that most games do not have! Indeed, the Vallery character has several weapons – conventional ones (like guns and rifles), but also unconventional ones! Just like in the show, Val sometimes uses her own amusing and individual methods to get rid of the villains. Without revealing too much, I can already tell you that she possesses an invisible make-up!

extreme: How versatile is Vallery as a playable character? What can she do in the game? What skills does she have that help her get the better of the baddies?

VB: *Vallery will be able to walk, run, shoot, hide, crouch down and more. As I said above, she will have conventional weapons, but also wacky powers to approach some situations with humour! Among others, she should have a funky power to distract her enemies and make them dance...*

extreme: Has she really got a strip-tease power, as claimed by Ubi Soft? How does this help in the game? How much does she peel off? Will the game be age-restricted because of this?

VB: *The sexy power is currently not definite. We're trying to precisely represent the licence and the character of Vallery in the series. Val is naive about, even oblivious to her sexuality [difficult to imagine for Pammy, we know: Ed]. She's always sexy in the way she dresses (and she will be sexy in the game!), but she doesn't have a clue about just how attractive she is. Therefore, we thought that the sexy strip power may not be appropriate, but we're still thinking about it...*

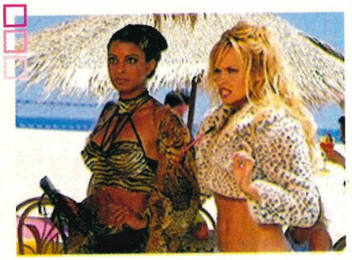
extreme: Tell me about the missions. What sort of tasks must Vallery accomplish during the game?

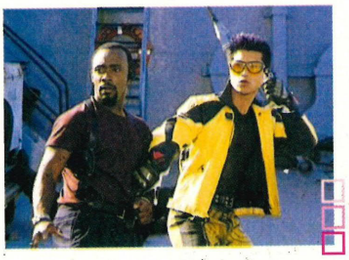
VB: *The game is composed of four independent episodes, each with an independent storyline, just like in the TV show! In each episode, Val wears a different outfit, has to protect a different star and has a hard time with several brand-new enemies! To protect her clients, she has to complete several missions. For instance, in one mission she has to rescue a kangaroo that's been kidnapped, for a famous producer. In another mission, Vallery must protect a famous rock star who's being attacked in his own home's recording studio.*





Vallery Irons Pamela Anderson Vallery Irons Pamela Vallery Irons Pamela





VIP

extreme: Give me some examples of the tongue-in-cheek humour the game contains.

VB: *'Fraid not – we're not letting anything out of the bag just yet!*

extreme: How are the characters motion-captured? Did you use Pam herself for this, or other actors?

VB: *We're not using any motion-captured technology for the bodies of the different members of the VIP agency. Still, Sony Pictures provided us with numerous photos and even scans of their faces, which was of great help! And we've also seen all the episodes in VIP seasons one and two of the series.*

extreme: What are you most proud of in the game so far?

VB: *I'm very proud of the way we've succeeded in using the licence to faithfully reproduce the TV show's bright and colourful environments, and the general second-degree spirit of the series (in the storylines, in the caricatured behaviour of the enemies, etc).*

extreme: What difficulties have you encountered while producing the game?

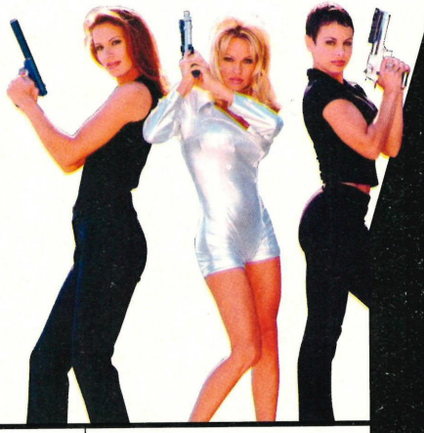
VB: *The game must be very realistic, and players will want to play with the most realistic Pamela Anderson Lee possible. And creating a perfect 3D model and the various animations that go with it are the hardest things we've had to accomplish so far.*

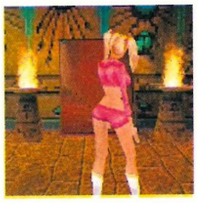
extreme: What are the game's key features?

VB: *VIP is a 3D mission-oriented shooting game. It boasts a user-friendly game interface thanks to a highly-controllable main character.*

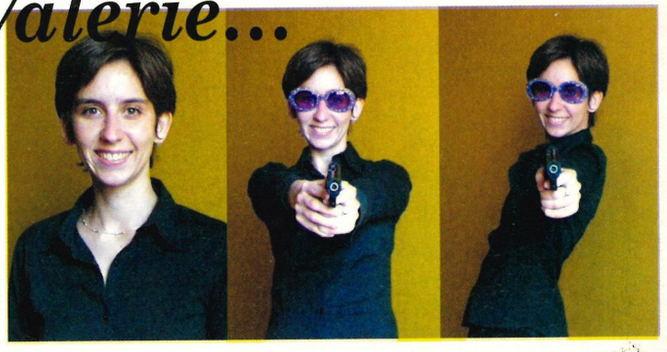
There's only one playable character; Vallery Irons. The other VIP members won't be playable. However, they will definitely be present in the game, thanks to real-time kinematics. They will always be present for difficult situations, to help Val (the player), and give her some hints. Each VIP member uses all the attributes enjoyed by his or her on-screen counterpart to assist Vallery in her various quests.

Look out too for various bright and colourful environments that illustrate the Beverly Hills lifestyle. Humour and glamour replace violence and blood, and the gameplay is kept highly rhythmic, with the use of short and fast-paced maps.





The Other Valerie...



Okay, so they don't spell it the same, but *VIP*'s producer is also called Valerie. Judging by her action poses, she seems to fancy herself as a pistol-packin' bodyguard too. Perhaps she'll get a cameo in a future episode of *VIP*?



Case Study No. #01

Publisher Fox Interactive **Developer** Argonaut Software **Released** September

ALIEN RESURRECTION

CASE PROFILE



Name: Ben Tuszynski
Job Title: Senior Producer
Company: Argonaut Software

Question Time

Q. Had much sleep recently?

A. ***No! Not for three months now. The project is so close to completion, and it's all the little things that need attention. You do tend to worry in case you've forgotten something major. You just go over the game elements while lying in bed, wondering if everything's covered.***

Q. The sonics play a big part in creating the overall atmosphere. What else is gonna scare the gamers?

A. ***Not knowing where you will get attacked from next. Aliens can drop from ceilings, they can run along ceilings, they can jump from wall to wall. Try shooting the buggers. Then you have the Face Huggers; these little perishers are a smaller target, and can also flock, which raises the stakes. If not killed, they hunt you down. Running through a door doesn't mean you're safe.***

Q. Is *Alien Resurrection* going to be the best first-person title on the PSX?

A. ***YES! No doubt. I think we've managed to get all the right ingredients to use a licence to the fullest. I don't think anyone has managed to get this close to the film. Aliens equals scary, and this WILL scare you.***

Q. How closely does the game follow the film's plot?

A. ***We've tried to follow the plot as much as we can. We had to add a few things to make this a playable game.***

Q. Such as?

A. ***You have to go and find the clones, as the clones are not all in one room. Things like this add to the exploration of levels. But in all, it's as the film; you need to stop the Aliens getting to Earth and getting off the Auriga using Betty.***



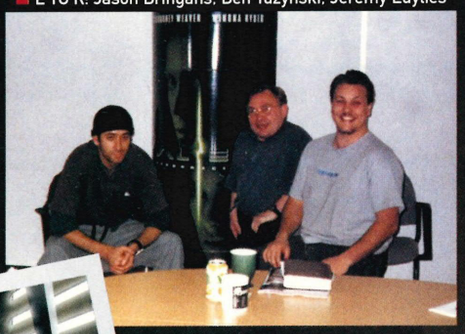
Q. You're the Senior Producer – can you get us a date with Sigourney or Winona?

A. ***Well, it's like this. I am very protective about my women... Nah! Sig and Win do not agree with these games, so will not get involved with our sort. Sorry!***

It's been three years in the making, but now *Alien Resurrection* is about to cast a big shadow over the horror genre. We visited the Argonaut mothership to find out the true meaning of panic horror...

Three years is a long time to develop a game, but that's how long *Alien Resurrection* has been under the microscope of development veterans Argonaut. How come? "Because we didn't think it was scary enough", says the game's designer, Jason Bringans. Now this sounds promising...

L TO R: Jason Bringans, Ben Tuzynski, Jeremy Luyties



Meet the Scare-'em Crew...

"We had a lot of help from Fox Pictures. They gave us all the material they had from the film. Not only this, they also stood by us when we asked to change from third-person to first-person perspectives. We were about to finish the third-person version, (as previewed back in EPM #14), but found it was not scary; the only way to get it scary was to go down the first-person road. Fox were cool about this".



That's a big decision to make such a crucial change. As Senior Producer Ben Tuszynski explains, "Part of the third-person game involved entering an air-conditioning system, which then switched the view to first-person view. Automatically, the scary atmosphere increased ten-fold. A first-person world was something we had to explore".

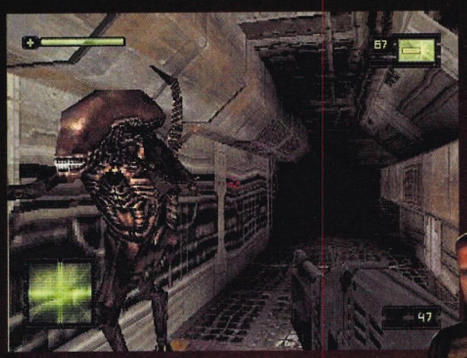
"Different projects (games) require different tasks. I think a major thing we do is to try and create a world for the player that they can become absorbed in", says Jason. But in a game like *Alien Resurrection*, exactly how do they create this 'world'? Jason says, "Designers need to have the vision to transfer reality to the gamer. The designer has the vision, but needs the help of the coders to set out the limitations then push them further". It doesn't finish there. "We need artists to portray the arena. Also, the sound department to help with the setting of the ambience. So with these three teams, the designer has the tools to set the environment to let the gamer get fully engrossed".

Do Panic...

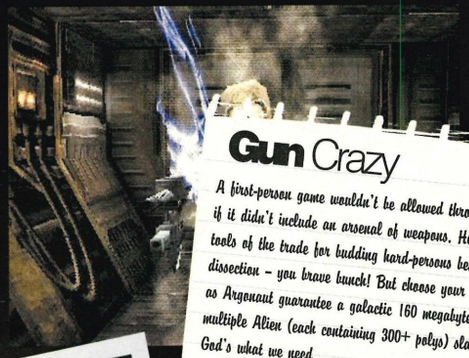
So that's the fundamentals of what goes on, but what's so good about *Alien Resurrection* compared to other first-



UNDERCOVER!







person games? We asked Fox playtester Jeremy Luyties. "We offer a different experience with this product. We're offering panic horror, which is completely different to the typical first-person *Quake*-alike". So it's finished then? "We've finished building the game, it's just going through the final bug test".

Okay, so Jeremy is the playtester. What's the hardest part when playing the game? "Level Three [looks excited]. This is when you're really tested as to whether you can cope with the 360-degree attacks of the Aliens. They run on ceilings, jump to walls and even sneak up to get at you". That sounds pretty scary in itself. "They [Aliens] relentlessly pursue you around every corner. Even the Face Huggers hunt you down if you don't kill them first – you really do start to sweat."

'You're telling me' we think, as we're given the controls. "The best bit for me at the moment is Level Seven, for its level design, puzzle, AI and the interaction with the Aliens, Face Huggers, Inmates and Marines. You're now a fair way into the game, and it starts to all come together and creates a real sense of urgency, as everything is out to get you. You really start to panic."

Now I'm too scared – time to leave the room and grab a quick chat with one of the coders, Martin Piper.

It's been a long time coming. Have y'all accomplished what you set out to do? "The whole team wanted to make sure we made the best game we could. To do this, we've had to embrace new technical advances – which, of course, takes time. When we show this game to people, they don't believe it's running on a PlayStation. That's a great compliment to the whole team. We've managed to squeeze a great deal of performance from the PSX, much more than anyone originally thought possible, so I do think we have accomplished what we set out to do".

So was this game not possible three years ago? "No, three years ago we probably wouldn't have been able to produce a title as sophisticated as this", adds Ben.



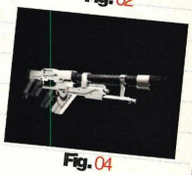
Gun Crazy

A first-person game wouldn't be allowed through extreme's door if it didn't include an arsenal of weapons. Here's a taste of the tools of the trade for budding hard-persons bent on Alien dissection – you brave bunch! But choose your appliance wisely, as Argonaut guarantee a galactic 160 megabytes of 360-degree multiple Alien (each containing 300+ polys) slaughter. Guns? God's what we need...


Fig. 01


Fig. 02


Fig. 03


Fig. 04

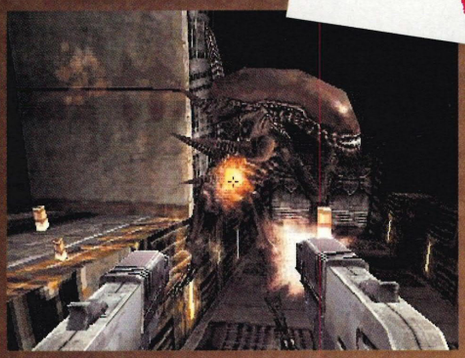
Cunning Stunts

It certainly is looking crisp. We asked Martin what clever tricks Argonaut have pulled in making *Alien Resurrection*. "When the team decided to make the switch to a full 3D game, we threw away all our previous work (third-person code). This was a hard decision to make, but it offered us much greater freedom when designing the new engine. We've basically taken algorithms and ideas from writing a PC style of game, and then we'd think of ways to squeeze this into a PlayStation with its restrictive memory limits. For example, we use BSP and portal algorithms to generate impressive maps the player can interact with. These techniques are used in PC games today, so the entire engine is very up-to-date. This means we can also produce coloured light sources which light the map and objects, adding a great deal to the atmosphere for the game experience".

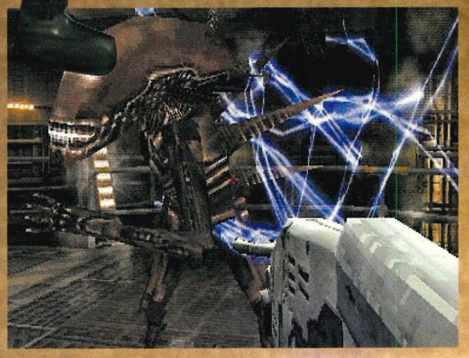


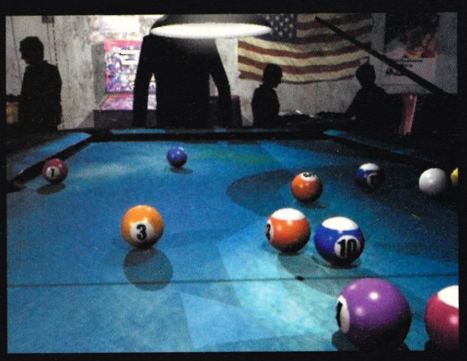
Martin concludes, "I think we've managed to break the myth that the PSX cannot cope with a PC style of development". Jason adds, "A lot of stages are very dark. If the player can find Flare items, they can be used to illuminate the scenery. In long corridors, the player can use a flare to lighten the farthest point – we added this just to show how the game engine overcomes the need for fogging or draw distance". You can call him smarty-pants, but this attention to detail is the fabric of quality titles.

We asked Martin how the licence affected his job. "From a programming point of view, a project is just a technical challenge and the licence doesn't affect our job much. I'm just glad I was given the opportunity to work on such a technically difficult project".













Case Study No. #02

Publisher Infogrames **Developer** Reflections **Released** Nov 2000

DRIVER 2

UNDERCOVER!

CASE PROFILE



Martin Edmondson

Name: Martin Edmondson
Job Title: Managing Director
Company: Reflections

Industry Veteran
Martin Edmondson is the main man at Reflections, the studio behind the forthcoming *Driver 2*. His previous successes include *Driver*, *Destruction Derby 1 & 2* and the 16-bit classic, *Shadow of the Beast*. That's quite an impressive role call...

The sequel to one of the hottest games of '99 is on the way, and we interview the programmers...

The sequel to one of last year's hottest games is well under way. *Driver 2* features new scenarios, new vehicles and a whole new attitude. We caught up with Martin Edmondson, owner of developers Reflections, to get the inside story...

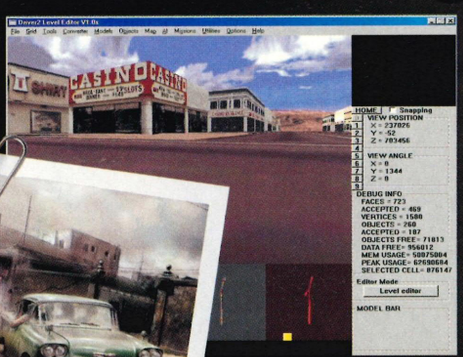
extreme: What changes have been made to the physics model second time around? Are you aiming for realism, or a more arcade feel?

Martin Edmondson: ***The physics is actually one area of the game that really hasn't changed at all, except for work on speed optimisation. We were very happy with the way the car handled in Driver 1, and hope to replicate the same ease of play, whilst still being realistic. One thing that has been expanded, however, is that now Tanner can drive a much greater range of vehicles, so there will obviously be more variation in the way they feel.***

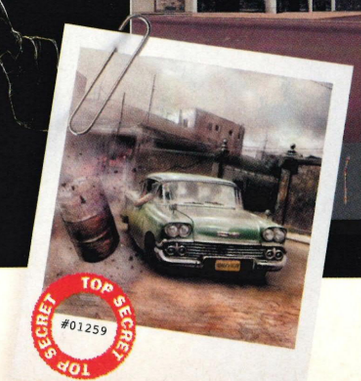
extreme: What about enemy AI? Can the police and other enemy drivers achieve more in the second game?

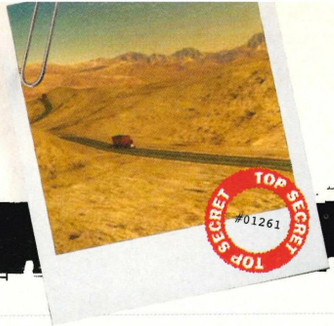
Martin Edmondson: ***The chase AI has gone through a major overhaul. This was necessary to allow the cop cars to deal with the new curved roads and junctions. In Driver 1 the cars only had to deal with straight roads and right-angled bends, but there's far greater subtlety to Driver 2's roads. The difficulty here for the programmers was coming up with a system which is complicated by the junctions but must also run at least as quickly, but preferably faster.***







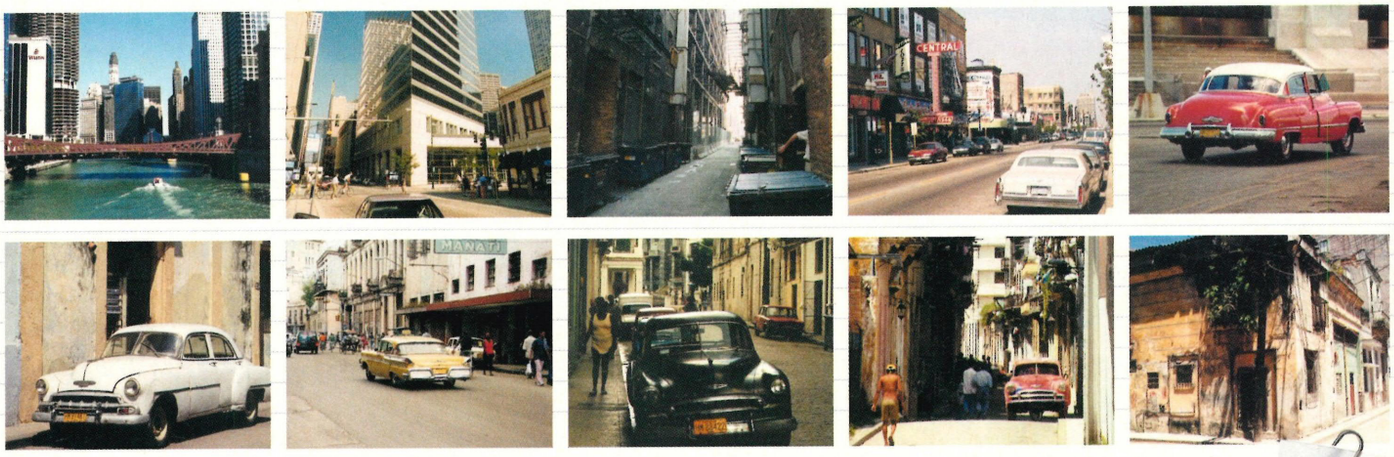




Sizzling Cityscapes

The Reflections team has done a great job of creating the cities where the game is set. "Each city in Driver 2 has its own team, and members from that team visited their city to collect thousands of photographs and many hours of video footage", said Martin Edmondson. "This is no easy feat as there are around 150,000 buildings and objects in each city".

Any major changes? "The cities are more accurately modelled than those in the first game as we can now use proper curved roads and junctions. In Driver 1 we had some junctions which joined freeways at a right angle with traffic lights. This is obviously not very realistic on a freeway, so now we can have proper exit and entry slip-roads which bend away from the main road and form an under- or over-pass in a more realistic manner".



extreme: One of the few criticisms of the first game was that it got a little samey after a while. How varied are the missions in the second game?

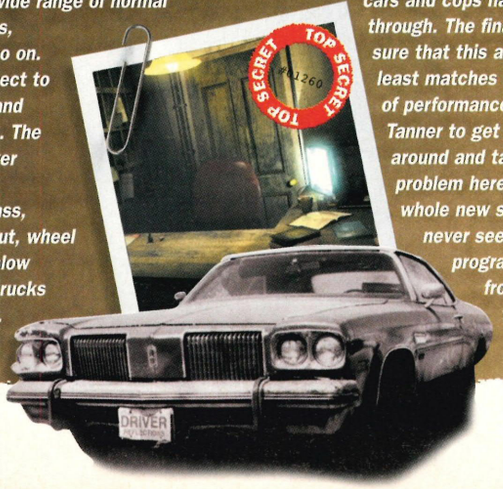
Martin Edmondson: *Very, and to a certain extent this is helped by the fact that Tanner can now get out of the car. It allows us to start and end missions in a much more satisfactory manner. For example, in the first game, when Tanner ended a chase, the car screeched to a halt and ended the mission. Now, in some missions, Tanner needs to run across the street and take a car. At the end of the chase he has to jump out of the car and run after the guy or into a building (depending on the mission). Whilst on foot, Tanner can also perform some simple tasks which give him a little bit more to think about. The emphasis is still very much on the driving, however.*

extreme: Is Tanner still in the police force, or did he really resign at the end of the first game?

Martin Edmondson: *He's still in the force, and he now has a partner called Tobias Jones to help him out.*

extreme: What sort of cars do you drive in the new game? How different do they feel?

Martin Edmondson: *Quite a wide range of normal cars, plus buses, trucks, vans, ambulances, firetrucks and so on. Most vehicles you would expect to find in a real city are there, and Tanner can drive any of them. The physics model we use in Driver allows us to change various attributes of the cars like mass, centre of gravity, power output, wheel positions and so on. Heavy, slow vehicles such as buses and trucks really do feel heavy and slow.*



extreme: The pedestrians are better implemented second time around, doing more than standing still and jumping out of the way when you drive at them. How does this help the game? Can you actually hit them now, or are they still quick on their feet?

Martin Edmondson: *It's really just a question of realism. We wanted the city to feel a little more 'alive'. So if you just park up your car and sit and watch the world go by, you should notice more little details. No, you cannot kill anyone. We actually feel it looks more amusing to have pedestrians diving out of the way if you mount the kerb. It's completely unnecessary anyhow – I can't think of any film car chases that see cars hitting innocent bystanders.*

extreme: What's your favourite part of the game? What problems did you encounter programming it?

Martin Edmondson: *One of the biggest improvements is the use of curved roads and junctions, which not only allow greater realism, but also make simply driving around more interesting and challenging. The problems for the programmers were numerous. Simply storing and drawing this additional geometry was problem enough, but also major changes in AI of both civilian cars and cops had to be worked through. The final difficulty is making sure that this additional code at least matches the original in terms of performance. Also, with allowing Tanner to get out of the car, run around and take a new one, the problem here is that this is a whole new section of the game never seen before, so all programming was started from scratch. Whilst testing, we came up with all sorts of problems we hadn't envisaged that could be caused by players walking around for long periods of time.*

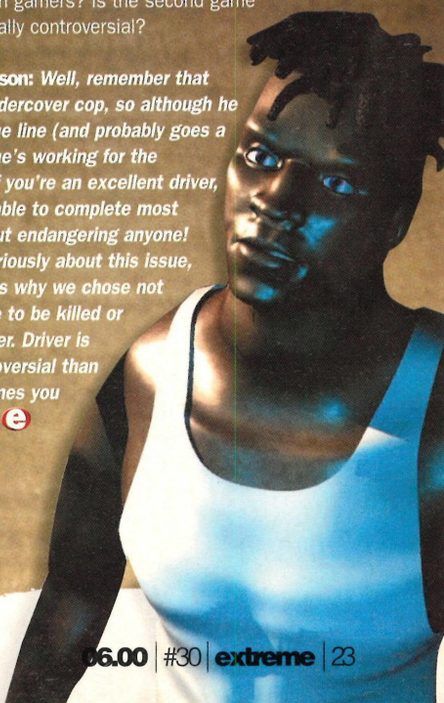


extreme: The final level of the first game was incredibly difficult compared to what came before. Will this be the case in the new game?

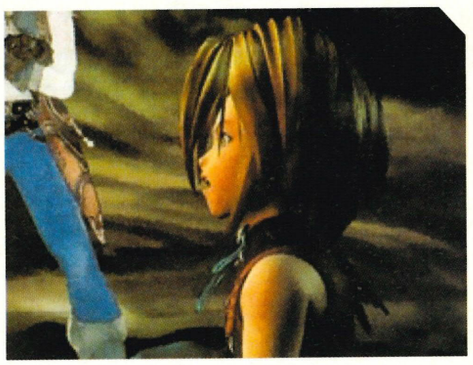
Martin Edmondson: *We will make sure that the final mission is difficult, but may give players a little more of a break this time because in Driver 1 it was REALLY hard ! It took most of us here 15 to 20 goes to crack it.*

extreme: Finally, the first game raised a few eyebrows with Tanner's criminal activities. Do you think it was a bad influence on gamers? Is the second game likely to be equally controversial?

Martin Edmondson: *Well, remember that Tanner is an undercover cop, so although he walks a very fine line (and probably goes a little over it!), he's working for the greater good. If you're an excellent driver, you should be able to complete most missions without endangering anyone! We do think seriously about this issue, though, which is why we chose not to allow anyone to be killed or injured by Tanner. Driver is FAR less controversial than many other games you could mention.*









UPDATE

Publisher Squaresoft **Developer** Squaresoft **Released** Sept 2000

FINAL FANTASY IX



■ *Final Fantasy IX* is very atmospheric...

It's time to delve once more into the magical universe of the most successful RPG saga ever. Can *Final Fantasy* deliver the goods one more time?

On 19th July, the crystal will finally be restored. Why? Because that's when *Final Fantasy IX* is released in Japan. Over here we have to wait until September, but from what extreme has been told, it certainly looks well worth the wait...

"...THE WORLD IS NOW MADE UP OF KNIGHTS, MAGES AND OTHER TOWNSFOLK..."



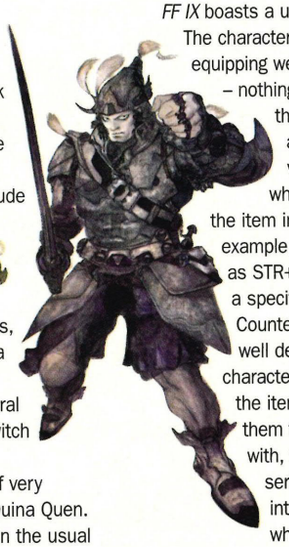


According to Squaresoft, the crystal, which is the origin or starting point of the series, will be restored to its rightful place by the ninth game in the saga. The world is now made up of knights, mages and other townsfolk familiar to those who've played the (non-PlayStation) *FF IV* and *V*. Those who played the import *Final Fantasy Anthology*, reviewed back in Issue 24, know that visuals weren't the series' strongest points back in those days. Thus the cosmetics in *IX* are inspired by the 3D perspectives enjoyed by *VII* and *VIII*, with deep, emotional scenes and stunning visuals. As regular readers know, the characters return to the super-deformed stylings of the seventh game too.

FLYING CITIES

In another link with past *FF* games, the potential size of the player's party has been increased. Also, all the major cities in the new world float through the skies, a little like those in Eternal Arcadia. Look out too for the Prima Vista, a floating theatre (no doubt the ticket prices will be sky-high).

A new hero-of-the-hour is 17-year-old Zidane Triball, a kid raised in poverty who turned to thievery to get back at The Man – how this mysterious character hurt the cat-tailed Triball is not yet known. Other characters include VIVI Ornitier, a seven-year-old trainee black mage, bodyguard Edward Steiner, 33, Garnet Tale Alexandros, a selfish princess, and the rat-like woman, Freija Cresent. Look out too for rusty brawler Salamander Coral and six-year-old precocious witch Eiko Carol. The traditional 'useless fighter you get rid of very quickly' appears as a cook Quina Quen. There's no 'main' character in the usual sense. As in the early *FF* games, the plot switches from one person to another throughout the game.



FF IX boasts a unique item system. The characters gain strength by equipping weapons and armour – nothing out of the ordinary there – but abilities and points gained vary according to which character equips the item in question. For example, an artefact listed as STR+20% might also give a specific character a Counter ability. If this is well designed, so the characters gain most from the items you might expect them to be comfortable with, this could add some serious depth and interest to a task which in many RPGs is simply a chore. Items include, of course, swords, shields, armour, helmets and weapons.



A COKE AND A GAME...

In Japan, the world of *Final Fantasy* is being used to advertise Coca Cola. Here are a few stills from the computer-generated TV commercial.

The commercial offers a complete story, portrayed in cut scene-style computer graphics and set in the world of *Final Fantasy*. Set within a square seen in the forthcoming *FF IX*, a crown pops out of a Coke bottle and is chased by Zidane. He fails to catch it, and is joined by VIVI and Steiner – the square is thrown into uproar as the crown evades the pursuers. As the crown (or bottle cap) flies overhead, it spreads its Coca Cola magic (bleugh!) and brings joy to the square. Tacky, we know, but it looks good...



















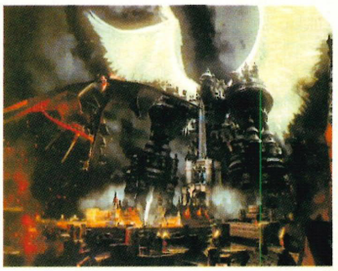
The flying theatre – bet the ticket prices are sky-high...

FIGHTING FAMILIAR

Most of the characters in the game have a familiar, a small creature that follows them everywhere (when they've found it). As you would expect, they're all in some way associated with the character in question. For example, VIVI has a miniature mage, Zidane Triball a feline and Steiner a bat. Guess what Salamander Coral's familiar is? Yep – a salamander! It's not yet clear what effect these creatures have on the game. They may be just a little bonus Easter egg, but as almost every character has one, it seems likely they can be used in some way.

And the plot? Squaresoft are staying tight-lipped at present – they don't want to spoil it for you. As the game will take around 40 hours to complete, though, it should be pretty in-depth.





"...FF IX BOASTS A UNIQUE ITEM SYSTEM..."

Final Fantasy IX represents the end of an era. The restoration of the crystal ties up loose ends, and prepares for a new chapter in the *Final Fantasy* saga. Where *Final Fantasies X* and *XI* (for PS2) will take the series is anyone's guess, but it looks as though we'll have great fun finding out...

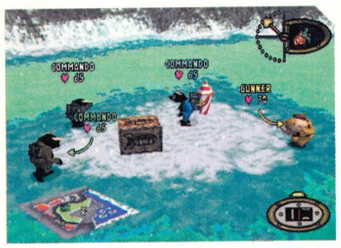




We're looking forward to the English version...

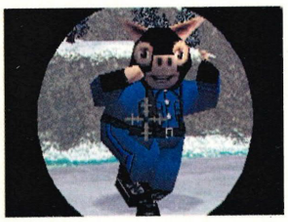
Publisher Infogrames **Developer** Gremlin Studios **Released** June

HOGS OF WAR



LEE HARVEY HOGS-WALD!

One of the most useful weapons in *Hogs of War* is the sniper rifle, which allows you to hide far away from the range of the enemy, zoom in until you can see the whites of his eyes, and then watch in mirth as you blow him away.



The fight is on, and it's hogs wild with Infogrames' tongue-in-cheek wargame...





History has taught us that war is no laughing matter. Gaming history has taught us that wargames are often sombre affairs, containing as many laughs as a *Birds of a Feather* marathon, ie. none. Now all that is about to change in a major way with the release of *Hogs of War*, a strategy game guaranteed to have you in stitches.

You take the role of one of the big pig nations, as you battle against hogs from around the globe. Each nationality has a distinct personality, and they're all hilariously voiced by Rik Mayall. What more could you want?

The action rattles along at a super-fast pace as you attempt to destroy the enemy with increasingly insane weaponry, ranging from the simple shotgun to a bazooka which can send your oinking enemy flying through the air. The game takes place over a multitude of terrains, each more treacherous than the last. If the level is set in an icy environment, when you shoot an unlucky porker he may slip down a steep hill into the icy water below and drown. Alternatively, you can use dangerous minefields to your advantage by using your grenades to blow the enemy onto the mines, thus getting in two attacks in one. Clever.

■ Remind anyone of *Worms*?



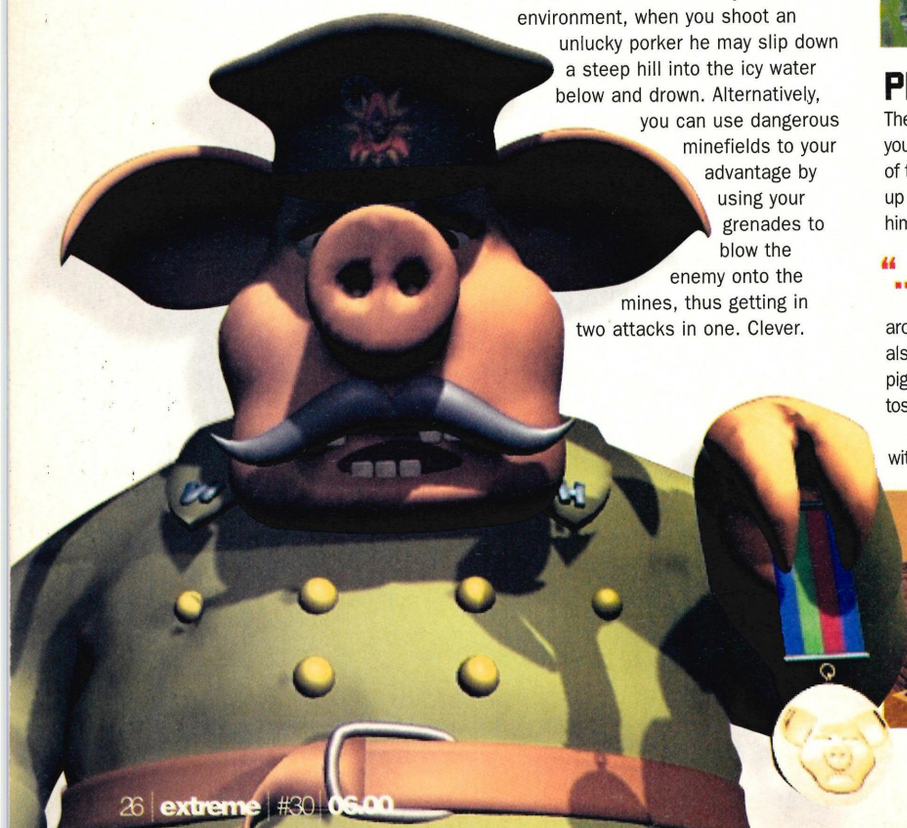


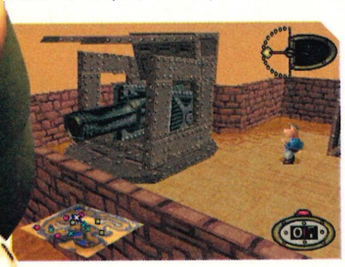
PIGS MIGHT FLY...

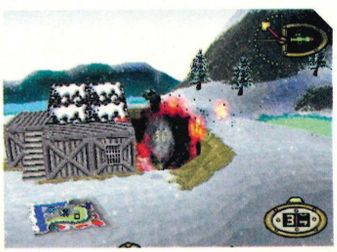
The game's turn-based combat means you must always remain one step ahead of the opposition, as it's no good getting up close to an enemy pig and shooting him with a rifle, only for him to turn around and blow you away. You must also be careful not to clump all of your pigs together, as this allows the enemy to toss in a grenade and take the advantage.

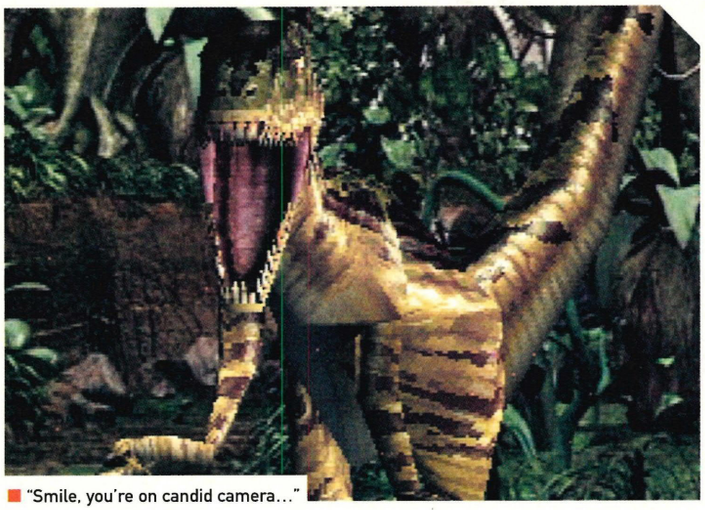
Hogs of War could've become a joke with little depth, but the preview version has already begun its epic journey around the office and the consensus is this is a game guaranteed to keep you entertained for the foreseeable future. The one-player mode contains a huge amount of missions, each more complex than the last, and the multiplayer action should have a limitless lifespan. Whether you're fighting the foe in Saustralia or battling it out on a giant duvet, *Hogs of War* could soon be hogging the charts. Oink!

"...GUARANTEED TO HAVE YOU IN STITCHES..."









"Smile, you're on candid camera..."



FIRST SIGHTING! • FIRST SIGHTING!

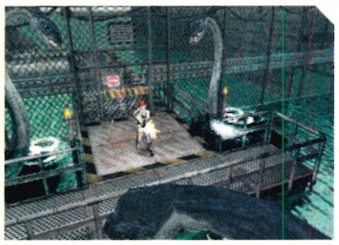
PREVIEW

Publisher Virgin Interactive **Developer** Capcom **Released** October

DINO CRISIS 2



The dinosaurs can now team up on you.



Beware of monsters in the dark.



The creatures attack from air and land.

The dinosaurs are back, tearing up the PlayStation with tooth and claw...

The dinosaurs are back! Designer Shinji Mikami and the team responsible for the *Resident Evil* games return with *Dino Crisis 2*, the sequel to last year's smash hit horror survival game! *Dino Crisis 2* takes place after the events of the first game, and again pairs quick-witted heroine Regina with agent Dylan, whose brute force approach is often as subtle as a raging raptor.

Following the capture and imprisonment of Dr Kirk at the end of the first game, the government continue with his dinosaur-cloning experiments in a top-secret jungle location. However, for some unknown reason, the base disappears. Initial reports say it was taken back in time to an era when dinosaurs ruled the world – how or why is unknown. Thus a reluctant Regina must once more join the crack team and battle the cloned creatures, but this time on their own turf...

JUNGLE BROTHERS...

In the dark, lush prehistoric jungles, death lurks around every corner. There are more dinosaur breeds than before – more than ten are already confirmed, and this time they can gang up on Regina and Dylan, instead of merely attacking individually as they did in the first game. Look out too for enhanced cinematic cut scenes, and much-improved level detail, featuring wide-open locations, dark corridors and blistering jungle scenes. Capcom boast a level of detail never before seen on a PlayStation.

The two main characters have also been given a make-over, with a host of new abilities and weapons. With multiple simultaneous attacks on the cards, it's a good job they can carry and use two weapons at once in the second game. As well as the main mission, there are also some special sub-tasks which involve taking out a specific monster or protecting or rescuing a survivor. Success in these missions offers rewards such as new equipment or weapons.

The 3D playing area is also more interactive now. Our two heroes can hide, picking off enemies from the safety of cover, instead of just charging in. As this is a factor which made *Doom* such a classic, its inclusion in *Dino Crisis 2* is very welcome.

According to Capcom, '*Dino Crisis 2* builds on the impressive reputation of its predecessor. It takes the survival horror theme to new heights, with a game that builds tension through incredible action set pieces and amazing graphical touches. Its mix of puzzles and gun-toting action conspires to create an epic title with as much bite as its razor-clawed raptors'. Sounds thrilling...

PREVIEW

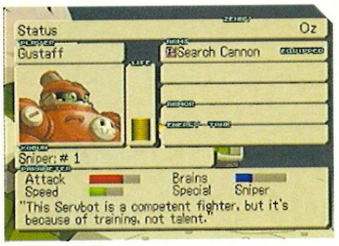
Publisher Eidos Interactive **Developer** Capcom **Released** June

THE MISADVENTURES OF TRON BONNE

Robber robots and fraudulent money lenders – gaming gone wrong?







Get your 'bot's own personal stats...

Teisel Bonne is in trouble. He borrowed money to build a spaceship, and now he can't pay it back and gets kidnapped. His sister, Tron, goes out with 40 robots to rob the ransom money. This is for kids?

Kids will have no problems playing this – it's bad (that's good bad, not bad bad)! Tron takes us pan-genres with crazy action, puzzle and RPG entertainment. You play the part of Tron and must look after and nurture some 40 sweet little servbots, which seem related to Lego men. This is where the RPG element is strongest; each bot has different strengths and weakness that can be manipulated via a work-out in the gym or by acquiring a new item.

The little bots also accompany Tron on raids in her mecha-suit. The mecha-suit is the brawn of the bunch, but the 'bots can go where the suit can't, ie. small tunnels, etc. Players run into a mass of puzzles and characters that need to be killed or trusted. The first mission sees you nicking gems from a mine; to do this you must enlist the help of a miner to help you out.

The presentation and interface are very good at this stage. *Tron Bonne* looks to be an entertainment extravaganza similar to N64 blockbusters like *Zelda* and *Mario*. Look out for a full review soon. It's gonna' be big...



Why do all Japanese characters have those stupid haircuts?



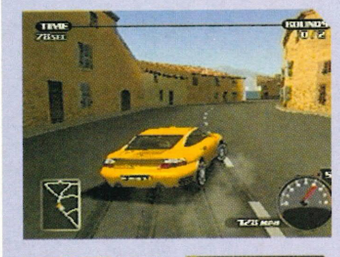


PREVIEW

Publisher Electronic Arts **Developer** Electronic Arts **Released** Summer 2000

NEED FOR SPEED: PORSCHE CHALLENGE

EA's rozzer racer is back with a lesson from history...







Wouldn't it be cool if there was a driving game that included old classic automobiles and new turbo-charged cars? Wouldn't that be great? Wouldn't it be even better if it was *Need for Speed*, where you can get chased by the Old Bill and race for pink slips?

Well, boy racers, the wait is nearly over. *Porsche Challenge* offers two types of play; the usual burn-out towns run-around, and the new sepia-toned Evolution Mode. Players must win races back in an age gone by to qualify for a chance in the latest Porsche cabs.

We played it, so how does an EA Porsche handle? At this preview stage, pretty good. You start with a limited budget that allows only the slowest cars to be purchased. Races are run for extra dough, allowing for some tuning up or a new car. The licence means all the cool Porsches are here, even Chitty Chitty Bang Bang...

The physics are coming along nicely, set somewhere between the weight-shifting seriousness of *GT* and the simple arcade driving of *Ridge Racer*. The classic cars proved to be the slower and more challenging of the vehicles, but we didn't unlock the modern monsters that are sure to scare the shift out of everyone.

EA's latest will be crashing into play very soon. Stay tuned...

PREVIEW

Publisher THQ Developer N-Space Released Sept

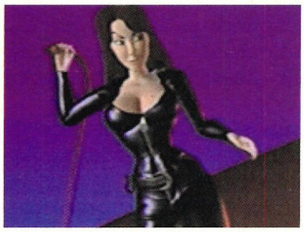
DANGER GIRL



INTRODUCING...

Meet the Danger Girls – sexy, smart, sassy and always sweaty. There up for it and for £30 they'll...







Pussy galore...

Move over Sisters of Murphy's – there's a new bunch of babes in town. Hot on the heels of *Die Hard Trilogy 2* comes the Danger Girls. Thank you N-Space! At last we don't have to feel silly anymore. The Danger Girls are well up for it – they love it and want you to love it too.

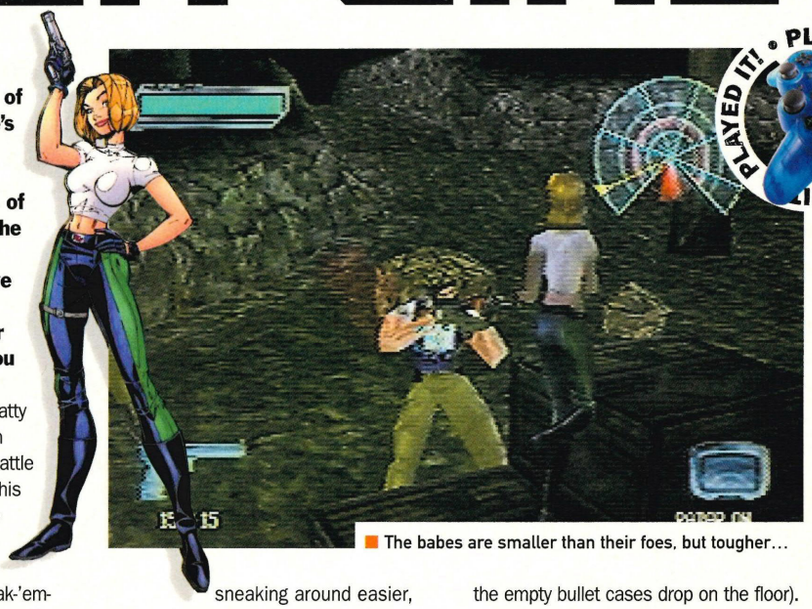
Danger Girl is more than a batty bonanza. The super-chicks are in need of gamers everywhere to battle the evil Hammer Organisation. This means taking control of all three busty bombshells in a game of tactical espionage. It's the scenario of the third-person sneak-'em-up, the world of Solid Snake, Ethan Hunt and Gabe Logan (and also lanky Lara). It's like *Charlie's Angels* meets John Woo with breast implants.

The girls are working for an 'elite top-secret spy agency', so it's handbags brimming with electronic lock-picks, night-vision goggles and mini-surveillance cameras. And that's just for perving. The game takes place on one disc, featuring 16 levels of stealth, sniper action and driving, set in six exotic locations.

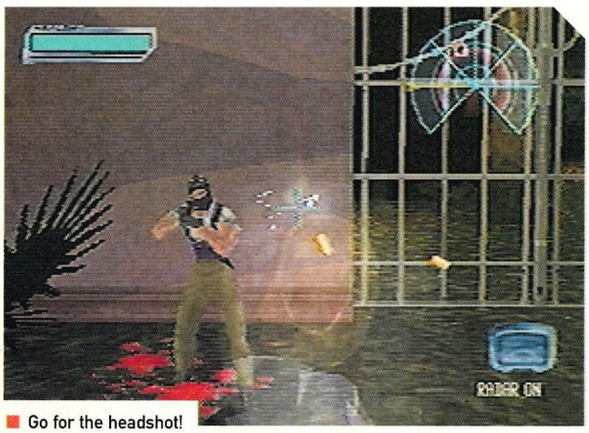
GIRL POWER!

We've played the preview code, and we're impressed. All three girls are playable, with legs up to their asses, running about the landscape, smoothly strafing like Gabe and efficiently wasting the bad guys. There's a 'cone' radar system (as in *MGS*) that makes sneaking around easier, as you know what way the baddies are facing. The characters are bigger (in body and bosom) than Lara, and exceptionally drawn and animated. It's basically looking like a fine slice of a popular action genre with plenty of sassy, sexy, schiznik thrown in to exploit men's weakness. And why not?

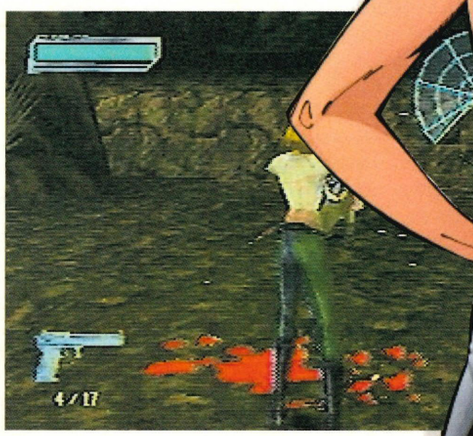
Apart from the curvaceous rear-end aesthetics, the game is a right goer. These days developers know the PSX inside out, and it shows with *Danger Girl*. The quality of graphics and characters is first class. With the Dreamcast and PS2 getting mad attention, PSX games have a lot to compete with. *Danger Girl* shows what a PSX can do when pushed to its limits; the polish is dazzling. The graphics and sound are top-notch (hear the empty bullet cases drop on the floor). The control system works amicably (the right stick moves the camera) and AI is tight (baddies duck down if you spend too long aiming a head-shot). It should be obvious that *Danger Girl* is going to be more than just a lot of tits and ass (but that's okay too).



■ The babes are smaller than their foes, but tougher...



■ Go for the headshot!





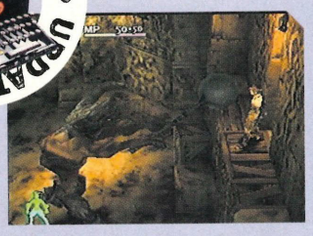
UPDATE

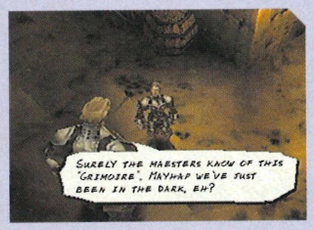
Publisher Squaresoft **Developer** Squaresoft **Released** 14th June

VAGRANT STORY

We previewed it last month, but Squaresoft's latest is causing such a commotion, we just had to play it some more...





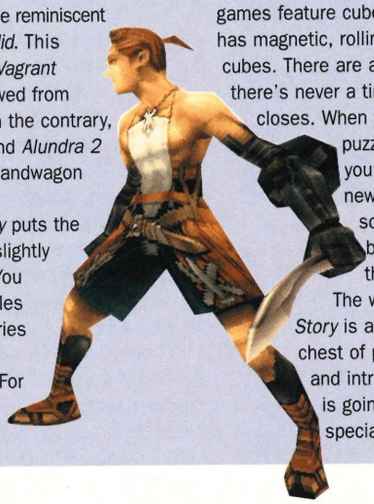




Salvation! RPG fans will be going hammer and tongs for *Vagrant Story* this June. The game is basically a 50/50 balance of stylish cinematic and orthodox RPG, which equals one hell of an adventure.

The presentation is superb. If these screens look slightly pixelated, that's because they are. But when animated, the graphics look like crayon drawings, going hand in hand with the graphic novel style of dialogue throughout. Cut scenes shower the gameplay, elaborating the atmosphere and enhancing the storyline, in a style reminiscent of *Metal Gear Solid*. This does not mean *Vagrant Story* has borrowed from other games. On the contrary, *Dragon Valour* and *Alundra 2* jumped on the bandwagon before it moved.

Vagrant Story puts the player in a 3D (slightly isometric) city. You must solve puzzles and kill adversaries to proceed and explore further. For example, most adventure/RPG games feature cubes – *Vagrant Story* has magnetic, rolling and frictionless cubes. There are also levers, but there's never a time limit as a door closes. When you solve a room's puzzle, the next time you enter there's a new puzzle that can be solved for points, but is not vital to the quest.



The world of *Vagrant Story* is a veritable treasure chest of puzzling gameplay and intricate combat. This is going to be very special indeed... e

UPDATE

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

NIGHTMARE CREATURES 2

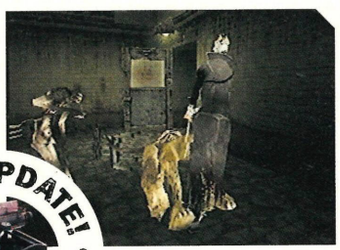
Heeeeeere's Wally! Welcome to the slaughterhouse – it's like a playpen. There's no escaping...



We recently received up-to-date preview code of this nut-chopper. *Nightmare Creatures 2* is running slicker than a blood puddle; who said sequels are rubbish?

The original game was a great idea, but had a bad engine. *Nightmare Creatures 2* is an astonishing improvement. Wally is treated to some expertly-executed claustrophobic level design. You start the first stage in what looks like the Alternative Hospital level in *Silent Hill*, but that's just the beginning. Loads of animated hanging furnishings, such as lights, chains and torn sheets, put together with cool lighting FX and scary sonics, set the macabre *Nightmare Creatures 2* atmosphere.

There's some frightful fights to be had with the locals. The blood gushes as limbs fly. You can decapitate and dismember ghouls, then watch their vain attempts to get you. Ha! The combos are included once again, with new fatalities (à la *Wu-Tang*) to slice it up a tad.





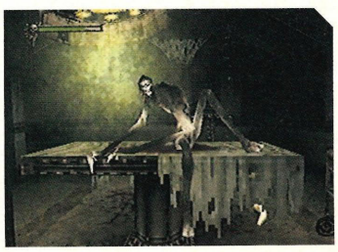


The pace of the new game is the same as the original (fast), but the engine is much smoother. These character graphics look hi-res, don't they? The animation's first class and in abundance, and lots of very short cut scenes keep you stuck on the edge of the ducking stool.

Wally kisses goodbye to picking up objects in favour of kicking or chopping collectable items into his inventory. Yes, Wally breaks down doors like Jack Nicholson did in *The Shining*. He stomps giant maggots and swims like Lara.

We think it's so close to being ready. Expect a full review as soon as we untie the bandages... e

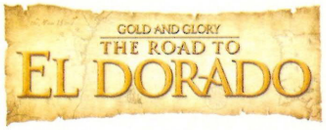




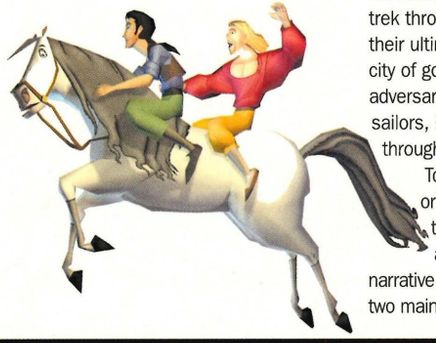
FIRST LOOK

Publisher Ubi Soft **Developer** Revolution Software **Released** Late 2000

GOLD AND GLORY: THE ROAD TO EL DORADO







Sun, sea, sex and sangria? No, not that *El Dorado*...

Adventure specialist Revolution Software is working on a game based on the DreamWorks cartoon *Gold and Glory: The Road to El Dorado*.

Portraying the movie's affable con men, Tulio and Miguel, players embark on a four-leg voyage of discovery. These comrades in crime begin this epic journey in their native Spain. As the story unfolds, players travel as stowaways aboard a conquistador ship, then trek through a lush and dangerous jungle to their ultimate arrival at the gates of El Dorado, city of gold. Gamers must overcome such adversaries as Spanish soldiers, knife-wielding sailors, hungry piranhas and savage warriors through 20 levels of action adventure.

To further enhance action segments, an original and innovative storytelling technique has been developed. Featuring actual animated sequences from the film, the narrative of the game is told in retrospect, with the two main characters recounting their past exploits.





FIRST SIGHTING! • FIRST SIGHTING!

True to their con-artist natures, Tulio & Miguel often exaggerate their escapades and heroism, capturing the humour and personality of the movie. *Gold and Glory: The Road to El Dorado* forges the humour and excitement of the movie into a dazzling 3D gaming adventure.

FIRST LOOK

Publisher Take 2 **Developer** Lost Toys **Released** Sept

MoHo

New kids on the block, get that *MoHo* working!





Not to be confused with '70s blaxploitation movie *Mo Ho's – Pimpin' Caddy*, Take 2's newest product isn't an exercise in ebonics, rather a futuristic all-action arcade-style gameshow.

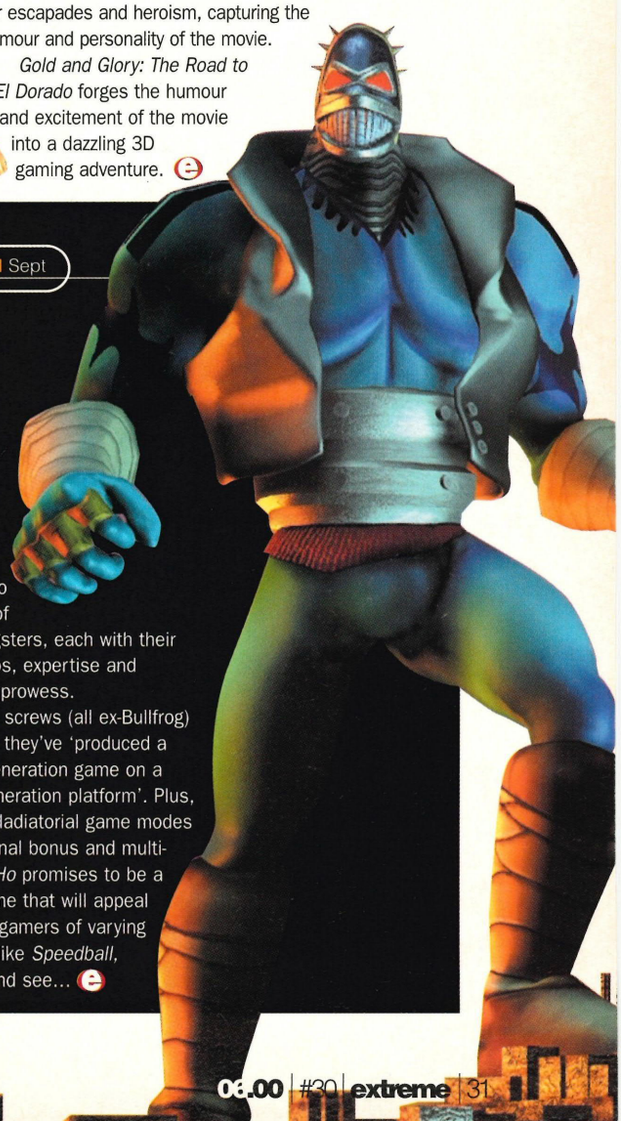
The game takes place in the distant future in a world similar to that of *The Running Man*, where prisoners compete in gladiatorial skirmishes for the amusement and pleasure of (sadistic) law-abiding citizens.

You guessed it, YOU get to play the part of one such jail-bird. Being a lifer ain't easy, so your only hope is to kick ass all the way to Daddydom, AKA the People's Champion.

Wannabee gaffers must make it through ten of the galaxy's toughest Pens, divided into more than 80 levels. That's the bottom line, and you get to choose from one of five original gangsters, each with their own combos, expertise and physical prowess.

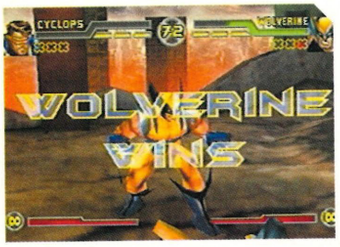
FIRST SIGHTING! • FIRST SIGHTING!

The screws (all ex-Bullfrog) reckon they've 'produced a next-generation game on a now-generation platform'. Plus, 'with 7 gladiatorial game modes and additional bonus and multi-player levels, *MoHo* promises to be a classic arcade game that will appeal to all ages and to gamers of varying experience'. A bit like *Speedball*, then? Let's wait and see...













My, granny, what big nails you've got...

PREVIEW

Publisher Activision **Developer** Paradox **Released** August

X-MEN MUTANT ACADEMY

If you want beef, bring the ruckus as *X-Men* go 3D in public!

'That's absurd!', we said, 'Paradox is doing the new *X-Men* game – and in 3D? But what about Capcom? What does Paradox know about making fighting games?'

Quite a lot, actually. Unless you've been dead (or playing *Pokèmon*) for the last two years, you know Paradox titles; *Thrill Kill* (the one they banned) and the similar *Wu Tang: Taste the Pain*.

The Paradox pedigree is on display in August with the 3D debut of the *X-Men*. Sticking to a standard set by Capcom, *Mutant Academy* includes mad comic-book moves and cool special FX, plus aerial spectacular battling when utilising the extended jump. Juggling opponents 30 feet up? Yes, please!



"...GRAPHICS AND ANIMATION HAVE BEEN GREATLY IMPROVED..."



The X-Team includes ten superheroes to fight with, each with unlockable costumes and mutant moves. Each character has individual abilities and weaknesses. The preview code zooming about the office only included Wolverine (the doggy one) and Cyclops (the one who's crap at snooker), and various other oddballs. But can we believe the hype? We had a go...





A stunning air attack from Wolverine...

'X' MARKS THE SPOT...

The gameplay is solid, as usual. Although we found the '3D' is as flat as a Storm's six-pack. So don't expect full 3D roaming (á la *Soul Blade*), or side-stepping (á la *Tekken*). But do expect the same *X-Men* 2D gameplay, except for a few 3D special moves and shaded 3D characters.

So you probably won't be able to roam the arenas, but you can make use of them. The game contains some interactive scenery, and we're told the locations correspond with well-known places from the *X-Men* stories.

Graphics and animation have been greatly improved, compared to previous *Street Fighter Vs* titles. Special moves are hidden in button combinations. It's rewarding when the camera pans round for a close-up of a new found grab or special – Cyclops' Beam Bolt is awesome, dude!

Put your capes and red pants away; the game won't be out 'til August. More info as we get it...



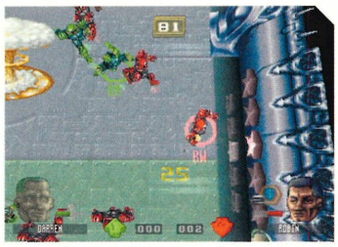


PREVIEW

Publisher Empire Interactive **Developer** Bitmap Brothers **Released** June

SPEEDBALL 2100

The Bitmaps' face-busting future-sport is back, and back with a kick in the teeth. But how well has it aged?







It's a no-holds-barred kind of ball game.

'Crabbed age and youth cannot live together. Youth is full of pleasance, age is full of care.' So said Bill Shakespeare – but he's *really* old. So Bill never heard of *Speedball*, or gameplay. We're sure you know the score by now on this one. The fearsomely-brutal old classic is most eagerly awaited – so they say. But will the new generation of PSX gamers (many too young to remember *Rollerball* or *Speedball*) embrace the sport with the same zeal as the nostalgic geriatrics?

We think so, but slowly. We've been brushing up on our ball skills, and being an old git myself, I've been attached to the console via nostalgic euphoria, and it's as fun and skilful and simple as ever...

VALUABLE PLAYER

Big up the Bitmaps for not selling *Speedball*'s soul to the transparency and 3D capabilities of the PlayStation. Some won't agree, but like Led Zeppelin (rock geriatrics) predicted in the '70s, 'the game remains the same'. Or was it 'song'? I can't remember... We *think* Speedball is the same as before, but we couldn't get the Amiga working.

It's a game of points, a fast fight for possession of a steel ball in a squash pit. Players get beaten down, barged, splatted into walls and spat out in the act of lobbing a sometimes-molten steel ball into a tiny goal.

The action's viewed top-down, and as before, the camera is fixed. The ball rebounds around the pitch in and out of the warps, and once it strikes all five wall-mounted stars, it multiplies your score – all at a rapid pace.

Initially slower are the team members, but with a few pick-ups and some money for equipment (such as brains), they're sharp as nails and faster than The Running Man. All the original teams are represented, and some new ones too. You manage the team, and buy/sell players as you need to. It's an excellent degree of depth, not too much nor too little.

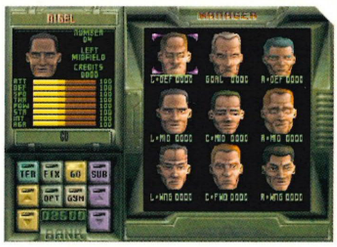
The graphics are deliberately true to the look of the original, albeit tweaked to show motion blur from the ball, with nice lighting and reflections on the pitch. If it was full-on 3D, *Speedball* just wouldn't be *Speedball* – and that's raw gameplay, with the easiest control system ever, (the model which many a football sim aspired to). It's points and power-ups, (that's how to melt the ball), it's 'Grrr' and definitely a man's sport. It's a bit ugly compared to today's standards, though...

We think the new generation of gamers will need some time for *Speedball*'s strength to become apparent. You can't see or hear the power of *Speedball*'s mighty gameplay, playability and addictiveness on a page, you have to play it. It could be a slow-burner, but gameplay is key, and once the hype dies down, watch this baby blow holes in your mirage. The battle is on, so sound the horn!



The graphics don't work the PSX hard.

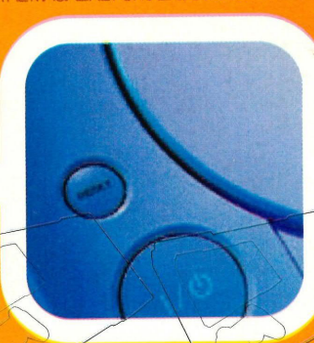
"...ONCE THE HYPE DIES DOWN, WATCH THIS BABY BLOW HOLES IN YOUR MIRAGE..."














IT AIN'T JUST FOR GAMES

We've all been there. **No money** for **new games**, and **bored** of the **ones you've got**. Fancy something **a bit different?** There must be **something else** the **PlayStation can do?** Funnily enough, **there is**. And Simon's here to **tell you all about it...**



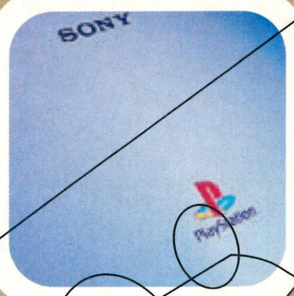






It ain't just for games...







Chances are, the majority of you never think of your PlayStation as anything other than a games console. That's okay, as we're pretty much the same, save for the occasional blast on Codemasters' *Music*. But, in one of those ideas born out of a lager-induced session down the local, we started to wonder exactly what else our grey box of tricks could do. And d'you know something? It can do a damn sight more than we first thought...

Lost in Music

The most immediately obvious non-gaming use of the PlayStation is, of course, as a CD player, as anyone who's slipped Britney Spears inside will know. It's not the most sophisticated CD player in the world, and it won't exactly put your local hi-fi store out of business, but it's certainly a start. After all, connect up some decent speakers and that's pretty-much the essence of your basic stereo anyway. Just without the tape deck, turntable and flashing knobs. You'll just have to use your imagination there...

We've all been there. **No money** for **new games**, and **bored** of **ones you've got**. Fancy something **a bit different?** There must be **something else** the **PlayStation can do?** Funnily enough, there is. And Simon's here to **tell you all about it...**

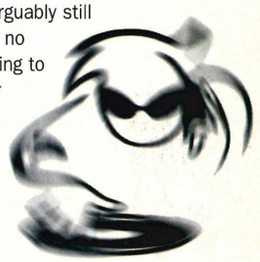






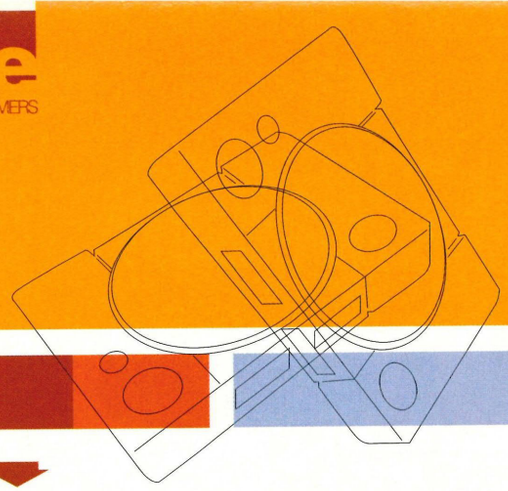
If you want some cool visuals to go along with your soundz, dig out that old demo disc that came with your PlayStation, boot up *V-CD* – which is brought to us by the guys and gals at Psygnosis – and then slap a music CD in when instructed. Your top trax are now accompanied by a cool light show, which you can adjust to suit. Sony's *Baby Universe* did much the same job, offering live lightshows which you can edit. Trouble is, it isn't significantly better than the free version – in other words, it's a complete waste of money.

The other obvious musical use for your PlayStation comes courtesy of the aforementioned Codemasters. When they first released *Music*, it's fair to say a degree of scepticism was (and arguably still is) forthcoming. Surely no serious musician is going to mix their latest wonder track on a PSX, after all? Well no, they're not, but that's missing the point. *Music* simply proved itself to be an ideal

















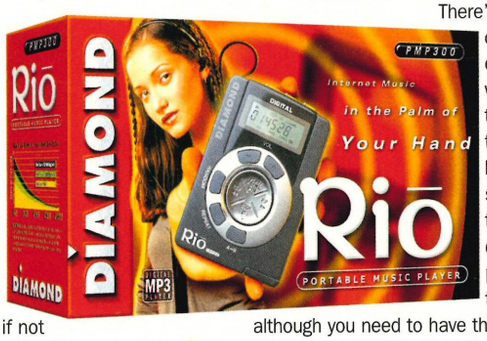




product for less experienced musicians and dabblers who fancied trying something out but didn't want to go to the expense of forking out for professional equipment. It's even more apt now that it's been chosen to springboard the new £9.99 price tag for PlayStation offerings.

However, if *Music* proved it was possible to find a market for music-generation software on the PlayStation, it was *Music 2000* that took things a step further when it appeared last Autumn, offering a far more sophisticated utility than we had any right to expect. Bundled with a huge library of goodies to get budding musicians started, and offering ample mixing opportunities, *Music 2000* offers an innovative use for the PlayStation and will keep you entertained for longer than you think.

You want more music? Okay, well what about MP3? Oh, come on, you know this one. It's the hyper-condensed music format that's got top executives shitting themselves over the fact that music tracks can now be exchanged over the Internet in minuscule files, and CDs that could previously hold around 75 minutes of music can now take four times that, if not more. Anyway, the point is that there is now a way to listen to MP3 files using your PlayStation, thanks to the MP3 Station, a peripheral from a Stateside company known as Ultimate Videogame Accessories. It retails for the equivalent of around 50 notes, and in conjunction with your television set, converts CD-based MP3 files into quality music. Unfortunately, it's not had the most warm of receptions, as so much hassle is involved in getting hold of the files to listen to in the first place. Think about it. MP3 files are distributed via the Net, so first of all you need access, and then some space to store your downloads. Then you need to get hold of a CD burner to write the files to disc, and finally you can then play them on your machine. Point is, if you had all that kit in the first place, then why not simply download a software-based MP3 player, and use it on your computer instead? Sorry, it's the cynic in us again, but we're left concluding that, much though we love the PlayStation, it ain't the natural home of MP3.



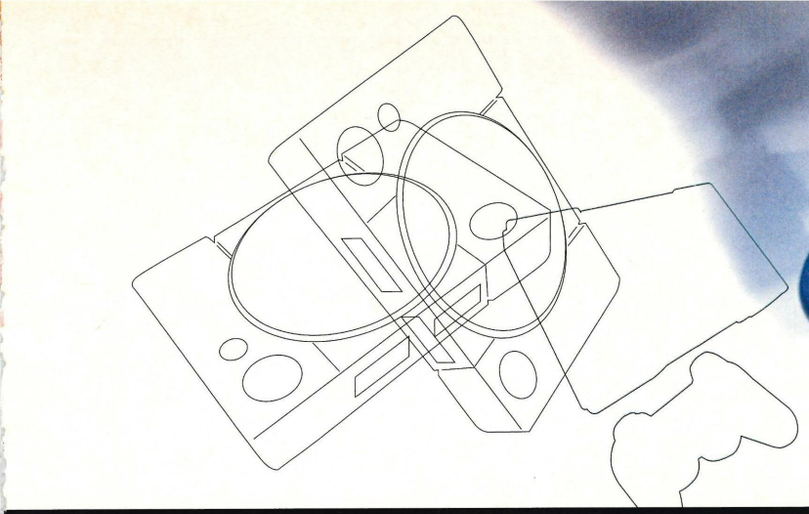
Maze a Game

Elsewhere on the PlayStation scene, there was the Net Yaroze project, which is sadly no longer taking new members on board. Net Yaroze offered wannabe programmers a stripped-down version of the PlayStation development kits that programming houses fork out plenty of notes for, at a price tag that, whilst not quite aiming at the vaguely interested (leaving not much, if any change from four hundred quid), certainly allowed amateur programmers access to some quality tools to make their own games. Oh, and when the kit originally launched in the UK, a special offer did cut the price somewhat.

There's still a thriving Yaroze community to be found on the Internet, although when we trawled through we found that too many sites hadn't been updated for a significant amount of time. Nonetheless, a quick search will reveal plenty of Yaroze games to be found online, although you need to have the hardware to turn them into something your PlayStation can read. Whilst no out-and-out classics were created, we nonetheless wholeheartedly respect the project and hope Sony has the same vision when the PlayStation2 comes around. In some ways, it could help move the industry a little step backwards towards the bedroom programmer of the early 80s, who knocked out quality games from the middle of a housing estate. It won't end up like that again, of course, but



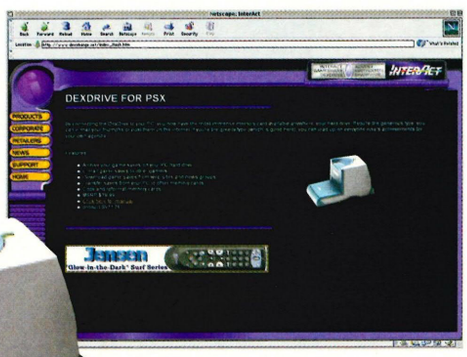




Transferring files?

Okay, this one is loosely related to games, so we're bending the rules slightly, but there's an add-on American PlayStation owners can get their paws on called the DexDrive. Now you'll have to talk to your friendly local import store to get hold of one, and you'll also have to own a PC, but if you qualify, shifting around memory card files will be made so much easier.

For starters, you can copy files from memory cards on to your PC, delete games or reformat the card at a much greater speed than the PSX chugs along at. Even cooler, though, you can then upload and download save files from the Internet, offering ample boasting potential, or just plain cheating. The simple pleasures in life, really. The unit is manufactured by Interact, who can be found at www.interact.com.





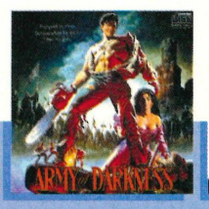


"The most **immediately obvious** non-gaming use of the PlayStation is, of course, as a **CD player**, as anyone who's **slipped Britney Spears** inside will know."

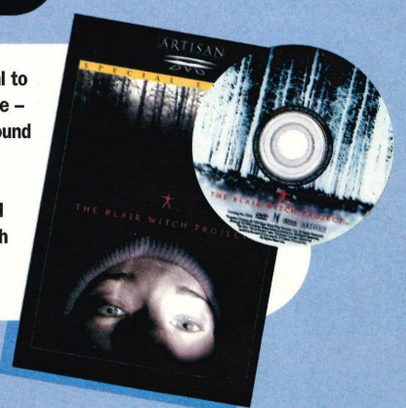
PLAY MOVIES?



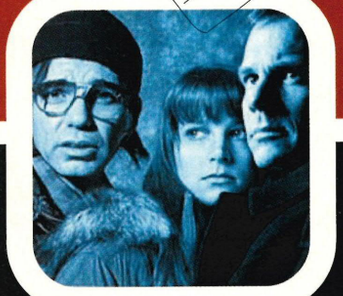
Want to watch movies on your PSX? You can – you just need a peripheral to enable your machine to play VCDs, or Video CDs. A simple piece of advice – forget it. Compared to DVDs, Video CDs suffer from inferior picture and sound quality, and lack many of the extra features you find on most DVDs. You're better off spending the money on a DVD player, which currently comes in at under 200 notes. Or you could always wait for the PS2, which plays DVD movies with no additional hardware needed...











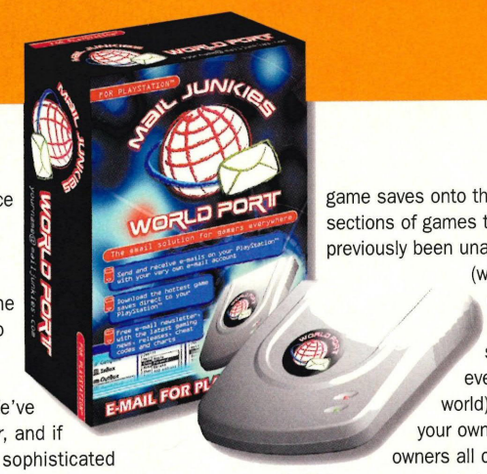






hopefully this is a way to embrace the ideas and visions that are created outside of multi-million-pound programming houses.

Another way to make a game comes courtesy of Agetec, who has released beat-'em-up creator *Fighter Maker* and is hard at work on *RPG Maker*. We've already reviewed *Fighter Maker*, and if you're looking for a supremely sophisticated programming tool, this ain't it. It's more in the ballpark of dragging and customising what's provided, and then popping it on a memory card. And it's also crap, with an over-complex editing suite, lousy graphics and useless AI. No wonder it scored 26% in Issue 28. Let's hope *RPG Maker* fares better...



Mail Domination

Finally, as we've talked about the Internet several times throughout the course of this intriguing expose (ahem), it's perhaps appropriate that we end on one of the most popular areas of online activity – e-mail. Thus far, for console-based e-mail, you've had to buy a Sega Dreamcast. Well panic not, because if Datel's latest release goes to plan, that's all going to change. The World Port is its name, and the idea is that you plug it into your PlayStation and connect it to your telephone line. Switch your machine on and you're good and ready to send and receive e-mails courtesy of the provided mail account, which is also viewable from PCs. Furthermore, and this is where the ubiquitous memory card comes in again; you can download game saves onto the card and unlock sections of games that you'd previously been unable to reach (which in the case of our editor is pretty-much the second level of every game in the world). You can e-mail your own saves to PSX owners all over the globe too.

The World Port goes on sale in the summer, and if you're looking even further ahead, Datel is looking at having the PlayStation2 version ready on launch day. We'll check it out in detail, no doubt, when we finally get our hands on one of the units, but in the meantime we're left saluting the innovation of the folk at Datel. Bless 'em.

Interact once announced an Internet-browsing device for the PSX. SharkWire was intended to let you use all the Internet's facilities with your little grey box, not just e-mail. Trouble is, although announced over a year ago, it still hasn't appeared and Interact is being very quiet about it.



Anyway...

So there we have it – by no means a 100% comprehensive guide to everything you can do with your PlayStation that doesn't involve games (chucking it through a window simply doesn't count), but certainly a tasty guide to get you started. Okay, we're not expecting you to retire your Dual Shock, but as we said, on one of those rare days when you just don't want to play a game, remember this. It could just change your life (although that'd probably say more about your life than this article). Now bog off and play with Britney again. You know you want to...

Army Moves

We don't make these up. The Japanese Trade Ministry seems to have come up with an alternative use for the new PlayStation2, claiming it can be used for unspecified military purposes! The end result could be a restriction of exports for the console, as there is a limit under Japanese law as to how many units can leave the country if there's some military use involved. We even checked the date of this, and it wasn't April 1st.



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Dragon Valour

extreme INFO:

Publisher Sony CEE
Developer Namco
Genre Beat-'em-up
Released Out Now **Version** PAL
Price £29.99 **Players** 1

- **MEMORY CARD**
- ANALOGUE PAD

Items & Power-Ups

Borrowing from traditional RPGs, *Dragon Valour* has lots of objects to collect. These range from things to sell for gold, to power-up-type talismans and pendants that increase attack or defence power.



Namco rework the angles of an age gone by. Chris goes into battle and asks how well the genre has fared...

Anyone remember *Dragon Buster*? How about *Golden Axe* or *Ghosts & Goblins* ? Namco does, and welcomes the golden age of gaming once again. *Dragon Valour* is not an RPG, but an adventure paying homage to these games of old. Imagine taking the best of eight-bit scrolling beat-'em-ups/platformers and fusing their classic gameplay together in lavish Namco 3D. This isn't a hyped-up promise. In this day and age – the PlayStation's finest hour – you can experience what consoles were made for.

The story tells the chronicles of the magic sword Dragon Valour, whose trustees are of the same lineage, spanning several generations. In a fantasy world where dragons are as highly intelligent as they are dangerous, humans live under the reign of these scaly dictators. Some worship the beasts, others fight.

Dragon-Slaying

The saga begins with Clovis, son of a dragon-slayer. The brother of the now-digested Elena, he must seek and destroy the dragon that swallowed his sister. Once you've hunted and slain the old smoker, you take control of Clovis' offspring, Arlen, and so on. By the end of disc one, you're navigating with Clovis' great-grandson. The specifics of the plot are entertaining (though some sections are more engrossing than others), but are overshadowed by the blistering gameplay.

Clovis is a little guy with a big sword in a 3D world. He must smash his adversaries, leap lofty platforms and solve the riddles of these luxurious levels to have the opportunity of a boss fight (and you know what that means – see boxout). This title reeks of 1980s arcade adventures. You control the heroes through simple though expertly-designed levels. Furnishing these scrolling areas are pitfalls, poisonous red mushrooms, falling pillars, those huge spiked mattresses coming from the ceilings and bellowing fire obstacles. It's like every good eight-bit platform game rolled into one – if only Monty Mole could see it.

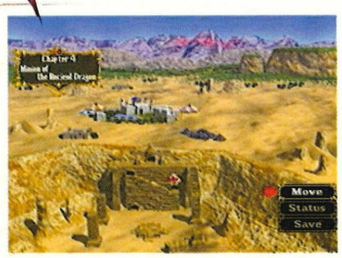
Monsters are as fundamental to adventure as dragons ever were, and *Dragon Valour* has them by the level-load, from the dumb warriors waving meat cleavers to the rock demons' and their lagging leaps. The monsters are amazingly varied aesthetically and behaviourally, making bashing them something of an art form. It's all about harnessing your strength, and more importantly, knowing the enemies' weaknesses.

Sensational Sword-Slashing

The Dragon Valour itself is a handy little weapon, but not the Excalibur you might imagine – not to begin with anyway. Enemies are challenging even after familiarising yourself with their attack patterns. Patience is required as most attacks need to be evaded, rather than taken on the chainmail. Thankfully, the slayer has many trim moves to hand. You can attack with one-hit hard blows, or flurries of the three-hit combo type. Special moves used at the expense of HP provide a motion-blurred massacre. Defence is effortless, literally, and evasive moves are easily pulled off, providing your timing is on point.

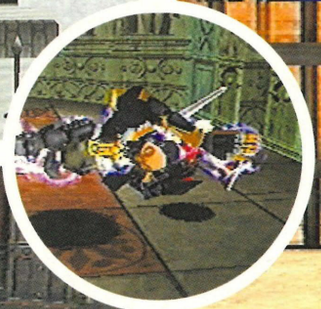
Magic, and upgrading it, is as important as your weapon as it's used to beat down monsters and pull HP up.













■ Fillipe goes for the headspin.



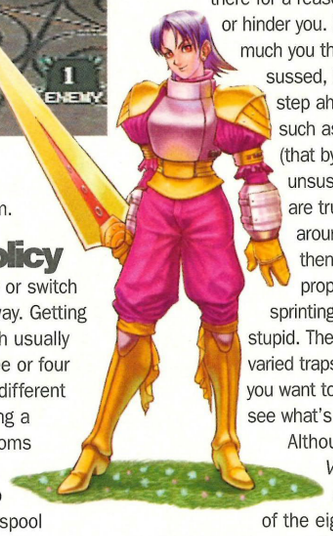
■ The magic snow aerosol.

Elemental magic is standard, and Ice and Thunder are easily obtained by finding the relevant tome. With certain sections requiring the use of Fire magic to illuminate rooms, you must keep an eye on your MP. Other types of spells, such as Stealth and Vortex (entrapment), are featured, and Healing magic can be used (apart from for the obvious reason) against the undead monsters, as in *Final Fantasy VIII*. Don't worry; doing a Paul Daniels is as easy as pressing Circle.

Once familiar with the controls, it's time to explore. The levels aren't seemingly-endless mazes, for once. You usually start on a path featuring two doorways, maybe four. You must then eradicate any guards blocking the way, although some are dopey enough for you to dodge 'em.

Open Door Policy

One path can lead to a key or switch that opens the other doorway. Getting the key or finding the switch usually means wading through three or four scrolling rooms, each with different obstacles and each requiring a different strategy. Some rooms have a couple-or-three of sword-wielding skeletons to grapple with, or poison cesspool floors that need to be stepped over. Platforms aren't left out, and can prove tricky on some stages – who put those poisonous mushrooms on the floor?



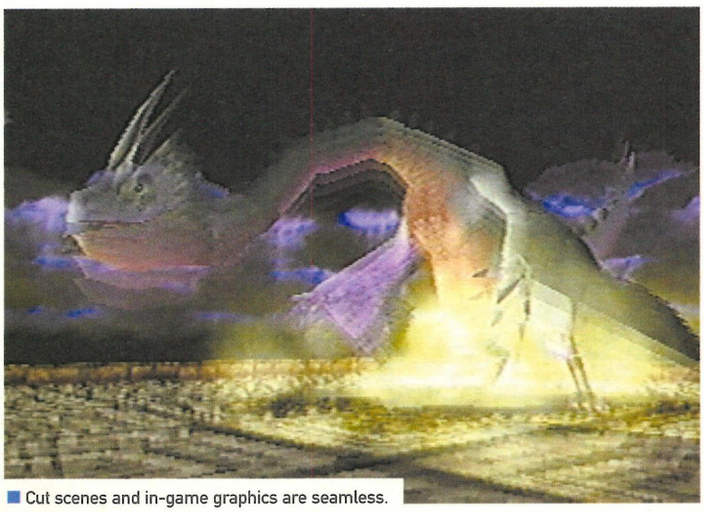
Valour promises some of the best-designed levels we've ever had the pleasure of plundering. Each object is there for a reason, either to help or hinder you. No matter how much you think you have *DV* sussed, Namco are one step ahead. Objects such as stone pillars (that by attribute, fall on unsuspecting players) are true to form for around three levels, then they stay propped up, making sprinting clever dicks look stupid. There are so many varied traps and monsters, you want to progress just to see what's up next.

Although *Dragon Valour* utilises the simple elements of the eight-bit era (poison mushrooms, falling pillars, fiery fountains, etc), its art is gorgeous. The animations look almost like they were motion-captured from real divvy skeletons. Check out the shots; it's never been so good. Adding to the atmosphere is the soundtrack. It's nothing to rave to or write home about, but purposeful and pleasant enough.

Valour isn't flogging wild, in-yer-face innovative gameplay. To the contrary; it's pure refinement. This title is at the pinnacle of arcade adventures and its strengths are subtle. Don't expect this game to burn down the barriers of innovation, but do expect two discs crammed full of good, old-fashioned gameplay. Probably one of the most professionally produced PSX games ever made.

Chris Kjolsen

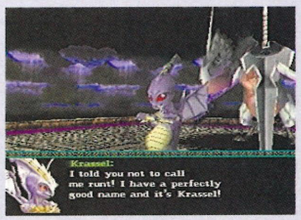
"...CRAMMED FULL OF GOOD, OLD-FASHIONED GAMEPLAY..."



■ Cut scenes and in-game graphics are seamless.

Dragon Boss Baddies

The real stars of the saga, Namco's dragons, are truly majestic (and made of some 800 polygons each). This means they're spectacular fire-chuckers, and individually very beautiful. You can feel their stomp rumble through the pad, and that sword won't do much more than scratch their leathery necks!







extreme
UPPERS
First class • VFM • Days of play
DOWNERS
Slow text • Slow start • Too late!
90%









extreme
THE MAGAZINE FOR PLAYSTATION GAMERS
FIRST CLASS!

Bishi Bashi Special

Kendall thought he was odd until he encountered this beauty...

extreme INFO:

Publisher Konami
Developer KCET **Genre** Multiple
Released Out Now **Version** PAL
Price £19.99 **Players** 1-8

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

There are certain things which are intrinsically Japanese, that those outside Nippon will never understand. For example, those crazy hotels that look like honeycombs full of lonely businessmen, or the infamous vending machines giving out used underwear for the price of a Coke. Then, of course, there are the games. If you want to see an example of this, check out *Bishi Bashi Special* and I guarantee you won't regret it, although I can't promise you'll be the same afterwards – if you ever stop playing...



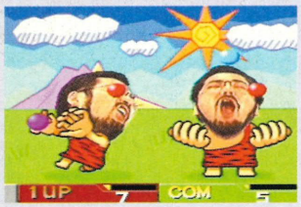
***Bishi** Bashi Special* is not just one game, it's a party collection of mini-games which can be travelled through in any order. Some of them bear a resemblance to some of Konami's greatest hits (in Japan at least), such as *BeatMania* and *Guitar Freaks*, whereas others are like nothing you've ever seen before. For example, how many games feature a screen where you must bash the buttons in order to squeeze all the lead out of a pencil? Yes, that's a real screen. Also very amusing is the game in which you must throw cooking ingredients into a large pot, making sure no smelly old boots find their way into your broth. You want more? Okay, there's a screen where you must dial the correct number on a touchtone phone before your opponent does. Another offering sees you in a dancing competition where, every time you pull off an impressive move, your multi-coloured afro hair grows until it begins to take over the screen. Genius, blooming genius.



■ Bruce Lee with cooler hair.

Faves

There are so many games to choose from that picking a favourite is tough, but these are two of the greatest. In the Burger Level, you must build the perfect meal, placing the ingredients in the bun in the right order. In the odd Bean Level, you control a Japanese fellow who must catch beans in his mouth. I'm not making this up, you know...





Bish-Bash-Bosh

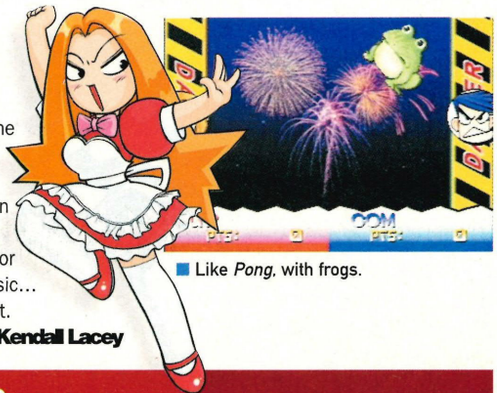
This game actually incorporates the two Japanese *Bishi Bashi* titles into one brilliant, value-for-money package. As well as the usual One-Player Challenge Mode and the Two-Player Versus Scenario, you can play the Party Mode, where up to eight players can battle it out in a knockout environment.



"...BISHI BASHI – BRILLIANT..."

With its mixture of genres, crazy sound effects and all-round originality, it would be foolish to miss out on the experience of *Bishi Bashi Special*, and surely any game that can get sour-faced journos rolling around on the floor in mirth must be a classic... *Bishi Bashi* – brilliant.

Kendall Lacey



■ Like *Pong*, with frogs.

extreme

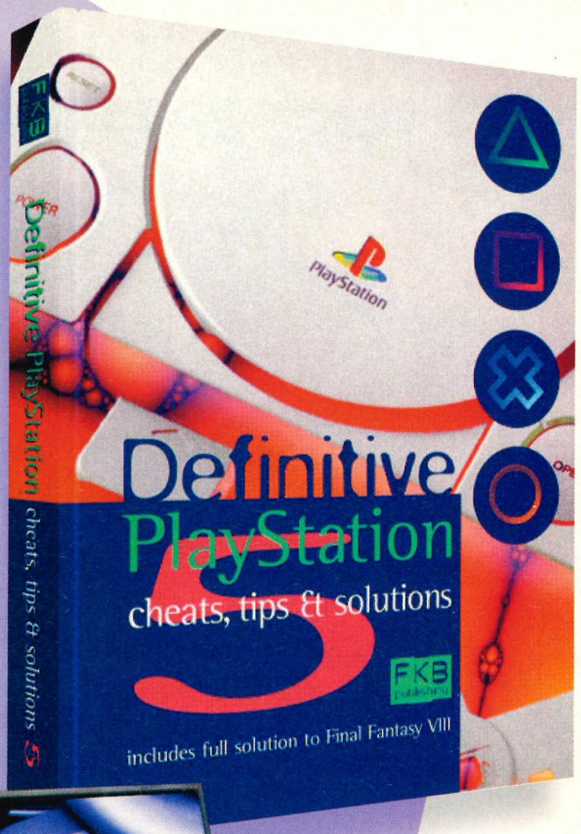
UPPERS
Original • Crazy • Loads of games

DOWNERS
Too odd for some • Very Japanese • Causes laughter

92%

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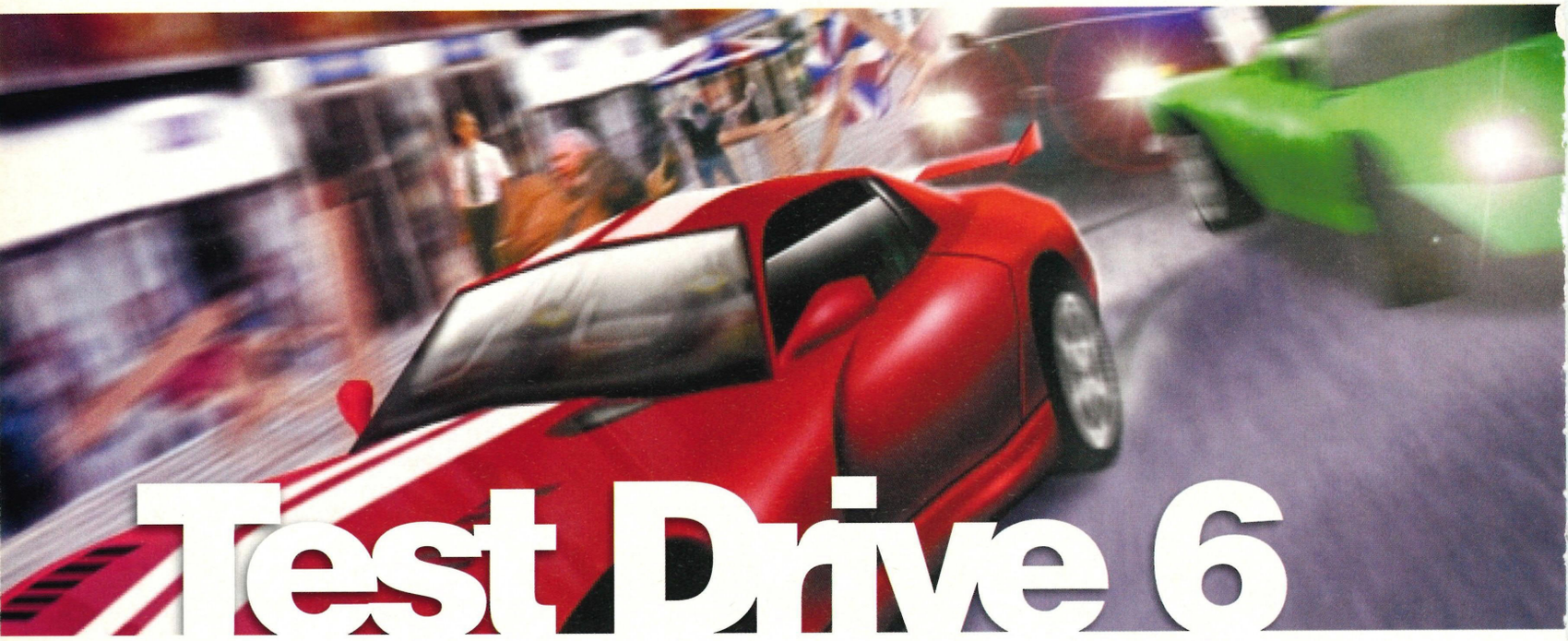
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Test Drive 6

extreme INFO:

Publisher Cryo Interactive
Developer Pitbull Syndicate
Genre Driving Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

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

Numan Overdrive

Imagine the scenario; a *Test Drive 6* development meeting to discuss which celebrity could be drafted in for the FMV intro. Top Gear bloke? Too irritating. Mike Reid? Too Cockney. Swiss Tony? Too dodgy. How about Gary Numan then? Hmmm – nice!

Those of us who grew up during the early Eighties will no doubt sing the praises of Cryo's inspired casting decision, whilst the young 'uns will probably shake their heads and go 'Gary who?'. Bleedin' philistines!

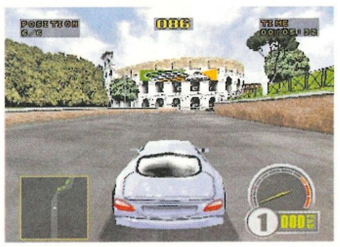




"Here in my car I feel safest of all". Stu contemplates dyeing his hair black and driving *very* fast down a country lane...

The *Test Drive* series has become an old familiar friend, although – apart from the solid *Test Drive 4* – it has never really succeeded in capturing the imagination of PlayStation gamers. Will this, the sixth instalment, remedy this racing apathy, or are aspiring petrol-heads still better off with the likes of *Gran Turismo* and *Colin McRae Rally*?

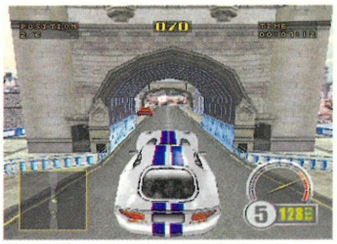
***Test** Drive 6* opens with a solid FMV intro, featuring Eighties techno-pop legend Gary Numan, as well as a speaker-haemorrhaging Fear Factory remix of his classic four-wheeled aural beauty, *Cars*. Not bad for starters. The menu screen is clean and well presented, which sums up the interface for the game in general, really. Kudos to Pitbull on that score too. Right, now we've got that out of the way, let's get to the nitty-gritty.



Any Colour...

The bread-and-butter Arcade Mode in *Test Drive 6* starts off with the most important decision you make in the game – what car to buy. Don't be too concerned, though, as you can always flog it if you fancy something else. Mind you, the choicest cuts of motorised meat are reserved for those with a particularly fat wallet, so the only way

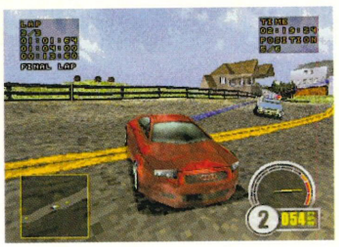
"...IN SPITE OF A FEW GOOD POINTS, *TEST DRIVE 6* JUST DOESN'T HAVE ENOUGH GOING FOR IT..."





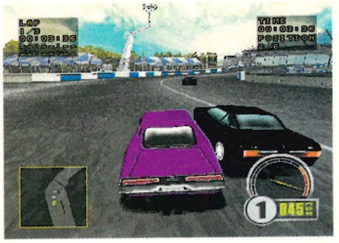


■ That's gonna smart! *Test Drive 6* practically encourages dangerous driving.









As well as your phallic-like sportsters, *TD6* also has a host of quirky motors too.

you're going to be a real mean machine is if you start winning some races.

The game's developer, Pitbull Syndicate, obviously does not have its audience's best interests at heart, as it actively encourages gambling. Shocking, we know. Basically, each race entrant needs to place a bet before each Arcade race, with the overall race winner taking the pot as their reward. What does money buy? As well as a whole new motor, you can also upgrade your current dream machine.

There are a few nasty graphical glitches that seem to have slipped through *Test Drive*'s play-testing stage. For instance, it can be more than a little disconcerting to hack it down the Tokyo freeway, only to be distracted by glimpses of other cars in the tunnel beneath you breaking through the road. In fact, all of the graphics have a rough and blocky, first-gen PlayStation software feel to them, which does little to sell the game to those weaned on the latter-day PlayStation racers.

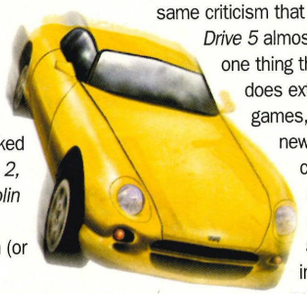
It may seem like clutching at straws, but Pitbull deserves a pat on the back for including a driver model in the open-topped cars like the Dodge. Granted, it's hardly a major thing, but personally speaking, it's a little bit like *The X-Files* to have all these cars pelting down the tracks *sans* occupants. Spooky.



You're going to have to do better than sixth place if you want to earn some cash!

...As Long As It's Black

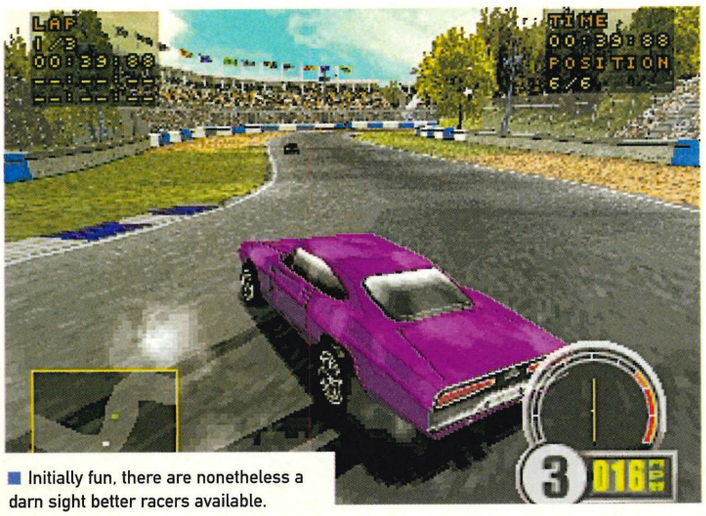
It is in *Test Drive 6's* favour that the last racer I played before this was the execrable *Driving Emotion Type-S* on PlayStation2. Compared to that particular mangy, flea-ridden dog from hell, *TD6* comes up smelling of roses, as its control system is a darn sight more responsive than the clod-hopping madness of *Type-S*. However, when racked up alongside *Gran Turismo 2*, *Ridge Racer Type 4* and *Colin McRae Rally*, *Test Drive 6* comes off as a poor fourth (or even fifth) choice.



Perhaps unsurprisingly, this is the same criticism that was levelled at *Test Drive 5* almost two years ago. The one thing that the PlayStation does extremely well is racing games, and like it or not, any new entry into this crowded genre has some very high standards to compete against. Unfortunately, in spite of a few good points, *Test Drive 6* just doesn't have enough going for it.

It's all a matter of perspective really, as three or four years ago, *Test Drive 6* would probably have fared a lot better in a less cluttered PlayStation racing software market. It would be a wise decision on Cryo's part to release *Test Drive 6* at a budget price bracket, as there really isn't any justification for paying full whack on such a dated game.

Stu Taylor



Initially fun, there are nonetheless a darn sight better racers available.

Highway Patrol

The ubiquitous two-player modes in *Test Drive 6* are fun excursions into four-wheeled madness. As well as the traditional single-race option, developer Pitbull has also included the dubiously titled Pink Slip, a Quad Race and, best of all, Cop Chase. Yes, budding, red-neck officers of the law can pursue their friends through the highways and byways on a one-way trip to speeding-ticket heaven. Whatever floats your engine...



extreme

UPPERS
Decent modes • Well presented • Gazza Numan

DOWNERS
Glitchy graphics • Nothing original • Better available

65%

Gekido

Aaiee-yaah! Arron dons his yellow costume and gets ready for some serious fighting, Bruce Lee style!

extreme INFO:

Publisher Infogrames
Developer Infogrames
Genre Beat-'em-up **Released** Out Now
Version PAL **Price** £29.99 **Players** 1-4

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









Despite a seven-year gap and enormous leaps in technology, no scrolling beat-'em-up has come close to matching *Streets Of Rage II*. The simple reason for this is that games developers have considered massive explosions and flashy graphics far more important than gameplay and sheer fun. *Fighting Force* was a classic example of such ill-considered thoughts, being nice to look at, but a right pig to play.

Gekido looks to set this record straight and steal the prize from *SOR 2*. Initial impressions are very promising. There are stacks of options and modes, including a straight beat-'em-up mode reminiscent of *Shadow of the Beast*, and the usual team, survival, and practice modes. But the real game is Urban Battle, where you're taken to the Character Select Screen, and here the differences with *SOR 2* start. There are eight characters to choose from, which would normally be a good thing, but in this style of game, where the levels are the same each time you play, you only need a few fighters. Anyway, once you've picked your character, who will probably be Tetsui, the game starts.

Choose your Weapon...

All the usual weapons like knives, guns, and drainpipes are here – what is it about developers and drainpipes? Anyway, accompanying the hand-held weapons are some bigger arms that require both hands and a considerable loss of speed to use. These range from boxes to rocket launchers, and although characters' moves are nicely animated, and although some of the fodder opponents have weak AI, the majority of larger characters don't all just take it in turns to attack. They consider their move, pick up nearby weapons and strike.

"...*GEKIDO* LOOKS SET TO STEAL THE PRIZE FROM *SOR 2*..."

Graphically, *Gekido* is very good. The early wishy-washy backgrounds we were forced to endure in the preview versions have gone and been replaced by solid looking scenery. The doing massive damage, they slow you down and leave your guard level at zero.

Each character has their own set of special moves. Naturally, the smaller fighters have fast, weak moves, whereas Gorilla has powerful, slow strikes. All of this affects your fighting style immensely. We've come to expect um, 'tributes' from fighting games, but not total rip-offs! For starters, one of the early enemies looks a dead-ringer for Jack-2 from *Tekken 2*, not to mention our Tetsui nicking the exact clothes and haircut off of Jann Lee from *Dead or Alive*. Okay. These may be acceptable, but near the middle of the second level, I thought someone had slipped a *Metal Gear Solid* disc in when I went to lunch! Remember that cargo elevator, on your way down to fight Vulcan Raven for the second time? Well, here it is! It looks IDENTICAL, and even moves the exact same way, complete with enemies jumping on as it descends, and it not reaching the bottom until you've won. Come on Infogrames; I know that fighting games pinch ideas from other fighting games, but surely you could have done this with a little more subtlety?



You can use crates as weapons.



The background graphics have improved.

On the plus side, *Gekido* has some nice touches. The way you're given new combos as the game progress increases the urge to press on, although the moves never actually seem to do much damage. Another nice touch, if not a totally original idea, is that once you've defeated an opponent, you can pick them up and use them as a weapon against others. Very nice! But sadly, that's pretty much it. *Gekido* is the latest game to fail to match the *SOR 2* standard. Certain games are timeless, and sadly *Gekido* tried to take one of them on, and failed. It may be the best of the rest, but that's all it is.

Arron Taylor

extreme

UPPERS
Nice combo idea • Tons of enemies • Nice feeling of impact

DOWNERS
Screen slow • Can be crowded • Not *Streets Of Rage 2*

79%

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Rating 9/10

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Rating 5/5

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Star Wars Episode 1: Jedi Power Battles

extreme INFO:

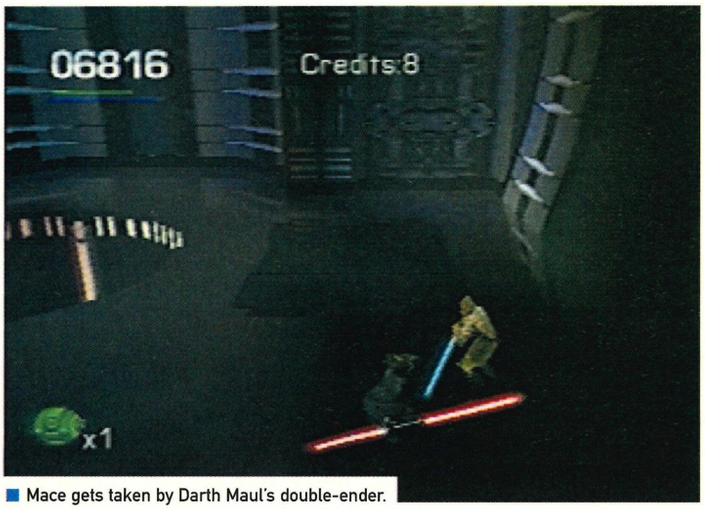
Publisher Activision
Developer LucasArts
Genre Beat-'em-up
Released Out Now **Version** PAL
Price £29.99 **Players** 1-2

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

Is The Force strong in this game, or is it a cash-in from The Dark Side? Khi readies his Light Saber and investigates...

This latest offering from LucasArts seems to be yet another attempt to cash in on the prolific *Star Wars* hype. Safe in the knowledge that any game with even a slight connection with the mighty films will sell in suitably large numbers to make a profit, LucasArts has put very little thought into making *Jedi Power Battles* original or worthwhile.

You could perhaps understand the desire to use an outdated and uninspiring genre in which to propagate *Star Wars* crimes if, perhaps, they had gone all-out to make it a positive festival of storyline, graphical genius and awesome sound effects, but this didn't happen. What we're presented with are 14 levels of the same thing, over and over. You run from the left-hand side of the screen to the right, hack any bad guys that get in your way, jump over some stuff and fight a boss at the end of the stage. Admittedly the brevity of the previous sentence is somewhat demeaning, but a point has to be made – the only new thing in the game is the vague story, and that's been kept to a minimum. LucasArts are obviously relying on the weight of the films to carry the plot through.

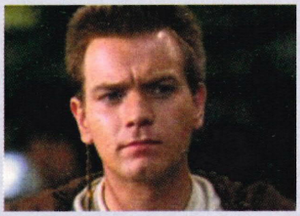


Mace gets taken by Darth Maul's double-ender.

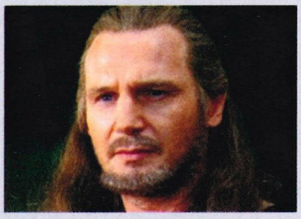
May The Force...

In the game itself, you can choose between five Jedi characters – Obi Wan, Qui Gon Jin, Mace Windu and two aliens that frankly don't feature much anywhere at the minute. Each Jedi has his or her own personal Jedi power that they're most proficient with. Mace Windu's Saber Shield is the most amusing to watch – the Jedi Master falls to his hands and knees, waving his Light Saber above his head. Very little effort has been put into rendering the effects for these powers. In the films, they may be understated for banal cinematographic reasons, but we're all gamers – we

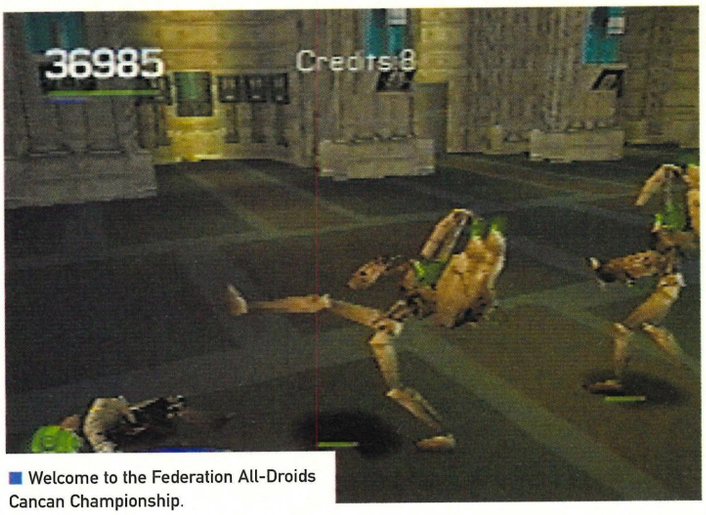
Meet The Team



OBI-WAN KENOBI
This young Jedi is fast and deft with his Light Saber. Strong in The Force and with some impressive powers that send enemies flying, this Master to be has only one downfall, a ridiculous plait that makes the other Jedi point at him and laugh.

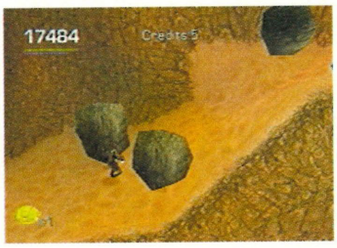


QUI-GON JINN
The calmness of this Jedi Master is almost frightening as he cuts through his enemies with a graceful, deadly ease. His powers are based mainly on healing and defence – his Force Powers and skills are awesome.



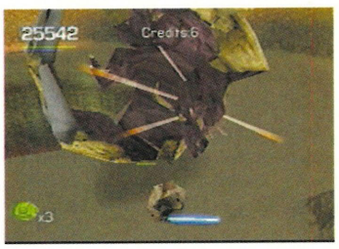
Welcome to the Federation All-Droids Cancan Championship.





depend upon eye candy to be kept rivetted to a game. Sadly, if the eye isn't pleased, the attention starts to wander. There's little detail in the opponents, no impressive displays of graphical vigour in the weapons and no astonishing detail in the scrolling background. Admittedly, the character animations are fantastic; the Jedi move with silken grace, whilst the inept battle droids flail and kick uselessly. Darth Maul dances around the arenas of battle with the sinister aplomb of a samurai, and Jar Jar waves his hands and jumps a lot.

Ricocheting blaster fire back at cocky opponents is a nice touch. It's not difficult, but still requires a deft hand to time it right, so the blaster fire returns to the originator and doesn't just shoot off harmlessly into the atmosphere. The idea of fighting solely



"...YET ANOTHER ATTEMPT TO CASH IN ON THE PROLIFIC *STAR WARS* HYPE..."

with Light Sabers will appeal to thousands of people, and thankfully there's been a certain amount of time spent on giving the laser sword of every man's dreams all those necessary touches to rekindle the adolescent fire. All the right noises are made, the Saber blades look sweet and there's a few nice cutting-robots-in-half animations that are rather noteworthy.

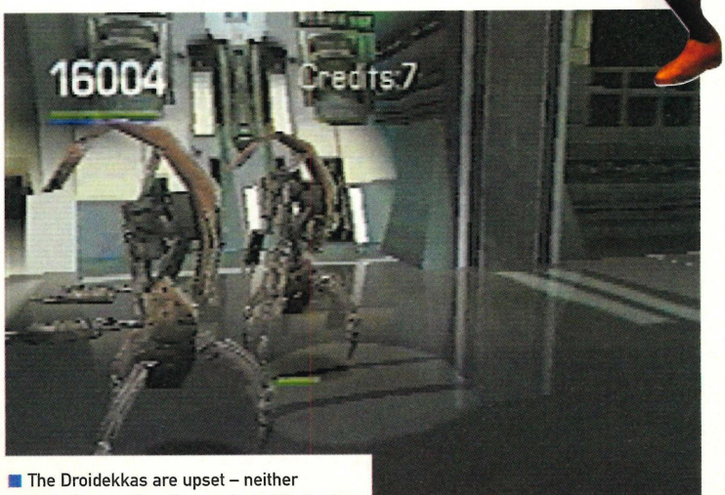
...Be With You

Controlling your Jedi is easy, with running being slaved to R1 and blocking to L1 – you can move from attack to defence effortlessly. If you're in dire straits, you can quite happily sit back and block all of the attacks levelled against you, at least until your blocking bar fills up with a sinister red and you're catapulted backwards by the following blows. There's a useful double-jump that we can only assume is powered by The Force. Hit Jump whilst in mid-air and you perform an extra little leap; handy if you accidentally fall off a high building (of which there are far, far too many) or just need a few extra feet clearance.

Combos are awarded at the end of each level, assuming you got a high enough score. These aren't very spectacular, and combos produce a series of moves that you leap and skip through, regardless of whether you opponent is anywhere near you. Thankfully, there's a rather nice 'Lock' that allows you to focus on one opponent, so all of your movement and attacks are centred on this person or robot. Handy in a few situations, it can prove deadly if done in a precarious position – rolling off high places and landing in low ones is invariably bad for one's health.

There are several nice touches and some well done pieces in *Jedi Power Battles,* but too few to warrant actually going out and buying the game. If you're a *Star Wars* fanatic and want to run around as a Jedi Master, this is a game that will get you moist. If you're just a fairly normal gamer that would prefer a game with a developing storyline, impressive graphics and some innovative thinking, elsewhere would be an ideal place to start looking.

Khi Leonard



The Droidekkas are upset – neither expected to see the other on their blind date.

Meet The Team



MACE WINDU

The coolest of the Jedi, Mace's main ability is to make anything look cool. Possibly the most deadly of the five Jedi, his Saber Shield consists of kneeling down and flailing his Saber blindly about his head, yet he still looks cool.



ADI GALLIA

Frankly, very little is known about this lithe female with the oddly-shaped head. Lightning-fast but hitting for little damage, she keeps her enemies on the defensive. She's able to confuse her foes and turn invisible – the ultimate stealth Jedi.



PLO KOON

The biggest and ugliest of the Jedi, Plo Koon can take out most of the smaller minions with one blow. Fight your way through to get the ultimate Light Saber and this hulking Master can turn even the bosses into sushi in record time.



The Turret Droid is tooled up and ready to rock – time for some Jedi to feel pain...

extreme

UPPERS
Samuel L Jackson • Light Sabers • Breaking stuff

DOWNERS
Rather bland • No learning curve • Needs more combos

61%



You put your left leg in...



extreme INFO:

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

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

Euro 2000

Arron takes time out from mastering *ISS Evolution* to try his hand at a different version of The Beautiful Game. But does *Euro 2000* put in the same Premiership performance?



I'm not a betting man, but my money's on the Dutch...

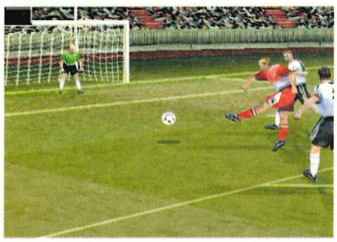
'Aww come on! Not another EA *FIFA*-based farce?' were more or less my exact words as this CD was plopped on my desk by the guv'nor. Okay; 'Station open. *ISS* out, *Euro 2000* in. Picking up my pad with scarcely-concealed reluctance, it was time to play. Again.

Right. Now the review has started proper and all that blurb is out of the way, it's time to forget *ISS* and concentrate on the job at hand. Ahem. *Euro 2000* is the official game for the event, and is the latest offering from the EA Sports stables. It uses the same game and graphics engine as the hugely-popular *FIFA* series, only this time it's not 'World', only European, hence the name. If you've never encountered a *FIFA* game (the words 'cave' and 'living' come to mind), it's a football series that blatantly and unashamedly succeeds purely on the back of its official licenses. The everyday punters assume that just because it's got the real names in it, it must be good. Surely the same is true of *Euro 2000*? It IS the OFFICIAL game of the championships, so surely it screams quality all over, right?

Offside...

Err... no. Not at all. First impressions are typically EA: wonderful presentation, tons of options and a great soundtrack. However, the menus where you access these options are very user-unfriendly, leaving most people to just hammer the Start button until they suss out the menu. You shouldn't have to 'suss out' a menu! Anyway, once you're *au fait* with such tomfoolery, it's time to pick your team. As expected, all the genuine players and teams are present and correct. Naturally, I plump for England Vs Germany. Nothing nationalistic about

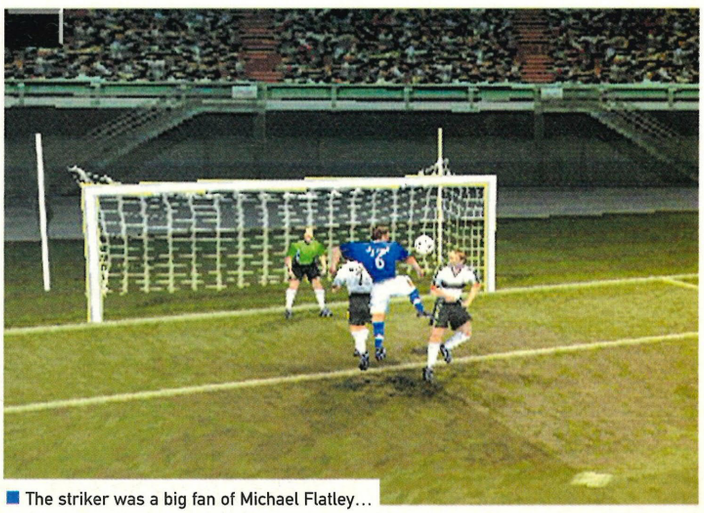
"...ONCE THE GAME KICKS OFF, ALL THE THINGS I LOATHE ABOUT *FIFA* COME RACING TO THE SURFACE..."





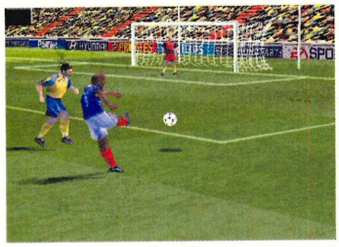


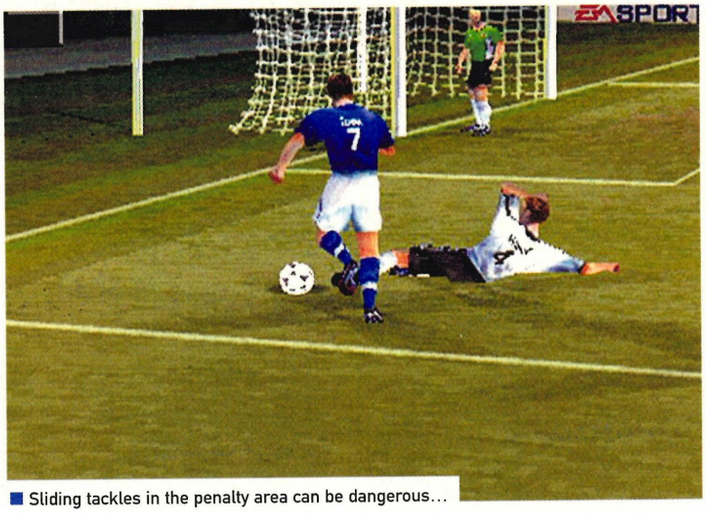




The striker was a big fan of Michael Flatley...







■ Sliding tackles in the penalty area can be dangerous...







Skiller Driller

The nicest new addition to the *FIFA* series is the Skill Drill. Here you're tested on each aspect of the game, from defending to one-touch passes.







"...*EURO 2000* HAS A LOVELY NEW IDEA CALLED THE SKILL DRILL..."

me, but Argentina aren't here! The strategy screen holds a ton of information, but again the menus prevent it from being easily accessible.

Right, time for the big match. The commentary is provided by veteran John Motson and the whiney Mark Lawrensen, with Des adding his delicate overtones as host. Once again, this aspect of the game is near-perfect, especially from Motty. His voice is filled with real-life excitement and real emotion at exciting junctures in the game. Lawrensen, however, is very poor, almost up to the *ISS* standard. His comments are late, obvious, and it's clear that he's trying too hard to put enthusiasm in his voice. Also, he seems to have a penchant for the word 'there', as seen in sentences like, "There was no room for him there. He shouldn't have played it there". Strange but true!



FIFA Faults

Once the game kicks off, all the things I loathe about *FIFA* come racing to the surface. There's the way the ball sticks to the players' feet when they run, the awful frame rate of the ball when it's kicked and the horrible feeling that you're skating on ice rather than digging your studs into turf. However, the thing that really annoys me most about *FIFA* games, the way the players' legs don't move in correlation with their speed, has gone. This time, when the players sprint, their legs move faster, giving a much more pleasing look and feel. Hats off to EA for that.

Euro 2000 also has a lovely new idea called the Skill Drill. This is where you can practise your moves, and even find out one or two you weren't aware of. Although these are all very easy, it's still a nice place, where you can refresh your skills and hone those calf muscles to the peak of physical perfection.

As I close off this review, I ask my fellow workers what score *they* would give it. The marks are all pretty consistent, and even the office junior, who hasn't played it, gives the same score. Asked to justify how he can rate a game without even playing it, he comes out with a line that sums up *FIFA* over the past couple of years: 'It's an EA game, ain't it? Official licence and marvellous presentation, but with dodgy gameplay. True?' Sad to say, but unnervingly correct. EA, are you listening?

Arron Taylor







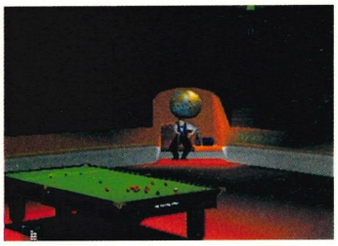
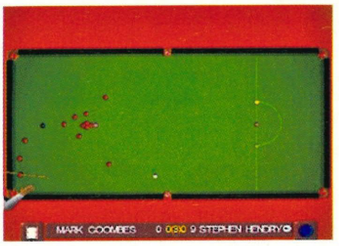
■ Shea-rer! Shea-rer!

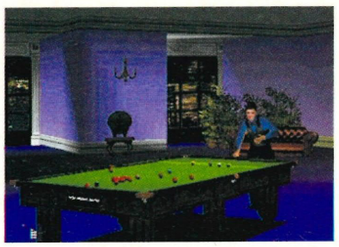
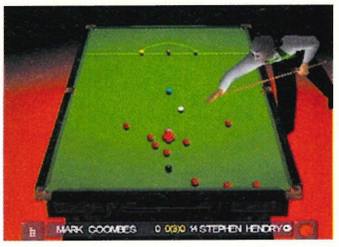
extreme

UPPERS
Commentary • Skill Drill • Real players and teams

DOWNERS
Poor ball physics • No sense of event • It's not *ISS*

70%

World Championship Snooker

Can the Codies pot *Jimmy White's 2: Cueball* and produce the PSX's best baize-basher? Simon arrives, right on cue...

extreme INFO:

Publisher Codemasters
Developer Blade **Genre** Snooker Sim
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD

It's hardly the first thing on your mind when you go and buy a PlayStation. Get a new controller, plug in some hefty speakers – and buy a snooker game? Perhaps that explains why the format is short of such titles (although with *Jimmy White's 2: Cueball* just released, the old cliché about buses springs to mind), and whilst the sheer lack of excitement may sit well with more patient PC gamers, Codemasters has now taken on the unenviable task of bringing it to the more action-packed PlayStation.

And to be fair to them, they've had a decent stab. Borrowing heavily from the time-honoured tradition of television-style presentation (yup, they've even hired the commentary team), the game also allows you to customise your player and includes a quick-start option to get you going. Always the adventurous ones, that's precisely what we went for, only to be beaten by a three-figure break, having played two shots total in the frame. 'That's okay', we thought, 'we'll have another bash'. And despite playing what we thought was a reasonable opening shot, the little bastard of a computer player mopped it all up again without us playing another shot.

Back to Skool

Fortunately, we eventually saw sense and tried out the built-in Master Class option. And it was a damned good job we did, for this is where the work has really gone in to make the game accessible. Let's face it; when most of us look at a snooker table, eyes weary due to too much beer, it all looks dead easy. Unfortunately, half an hour into the Master Class, the truth really dawned on us, and so it was nice that the game was willing to teach us so many tricks we could use in a real match.

Fully educated, it was then time for a championship. However, to win the World Championship, you've first got to qualify. This involves winning a league of nine players in regional locations as exotic as Preston, Birmingham and Newcastle before moving on to a knockout tournament. And that's before you even get to the first round. Suffice to say, to progress, you have to put in a lot of hours.

All that aside, snooker and pool games rise or fall on the effectiveness of the control system, and it's here *World Championship Snooker* wins

"...A COUPLE OF FRUSTRATIONS GET IN THE WAY OF THE FUN..."

Modes Of Play

There are several ways to play *World Championship Snooker*. And here they are...

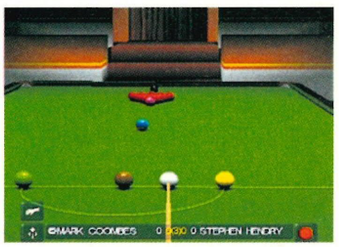
QUICK START
Despite its name, this is not for the inexperienced, as you're put up against a random professional opponent. Who then wipes the floor with you.

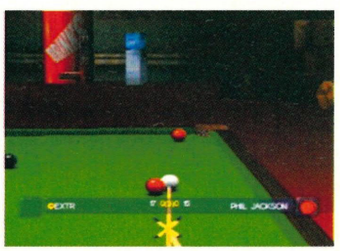
CHAMPIONSHIP
Funnily enough, the full Championship is a good way to get yourself into the game. Certainly the early qualifying stages pit you against some beatable opponents, although it's a long road to get to the finals themselves.

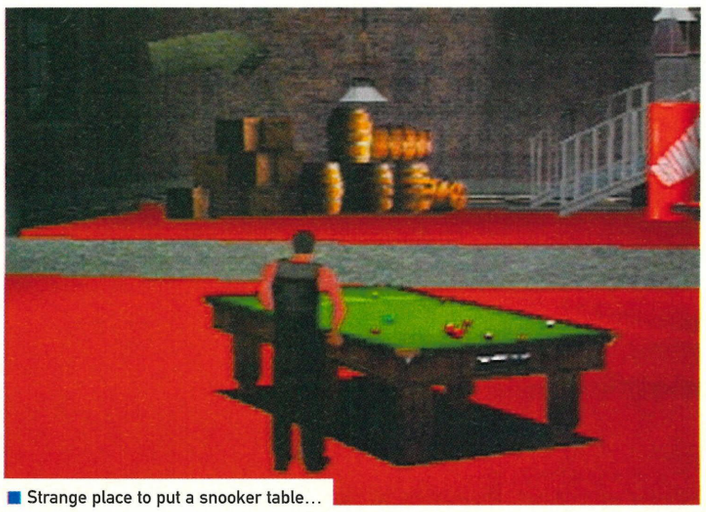
MATCH
A simple one-off game. Enjoy it.

TOURNAMENT
This one's a hoot. Here you can set up a tournament for you and a few mates to have a bash at. It doesn't beat the likes of *Tekken 3* or *ISS Evolution* for that after-pub action-fest, but it's still worth a bash.

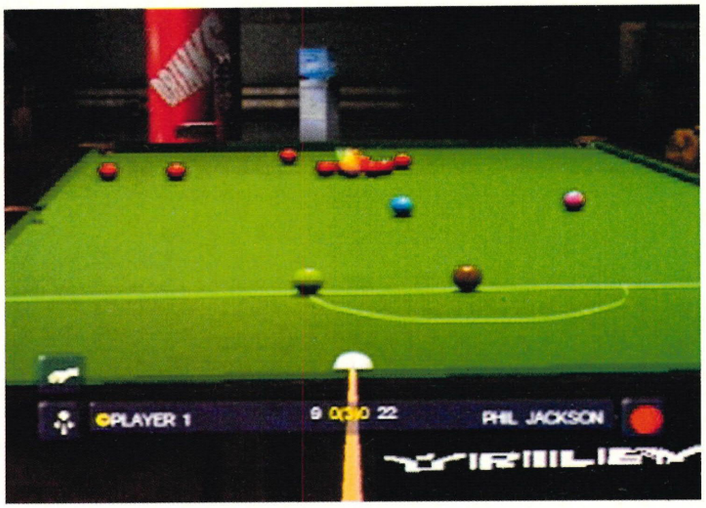
MASTER CLASS
Don't argue, just make sure you spend a good hour practising in this section of the game first, unless you really are a Stephen Hendry wannabe.

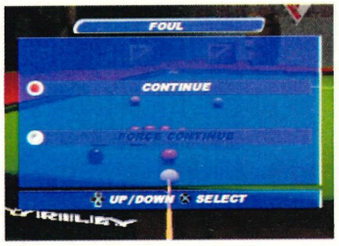


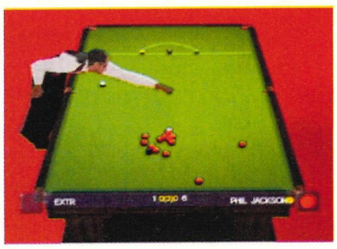


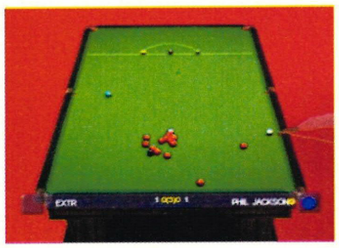


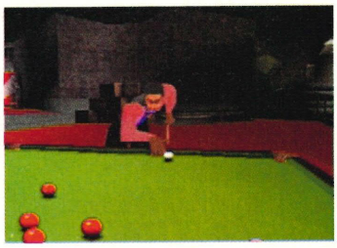
■ Strange place to put a snooker table...

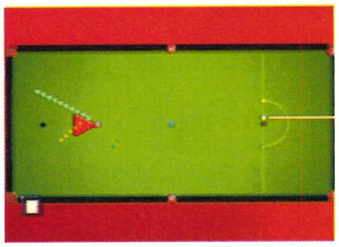










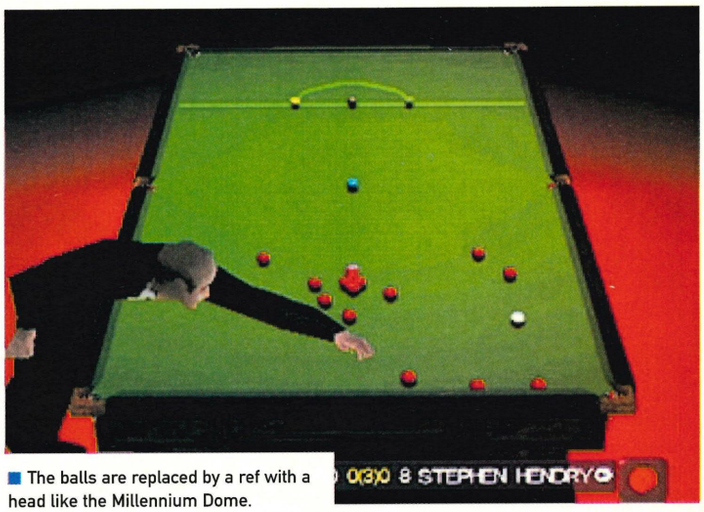


■ Watch out for the shot indicator.

itself some brownie points. Spin, Power and Aim are all handled simply enough, and an aiming aid is provided to help you get to grips with the game early on (although the harder the shot, the less reliable the aid). The camera too is easily controllable, and one button switches you to a handy Overhead Mode, which may forsake the bits where the animated player walks round the table, but is certainly a lot easier to play with.

Bent Cue...

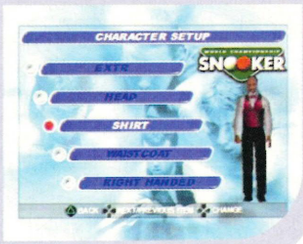
But unfortunately, despite the genuine quality of much of what's on offer, there are a couple of frustrations which really do get in the way of the fun. The learning curve for starters.



■ The balls are replaced by a ref with a head like the Millennium Dome.

Define Your Character

You read that right. It's a snooker game where you can set up your own character, and their statistics follow you throughout the game. Plus you can choose which colour waistcoat they get to wear. What next? A game based around shopping in Burtons?

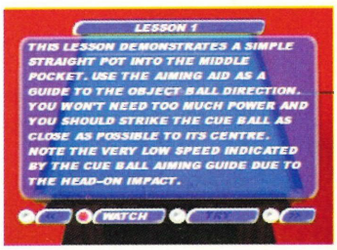


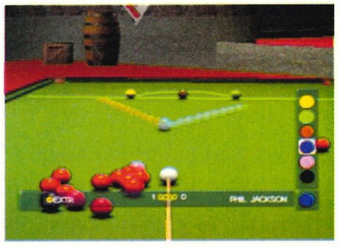
"...YOUR DAD WILL LOVE IT..."

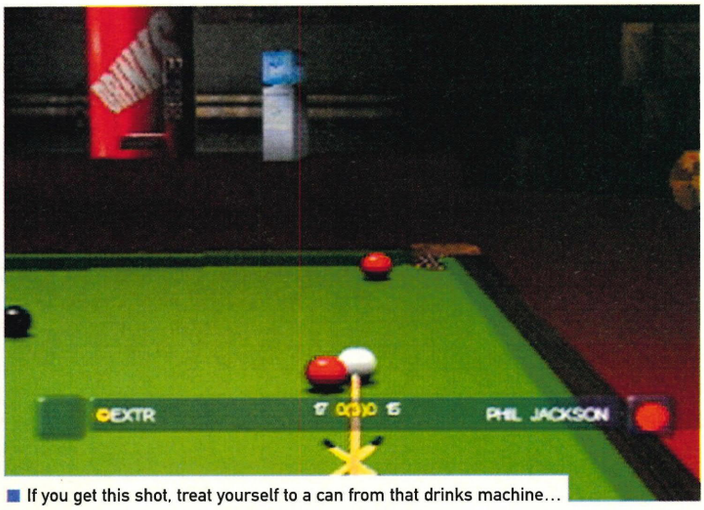
Despite the excellent training section (which in itself is tricky to complete), this can be a little too brutal at times, and whilst it's tolerable sitting and watching someone clear a table in a game of snooker on telly, too often the talent of the opposition here leaves you a passive spectator early on. And finally, there's the fact that snooker can be a very precise game, and very often the difference between a successful pot and a miss is the level of power on a shot. Try telling that to the controller, which makes it tricky to get the level of accuracy required.

And yet, despite the problems, I quite enjoyed *World Championship Snooker*. Obviously it's for fans of the game first (and don't be fooled into thinking this is an arcade knockabout – it's far more simulation focused), and they will find a good long-term challenge on offer. For the curious? It's worth at least a rental, and you could well find yourself pleasantly surprised. For whilst this is far from the best game Codemasters have ever produced, it's still that little bit better than it has any right to be. And your dad will love it.

Simon Brew







■ If you get this shot, treat yourself to a can from that drinks machine...

extreme

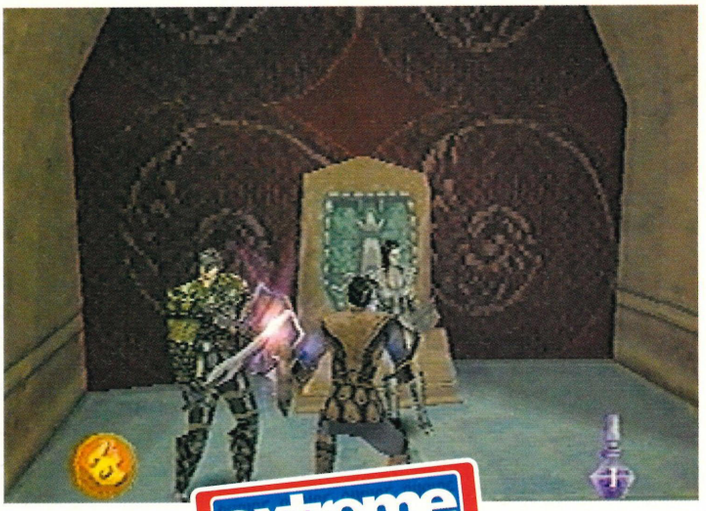
UPPERS
Good at what it does • Training section • Long-lasting

DOWNERS
Inaccessible • Controls vague • Not much excitement

69%



A lesser-spotted Dasher.



extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

Crusaders Of Might & Magic

extreme INFO:

Publisher 3DO **Developer** 3DO
Genre Fantasy Adventure
Released Out Now **Version** PAL
Price £29.99 **Players** 1

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



Meatheads and busty brunettes, battleaxe magic and corny voice-overs. Can Chris make it as a barbarian? Read on...

***Crusaders of Might and Magic* is the user-friendly sibling of the anorak *Might and Magic* monster RPG. Not content with PC-only titles, the warlocks of New World Development have given 3DO the honour of producing something tailored for the PSX. Will *Crusaders* win over the PlayStation players? Taste ye the fury of Beefcake Drake!**

The story begins with the cheesiest Xena-esque voice-over ever in a videogame. Where do they get them from? Apparently Necros, the 'Master of the Dead', has been building an army of undead humans who are always on the look-out for new blood. The 'Legion of the Fallen', as they're known (I didn't come up with these names!), 'ravage town after town with no mercy'. In one such town, however, the Legion didn't manage to kill everybody. Enter Drake, a brother out for revenge.

Orphaned after the untimely death of his parents, 20 years previously, Drake is now all-man, and working for the all-woman boss-eyed bimbo Celestia. He's her hired mercenary, and she hates the Legion almost as much as he does. The voice-over describes our hero as 'ever vigilant, watching like a panther, waiting for that one moment'. For what? I'll tell you what; to get caught and thrown into Necros' own castle dungeon like a big lady's leotard. Enter YOU, a player standing next to the mag rack in the software shop, waiting, and wondering what's worth 30 quid...

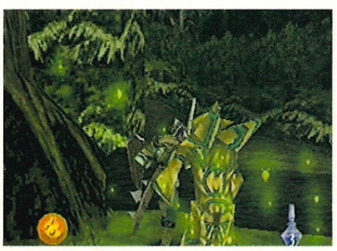
Escape

Once his basic controls tutorial (courtesy of a hologram Celestia) is out the way, 'escape' is the name of the game for dungeon-boy Drake. You'd be forgiven for thinking this is just another boring third-person adventure with loads of pathetic puzzles slowing down the hero. I mean, since when have heroes (and heroines) spent their time falling down holes and pushing huge cubes around the floor? Did Conan ever get stuck because he couldn't find the big switch? Did Red Sonja get lost and spend the film searching for a blue door? No, but since *Tomb Raider*, we've all been hard at it.

Guideposts

Say goodbye to identical-looking doorways and blindly legging it around. Guideposts are illuminated, and when examined in first-person perspective, tell you where the road leads. Easy-peasey.

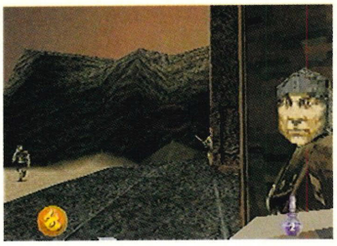




The Benny Hill chase section.



Aerrin – virtual totty.





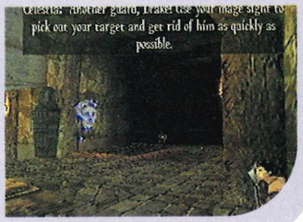


■ Drake's party piece went down a storm.

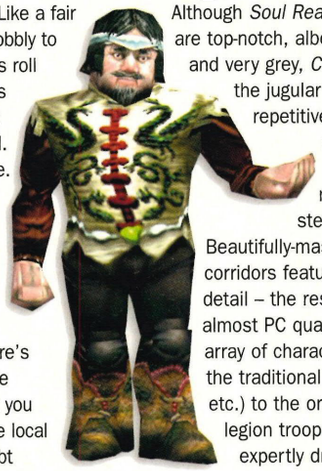


Controls

If you're sensible enough to own a Dual Shock pad, controlling Drake is refreshingly easy. Using the analogue stick, Drake runs and walks, with the directional buttons reserved for side-stepping – that's useful in combat. Other features include Lara-esque leaps and the *Soul Reaver*-inspired enemy lock-on.



So imagine my surprise on nearing completion of the first level. The boss fight isn't a boss fight at all – you're not supposed to fight him. Huh? Also, there's a symmetrical room with two large rocks at either end; familiar, eh? You can't push them, you can't damage them... Hmm, maybe a clue on the ceiling? No way, beefcake! Like a fair virgin's breast, I went all wobbly to find the once-static boulders roll over, then unroll themselves only to deliver Drake a right beating. It's just not normal. Take Level Two, for example. After making good your escape, it's time to visit Celestia in her citadel for your next quest briefing. Straightforward enough; kill loads of baddies, jump a few chasms. Wrong – there's nobody to fight for the whole huge, lavish level. But what you *can* do is get involved in the local goings-on, like a spot of debt collecting (no violence please), or giving a message to someone. Just when you thought you'd seen it all in 3D adventuring, this comes along with more non-linear might and magic than *Tomb Raider* and *Soul Reaver* put together.



Magical Kingdoms...

Although *Soul Reaver*'s aesthetics are top-notch, albeit not too varied and very grey, *Crusaders* goes for the jugular by avoiding repetitive colouring and design on all levels, whilst maintaining a steady pace. Beautifully-masked dipping corridors feature exquisite detail – the resolution looks almost PC quality. The vast array of characters range from the traditional (goblins, trolls, etc.) to the original (dashers, legion troops). All are expertly drawn; take a look at the shots and you'll see what I mean. The vanity doesn't stop there; skyward furnishings such as static and shooting stars add to the fantasy flavour. All of this is as much atmosphere-building as it is eye-popping. Running across bridges under the cover of a night sky is reminiscent of *Tenchu*.

A cool addition to the genre is the real speech employed throughout. We're not only talking about the Gillette man's corny intro. Everybody has something to say – check out the Scottish dagger-brandishing dwarves, or the nice-but-dim Troll living in the forest. Unfortunately, Drake's grunts and groans whilst leaping, landing or attacking could've been better executed. I was expecting something more than a simple 'uff!' every time rudeboy went ballistic. It's a small annoyance, but surprising nevertheless.

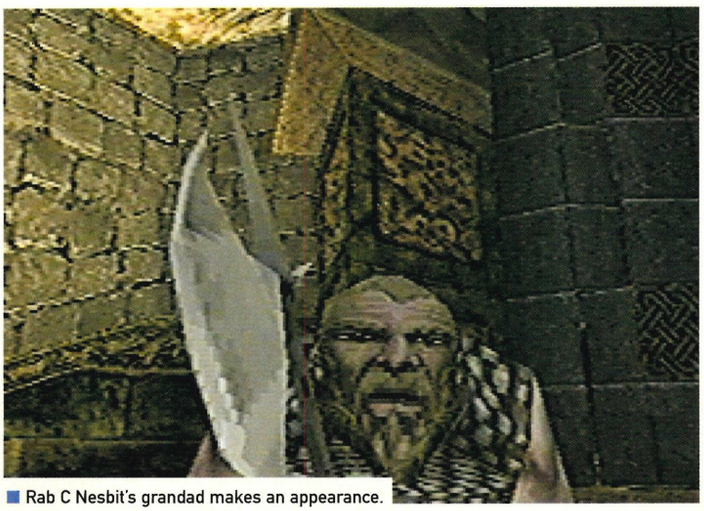




At the end of the day, you won't have finished this game. You need to map the levels to be efficient and make use of the guideposts (see boxout). Some sections are mildly frustrating (the first level has a couple of annoying fatalities), and the odd battle can be a bit tough, but thank 3DO for good controls and Sony for Dual Shock. Adventuring past the first stage guarantees satisfaction. With its diversity and beauty, a solid plot and plenty of laughs, *Crusaders* is an adventure worthy of your attention and 30 squid.

Chris Kjolsen

"...A COOL ADDITION TO THE GENRE IS THE REAL SPEECH EMPLOYED THROUGHOUT..."



■ Rab C Nesbit's grandad makes an appearance.



extreme

UPPERS
New ideas! • Thick atmosphere • Really entertaining

DOWNERS
Can't save anytime • Dodgy Drake spot FX • A bit short

90%



Street Fighter EX 2 Plus

extreme INFO:

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

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

The street fighters are out in force once more, but does this add anything significant to the series? Arron unleashes his mighty punch...

They're back. The *Street Fighter* posse are in the house again in this, their – hang on, err, not enough fingers, but suffice to say their outings are in the twenties. How can they keep producing games of this quality? Sonic Kaboom!

We all know the story. Ryu was trained by Sheng Long, and became a man the day he defeated Sagat and gave him that almighty scar on his chest. Ken is a friend and rival of Ryu; Guile and Chun Li keep the peace, while Bison is the big baddie, yadda, yadda, yadda. Yes, we've heard it all before. Maybe that's why, in this latest slugfest, there are no endings when you complete the Arcade Mode. The endings have been milked so much that the stories no longer make sense! Kind of like the *SF* series actually...

The basic game engine behind *Street Fighter Ex 2 Plus* is that of *Street Fighter EX Plus Alpha* (someone gets paid to come up with these names!). The 3D sprites are a chunky alternative to the plain 2D fighters of the traditional *SF* series. They may look a little pixellated, but this isn't really important to the way the game plays, which is, unsurprisingly, very well. Sure, the going may be a little on the slow side for some of the more impatient button-bashers out there, but for the considered *SF* veteran it adds to the overall value. Every button-press is responsive, and the super-moves are easy enough to be accessible to most people, but

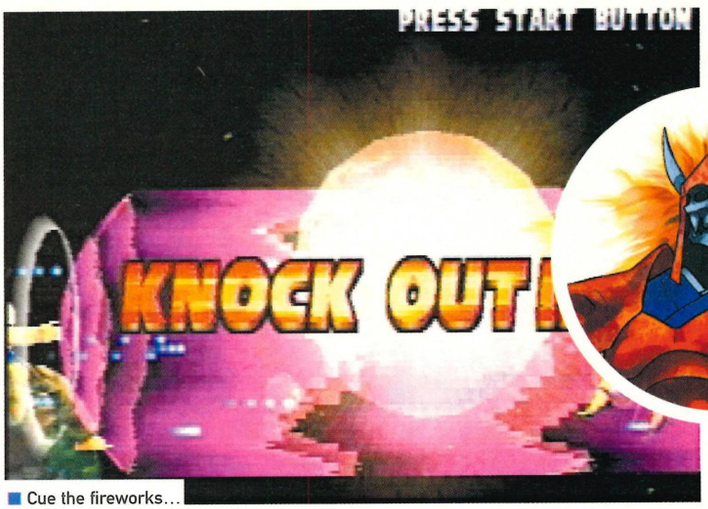


"...THE ENDINGS HAVE BEEN MILKED SO MUCH THAT THE STORIES NO LONGER MAKE SENSE..."





His invisible hammock proved very comfortable when camping...



Cue the fireworks...









tricky enough to really make you work at them if you want to perform those amazing 40-hit combos.

Tekken Sucks!

Staying on the playability platform, this game continues the tradition of the *SF* series, outshining even the mighty *Tekken Tag Tournament* on the PS2. It goes something like this. In the *Tekken* series, your CPU opponents react not to what happens on screen, but to the buttons you press. This makes playing in One-Player Mode incredibly frustrating, as the computer is reacting to moves that haven't even happened yet. In the *SF* series they react to what your character does on the screen, meaning they're often unable to jump fireballs, as they don't see them until it's too late to react. Take a moment to think about this carefully. Do you see what I'm saying? If not, play both games, especially on Hard level, and you'll see what I mean.

SFEX2P boasts a massive 20 characters, with another four hidden characters as well. These characters are a mix of old faithfuls, such as Ken, Ryu, Dhalsim and Blanka, and a new batch of battlers including mountain man Vulcano Russo, dubiously underaged-looking blond girl Area, and Sharon, the pistol-pumping person who also packs a pretty powerful pump-action... err, p-ifle. Okay, so 'p-ifle' isn't actually a word, but it was still a pretty nifty piece of spontaneous alliteration. [Get on with it!: Ed].

Take a Break

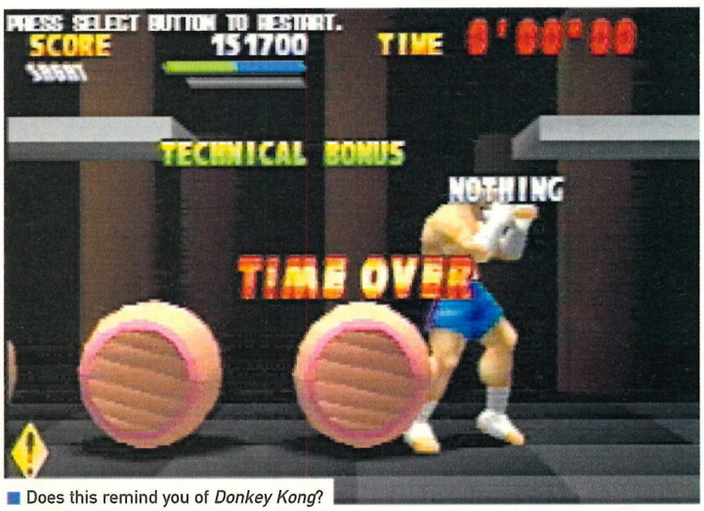
As you progress through the Arcade Mode, you have to negotiate a couple of bonus rounds. These take the form of defeating a dummy using Excel attacks, which are not a million miles away from the Custom Combos used in the Alpha series, and smashing up a satellite, complete with falling meteorites. The barrel-breaking bonus bash from *EX+Alpha* is also here, offering a welcome distraction to all that mindless violence against other people.



Also worth a mention is the Training Mode. Here you're given 16 tests with each character, each one progressively harder than the last. By the time you get to 15 and 16, it takes even the hardiest of battle-scarred veterans many, many attempts to pull it off. When you achieve a 'D' grade or higher for every character, new ones begin to appear, such as Garuda and Shadow Geist. However, it seems Akuma's reign as crowd favourite has come to an end, as he's nowhere in the game. At all. Maybe Capcom wanted to make all those boring Shotokans pick someone new!

EX2Plus is a quality piece of software, and one that *SF* fans the world over will lap up. Now, back to the game – argghh! Not the Cosmic Final Atomic Buster...

Aaron Taylor



Does this remind you of *Donkey Kong*?

What The Hell Was That!?

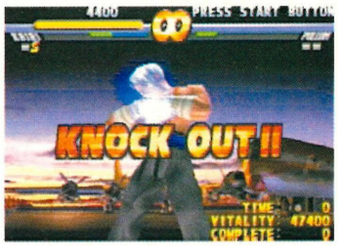
Every character now boasts a Meteo Finisher. These moves take all three blocks of your Super Bar, but they can do up to 75% damage! They all look truly amazing, and really make you feel you've done a good job.













extreme

UPPERS
Great graphics • Combo system • Training mode

DOWNERS
Chronic loading times • No endings • Too slow

88%

Resident Evil: Survivor

A *Resident Evil* lightgun game!
Is it a sure-fire hit or a blatant cash-in? Khi takes aim...

extreme INFO:

Publisher Eidos Interactive
Developer Capcom
Genre Lightgun Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1

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

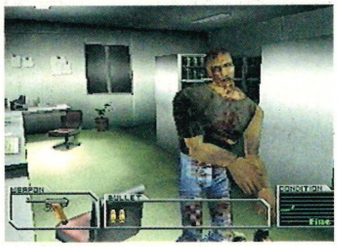


This is yet another in the ever-increasing line of *Resident Evil* Games, but one with a BIG difference. No longer are you running around like a headless chicken, blasting monsters and solving conundrums most devious in nature – now you have a lightgun.

Following in the footsteps of its predecessors, *Resident Evil: Survivor* leaves you in a town infested by both the T and G viruses. This means a lot of monsters, many mutants and the occasional tale of personal courage. You have to fight your way out, save a couple of kids and destroy lots of evil stuff; all the ingredients to make a great game. So why does *Survivor* fall short of greatness? The answers are simple – the graphics look very 1997, navigating using a lightgun just never reaches the point of being intuitive and the game is just too simple and too short.

Gun Law

Although *Survivor* has its down points, it can be a really enjoyable game. You aren't drawn into the plot as in the previous offerings, mainly due to the shortness of game time, but you do get to do an awful lot of killing. There's something very satisfying about pointing a gun at the screen, pulling the trigger and seeing monsters punched backwards by the force of the bullets. The monsters still have the ability to scare the crap out of you – there are few things more frightening than playing this game at four in the morning on a widescreen telly, with surround sound and no lights.



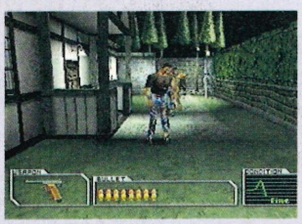
The simplistic gameplay and range of routes, with varying monsters, means that although the game is short, you can enjoy it over and over. The best part is that even though you can't save your position, you can save your weapons. Starting fully tooled up with loads of ammo is more than enough to speed your progress. With few secrets, there isn't an awful lot to look for, but if you complete the game with an S rating, you get access to the rocket launcher, an awesome weapon of zombie destruction.

It's certainly not the best of the series, but *Survivor* still has enough to endear it to many. It's worth buying, especially if you have a good lightgun.

Khi Leonard

Dance Of The Undead...

Being a *Resi* game, the zombies are much in evidence. They're just as ugly as before too...







"...IT'S WORTH **BUYING,** ESPECIALLY IF YOU HAVE A **GOOD LIGHTGUN...**"

The idea of a first-person adventure with a lightgun is enough to make even the sturdiest of men tremble with delight. In theory, it should be just about the closest you can get to really shooting zombies. Unfortunately, the brevity of the game doesn't really allow you to become fully immersed in the world conjured up for you. The lack of save points makes this a full arcade game; four continues are all you get to aid your completion and if you're good, you can complete the game in under an hour and a half. It seems a compromise between full arcade and adventure has been reached – you have elements of both rammed together to try and create something different. *Resident Evil: Survivor* should've been either a proper arcade game, with shooting and nothing more, or Capcom should've gone the whole hog and created a proper adventure using the lightgun. The faceless limbo between the two in which this game resides does nothing for either genre.



Somehow giant, killer moths fail to inspire the necessary fear.

extreme

UPPERS
Lightgun • Gore a-plenty • Easy to get into

DOWNERS
Bad graphics • Too easy • Could've gone further

72%

■ Napalm, the fire supplier.





extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

Silent Bomber

With stealth, cunning and a bloody great bomb, Chris deals with his enemies. But is this game as explosive as it seems?

extreme INFO:

Publisher Virgin Interactive
Developer Bandai
Genre Blow-'em-up
Released June 2000 **Version** PAL
Price £29.99 **Players** 1-2

- **MEMORY CARD**
- ANALOGUE PAD
- **ARCADE STICK**





You've Had Your E-Chips

E-Chips are vital to Jutah's block-rockin' hardware. With these babies you can build fat stacks to the ceiling, increase your lock-on range and reduce damage taken with shields.





Seek shelter, here comes the warpath. Original arcade action games are something of a rarity on the PSX, but blowing up in your face like an airbag is a new hero named Jutah. Jutah is lethal, and blows holes through people, leaving no witness as to who did it. It's a sad story of a man devoid of feeling. Blood might be boiling, but his blood is frozen...

Rest assured the plot is tight, but the Jackanory aspect isn't what makes *Silent Bomber* so special. What does? Where do I start? If you like action with a capital TNT, this is the title for you. *Silent Bomber* is a nuclear power plant of a game. You take control of Jutah, and basically burn everything to the ground – smokin'!

Blown Sky-High...

The level styles and design are commendable. Depending on the mission, the camera switches angles from stage to stage. Some levels are traditional 3D, some are viewed top-down. It's practical and not just cosmetic – without it, the top-down sections could be baffling, due to the sheer amount of things going on (with no slow-down!).

You need to be armed to the max and very aware if you're to have the slightest chance of survival – the swarming enemies aren't very friendly.

"...WHEN A GAME'S THIS MUCH FUN, YOU WON'T WANT TO LET ANYBODY HAVE A GO..."

It's fun alright, as you sprint around blowing up everything in your way without question. Battling 'bots and bosses with bombs and explosives is a hyperfast-paced affair. Luckily Jutah is a bit quick in his Nikes, and must be packing Air Max if his leaping abilities are anything to go by.

Obviously bombs are on the A-list; Jutah brings the boom in bulk with what's stuffed up his sleeves. Infinite TNT is nice, and limited Napalm, Gravity and Static Charges add a fuller warp to the shrapnel. For the extra blast radius, you can stack and mix charges too. Depending on how many E-Chips you can amass, stacks can be around 20 deep. Bombs are detonated via a lock-on or as mines. Power-ups are frequently found in the scenery debris, and some items need to be picked up in order to accomplish the mission.



You'll see some super-cool mecha-robots with fat lasers (last seen in *R-Type*), and some stranger contraptions that exist in Japanese games. As for the bosses – oh, those bombastic boss fights! True to tradition, they're big and hard to kill, unless you suss their strategy.

Silent Bomber is a 360-degree arcade experience. The graphics are smooth and pucker, the soundtrack is rocking and gets the adrenaline pumping instantly. A coin-op-style points system shows scores and multipliers over the blasts. With a cool story to link the levels, point scoring and timer, plus a ranking (A-D) system, this game is gonna' get the right type of attention for some time. The only dud we found was the lack of a two-player team game, although you can go against a mate in Vs mode. But when a game's this much fun, you won't want to let anybody else have a go anyway.

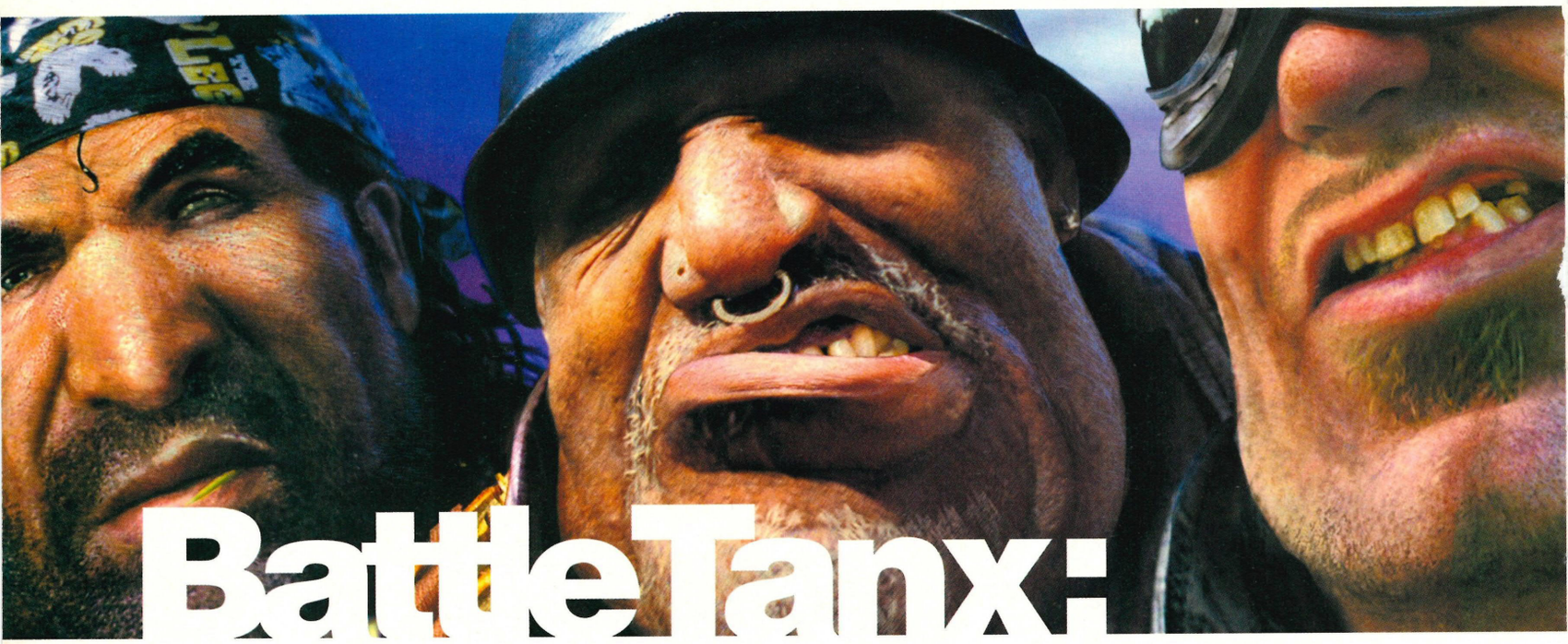
Chris Kjolsen

extreme

UPPERS
Addictive gameplay • Lasting appeal • Excellent controls

DOWNERS
No two-player team • No three-player • No four-player

90%



Battle Tanx: Global Assault

extreme INFO:

Publisher 3DO **Developer** 3DO
Genre Action Game
Released Out Now **Version** PAL
Price £29.99 **Players** 1-4

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

Don't you just love tank games? Blow buildings to smithereens, convert other tanks into scrap metal and generally cause havoc. Claire turns Sergeant Major and gets out her big guns (ooer)...

Great idea! Give a girly girl a battle-tank game to review. How hard is it going to be for me to remain objective so I can review this latest title from 3DO? It's merely a bunch of big grey blobs (yes, that's what the tanks look like) shooting each other up the *?!@£!. Sorry, I'm being subjective already, but as games go this has to be one of the worst games I've ever encountered on the PlayStation (straight in there with the insults from the start).



What's this? A ghost tank?

It started off badly when there was no sign of any introduction sequence to spruce things up – and believe me, this game needs a lot of that.

It's straight into the main menu, where you're faced with quite a few different modes to play. There's a whopping seven of them in total, so you'd think there'd have to be a playable one somewhere. Not the case, I'm sad to report.

Don't expect any in-depth explanations of the deep-and-meaningful gameplay in the following paragraphs, as each of these seven modes of play are just simple variations on the same theme.

Once you've chosen which option to play, you have to choose which gang you're going to use. There's quite a few of them, all with pretty weird names. Each has different tanks you can use during the game, and you've also got the option to choose their level of skill – Normal, Advanced or Novice – so there's an opportunity to cheat, of course.

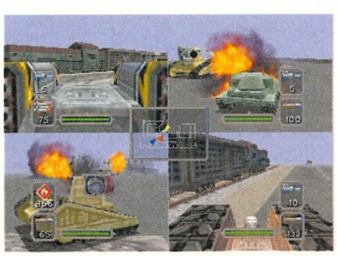
Up to four teams can play simultaneously, some can be human-controlled while others are AI-controlled; it depends on how many friends you've got. It does make it a fraction more interesting as you can make your opponents' games a bit more difficult by blowing up their tanks.

On A Mission...

Once you've sorted your team out, you can start. Campaign Mode is one of the more interesting games to play, but before you can get stuck in, you have to choose a country in which your blasterthon can take place. These include Russia, United Kingdom, America and France. Then

"...IT REALLY HAS TO BE THE MOST UNIMAGINATIVE AND LABORIOUS GAME EVER INVENTED..."





Gang Bang

There are five different gangs to use in *BattleTanx*, and each has its own unique set of tanks. You also have to choose which colour they appear as on the game's map, so you can keep track of who's where and whether they're just about to turn the corner and blast you off the battlefield. From top to bottom, here are their strange names: Madison, Dark Angels, Skull Riderz, Storm Rowers and Shadow Opps.











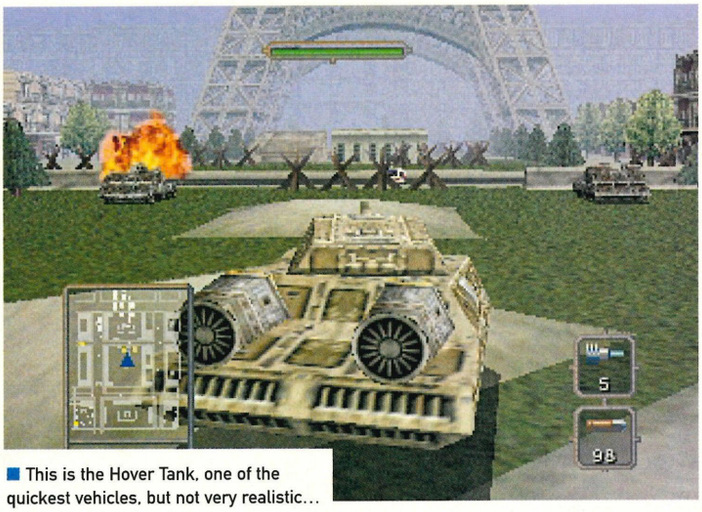
you have to localise your battlefield; for instance, if you choose London, you then get to place the battlefield at Westminster, or maybe the docks. To be honest, though, you can't tell the difference between one place and another, as they all look the same. There's just a few grey-and-brown-coloured buildings and your opponents' tanks to look at – oh, and the odd horribly-pixelated tree.

Your campaign mission differs, depending on where your game's taking place. Take the French challenge, for example. If you choose the Channel Tunnel, you must clear a path through it so your convoy can make their way without coming under attack.





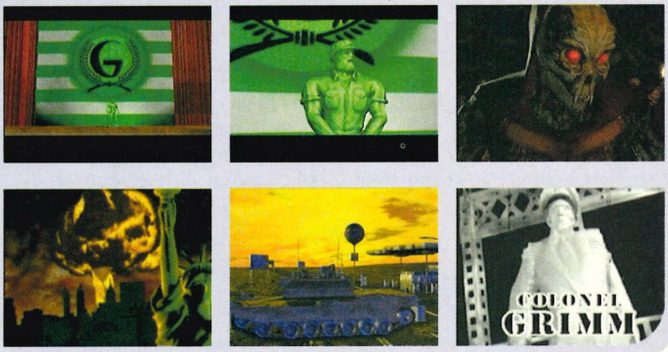
You can pick from three tanks to begin your mission. But as I said, the selection of tanks you choose from depends on which gang you select at the start of the game. They've got some strange names too: Goliath, Miai, Moto, Inferno, Bulldog, Rattler and Hover to name just a few. Some of these names depict the type of tank it is. Goliath, for instance, is big and bulky, so it doesn't move at any great speed. The primary weapons are also different, and this is where things become even more annoying. Depending on which tank you pick, your vehicle fires its weapons at various speeds, so sometimes there's a long break between each shot, giving the enemy more than enough time to deplete your health bar (you see it at the top of the screen). Two or three hits and you're outa' there, having only got about one shot at them. Other tanks move quickly and can also fire constantly, so at least if you use one of these you've got some speedy manoeuvrability.



■ This is the Hover Tank, one of the quickest vehicles, but not very realistic...

At The Movies

If you go to the Options Menu there's some additional entertainment in the shape of movies from other 3DO titles. The question is 'why?', of course, but if you fancy some flashy CGI viewing, take a look at *Sarge's Heroes, Crusaders, BattleTanx* and *Army Men: Air Attack*. I suppose it's just some free advertising. Oh well; it's a diversion from the game at least.



"...AFTER FIVE MINUTES I WAS BORED OUT OF MY MIND..."

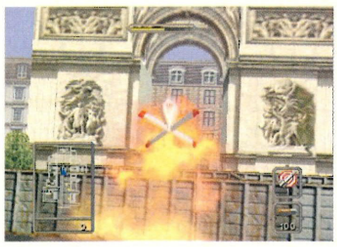
Pick-Me-Ups

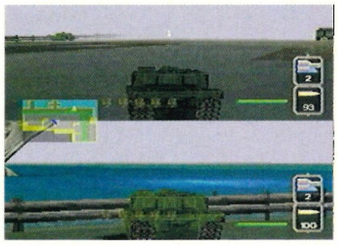
There are various collectibles to pick up whilst in battle, like shields, cloaks, missiles, health, swarmers and lasers. To select them, you have to press Circle. If you've got a Goliath, it's a good idea to find some better weapons like lasers, so you've got a fighting chance. I suppose there's an element of strategy involved.

Other game modes are Battlelord, where you have to get all the Queenlords (they look like cardboard cut-outs of a woman's face) into your base, and Deathmatch, which just involves you destroying five tanks before any of the other teams do so first. This mode is exactly the same as Family Mode, which I thought was a little odd – but then nothing surprises me about this game. Next there's Frenzy, in which you have to collect ten Queenlords, then Hold 'Em, which involves you capturing and holding a Queenlord base within a set time limit, and finally there's Tank Wars, where you just have to get the most points in three minutes. When time's up, a stats table appears, showing how many kills were made and how many tanks were lost for each team. And that's your lot.

BattleTanx has to be the most unimaginative and laborious game ever invented. It's got nothing to offer, and frankly, after five minutes I was bored out of my mind and deeply depressed – not what you want after a long, hard day when you need a pleasant evening in with your little grey box.

Claire Webster





■ Some of the backgrounds are virtually devoid of anything...

extreme

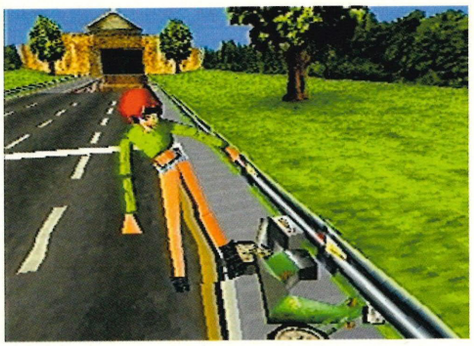
UPPERS
Won't keep you up • Good stress relief • ...That's it

DOWNERS
Awful graphics • Bad soundtrack • Just dull

47%







Radikal Bikers

extreme INFO:

Publisher Infogrames
Developer Gaelco **Genre** Driving Game
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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

Power Up!

Apart from collecting extra ingredients, you must make use of other items (usually found above ramps). These are Super-Kicks, for the temporary power of auto-destruction, and Turbo-Boosts – although you wouldn't notice them if it wasn't for the fire emitting from the bike's batty.







Pizza Delivery? Skint Chris thought his latest job would be a pizza cake, but does *Radikal Bikers* deliver? Read on...

Riding on a moped to deliver mozzarella-coated soggy bread has to be the most dangerous job in the world. Take my latest stint working for Moldy Pizza Ltd; the boss gave me a measly 65 seconds to get to the other side of town on a modified hairdryer. Ten seconds later, a police car smacked straight into me, almost knocking me off. I needed to get off the street, so I took a short cut through the graveyard, only to get caught among a herd of zombie flesh-eaters. Finally, I reached the destination with a cold and broken pizza in tow, only to find Ratgirl from Pizza Palace had beaten me to it....

***Radikal** Bikers* is simple – a game of driving from A to B, collecting items and finding shortcuts along the way. Gameplay is split into two modes: Arcade and Radikal. Arcade Mode is a straight port of the popular Atari handlebar-flaunting cabinet, offering just 12 tracks from three cities.

The deep-pan, stuffed crust option has to be Radikal Mode, taking the player from humble beginnings (working at Moldy Pizza) to the most credible of outlets (Supreme Pizza). This is no cheese-feast. Each city is broken into four short sections. The first City, Margarita, is by far the easiest and probably the most dull of the seven city circuits. Success brings about more varied courses (28 tracks, seven cities), boasting sensational shortcuts and unconventional, frustrating mayhem.

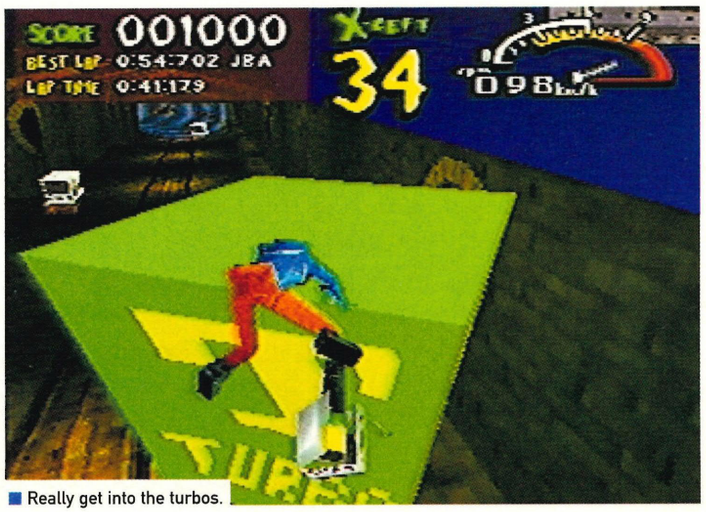




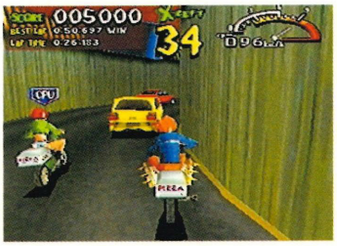
'Ped Power!

In order to work your way up to the topping, you must find ingredients along the way for the elusive Mega Pizza. These ingredients make for happy customers, and happy customers equal good tips, which buy faster mopeds. A slower bike can be raced faster by utilising the turbo power-ups found along the way, but this is not enough. Be prepared to jump off ramps and street furniture, and land on top of buses and pedestrians in your quest for the sweet smell of spicy beef.

I hoped *Radikal Bikers* would be something like *Crazy Taxi* on the Dreamcast. And it is, but not always in a good way. *Radikal Bikers* is a faithful coin-op conversion; the gameplay is



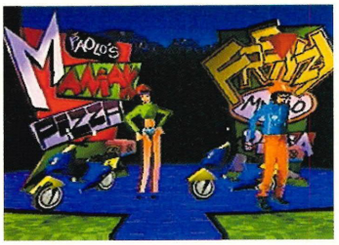
■ Really get into the turbos.

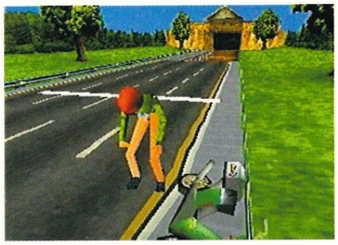


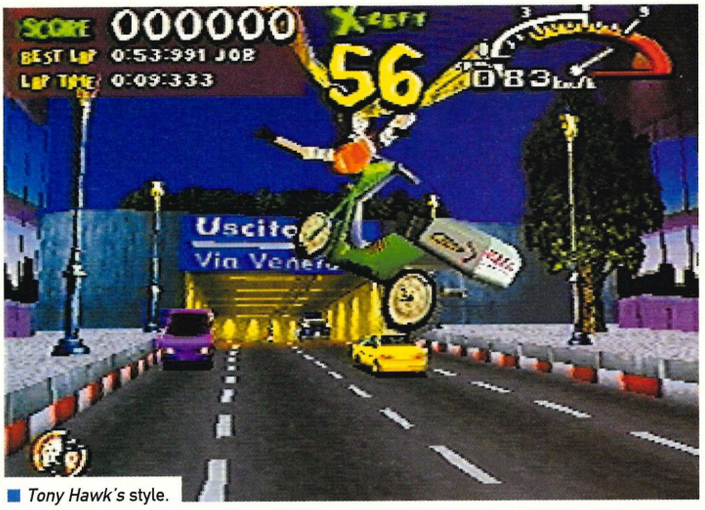












■ *Tony Hawk's* style.

certainly frantic. Putting the player into a bustling city that relies on packed streets full of cars, people, ramps, dogs and easily-missed shortcuts brings across a feeling of urgency, rather than the sheer speed which is attributed to many comical games like *Crash Team Racing* or *Speed Freaks*.

The course here is linear so, unlike *Crazy Taxi*, you can't freely roam the environment. The city is broken up into predetermined sections and shortcuts that need to be completed before the clock runs red and before the CPU player gets there. So it's almost like a *Crazy Taxi* for PSX, and almost as much fun, but *Radikal Bikers* lets itself down by being past its sell-by date.

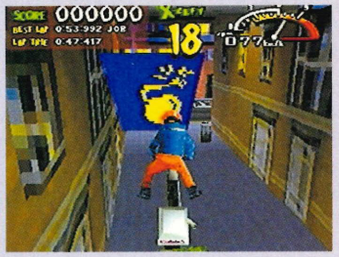
Radikal Bikers does deliver some of the most whacked-out, comical and colourful animations ever seen on a PSX racer. Ramps, static and moving, offer opportunities to collect some turbo power-ups but these disappoint, as they don't actually make you travel much faster. So, to compensate, your chosen road-rager dishes out kicks to car panels whilst weaving through the heaving traffic. Also, car destruction can be carried out using the Super-Kick item. Luckily the vehicles are unable to do much damage to the player. Our driver simply does a somersault and continues riding, even if it's a bus that's been hit head on.

You'd be forgiven for thinking, with all the simplicity and loud colours, that this is easy pizza. No way – it's hard, I tell you! *Radikal Bikers* has significant genius in its ingredients. It's so simple and so addictive, frequently frustrating and at times plain infuriating. But mostly fun; for a while, anyway.

Take A Shortcut...

As everyone knows, shortcuts rule in pizza delivery. However, Margarita City isn't your normal habitat, and cutting through the graveyard may not be the best idea – unless you need some more pepperoni.







"...FRUSTRATION IS ALSO FOUND WHERE IT'S UNWELCOME..."

Frustrating Frying

Frustration in moderation serves to aid addictiveness – an essential quality for arcade games. Unfortunately, the same frustration is also found where it's unwelcome. The in-game music sounds like the bands who sing on tampon adverts. It's really irritating, and must be turned off a bit sharpish. On the flipside of this coin are the FX, which stand out and are executed nicely. A selection of cartoon sounds and police sirens ring out, adding greatly to the mental madcap atmosphere.

I'd love to give this game an equally mental madcap mark-up. After all, how many games are this much fun on the PSX? But 30 quid? I doubt *Radikal Bikers* will remain radikal for more than a short time, and once the novelty wears thin, there's nothing much in terms of substance to keep you playing. Take my advice and rent the game out next time you order a pizza...

Chris Kjolsen







■ Look, no hands.

extreme

UPPERS
Xtra cheesy• Spicy pepperoni • Free delivery

DOWNERS
Thin crust • Soggy sounds • Not Pizza Hut

74%

extreme
THE MAGAZINE FOR PLAYSTATION GAMERS
FIRST CLASS!







Ballistic

Kendall gets his teeth into a game likely to drive you completely loopy – but how does it taste?

extreme INFO:

Publisher THQ
Developer Mitchell Corporation
Genre Puzzle Game
Released June 2000 **Version** PAL
Price £29.99 **Players** 1-2

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





***Ballistic* is a classic example of a game that doesn't look too exciting when you see screenshots or watch other people playing it, but I guarantee, once the game is loaded up and you get the joypad in your hands, you'll be playing it for hours, completely unaware of how much time you've spent in its company.**

The basic idea is that you're in control of a gun in the centre of the screen, and you shoot coloured balls onto a track which spirals around the screen. If you can connect three or more of these balls together, they disappear. The idea is not to let the balls reach the middle of the screen as this causes a mass explosion. Exploding the sets of three can also cause chain reactions, which gives you higher scores.

Learning Curve

As with all the best puzzle games, the learning curve is spot-on, making the first level simple and the later levels as manic as possible. As you start to master it, things become more complex, with extra obstacles thrown into the mix. For example, there are tornadoes which can pop up at any time and intercept the ball's trajectory, sending the orb in completely the wrong direction! This means the situation can change from near-victory to complete bedlam. Also, watch out for a bee that flies around hampering your progress too – no doubt it will cause you to swear profusely at the screen, but the annoyance never becomes too much. In fact, it merely drives you on and increases your determination to succeed.

Overall, *Ballistic* is a colourful, fast and entertaining challenge, with an excellent solo-player game, as well as a classic two-player mode which will no doubt find you burning the midnight oil for weeks to come. In the grand tradition of *Tetris* and *Puzzle Bobble*, *Ballistic* is a timeless game, guaranteed to drive you mad. Now if you'll excuse me, I must play it again...

Kendall Lacey

Damn!...

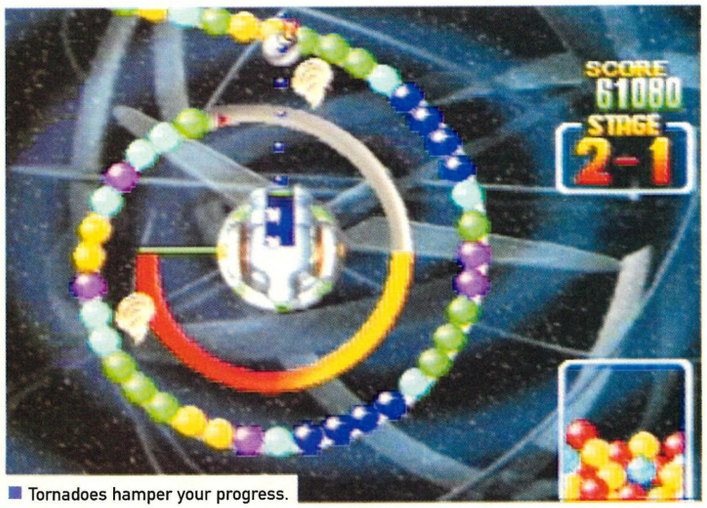
As you get better at the game, *Ballistic* gets tougher and begins to get rather sneaky. For example, later screens feature a tunnel. When the coloured balls pass through it, you cannot get at them, meaning you may be about to pull off the greatest combo in the world and suddenly your chance is gone and the pressure's on.







"...*BALLISTIC* IS A **COLOURFUL, FAST** AND **ENTERTAINING** CHALLENGE..."



Tornadoes hamper your progress.

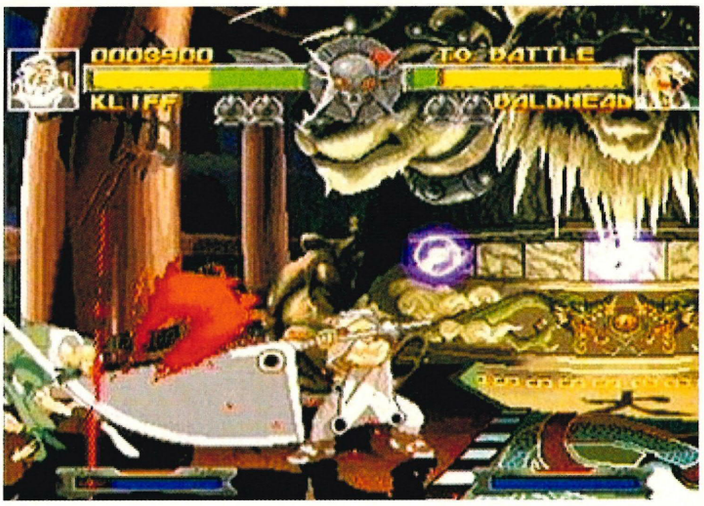
extreme

UPPERS
Frantic gameplay • Extremely addictive • Versus Mode

DOWNERS
Puzzle fans only • Can get frustrating • Sleepless nights!

90%





■ Surely no one can survive that?

extreme INFO:

Publisher Virgin Interactive
Developer Team Neo Blood
Genre Beat-'em-up
Released May 2000 **Version** PAL
Price £34.99 **Players** 1-2

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

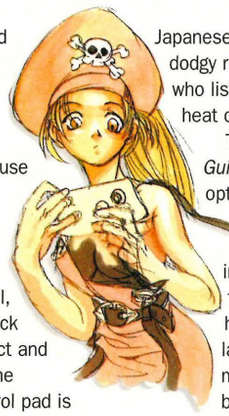
Guilty Gear

Classic fighting action or dated crap? Greg practises those combos...



Tired of *Tekken* and other 3D fighters? Probably not, but if you do hanker after the halcyon days when *Street Fighter* was the cutting edge, *Guilty Gear* could get your D-Pad finger itching. Adhering fully to normal fighting game conventions, there's little in the way of plot – suffice to say you need to fight 13 characters (including three bosses) before you can call yourself a hero. This is done in typically frantic style, with plenty of fireball attacks that further remind you of *Street Fighter*. The fast-moving visuals are similar too, but of a higher quality, with excellent character animation and little slowdown, even in the wildest bouts.

The sparse backdrops and excessive pixelation remind you of the compromises made to keep the speedy pace up, but *Guilty Gear* is all about action, and borrows its use of weaponry from titles like *Samurai Shodown*.



Control Freak

The control system works well, with the normal Punch and Kick attacks augmented by Respect and Taunt moves. Also, the way the fighters respond to your control pad is a joy to behold, with instant responses and manic combo attacks achievable. Soundwise, the voices are pure Japanese screams, with a rather dodgy rawk guitar backing. Still, who listens to the music in the heat of battle?

The main drawback in *Guilty Gear* is the shortage of options. The usual Versus and Normal Modes have a bit of training thrown in for good measure, but there's a lack of choice here. This limits one-player lastability, with only multiplayer dragging you back when all characters are unlocked/beaten. Also, the bosses can be relatively easy to beat, especially as the target audience is experienced beat-'em-up fans, weaned on a diet of 2D combat. However, these criticisms shouldn't deflect too much from a good game that offers no-frills, 2D fighting action straight out of the old school. Respect.

Greg Howson

Tools Of The Trade

There are ten characters to master, and three bosses (including the one-armed hard guy, Baiken) that are selectable for two-player once defeated. The characters themselves are fairly generic Ken/Ryu types, though their weaponry makes up for it – you can fight with a huge curved knife or with your hair...









"...THE MAIN DRAWBACK IN *GUILTY GEAR* IS THE SHORTAGE OF OPTIONS..."

extreme

UPPERS
Fast-moving graphics • Varied characters

DOWNERS
Lack of options • It's 2D • Nothing original

79%

Championship Bass 2000

Is EA Sports' angling sim a fishy offering or a valued catch? Chris dons his waders...

extreme INFO:

Publisher EA Sports
Developer PIA **Genre** Sports Sim
Released Out Now **Version** PAL
Price £29.99 **Players** 1

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





Heart-racing action.

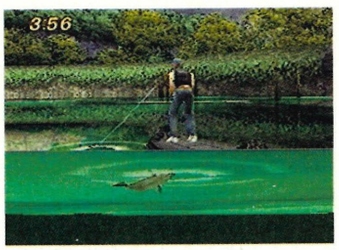
Another month, another fishing game. This time EA Sports has its tackle out to lure house-bound fishermen into one of the biggest commercial nets in the world. Which is surprising; usually EA have bigger fish to fry (like the *F1* and *FIFA* schools). Why? We suppose it all adds to the resume, and hey, it's only money, so who cares?

Ever been fishing? If you're like me, you won't have been often. It's usually cold and raining – and apart from a few miserable fish, there's always one idiot with a maggot between his chops. No, when I'm 'gone fishing', it's in front of my telly and I only eat fish from the chippy.

Championship Bass 2000 is to the genre what the bloke sucking a maggot is to me. In a word – unnecessary. Unnecessary because they took all the colour and fun out, then filled the game with options instead. You bastards! You killed fishing! They blagged it, told us if we sucked long enough we'd catch the 'trophy bass' of our 'wildest dreams'...

Hook, Line & Sinker

My wildest dreams weren't realised until Konami's *Big Ol' Bass* made me the proud owner of a 13lb North American monster, complete with stars and stripes. In this game it would be a thrill just to catch a boot. The fish are



dull and look sick as they mooch around the pond (no wonder they're not that hungry). It's all been sacrificed for the sake of so-called realism.

The features include four modes of play. There's the Fishing Trip (practice) for starters, followed by Challenge (timer), then there's Tournament and Career Modes to wade through. Some extra lures and one bonus lake can be unlocked in Tournament. Career Mode allows you the choice of a male or female version of John Wilson.

Go fishing! The 'stocked' lakes are surprisingly vacant, even when you're continually changing your spot. Lakes offer just four species of tiddlers – bluegills, catfish and small/large mouth bass. And being one-player only, it's hardly likely to bring your mates around.

So, you're out on your dinghy all alone, looking for something living to catch. In order to increase the chances of this, it's advisable to select a lure from a catalogue of six. Next is casting; gone are the simplistic aim-and-shoot methods employed by the likes of Konami. These are EA lakes and unnecessary power bars and button pressing is mandatory. In short, it's worse than sitting in the rain sucking on a boilie.

Chris Kjolsen

> "...IT WOULD BE A **THRILL** JUST TO **CATCH A BOOT...**"



Nobody likes a tiddler.

Art Of Casting

Oi! Watch my eye! Casting could've been easier – this is nails. First, find a nice spot. Next, line up the cursor. Now ✖ should start things – once the bar hits the target, quickly tap ✖ again. No! You missed the bloody target again...









extreme

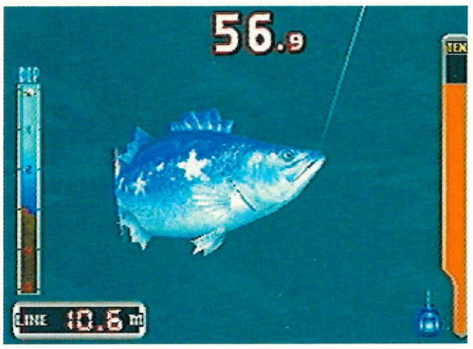
UPPERS
Realistic • Cheap • Erm...

DOWNERS
No fun • No satisfaction • No way!

39%







Big Ol' Bass: Fisherman's Bait 2

extreme THE MAGAZINE FOR PLAYSTATION GAMERS FIRST CLASS!

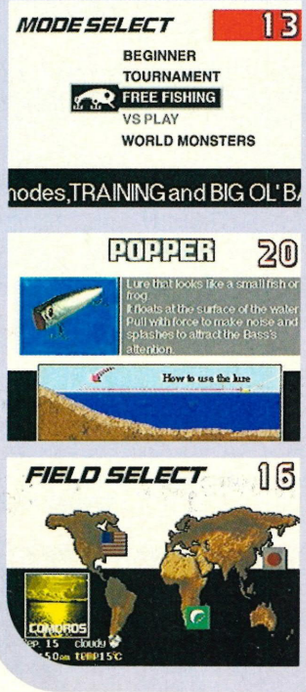
extreme INFO:

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

- **ANALOGUE PAD**
- DUAL SHOCK
- **FISHING PAD**

Monster Mash

***Big Ol' Bass* features loads of modes, the office fave being World Monsters. It's best played with two players, but the comprehensive tournaments provide single-player satisfaction. And, of course, Konami has stuck in a few secrets to unlock...**



When Konami said 'big bass' Chris was, like, 'Wicked guy! Bo selecta! You get me?' But does he enjoy fishing on the PSX?

Imagine my surprise when it turns out *Big Ol' Bass* is a freakin' fish. "Oh no. Not another boring fishing game", I said to the Ed. "But this is a big 'un", he replied. "Grab a hold, or it'll get away!"

"But I'll get water down me waders – hang on – that's not a fish"...

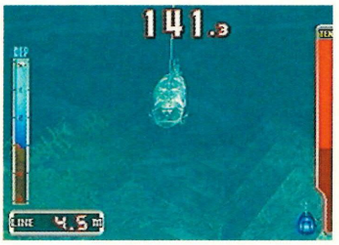
A question often asked of fishing titles is, 'WHY?' Well, my hearties, Captain Konami certainly isn't behaving coyly with regard to this question. Fishing is boring – from the time your dad got a net and took you to the pond for sticklebacks, up until my mate Dave started night fishing to 'get off the gear'. Don't assume this plays like an afternoon on golden pond with Grandad, though. The pace is more like looking after electric eels. Me and Dave have obviously been fishing all the wrong places – Konami has access to lakes of psychedelic raving monster bass and fish on acid, with not a stickler in sight. Check out the screenshots; it's not normal.

Right on Time...

Neither are the timers that appear everywhere, turning all but the most boring of fishermen into 30-second flounders. Following a straightforward intro and options menu (Game, Options, LiveWell), you're thrown in at the deep end. You get 30 seconds from here on. Choose the style of game in 30 secs (see boxout), take 30 seconds to decide on a lake and 30 seconds to chew over which bait. Once you begin, there's 120 seconds on the clock and counting. If you catch something scaly you're given more time, making things frantic as you desperately try to catch anything remotely fishy in the last ten seconds. Oh, and 30 seconds is all you've got to enter your initials on the scoreboard, plus there's no pause during play (but it works, trust me). Konami has done its research, and knows that when virtual fishing, realism is out and entertainment is in.



Eat your heart out, Pokémon.



'Ullo, can I nibble your nuts?'

The fun factor isn't exclusive to what lurks beneath the turduous tide. The ritual of casting one's rod and reeling in a catch is just about as much fun as you can have with an analogue stick. It's splendidly simple, using the cursor to pick a good spot – tap ✖ to begin casting. Once it's 'Fish On!', it's time to see what your controller is made of. The analogue stick works as a reel – you wind it like one, using the shoulder buttons for slackening the tackle. It couldn't be more simple.

"...SHOULDN'T EVERYONE OWN ONE FISHING GAME?..."

With a keep-net (LiveWell) full of monsters, this is the most fun you can have fishing the chips of the PSX, especially in Versus Mode. It's not an expensive import any more, so shouldn't everyone own one fishing game?

Chris Kjolsen

extreme

UPPERS
Best fishing game on PSX • Not normal • Funky fish

DOWNERS
Dave didn't like it • It's fishing • No techno music

90%

Rugrats: Studio Tour

Fancy some racing, golf or platform action? Greg finds a fun game for *Rugrats* fans.

extreme INFO:

Publisher THQ **Developer** THQ
Genre Multi-games
Released Out Now **Version** PAL
Price £34.99 **Players** 1

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

"...EVERYTHING IS SOLIDLY PUT TOGETHER..."





Like *The Simpsons* before it, *Rugrats* is one of those cartoons that appeals to both young and old alike. Tommy, Angelica and the crew are often one of the main reasons for switching on Saturday-morning telly, but *Rugrats: Studio Tour* is aimed firmly at the younger end of the market. That's not to say older players won't enjoy the mixed bag of goodies on offer here, but the relative ease of play could be off-putting.



The race is on, kids!

***Studio** Tour* is set on (you've guessed it) a film set, and it's your task to free baby Dill from the locked cupboard. To achieve this, you need to complete a number of different mini-games based on themes such as the Wild West and space travel. These games range from *Mario Kart*-style racing to platform-jumping, with some pitch and putt thrown in for afters. While the difficulty level is set at the lower end of the scale, the sheer variety on offer makes up for it. Also, the hub system layout allows you to mix-'n'-match the different games, moving to another should you get stuck (or bored) with one.

Constant retries mean even the most cack-handed *Rugrats* fan should eventually win through.

Rat Trap

Graphically, the game's reminiscent of its TV inspiration, with gaudy, basic backdrops and limited animation. The only real flaw is the look of the characters' creepy mouths, with the two frames of animation making the kids' faces seem a bit peculiar at times. Top marks, though, to the vocal performances, which are well acted and full of sarcasm and quips – far better than the usual game fare we're given, and a reflection of the quality of writing in the TV series.

While there's little originality here (even the power-up sounds are nicked from *Mario Kart*), everything is solidly put together. Grown-ups may whizz through the target shooting or the early kart courses, but *Rugrats: Studio Tour* isn't really for them. Children, and those who enjoy the Saturday morning cartoon, will get most from this, and the mish-mash of gaming styles on offer makes *Rugrats: Studio Tour* a good little package.

Greg Howson

Access All Areas

At the start of the game, you get to choose from four areas. Don't panic, though, as you can go back to the 'dressing room' and try something else at any time during the game. Here's just a few of them...

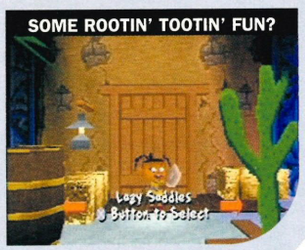
FANCY A SPOT OF RACING?



FANCY FLYING TO OUTER SPACE?



SOME ROOTIN' TOOTIN' FUN?



extreme

UPPERS
Loads of variety • Good *Rugrats* vibe • Decent speech

DOWNERS
A bit too easy • Just for kids • Rough graphics

75%



Crisis Beat

If you liked *Double Dragon* or *Fighting Force*, Greg thinks you should try this...

extreme INFO:

Publisher Virgin Interactive
Developer Studio 3 **Genre** Beat-'em-up
Released Out Now **Version** PAL
Price £34.99 **Players** 1-2

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



You put your left leg in...

Older readers may remember *Double Dragon*. This classic beat-'em-up of yore was revolutionary, as it allowed you to walk along whilst pounding the bad guys, rather than being stuck in a forced arena (well, the screen scrolled). The huge success of this created a genre that has seemingly fallen out of favour in the last few years, though rumblings are occurring. Recently we've seen *Fighting Force 2*, a game that was heavily influenced by *Double Dragon*, and soon Namco is releasing *Dragon Valour*, a similarly-styled scrolling beat-'em-up.

Continuing this trend is *Crisis Beat*, the latest from Virgin. Despite the pop-band name, *Crisis Beat* is a 3D version of *Double Dragon*. Set on a hijacked cruise ship, you and your team must infiltrate the vessel and free the passengers from the evil Colonel. Of course, these terrorists are not going to allow you the freedom of the ship. Oh, no. Instead, you have to pile into the waves of baddies with boot, fist and whatever else comes to hand. Subtle it ain't, though *Tekken* fans will be pleased to see some decent combos on offer, mastery of which is essential for success further on in the game.

Fiendish Foes

The enemies start off as boot fodder but soon adopt some sneaky tactics, forcing you to be slightly more thoughtful. The 3D graphics are adequate and colourful in places, with some varied scenery, although the characters can be a bit fuzzy. The main annoyance is the camera, which creates some unplayable views on occasion – a real problem in a 3D game.

Crisis Beat is very Japanese and very derivative but only *quite* good. The fighting is interesting, but palls after a while, as the foes keep reappearing. The slightly rough graphics don't inspire either, although the variety of locales helps. If you liked *Double Dragon* or more modern imitators such as *Fighting Force*, check out *Crisis Beat* – it offers more excitement than the latter, especially with its co-operative two-player mode. Otherwise, you may be better off waiting for something that promises just a little more variety.

Greg Howson

Forceful Fighters

There are only four characters to start with, so choose carefully as each has different abilities and follows a different route through the game.

REGULAR GUY EIJI AND BLONDE JJ



HANDS IN POCKET KEN



SASSY FEISU



"...THE FIGHTING IS INTERESTING, BUT PALLS AFTER A WHILE..."





extreme

UPPERS
Easy to grasp • Interactive scenery • Better than *FF2*

DOWNERS
Gets boring • Annoying camera • Mixed graphics

69%





Midnight In Vegas

Would you take a gamble on 3DO's casino sim? It's time for Ian to cash in his chips (don't we wish)...

Is this really on the PlayStation? Okay, it's a gambling sim. Not exactly built for stupendous graphical effects, we know. And yes, you're not winning or losing real money – so what? The people who think gambling games are a waste of time know who they are. But did *Midnight in Vegas* really have to look this bad?

extreme INFO:

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

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

All In The Game

The seven games available in *Midnight in Vegas* are:



With the control system making so few demands on the processor (you do little more than pick options), you'd expect some really great presentation. When picking your game, you should be able to walk through a 3D casino, approaching the table you want to play and taking your seat. What you actually get is a flat options screen where you toggle between the seven games on offer. When playing the card tables, the croupier should deal realistically, with some cool FMV – or at least motion capture – showing him shuffling the pack and dealing the cards. What we get is a simplified, sanitised representation of them appearing out of nowhere – the croupier can't be seen at all. There are five fruit machines on offer, but all are flat and lifelessly drawn – where are the hands putting the coins in the slots and pressing the buttons? The machines aren't exactly feature-packed either. I can honestly say I've seen better shareware fruities on the Amiga, in terms of presentation and playability. And look at that roulette wheel! It's drawn as if it were dumbed down for a 16-bit machine.

"...BASICALLY, IT'S A COMPLETE WASTE OF MONEY..."

Aural Disaster

And the sound? Bleeep – bleep – bloop. Get the picture? There's a token attempt at casino ambience, but it's about as convincing as a party political broadcast. And where are the tutorials to explain the more obscure games? This is a great opportunity for some much-needed FMV, but we get nothing at all.

There are more wasted opportunities too. Instead of just offering seven game-types, why not include a couple of super-games, where you need a certain amount in your pocket before you can join? Also, how about a couple of old retro arcade games you can pay to play? Or theatres where you pay to watch short movies? Realistic this ain't, but so what? It gives the player a goal to aim for when gambling.

Once again, the people who think gambling for pretend money is a waste of time know who they are – we're judging this one on its merits as a casino sim, and it falls flat on its face. The various gambling games work okay (if a little on the easy side), and you can carry your winnings (or losses) from game to game, but the package as a whole's so boring you won't come back to it twice. Basically, it's a complete waste of money.

Ian Osborne



Doesn't it look soooo realistic?





extreme
UPPERS
Erm... • Er... • You don't lose for real!
DOWNERS
Bad graphics • Minimal sound • Zero presentation
23%

NBA Live 2000

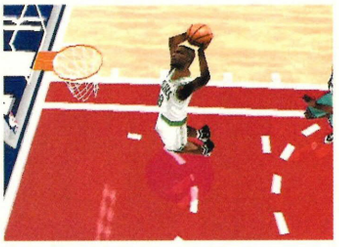
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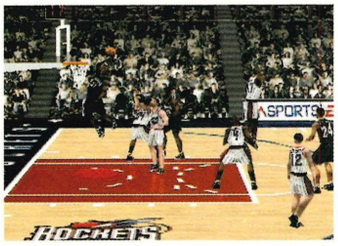
Publisher Electronic Arts
Developer EA Sports **Genre** Sports Sim
Released Out Now **Version** PAL
Price £34.99 **Players** 1-8

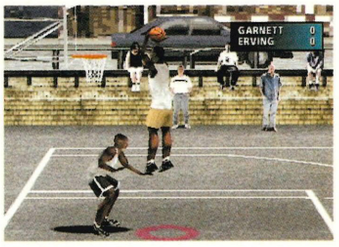
- **MEMORY CARD**
- ANALOGUE PAD
- **DUAL SHOCK**
- MULTITAP

Does the PSX really need another basketball sim? Ian asks if NBA Live 2K is a three-pointer or a back court violation...

Let's make one thing clear – *NBA Live 2000* is basically the same game as *NBA Live 99*, but with updated team rosters. No surprises there, then. The Arcade, Simulation, Single-Game, Exhibition and Franchise Modes are there, as is the incredible array of options. A new One-on-One Mode has been added, enabling you to pitch two single NBA stars against each other.







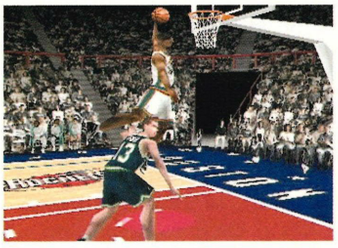
"... IT'S A WORTHY PURCHASE..."

Overall, the AI is good, though there are a few niggles. For example, the computer-controlled teams fail to up their pace when behind with the clock running down. They take as much time passing and shooting as they would if the game were tied.

Overall, the leap from the 1999 to 2000 season isn't all that great. If you have last year's effort, only get this if you're after updated rosters. However, the *NBA Live* series has long been the king of sim-style basketball games, so if you haven't got one already, it's a worthy purchase.

Ian Osborne





extreme

UPPERS
Cool graphics • Versatile options • Challenging

DOWNERS
Opposition don't watch clock • Similar to *99*

80%

NHL Blades Of Steel 2000

extreme INFO:

Publisher Konami
Developer Konami **Genre** Sports Sim
Released Out Now **Version** PAL
Price £29.99 **Players** 1-8

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

Can Konami's ice hockey sim slap-shot to success? Ian takes to the rink...

This one slipped onto the shelves taking everyone by surprise, including Konami's UK office. That's usually a sign of a bad game running shy of publicity, but *NHL Blades of Steel 2000* is surprisingly good...



The game features genuine NHL stars and teams, but one or two players are missing, probably due to licensing restrictions. The televisual atmosphere does the game proud, but there are times when you feel like screaming 'get on with it' as the camera floats around the stadium while the commentator makes annoying inane remarks.

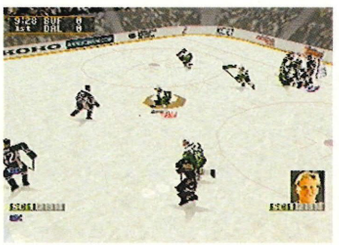
The game itself is a cool reproduction of the sport, with a genuine hockey feel to the game. If anything, the inertia is understated, though this is no great crime. The players move realistically, the controls soon become instinctive and the AI is pretty cool.

Overall, *NHL Blades of Steel 2000* is a good game – can't think why they didn't push it a bit more...

Ian Osborne

"...CAN'T THINK WHY THEY DIDN'T PUSH IT A BIT MORE..."





extreme

UPPERS
Fluid • Fast • Fun

DOWNERS
Cameras awkward • Over-long intros • Missing stars

81%







Tombi 2

A game with more colours than a giant kaleidoscope, featuring pigs and monkeys. Sounds like a job for Kendall...

extreme INFO:

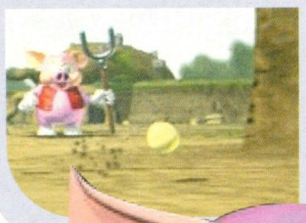
Publisher Sony CEE
Developer Whoopee Camp
Genre Arcade Adventure
Released Summer 2000 **Version** PAL
Price £29.99 **Players** 1

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

Too Cute!

It is hard to decide who's the cutest character in the game, although the monkey probably gets my vote, as the pigs are meant to be evil. But have villains ever looked so silly?





The original *Tombi* has been out for a long time, and was certainly one of the more colourful and bizarre adventures to make its way onto the PlayStation. Yet, despite being quite wacky, it was still a traditional platformer and therefore did the business, especially with younger fans, who were snared by its bubblegum looks. Now the game has finally spawned a sequel, which promises to be just as strange as the original, but now has a much more polished look as well as a new 3D shine. What this means, of course, is that this is likely to be a game which finds favour with fans of the first game, but may not offer enough to tempt those who were unconvinced by the original.

In its favour, it is obvious this is not a lazy sequel chucked out with little thought and care. Everything about *Tombi 2* screams quality, from the well thought-out levels to the funky soundtrack which keeps driving you on constantly.

Of course, this wouldn't be a *Tombi* sequel without those evil swine, and the pigs are certainly out in force here. Now they've upped the nastiness quotient by kidnapping Tabby, the childhood friend of our hero. Finding the maiden proves tough, as Tombi must not only journey through the treacherous landscape, but also solve a number of mind-twisting puzzles along the way. Travelling through the adventure also reunites our boy with old buddies such as my personal favourite, Charles the monkey, as well as brand-new characters such as the rather bizarre Zippo, a strange flying, er, thing... Hey this is fantasy, remember?

"...*TOMBI 2* SCREAMS QUALITY..."







It's Good to Talk...

What makes *Tombi 2* different from your run-of-the-mill platformer is that you're able to stop and talk to people around you, which is imperative if you're to collect all the objects needed to successfully crack the fiendishly-tough puzzles constantly thrown in your path. Defeating enemies is a mixture of bottom-bouncing jumping, seen since the early days of *Mario*, and item usage, which is not just limited to



Fire! Fire!



Get in the swing, boy!



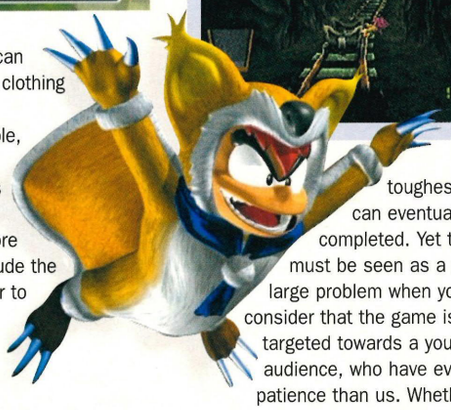
Looking Different

Here are examples of some of the different perspectives used throughout the game, adding a great deal of variety to the overall atmosphere. None of them make the game any easier though!









weapons. No, *Tombi* can also acquire items of clothing which make a great difference. For example, one of the most useful outfits dresses *Tombi* in pig attire to talk to the enemy. More obvious bonuses include the ability to glide in order to jump larger gaps.

It's a good job for you, the humble player, that all these bonuses are at your disposal, as there are times when you really can't see any way to get past some of the more devilish puzzles in your way. This can, at times, make you want to throw your console out of the window and stop playing, but with persistence and a great deal of patience, even the toughest quest can eventually be completed. Yet this must be seen as a rather large problem when you consider that the game is targeted towards a younger audience, who have even less patience than us. Whether they can stay the course is debatable.

Think Pink

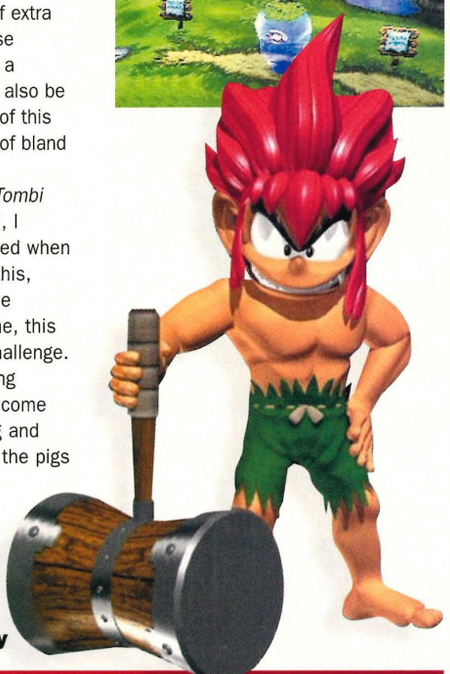
Tombi 2 oozes atmosphere throughout and includes some impressive graphical touches, as our hero jumps back into the screen to a seemingly-unreachable ledge. Or, occasionally, you may get to what appears to be the end of the screen, only to find it winds around and you progress into the background. Whilst you're still 'on rails' as in most platformers, the 3D sections do give the illusion of extra freedom. The fact that all these effects have been placed into a younger players' game should also be commended, as often games of this kind skip innovation in favour of bland licensed characters.

Overall, this may just be *Tombi 1.5* with few changes (indeed, I myself was less than convinced when playing an import version of this, earlier this year), but for those content with more of the same, this should provide a long-term challenge. The characters, whilst all being extremely cute, at no time become over-bearing or vomit-inducing and anyone who doesn't laugh at the pigs is surely beyond hope.

If you want some challenging, colourful fun, check out *Tombi 2* now. Just be prepared for a little frustration along the way!

Kendall Lacey







Be very careful.

extreme

UPPERS
Great soundtrack • Crazy colours • Varied characters

DOWNERS
Like the first game • Gets very tough • Too cute for some

80%





This Is Football

PLATINUM

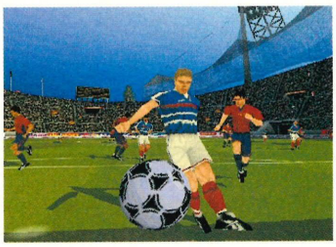
Can Sony's soccer sim score against the PSX's Premiership soccer games? Ian takes to the kop and shouts obscenities at the ref...

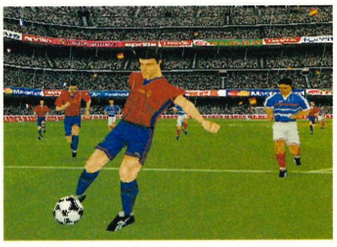
extreme INFO:

Publisher Sony CEE
Developer Sony CEE
Genre Sports Sim **Released** Out Now
Version PAL **Price** £19.99 **Players** 1-8

- **MEMORY CARD**
- ANALOGUE PAD

If you're one of those people who store replays of their favourite goals on memory cars to drool over later, this is the game for you. I've never seen such amazing and interactive recaps. You're in control of just about everything: you can follow the action at any speed, slower or faster, frame by frame, forwards or backwards and – best of all – can move the 3D camera into any position, zooming in and out or rotating through a 360° sphere.





The players and the ball never become cardboard cut-outs as you circle them either – they always remain solid and credible. If titles were awarded on replays alone, *This is Football* would win the treble. Of course, you need more in a football game than just replays. It's the gameplay that's important. Here, *This is Football* puts in a solid, mid-table Premiership performance, but isn't in the same class as the mighty *ISS Pro Evolution*.

"...PUTS IN A **SOLID, MID-TABLE PREMIERSHIP PERFORMANCE,** BUT ISN'T IN THE **SAME CLASS** AS THE MIGHTY ***ISS PRO EVOLUTION...***"

Go On, My Son...

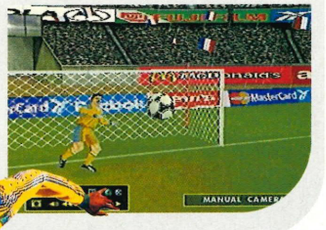
There's a real, fluid feel to the passing here, with the moves easy to pick up and a credible and functional difference between the star players (who can play 40-yard through-balls) and the less magnificent (who can't). Although easy to pick up, the 13 types of passes and variety of special moves keep the football-crazy fraternity happy. The power bar used for shooting is less than perfect, though it's more refined and manageable than in certain other footie games. You can, of course, use some after-touch too.

The game has a few flaws which we could really do without. Sometimes the camera angles are dodgy, especially when shooting, and opposition attacks can be too predictable, following the same old formula and lacking inventiveness. If these maladies can be cured, the sequel should be phenomenal. As it stands, though, *This is Football* is a superb game that's overshadowed by better ones. It should gain a deserved cult following, but doesn't really find space for itself in the crowded penalty area of football games. But those replays...

Ian Osborne

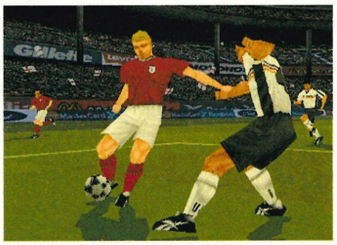
Candid Camera

As stated in the review, the replays are something else. You can adjust virtually everything about them with the controls, as shown here. It's just like being there...





■ The graphics are always crisp and clear. They did a good job of the lawn too...



■ Even the faces look realistic. Hands are (as always) a little fist-like, though...

extreme
UPPERS
Great replays • Visually attractive • Fluid
DOWNERS
Predictable CPU • Cameras need polish • Not real players
88%

PS2 extreme
THE PLAYSTATION 2 MAGAZINE

REVIEWED!

DEAD OR ALIVE 2

Tecmo's answer to Tekken Tag takes no prisoners...

REVEALED!

PICASSIO

Keep an eye on your family jewels!

PREVIEWED!

WIPEOUT FUSION

Future racing classic heads up Sony Europe's PS2 launch assault!

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IQ Remix+: Intel. Qube.....83

EXCLUSIVE!

STARSKY & HUTCH

Seventies supercops lay the funk down!

NEW!

PS2 extreme
THE PLAYSTATION 2 MAGAZINE



02 THE ULTIMATE GUIDE TO THE NEXT GENERATION OF VIDEOGAME ENTERTAINMENT



STATION 2 STATION



Sony Europe finally revealed some of the games it's currently developing for PlayStation2, and whilst the likes of *WipEout Fusion* are no surprise, revelations like *The Getaway* are full of PS2 promise. With the confirmation of blockbusters like *Unreal Tournament* and *Z.O.E.* as well, it looks like the five months leading up to the European launch are going to be very exciting ones indeed.

Thanks to everyone who wrote in or e-mailed regarding the first issue of PS2 extreme; your kind comments were most welcome. Mind you, if you like PS2 extreme, you will *love* Quay's forthcoming dedicated PlayStation2 magazine – but more on that in a couple of months' time.

Next month there will be a full report on the E3 videogame show in Los Angeles. As well as a host of first impressions on the hottest PlayStation2 software. We should also finally know the launch date and price for the console in the UK too.

Finally, the first person whose name is pulled out of the hat with the name of the movie quoted in the *Dropship* preview will win...er, something. Maybe some tacky freebie thang I bring back from E3. What have you got to lose? Send in an e-mail now, you crazy, freebie-loving critters...

Laters,



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COVER IMAGE: Picassio by Matt Baxter
© Promethean Designs 2000
CHEERS!: Ross @ Promethean, Dawn @ Empire, Woody @ Lunch
PRODUCED UNDER THE INFLUENCE OF: Moulinex blenders, easy egg whites, bananas, waffles, V2

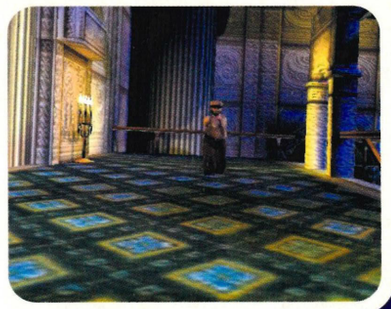
PS2 express

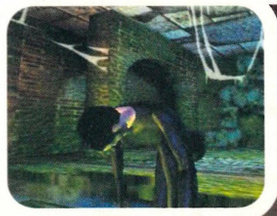
FRESHLY BAKED PS2 NEWS & PREVIEWS

FIRST LOOK!

Picassio: Art for Art's Sake?

Move over Solid Snake, there's a new sneak-'em-up in town!







It doesn't take too much imagination to look at some of the classic games from the original PlayStation and wonder how they would look on PlayStation2. Whilst such 'tarted up' sequels are welcome additions (*Ridge Racer V* and *Tekken Tag Tournament* being the first of a no-doubt very long list), what Sony's new console really needs are original, high-calibre games that make full use of the PS2's potential. Thankfully, Promethean Designs agrees, and its genre-bending *Picassio* looks set to do wonders with Sony's black box of tricks.

Taking on the role of either a male or female cat-burglar, players have a host of gadgets at their disposal to help them to break into the world's most respected art galleries and walk away with the most expensive pieces of art. Thumbing its nose at the violent first-person benchmark set by the likes of *Quake III Arena* and *GoldenEye*, *Picassio* demands players beat their opponents without killing them. So wave bye-bye to machine guns and rocket launchers, and say hello to chloroform and hologram generators. PS2



Q&A

Eager for the skinny on *Picassio*, PS2 extreme put Promethean Designs' Ross Ritchie under the spotlight.

Q: How long has the PS2 version of *Picassio* been in development?
A: *Effectively six months. The core engine until this point has been lead by the PC, and will soon be running on the PS2. We're aiming to have the game ready for Christmas 2001. There was a phenomenal response to the Picassio demo and game concept. We originally planned the game for an 18-month development cycle. As we have not yet committed to a publisher, we've been able to spend more time on the planning of the project and on enhancing the game's design.*

Q: What can you tell us about *Picassio*'s multiplayer mode?
A: *The Picassio four-player mode is special, as it takes multiplayer mode into another dimension. Four cat-burglars enter the same high-security building from different points, all with the same objective – which is getting the most expensive piece of art. It is not just about who bags the best painting, it's also about who is the best cat-burglar. You're judged on stealth ability, value of goods, use of your hi-tech gadgetry and the efficiency of your sedation.*

DATABURST

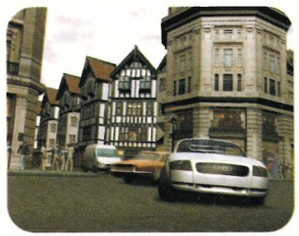
TITLE: THE GETAWAY
PUBLISHER: Sony CEE
DEVELOPER: Studio Soho
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: TBA
INTERNET: www.playstation-europe.com

THE GETAWAY

Will Sony Getaway with this *Driver* clone?

Driver in London. There you go; that's the lazy way of describing *The Getaway*, although the game initially appears to promise so much more. Taking on the role of a professional bank-robber, you must rescue your kidnapped son from a ruthless London gangland boss. Cue manic driving through the stunningly-realised streets of London (well, an impressive 70 square kilometres of it, anyway), including such notable tourist spots as the Tower of London and Kensington Palace.







The developer, Studio Soho, has a mixed track record, with such middle-of-the-road titles as *Porsche Challenge* and *Rapid Racer,* as well as the criminally-dire *Spice World*. However, there's no denying how jaw-dropping these screenshots are, and if Soho can produce a game up to half the standard, it's going to 'get away' with a corker of a PS2 debut. PS2

DATABURST

TITLE: FORMULA ONE 2000
PUBLISHER: Sony CEE
DEVELOPER: Studio Liverpool
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: TBA
INTERNET: www.playstation-europe.com

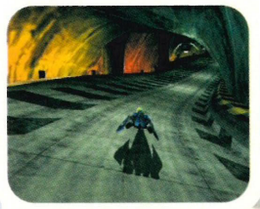
FORMULA ONE 2000

Sony's formula for PS2 success?

F1 fans could be in petrol-head heaven, as all the teams, tracks and drivers are included here, as well as the ability to edit and save your replays to memory card. Whilst *Formula One '99* was a return to form for the franchise after the abysmal *'98* effort, this first appearance on PS2 doesn't appear all that exciting, particularly when you put the visuals next to *Ridge Racer V* and *Gran Turismo 2000*. However, it's still very much a work in progress, so the next-gen gloss may well have yet to be added. PS2







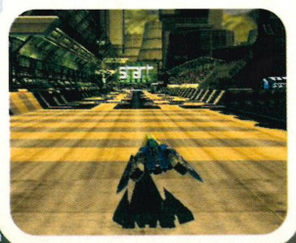
WIPEOUT FUSION

WipEout? What's that then?

As reported in last issue's PS2 extreme, Sony Europe is indeed revving up the *WipEout* engine for a PS2 performance. We now have a confirmed title – *WipEout Fusion* – as well as the first batch of in-game details and screenshots. Which is nice.

Set in 2150, *Fusion* introduces a whole new breed of hovercars into the *WipEout* futureverse, which are capable of anti-gravity racing for the first time (ie. You can now take a leaf out of Nintendo's *F-Zero X* and race upside down). Of all the titles that form the basis of Sony Europe's PlayStation2 Year One plans, *WipEout Fusion* will no doubt be the one guaranteed major commercial success. PS2





DATABURST

TITLE: WIPEOUT FUSION
PUBLISHER: Sony CEE
DEVELOPER: Studio Liverpool
UK RELEASE DATE: Launch
DISC TYPE: TBA
PLAYERS: TBA
INTERNET: www.playstation-europe.com

PS2 NEWSBITES

Hot PS2-related news bulletins, rumours and gossip.

Unreal Tournament On PS2

Epic has successfully ported the *Unreal Tournament* engine to the PS2, apparently to prove it could be done. Show-offs. However, the developer initially refuted claims that this meant the benchmark PC first-person shooter would grace Sony's next-gen console. Basically, Epic only holds a licence from Sony to develop middleware and tools for other developers to use, and not to develop games. It looks like this is set to change, as the PS2 version of *Unreal Tournament* is joining *Oddworld: Munch's Oddysee* as part of Infogrames' E3 PS2 line-up. More next ish...

Metal Gear's 2001 Odyssey

Solid Snake is definitely set to appear on PlayStation2, at least according to Hideo Kojima, *Metal Gear Solid*'s producer. The untitled *Metal Gear* game is set in New York City, and gives gamers access to two playable characters. It's currently scheduled for a late-2001 Japanese launch. Since *Metal Gear Solid* was delayed for a couple of years on the PlayStation, PS2 extreme won't be at all surprised if this next-gen outing for Snake doesn't materialise until late-2002. Don't hold your breath, basically...

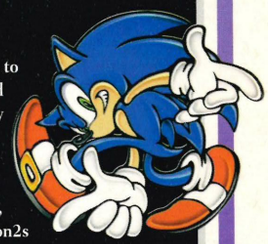


Modem & Hard Drive At Launch?

According to the respected Bloomberg news service, the PlayStation2 in the US and Europe will be accompanied by a modem and hard drive at launch. This could be taken as either good or bad news, since it could add a premium to the retail price, something that's already likely given PS2's DVD capabilities. The finer details will be confirmed at E3 from 11th to the 13th of May, and we'll have all the details next ish.

Sorry, Sonic!

Whoops! In spite of some embarrassing hiccups due to dodgy system software and faulty memory cards, Sony has still managed to shift two million PlayStation2 consoles in Japan by mid-April. In almost six weeks, Sony sold more PlayStation2s in Japan than Sega sold Dreamcasts in 16 months. Will this astounding success be matched in Europe and the US?







Previews



DATABURST

TITLE: **STARSKY & HUTCH**
PUBLISHER: **Empire Interactive**
DEVELOPER: **Empire Interactive**
UK RELEASE DATE: **2001**
DISC TYPE: **TBA**
PLAYERS: **TBA**
INTERNET: **www.empire.co.uk**

EXCLUSIVE!

STARSKY & HUTCH

It's cardigans at 50 paces, as the Seventies supercops bring the law to PS2...

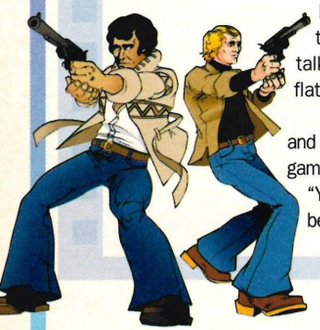


Perhaps inspired by the fact that GT Interactive roped in Antonio 'Huggy Bear' Fargas for its *Driver* marketing campaign, Empire Interactive has announced it's bringing *Starsky & Hutch* to the PS2 next year. Bound to bring a nostalgic tear to the eye of anyone aged over 25, *Starsky & Hutch* was one of the world's best-loved cop shows, with its unmistakably Seventies style. Empire has acquired the rights from Sony Pictures Consumer Products, meaning it's likely *Starsky & Hutch* will be a PS2 console-exclusive.

It's not easy making cardigans look cool, but the sideburn-wearing duo always seemed to carry it off in style. The scary thing is, though, that the majority of the PS2 software-buying public probably weren't even born when the TV show originally aired.

Apart from a pic of Starsky's beloved red '74 Ford Gran Torino, nothing has been revealed about the game itself. We'll play it safe and take an educated guess that there will be car chases a-plenty, talk of the jive variety and stacks of cardboard boxes being flattened Gran Torino-style.

"Empire understands the continuing appeal of *Starsky & Hutch*, and we're excited by the prospects of what they can do with this game", said Mark Caplan of Sony Pictures Consumer Products. "Younger fans will love it for the action, and older fans will of course be able to re-live what they loved so much about the show". PS2



GHOST MASTER!

Looking for a new genre? Who ya gonna' call?

Fed up with the glut of sequels and endless rehashes of old ideas and concepts? Looks like Sick Puppies agrees with you, since it's proudly creating a whole new genre with *Ghost Master!* Arguably the world's first 'spook-'em-up', the game puts you in the intangible shoes of a fresh-out-of-life ghost master, given the task of clearing designated areas of all human activity (a counter-exorcist, if you will).

To make a zone human-free, you need to harness your plasm (stop sniggering at the back) – your ghost's psychic energy – which forms the building block of all spirit world phenomena. To successfully scare away the human pests, expert ghosts also need to utilise the history of their designated site. Sounds intriguing, but unfortunately we'll have to wait until 2001 for it... PS2

DATABURST

TITLE: **GHOST MASTER!**
PUBLISHER: **Empire Interactive**
DEVELOPER: **Sick Puppies**
UK RELEASE DATE: **2001**
DISC TYPE: **TBA**
PLAYERS: **TBA**
INTERNET: **www.empire.co.uk**

THIS IS FOOTBALL 2

Can Sony beat Konami at the beautiful game?

Released on the PlayStation at the tail-end of '99, the original *This is Football* didn't really fuel the desire of wannabe Beckhams since the far-superior *ISS Pro Evolution* kicked it (and every other soccer sim) into obscurity. However, Sony is undeterred, and is working on a second instalment that features improved AI, a host of new special moves and more teams and competitions, and speeds up the gaming action.

Sony is promising photographic likenesses of professional footballers too, each of which is animated as a 3,000-polygon model, and there's also other assorted PS2-powered eye-candy. Yum... PS2

DATABURST

TITLE: **THIS IS FOOTBALL 2**
PUBLISHER: **Sony CEE**
DEVELOPER: **Studio Soho**
UK RELEASE DATE: **TBA**
DISC TYPE: **TBA**
PLAYERS: **TBA**
INTERNET: **www.playstation-europe.com**

PS2 NEWSBITES

Res Evil Rising

Information on Capcom's inevitable *Resident Evil 4*, which will grace the PS2, has been revealed. This time gamers see events from the bad guys' perspective, by playing as Mark Halten, an Umbrella research scientist (the bunch of whackos responsible for the undead mutations). Also, Hunk – the Umbrella agent who was a secret playable character in *Res Evil 2* and *Code: Veronica* –has a major role in this new instalment in the franchise.

Code: Non-Exclusive

PlayStation gamers felt understandably slighted by the excellent *Resident Evil Code: Veronica*'s seemingly-exclusive release on Sega's Dreamcast console. However, Capcom has since announced that this pivotal adventure, starring Claire and Chris Redfield, will appear on PS2 at the end of the year. You can also expect some additional gaming modes and puzzles to boot.

Namco Feet First For PS2

Whilst Namco appears wary of Dreamcast (it has only released *Soul Calibur* thus far), the celebrated publisher/developer is diving in feet-first with PlayStation2. The company has confirmed it will release 12 games for Sony's console in the next 12 months – nine of which are to be developed in Japan, with the remaining three from its American branch. You can expect at least *Tekken 4*, *Ridge Racer V* and *GP500* to be part of the 12, with *Namco Arcade Classics* and *Pac-Man* titles also strong possibilities.



Sony's Other Two Racers

Sony Europe revealed two other race games for PS2's first year, in addition to *Formula One 2000* and *WipEout Fusion*. *Evo Rally* is being developed by Evolution Studios, and features 48 stages of worldwide rally car action. *Spin-Sprint Car Racing* is being put together by Australia-based Ratbag Pty Ltd, and is proclaimed as the world's first console sprint car racing game. No screenshots were provided by Sony, and both games' titles could change before they're released.

Acclaim's PS2 Plans

Acclaim has announced that it is bringing the excellent *All-Star Baseball* series to PlayStation2 (previously the console domain of the Nintendo 64), as well as new licences *Ferrari F1* and *360 Challenge*. Fans of the Dreamcast hoverboard racer *TrickStyle* will also be pleased to hear that the follow-up will appear at launch on PlayStation2.

THE PS2 LIST

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.

Z.O.E: ZONE OF THE ENDERS

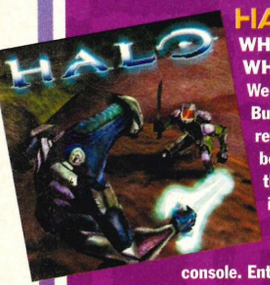
WHO?: Konami
WHEN?: TBC

The latest opus produced by *Metal Gear Solid's* Hideo Kojima, *Z.O.E.: Zone Of The Enders*, was one of the PS2 highlights at March's Tokyo Games Show – in spite of it only being previewed on videotape! It blends the action/adventure elements of *Metal Gear* with big robots and PS2 technology, and sounds tasty!

FINAL FANTASY X

WHO?: Squaresoft
WHEN?: Early 2001

The first instalment of the *Final Fantasy* phenomenon to include on-line compatibility, *FF X* will also be the series' PlayStation2 debut. Expect bigger and better environments, mind-blowing special effects, and probably an even more complicated battle system!



HALO

WHO?: Bungie Software
WHEN?: TBC

We revealed last issue how Bungie is bringing its revolutionary *Oni* shoot-cum-beat-'em-up title to PS2, and the odds are favourable that its other current in-development game will also make an appearance on the console. Entitled *Halo*, this PC/Mac sci-fi shooter is looking breathtaking, and would make a welcome addition to PS2.

JIKKYOU WORLD SOCCER

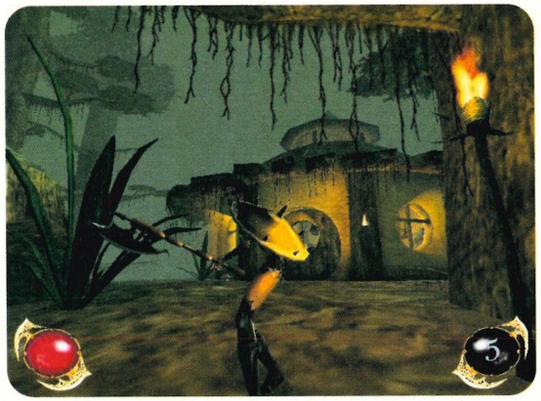
WHO?: Konami
WHEN?: TBC

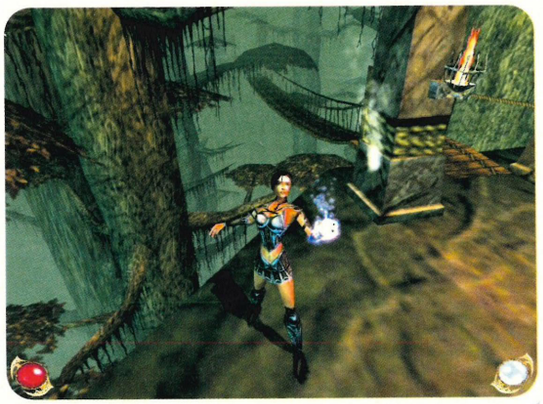
Considering Konami's *ISS Pro Evolution* is now the benchmark soccer sim, you'd have thought things would look positive for the franchise's PS2 kick-off, right? Um, unfortunately, the preview code we have seen is looking a tad dodgy. Following criticisms of its graphics engine, Konami has wisely delayed *Jikkyou World Soccer* to kick it into touch.

GRADIUS

WHO?: Konami
WHEN?: Out now in Japan

The PS2 rendition of Konami's classic shoot-'em-up series is already on the shelves in Japan. Whilst it's unlikely to win any awards for originality of concept and gameplay design, it should nonetheless appeal to those of us with an itchy trigger finger and a taste for mass destruction. We'll cast our ever-critical eye over this 'un next issue.





DRAKAN

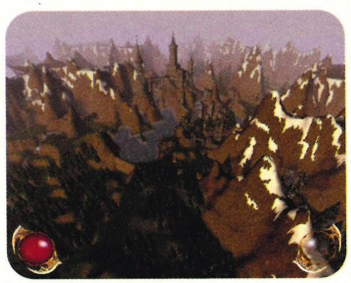
Check out Sony's dragon-breath...

DATABURST

TITLE: DRAKAN
PUBLISHER: Sony CEE
DEVELOPER: Surreal Software
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: TBA
INTERNET: www.surreal.com

Surreal Software has been working on the eagerly-anticipated *Drakan* for what seems like aeons – well, since 1997, actually (Psygnosis officially announced it in the Summer of 1998). Looking like a showcase for the latest PC graphics card technology, *Drakan* has received some respectable press from the PC mag fraternity, something Sony no doubt hope will befall the PS2 version.

As far as plot revelations go, *Drakan* flings you into a Tolkeinesque realm of mystical adventure, replete with sword-wielding maidens and 'dead handy to have around during the barbecue season' dragons. Taking on the role of the Amazonian-like Rynn, you're charged with the task of vanquishing the forces of darkness with the aid of your dragon, Arokh. There should be some decent variety in the gameplay, as Rynn can engage in hand-to-hand combat, as well as mount Arokh (beg pardon?) and take to the skies for some 3-D flying action.



Rumours abounded last year that the game would also appear on the Dreamcast, but that turned out to be a load of ol' charcoal. Sorry, Sonic, it looks like you lost out to the PS2 again!

PS2 extreme is looking forward to taking this leather-winged beauty for a test flight at E3 in LA during May, so check back next ish for our first impressions. PS2







DROPSHIP

"We're in the pipe, five-by-five".

Possibly the least impressive title, based upon first impressions (ie. looking at the screenshots), Sony is trumpeting *Dropship* as 'an exhilarating, accessible and highly atmospheric action game'.

DATABURST

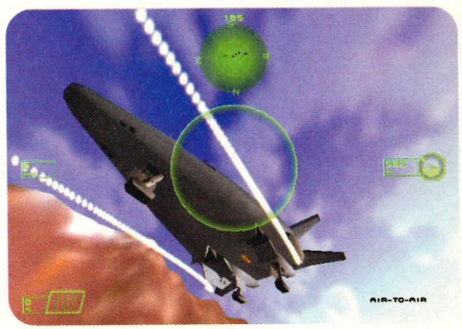
TITLE: DROPSHIP
PUBLISHER: Sony CEE
DEVELOPER: Studio Camden
UK RELEASE DATE: TBA
DISC TYPE: TBA
PLAYERS: TBA
INTERNET: www.playstation-europe.com

Mixing air-to-air and air-to-ground combat with a dash of real-time strategy, *Dropship* gives the player control of a number of the titular people-carrying aircraft within a sci-fi environment. You can try out your flight skills as you attempt to drop off your troops onto the planet's surface (preferably in one piece, mind). The three gaming modes currently on offer are Space-To-Ground, Real-Time Strategy and Flight Sim Combat.

Last-gen graphics aside, the gameplay's the thing, and if *Dropship* has that in spades, it could well be a sleeper hit for PS2. PS2











DEAD OR ALIVE 2

Wanted: one beat-'em-up with enough verve and originality to showcase the PS2's capabilities. Stu brings one in, dead or alive...



DATABURST

TITLE: DEAD OR ALIVE 2
PUBLISHER: Tecmo
DEVELOPER: Team Ninja
RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-4
PRICE: £85

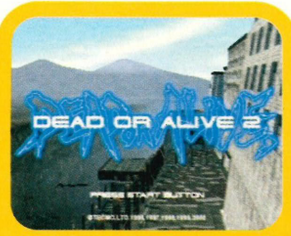
BEAT-'EM-UP BOUTIQUE

It's a shame that Team Ninja only provides 12 playable characters (all of which are selectable from the outset), missing out on the opportunity for gamers to spend hours excitedly unlocking hidden fighters. However, completing the game in Normal Mode with any character does unlock a new costume. Something that, no doubt, is sure to appeal to wannabe seamstresses everywhere...



Released on the same day as *Tekken Tag* in Japan, *Dead or Alive 2* has been, from the outset, compared to Namco's latest version of its outstanding beat-'em-up series. Whilst Tecmo's effort lost out to Namco on the commercial front (*Tekken Tag* sold over 50,000 copes more than *DOA2* during its first week), as far as gameplay goes, *Dead Or Alive 2* is a better example of what a 128-bit beat-'em-up should represent.

The fighting action is fast and fluid, with a control system that's simple and easy to get to grips with, but allows for advanced manoeuvres as you become more experienced. Whilst *Tekken* used the four action buttons on the control pad to represent left and right punches or kicks, *DOA2* requires only one punch and kick button, with the addition of a throw and block button. With the block button held down, you can also move around your opponent in a similar way to the Eight-Way Run manoeuvre in *Soul Calibur*.









VALLEY OF THE ULTRAVIXENS

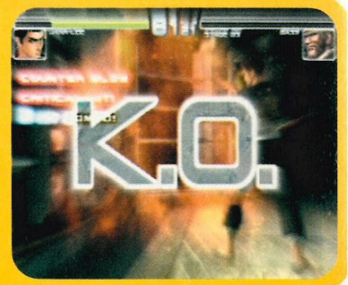
Leaping straight from a bout of *Tekken* to *DOA2* can throw you at first, but once mastered, *DOA2's* combat system is actually a lot more intuitive than *Tekken's*. Another notch in *DOA2's* beat-'em-up bow is the fact that, unlike *Tekken Tag*, it actually makes use of the battle arenas, resulting in a genuinely-3D action experience. You tip your hat in respect to Team Ninja's genius when you boot your opponent through a window for the first time, only to find you leap down onto the next level to continue your fight. Pure class.



















> "THE MAIN HIGHLIGHT, THOUGH, IS THE TAG BATTLE MODE, WHICH STANDS, TO BE BRUTALLY HONEST, HEAD-AND-CLEAVAGE OVER *TEKKEN TAG'S*"

Unlike other examples of the genre, *DOA2's* Story Mode actually flows like a story, with mini set-pieces interspersed between bouts, all of which are lovingly rendered using the in-game engine. Unfortunately the Japanese dialogue was lost on us, so the finer plot details currently remain a mystery – although we suspect we're not missing much.

Team Ninja has also laid on the as-standard beat-'em-up gaming modes, like Time Attack, Team Battle, Sparring (aka, training) and Survival. The main highlight, though, is the Tag Battle Mode, which stands, to be brutally honest, head-and-cleavage over *Tekken Tag's*. Switching between characters is faster (almost too fast), and flows smoother as well. Four players can get in on the action at the same time, which can only be a good thing.

DOA2's biggest failing is the disappointing lack of character in the playable characters themselves. Apart from the obvious charms on display from the female fighters, there's very little about the characters that's memorable. It's as if Team Ninja thought that big breasts would be enough on their own to please the punter; which, sad to say, could well be true. This weak point is particularly accentuated when you compare the bland *DOA2* fighters to the loud-and-proud technicolour combatants decorating the *Tekken* and *Street Fighter* games.

UK lovers of *Tekken* will undoubtedly snap up *Tag Tournament* as soon as it comes out, regardless of whether it is the best beat-'em-up on offer or not – although, in our opinion, *DOA2's* little sparks of genius rank it a tad higher than *Tag's* gorgeously-glossy retread of *Tekken 3*. However, if you can't make your mind up either way and have the cash to splash, PS2 extreme recommends that you pick up both titles.

Stu Taylor















WORLD IN MOTION

A demonstration of PS2's technical wizardry is provided when you face the final demon boss, Bankotsu-Bo. Initially, the screen is awash in a nausea-inducing motion blur. Clarity is slowly regained as you successfully hit the overweight freak. However, the action can just as easily become even murkier if Bankotsu-Bo starts laying the smack down on you. It's a fresh spin on the generic end boss battle, but isn't recommended if you've got a headache.



PS2 extreme

85%





DRIVING EMOTION TYPE-S

DATABURST

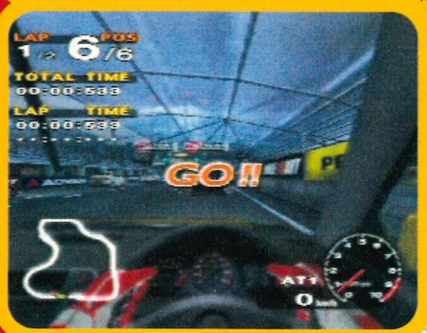
TITLE: DRIVING EMOTION TYPE-S
PUBLISHER: Squaresoft
DEVELOPER: Escape
RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-2
PRICE: £85

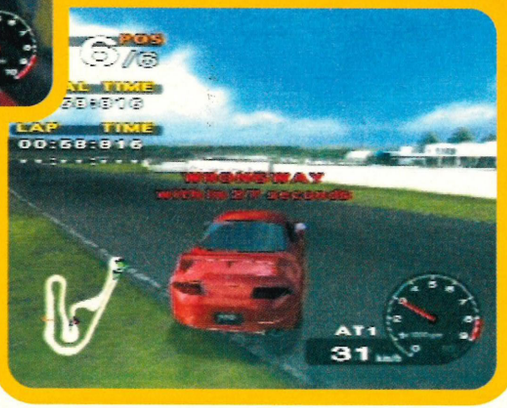
Being an emotional sort, Stu was the ideal candidate to review Squaresoft's PS2 racer. But you should've heard the language!











What the hell happened? Granted, in spite of the publisher/developer's high pedigree, the Squaresoft banner emblazoned on the box doesn't always guarantee a first-class gaming experience. That said, there's no other way of looking at *Driving Emotion Type-S* than as an embarrassingly awful PS2 debut for the company.

Whilst the development of the game was out of Squaresoft's hands (it was programmed by Escape), when you consider it has licensed the likes of Mazda, Honda, Toyota and Nissan, a heck of a lot of cash must have been thrown at *Driving Emotion* by its publisher. Perhaps the money would have better been spent on extending the game's development time, because it could certainly have done with it!

Attempts to explore what the game has to offer are blocked by the insanely-sensitive steering control. Opting for the analogue control stick would've been a sensible first move, right? Er, not unless you enjoy the slightest pressure sending you ricocheting off the track-side barriers. And it doesn't get any better if you then decide to use the D-pad – it's just as hyper-sensitive. Surely this could've been picked up during playtesting?





TYPE-S***T!

Like *Ridge Racer V*, there are two viewpoints provided (in and just behind the car). The in-car perspective is laughable, as in a bid for realism (yeah, right), the developer has coated the dashboard elements in a trippy blur effect. This takes up too much of the play screen and is most off-putting – particularly the driver's arms, which are as stiff and unrealistic as false appendages. In fact, the only good thing we could say about *Driving Emotion* is the replays look nice. Which is not much to encourage you to splash out £80 or so.

The aforementioned *Ridge V* may have been a little bit of a disappointment, and *GT2000* is still some way off, but you would have to be as desperate as Dan on a vegetarian diet in a pie factory to fork out for this hellish experience.

Stu Taylor



PS2 extreme

45%





GOLF PARADISE

DATABURST

TITLE: GOLF PARADISE
PUBLISHER: T&E Soft
DEVELOPER: T&E Soft
RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-2
PRICE: £85

Not a stranger to the pitch-'n-putt, Stu grabbed his balls and headed off down to Paradise…





Oscar Wilde made his feelings about golf quite clear, so it's a safe bet he would find videogame golf just as irksome. However, the Japanese as a nation love their golf, perhaps more so because of the fact that there are only very few golf courses in the country. As a result, green fees are extortionate in comparison to the West. So now you know why there have been so many permutations of the Let Everybody Play Another Cute Golf Game-style games.

Avoiding the more serious approach from the likes of Electronic Arts, T&E Soft's *Golf Paradise* takes a tongue-in-cheek view of the grassy game, with the inclusion of cutesy Manga-esque characters. Anyone who has played a recent videogame golf title will find themselves on familiar ground, as T&E has implemented the standard control system.



PITCHING IN PARADISE

It's not at all ground-breaking, but *Golf Paradise* is still a fun jaunt through some pleasantly-realised digital greens. The characters themselves are not particularly memorable, but they're competently animated and will raise a smile from even the most cynical of gamers. The game's main strength is its range of viewing options. You can zoom up the green, and pan left and right, up or down, via the analogue sticks. Momentarily satisfying, *Golf Paradise* has nothing that screams out next-gen, and so will disappoint many.

Stu Taylor

PS2 extreme 60%



IQ REMIX+: INTELLIGENT QUBE

DATABURST

TITLE: IQ REMIX+: INTELLIGENT QUBE
PUBLISHER: Sugar & Rockets
DEVELOPER: Sugar & Rockets
RELEASE DATE: Out Now
VERSION: JAP
PLAYERS: 1-2
PRICE: £85

"Exactly how intelligent is this puzzler?" asks Stu…





Opinions on the *IQ* series of puzzle games are divided strictly between those who love the quirky puzzle series and those who, quite frankly, wouldn't touch it with a Rubik's Cube. Sorry folks, but I belong squarely in the latter camp! Being a fan of *Tetris* and *Bust-A-Move* would perhaps make me the target audience for *IQ*, but it simply doesn't float my puzzle-solving boat.

Set on top of a rectangular avenue of blocks suspended amidst an ebony void, the aim is to get your playable character from one end to the other by destroying a path through an approaching tier of cubes.

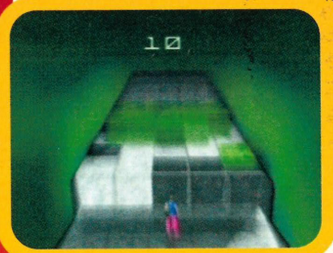
JOIN THE QUE

Sugar & Rockets has used the PS2 to pull off some technical wizardry in the shape of a realistic playable character – a hip Japanese chap decked out in red trousers, T-shirt, body warmer and record bag – and a rave-inspired background. Of the latter, the most impressive aspect is the technicolour silhouette of the character that mirrors the moves on the play area.

The first thing that smacks you in the face is the way in which the entire action is glazed with motion blur. Perhaps used to induce panic within the player (or just a case of S&R saying 'look what we can do'), it comes off as sloppy programming. Initially, we thought our PS2 had overheated and was playing up.

Lovers of *IQ* will find all the things they loved here, with a minuscule helping of next-gen gloss, but the rest of us will be left stone cold. It's unlikely that *IQ Remix+* will ever appear on European release schedules, which is just as well.

Stu Taylor



PS2 extreme 50%

NEXT ISSUE

We're expecting at least Konami's *Gradius* shoot-'em-up and Square's *Gekikokan Pro Baseball* in for review, as well as a few surprises! There will also be a round-up of all the big PlayStation2 news and gossip from E3 in sunny LA. And if that wasn't enough, we will also reveal how you can get involved with Quay's forthcoming dedicated PlayStation2 monthly magazine. Laters.



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 92)

STOP PRESS

RPG MAKER- US RELEASE CONFIRMED

The Japanese game-creation utility *RPG Maker*, covered in our import section back in Ish 27, has had its US release confirmed. The game, which allows the player to customise stories, dialogue, scenery, party system and combat, will be released by Agetec.

Created RPGs are saved onto a standard memory card, so we presume they're fairly short, even if the saves take up all 15 blocks.





VIDEOGAMES UNDER ATTACK

AMERICAN ATTORNEY DEMANDS CURBS ON VIDEOGAMES

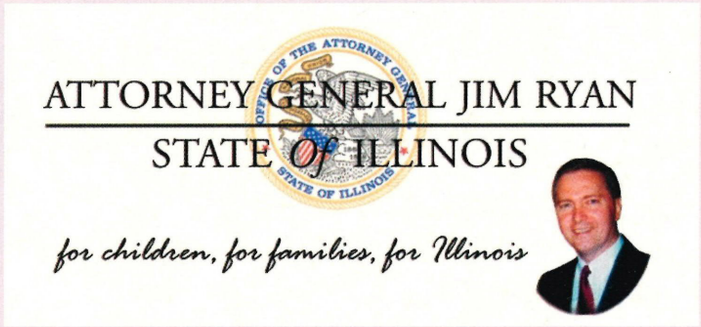
Illinois Attorney General Jim Ryan has launched an attack on violent videogames, urging retailers to enforce a ban on selling 'M'-rated games (the equivalent to our '18' rating) to children.

In a state-wide experiment conducted by his office, 32 children were sent to buy such games, and all were able to do so with no questions asked. Although this isn't illegal in the States (the ratings are only advisory), Ryan claimed the videogames industry is falling behind the video scene in protecting minors from violent images.

"We all have an obligation to muffle the drumbeat of violence in our state and our nation", Attorney General Ryan said. "When it comes to exposing our children to violence, we must be especially vigilant. It defies common sense that we would want these shockingly violent and interactive 'murder simulators' to flow freely into the hands and ultimately the minds of our young people."

The American videogame scene might yet suffer a backlash due to several violent incidents involving minors, which some are blaming on videogames. For example, the students who carried out the Columbine school shootings were avid *Doom* fans, a fact not lost on videogames' detractors. Although many would point to gun culture not game culture, arguing that violent games don't seem to produce these results outside America in territories where guns are less widespread, the US gun lobby is far too strong to be taken on, leaving games as an obvious scapegoat.

Although no similar attacks have been made on videogames in this country, the situation in Illinois is still cause for concern. Should it become impossible to sell violent videogames in America, many games companies would consider it not worth their while producing them at all – titles such as *Resident Evil* and *Mortal Kombat* would just disappear.



LANGUAGE BARRIER

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

extreme LANGUAGE 70% BARRIER

KIDDIE KAPERS

ARTHUR THE AARDVARK COMES TO PSX

Mattel is to produce a game based on Arthur the Aardvark, a popular American Children's TV character. The game, *Arthur: Ready to Race*, is a kart-racing game featuring Arthur and his friends from the show.

As the TV programme is not well known over here, the game is unlikely to reach these shores, but look out for it at your local import retailer later this year.



FREEBIE!

VAGRANT STORY SECOND DISC DEMOS

The US release of *Vagrant Story* will contain a second disc, featuring demos of other Square titles. These are *Chrono Chross, Legends of Mana, Threads of Fate, Front Mission 3, Saga Frontier 2, Chocobo's Dungeon 2* and *Chocobo Racing*. Unfortunately, there are no plans to release a *Final Fantasy IX* demo anywhere.



POKEMON-BEATER?

DIGIMON WORLD TO BE PSX'S POKÉMON?

The Bandai Digimon has been around for a couple of years as a Tamagotchi-style fighting virtual pet, but with the spectacular success of Nintendo's *Pokémon*, it looks set to be reinvented as a catch-'em-all collectables series, with a game due soon on the PSX too.



Digimon World hits the shelves in the States this month, with a future UK release a near-certainty.

The merchandising bandwagon has already gone into overdrive. You can buy Digimon figurines, books, T-shirts, badges, toys – you name it. There's also a cartoon series on the way, featuring seven kids at a US Summer camp, who stumble across a mysterious Digivice which transports them to Digiworld, where they're befriended by a cute little Digital Monster, or Digimon – shades of Pikachu, perchance? Hiding from the evil Digimons, the kids find they're not so evil after all, but have been corrupted by Black Gears. Of course, the Digimons digivolve into other types of monster...

So what about the game? Imagine a cross between the Pokémon and Digimon, with a plot similar to the spin-off cartoon. The player must nurture and train a Digimon, which battles it out with evil Digimons you encounter. Your creature starts with a very limited number of attacks, but soon finds more as it grows and learns. Battles are real-time, as opposed to the turn-based offerings of the *Pokémon* titles and the similar *Monster Rancher* games.

Whether *Digimon World* can lift the Digimon to the same lofty heights as the Pokémon has yet to be seen, but early sales in Japan are good, but not outstanding. Look out for a full review of the US version next month.







ACONCAGUA

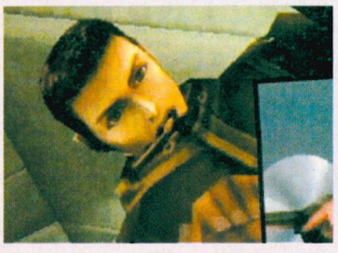
SONY ADVENTURE ANNOUNCEMENT

Sony Japan is working on a survival adventure in the *Resident Evil* mould. The game, which they've cursed with the ridiculous moniker *Aconcagua*, sees the player's passenger plane crash-land on Mount Aconcagua (so that's what it is), situated on the border of Argentina and the fictitious country of Meruza. Your task is to help the survivors off the mountain and to safety, avoiding the pursuing forces whose motives are currently unknown.

Needless to say, there are some surprises in store. Among the survivors is a woman called Pachamana, a leading player in a revolutionary group in Meruza. A TV journalist called Kato, who was making a documentary on her, is also among the survivors. Perhaps the crash was no accident.

Aconcagua hits the shelves in Japan in June, with a US release to follow. No doubt it will be then converted to European PAL standard.







STOP PRESS

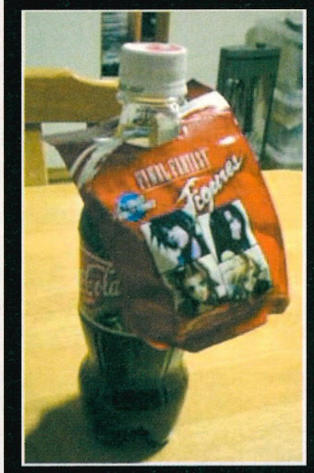
FREE FINAL FANTASY FIGURINES



Squaresoft's merchandising deal with Coca-Cola has produced more than a TV advert. *Final Fantasy* figurines are being given away with all 500 ml bottles of Coke sold in Japan.

The figurines were initially from *FF VII* and *VIII*, but now the ninth game has been announced, characters from this are featured too. There are 72 characters in all, each 1.5" tall. There's a super-deformed (large head), crystal and realistic version of each featured character. The *FF IX* characters are currently very rare, but they're sure to become more common as we get closer to the Japanese release date..





RAY CRISIS



The impending US version of *RayCrisis*, Taito's 2.5D blaster and the sequel to *RayStorm*, is to be released by Working Designs' Spaz label. There's no news on a UK release yet, nor on whether the English-language versions will retain the PocketStation support enjoyed by the Jap game.





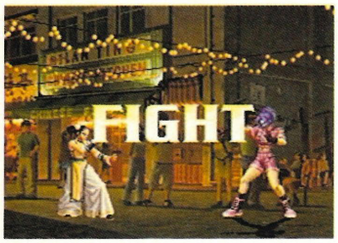
extreme INFO:

Publisher SNK
Developer SNK
Genre Beat-'em-up
Released Out Now (Import)
Version Jap **Price** £40-50 **Players** 1-2

King Of Fighters '99

SNK beat-'em-up revival – Neo Geo anyone?

Before *Tekken*, there was *Street Fighter*. Before both of them were SNK's beat-'em-ups; such legendary classics as *Fatal Fury* and *Art of Fighting* became the industry standard on the gamers' choice, Neo Geo.





"...ULTIMATELY LACKING IN CHALLENGE OR EXCITEMENT..."



That was ten years ago, and the original console (not to be confused with the new handheld in shops) was essentially a coin-op in a box. It cost lots and games were around £100 each, but if you liked beat-'em-ups...

extreme LANGUAGE 15% BARRIER

King of Fighters is a 2D extravaganza of all the favourite (and not-so-favourite) SNK characters (if you can remember that far back). It's unusually close to the feel of the originals, with not much, if anything, to indicate a decade of beat-'em-up evolution.

The graphics are well drawn but badly animated. The moves are basic but easily executed, especially with an arcade stick. The characters are faithful to the originals, but most won't remember them.

The *King of Fighters* will probably go down a treat in Japan, but in the UK? Nah, it's too little, too late. If you love Namco's fighters, you probably won't like this, but fans of SNK? If you can afford it...

Chris Kjolsen



Fighting Fogeys

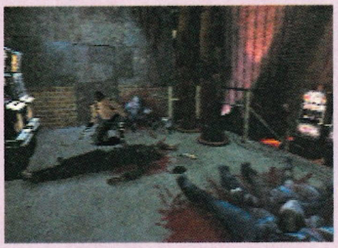
You wouldn't hit an old man would ya? *KOF '99* has some of the oldest characters in gaming. It's a wonder you can't see the dentures fly out. If you know the original games, you'll notice how faithful the characters are to the first Neo Geo versions.





extreme 70%






Countdown Vampires

They're after your blood...

extreme INFO:

Publisher Bandai
Developer Free Cloud
Genre 3D Action Adventure
Released Out Now (Import)
Version JAP **Price** £40-50 **Players** 1




80% extreme

One quick glance at the screenshots tells you exactly where this game's coming from – it's not so much a tribute to *Resident Evil* as a full-blown *Resi* rip-off. Hold a symbol key to run, change items on the inventory screen, hold the top shoulder buttons to aim your gun – sound familiar? Explore a wasted land, limping when low on health, fight with undead creatures, explore your environment through a series of one-screen isometric locales – sound familiar? Yes folks, this is a *Resi* clone through and through...

It's got some fine touches, like the computer screens where you can access maps and even print them out to add to your inventory, but at times it's every bit as confusing as you'd expect for a *Resi* clone in Japanese. The cameras aren't as well structured as those in the aforementioned Capcom classics, but they're pretty good.

extreme LANGUAGE 60% BARRIER

Overall, *Countdown Vampires* is a cool game, but we recommend you wait for an American release.

Ian Osborne




Crazy Climber 2000

Do we need this retro update?

extreme INFO:

Publisher Nihon Bussan Co
Developer Nichibutsu
Genre Retro Update
Released Out Now **Version** JAP
Price £40-50 **Players** 1-2

In 1980, *Crazy Climber* was a mildly-amusing alternative to *Space Invaders*, but we're surprised it got the retro treatment. Perhaps it was bigger in Japan – I certainly can't see too many PSX gamers holding fond memories of it.

The concept is simple. Starting at the foot of a skyscraper, you climb up, story by story. Windows open and close, and if you've only one hand on the building and the window is shut, you lose your grip and fall. Later you face residents throwing plant pots, birds laying eggs and crapping on you, and even a gorilla.

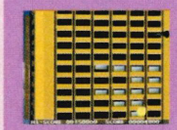
Forget this game if you haven't got a Dual Shock. The coin-op was controlled with two joysticks, one operating the left arm and leg, the other the right. Reproducing this without analogue sticks is almost impossible. When you get the hang of it, getting into a rhythm as you move the sticks is the key to climbing with speed. It's a little like *Track & Field* in this respect.

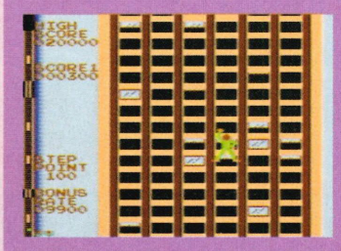
extreme LANGUAGE 10% BARRIER

As stated earlier, the '80s coin-op was mildly distracting and this is true for the Y2K update too, but the fun you have doesn't justify the asking price. Like far too many other retro updates, it would sit better on a compilation.

Ian Osborne

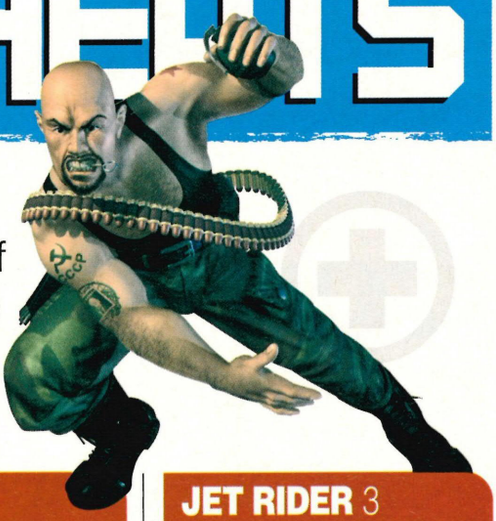
60% extreme








TIPS AND CHEATS



TIPS FOCUS NEW CHEATS!

We've got more of the latest cheats and codes for the greatest PlayStation games around. So if you're game for some extra lives, infinite ammo or just an unfair advantage, you've come to the right place. Don't delay, try it today...

DIE HARD TRILOGY 2: VIVA LAS VEGAS

To activate the following cheats, pause the game then enter the corresponding code.

All Weapons
■, ■, ●, ●, L1, L1

Automatic Reload (Gun Mode)
■, ■, ▲, ▲, ●, ●

Big Head Mode
R1, R1, L1, L1, ▲, ▲

Disable Laser Sight
L1, L1, ▲, ▲, L1, L1, L1

Electric Man
■, ■, L1, L1, R1, R1

First Person View (Movie Mode)
●, ▲, ▲, ■

Infinite Ammo
L1, L1, R1, R1, ●, ●

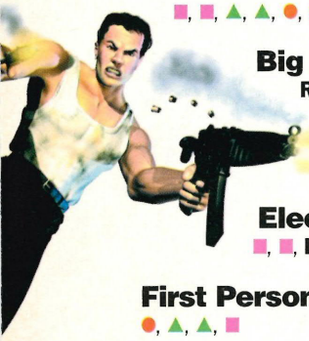
Invincibility
▲, ▲, ●, ●, L1, L2

Pop Top Mode
■, ■, ●, ●, R1, R1

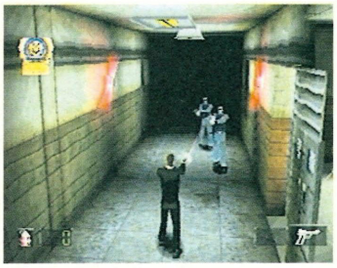
Snake Car (Driving Mode)
●, ■, R1, R1, ●, L1, ●

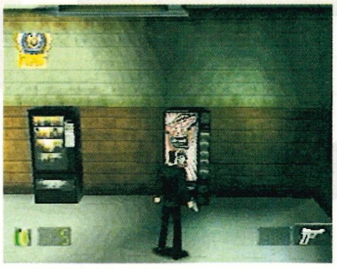
Skeleton Mode
●, ■, ▲, ▲, ■, ●

Slow Rockets
L1, R1, R1, L1, ▲, ■











SYPHON FILTER 2



Level Select
Pause the game and highlight 'Map', then press ➡, L2, R2, ●, ■ and ✖ simultaneously. Now select 'Options' and choose the 'Cheats' selection.

THREE LIONS

Bonus Teams
Enter these codes at the Team Selection Screen to access the corresponding Bonus Teams...

Oranje	L1, ↑, ↑, ➡
Azzuri	L2, ↑, ↑, ➡
Aus Asia Stars	R1, ↑, ↑ ➡
African Stars	R2, ↑, ↑, ➡
North American Stars	L1, ↓, ↓, ➡
European Stars	L2, ↓, ↓, ➡
Z-Axis	R1, ↓, ↓, ➡
South American Stars	R2, ↓, ↓, ➡
England 1966	L1, L1, L1, ➡
All Time Greats	L2, L2, L2, ➡
Brazil 1970	R1, R1, R1, ➡
Die Mannschaft	R2, R2, R2, ➡

JET RIDER 3

Race at High Speed
Press L1+➡, R1+⬇, ■, L1+▲, R1+⬇, L1+⬅ and **Select** during the game.

TV Camera
Press ●, L1+▲, L1+✖, ▲, R1+⬆ during the game.

Race as Granny
To race as Granny, finish first in circuit mode at 'Pro' difficulty. This also unlocks Planet X and the Ramp Park

Stunt Mode
To unlock Stunt Mode, collect all ten track coins in Circuit Mode.

XENA WARRIOR PRINCESS

Full Shield & Attack
Highlight the New Game option at the main menu and press ▲, ■, ▲, ■, ■, ⬆, ⬆ and ⬆. A sound confirms correct entry.

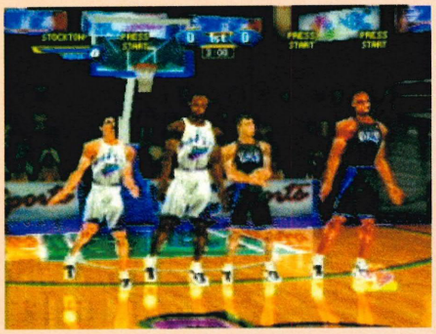
Invincibility
Highlight the New Game option at the main menu and press ⬆, ⬆, ⬆, ●, ■, ⬆, ➡ and ⬅. A sound confirms correct entry.

Level Select
Highlight the New Game option at the main menu and press ▲, ■, ●, ▲, ■, ⬆, ⬆ and ⬆. A sound confirms correct entry.





NBA SHOWTIME



Alternate Costumes

When creating a custom player, press ↑ or ↓ for alternate costumes.

Hidden Characters

Enter the following initials and PIN numbers to activate the corresponding cheat.

CHARACTER	NAME PIN
Big Alien	BIGGY 0958
Chad Edmunds	CHAD 0628
Clown	CRISPY 2084
Greg Cutler	CUTLER 1111
Kerri (female)	KERRI 0220
Kerri (alternate uniform)	KERRI 1111
Lia (female)	LIA 0712
Lia (alternate uniform)	LIA 1111
Nikko Dog	NIKKO 6666
Old Man	OLDMAN 2001
Pinto Horse	PINTO 1966
Pumpkin	JACKO 1031
Referee	THEREF 7777
Retro Rob	RETRO 1970
Shawn Liptak	LIPTAK 0114
Small Alien	SMALLS 0856
Tim Kitzrow	TIMK 7785
White Horse	HORSE 1966
Willy Morris	WIL 0101
Wizard	THEWIZ 1136

Hidden Courts

After choosing your team and players, hold one of the button combinations below until the game begins to play on the corresponding court.

COURT	BUTTON COMBINATION
Island Court	→+Turbo
Midway Court	↑+Shoot+Pass
NBC Court	↓+Shoot+Pass
Team 1 (Left)	↑+Turbo
Team 2 (Right)	↓+Turbo
Sweet Court	←+Turbo

Mascots

Enter the following initials and PIN numbers to activate the corresponding cheat:

TEAM	NAME PIN
Atlanta Hawks	HAWK 0322
Charlotte Hornets	HORNET 1105
Chicago Bulls	BENNY 0503
Denver Nuggets	ROCKY 0201
Houston Rockets	TURBO 1111
Indiana Pacers	BOOMER 0604
Minnesota Timberwolves	CRUNCH 0503

Tips Clinic

DIAGNOSED & CURED!

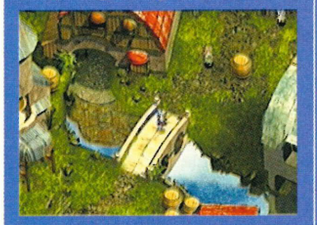
With more remedies to ease all of your gaming-related stress and frustrations, the Tips Clinic is here, with expert advice to cure your gaming needs. It's the only antidote...

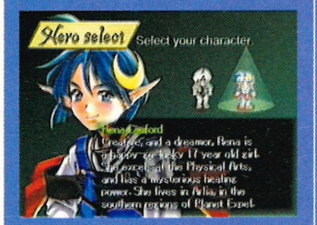
We start this month's Clinic with a letter from Mark Simpson, who wants some hints for his favourite game of the month, *Star Ocean: The Second Story*.

The Five Battle Suit Locations

1. Pickpocket Ernest in Mars (Private Action).
2. Pickpocket Ernest in Linga (Private Action).
3. Pickpocket Soldier in Calnus' Spaceship (Claude's game only).
4 & 5. In treasure Chests on Floor 12 in Cave of Trials.

NOTE: You need the talent Dexterity to pick pockets. If you don't have it, use item creation Machinery until you learn it.





Cheaper Bandit's Glove

To save money when buying the Bandit's Glove, go to Salva Mine and get the Cinderella Glass, then make your way over to Herlie. Use the Glass in the shop where you can then buy the Bandit's Glove for only 30,000 FOL, instead of 41,800 FOL.

Easy Level-Up

Use Reverse Side to make a forged medal, then duplicate it as many times as you want to with Reproduction. Each forged medal brings a character to one point under their level-up.

Easy Way to Level 250

Once you are in the Cave of Trials, and have defeated the Level Six boss to receive the funny sword, leave then save and go back to Floor Six. Make sure you have a few of the forged medals, then start looking in the dungeon for the stone thieves. They are worth over 30,000 exp each, and usually attack in groups of four.

Favourite Foods

In *Star Ocean*, everyone has a favourite food. If found, eating this food totally replenishes the MP and HP of the character. In some cases, it can be a lot cheaper than the fruit nectar. Here's a list of the characters and their favourite foods:

CHARACTER	FOOD
Claude	Steak
Rena	Shortcake
Celine	Baby Rabbit Risotto
Ashton	Hamburger
Dias	Chicken Skewers
Bowman	Misco Soup
Leon	Carrot Juice
Ernest	Hassaku Tea
Opera	Apple Cider
Noel	Big Tuna
Chisato	Fruit
Precis	Chocolate

Clara from Reading needs assistance with *Shadow Madness*, and wants to know an easy way of increasing her characters' levels. This should sort her out.

Easy Level-Ups

When you get to Karillon, head left until you get to an alleyway and a cemetery. Just past the cemetery is a group of guys who fight you for 100 coins. You can fight them as many times as you wish, with each battle earning you between 500 to 800 exp points.

A distressed letter was received from Melanie Collins and her friend from Cannock, who are in desperate need of some cheats for *Mission: Impossible*. We hope these cheats and passwords stop them from pulling their hair out!



Cheat Passwords

To activate the following cheats, go to the Password Screen and enter the required code. Ignore the 'Bad Password' message displayed.

CHEAT	PASSWORD
Disable AI	SCAREDSTIFF
Slow Motion	IMTIREDTODAY
Super Jumps	BIONICJUMPER
Turbo Mode	GOOUTTAMYWAY
View FMV	SEECOOLMOVIE

Chris from Hull is thinking about getting rid of his copy of *Final Fantasy VII*, as he's completely stuck on the Corel Prison area of Disc One. Here's what you need to do...

Once in the Corel Prison below the Gold Saucer, examine the dead body then talk to the other guy before heading through the southern gate. Once in the second area, talk to everyone then enter the building to the east. After Barret's flashback, reassemble your team and go back to the first area. Examine the dead guard, then exit by going through the area between the gate and the building to the right, where you end up wandering around in a wasteland until a caravan shows up. When it does, pick the top option to get a ride back to the area beyond the gate, then talk to the man out there and go to the right to reach the car-yard.



George Hamble from Coventry has just had his first taste of *Tomb Raider*, and is struggling in the early stages of the game. Perhaps a few extra weapons will come in handy...

All Weapons
Press **Select** while playing and enter: **L1, ▲, L2, R2, R2, R2, L2, ●, L1**

Skip Levels
On the Inventory Screen, press **L2, R2, ▲, L1, L1, ●, R2, L2**. Now press **Select** to skip to the next level.

It would seem there's a huge requirement for hints to *Suikoden II*, judging by the amount of letters received this month. So here a few top tips to satisfy the masses...

Recruiting Clive Tip
When trying to recruit the 108 stars, make sure you talk to Clive in Muse. If you do not do this, he will not appear in South Window and you can never get him.

Random Name
When you're supposed to enter a name, press **L1+R1** or **L2+R2** to choose a name at random.



Random Teleportation Trick
When you get Viki in your group and ask her to teleport you somewhere, once in a while she teleports you in the wrong place, one of which is a hidden room in Radat town. Here you find many nice items.

Best Ending
To get the best ending, you must have all 108 characters before you talk to Shu about the Rockaxe mission. Also, when you near the end of Rockaxe Castle, when Nanami jumps out to protect you from Gorudo, you must answer very quickly (doesn't matter which answer you choose). If you did this correctly, after Dr Huan reports on her unfortunate condition, he should ask to talk to Shu in private. Once you've beaten the game, head back to Tenzan Path (north-west of Kyaro) and return to that place by the waterfall. Jowy's there, of course, and you fight a duel with him. Just keep on defending throughout. After that, he asks you to take his Black Sword Rune. Keep on refusing. Once you've refused enough, Leknaat appears and you get to see the best ending.

We've had an e-mail from Mr Ferral who needs our assistance with *Need for Speed 3*, and that's exactly what he's got...

All Cars, All Standard Tracks
Enter **SPOILT** as a name on the options screen to gain access to all the cars and standard tracks.

Additional Camera Views
Enter **SEEALL** as a name on the options screen. Additional views normally only available during replays are now available on the options screen.

Bonus Cars
Enter one of the following names at the options screen to race with the corresponding car.

CAR	NAME
Jaguar	XJR-15 1JAGX
Mercedes	CLK GTR
	AMGMRC
El Nino	ROCKET

Sally Bannister insisted we printed some cheats for her favourite racing game of all time, *Road Rash 3D*.

Avoid Getting Speeding Tickets
Pause and then restart the race as soon as you get pulled over.

Piggy Back Ride on a Vehicle
Press ✖, ✖ to do a wheelie, then keep tapping ✖ until you are about to hit a vehicle. Just as you are about to jump over it hit ■ (brake) so you stop on the roof.

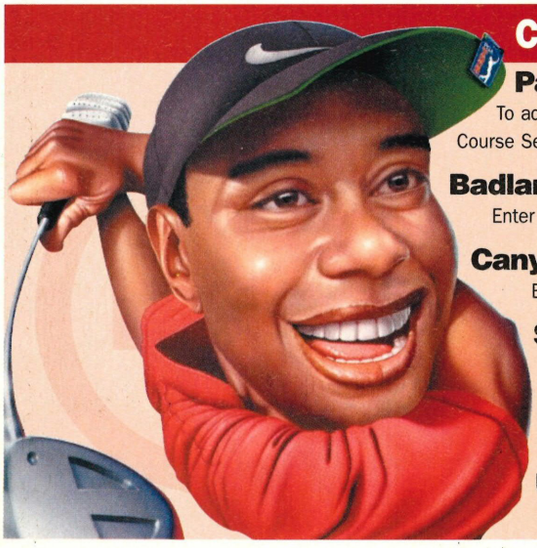
Stuck in a game? Desperate for expert advice? Then write to the Tips Clinic at:

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extreme Magazine,
5 Winchester Place
North Street,
Poole, Dorset.
BH15 1NX

DIAGNOSED & CURED!

Please remember to tell us which game you're stuck on and exactly where you're stuck.

CYBER TIGER



Password Screen
To access the Password Screen, press ● at the Course Selection Screen.

Badlands Course
Enter HARESO as a password.

Canyons Course
Enter NAMOPI as a password.

Sawgrass Course
Enter SECARE as a password.

Summerlin Course
Enter PORASO as a password.

Unlock All of the Courses
Enter POQAKI as a password.

LE MANS 24 HOURS

All Cars and Tracks
To access all cars and tracks within Le Mans Mode, enter TATOO as your name.

1999 Audi Prototype
Enter MAYOU as your name and a race automatically begins. Complete that race and you can drive the 1999 Audi Prototype on another track.

1999 Toyota
Enter PINOU as your name and a race automatically begins. Complete that race and you can drive the 1999 Toyota on another track.

1999 BMW
Enter POHLIN as your name and a race automatically begins. Complete that race and you can drive the 1999 BMW on another track.

ROLLCAGE STAGE 2

To activate any of these cheats, enter the corresponding code at the password screen.

Give ATD Ghost Cars
WLL.IF.IT.AINT.THEM.PESKY.KIDS

Give Demolition Modes
IS.IT.COLD.IN.HERE.OR.IS.IT.JUST.ME?

Give Mega Speed
LOOK.OUT!.ITS.ANDY.GREEN

Give Mirror Mode
I.AM.THE.MIRROR.MAN,.OOOOOOOOOO!

Give Pursuit Mode
PURSUIT,.A.SUIT.MADE.FROM.CATS

Give Rubble Soccer Mode
IM.OBVIOUSLY.SICK.AS.A.PARROT

Give Survivor Mode
HERE.TODAY,.GONE,.LATE.AFTERNOON

Give All Combat Tracks
YOU.HAVE.A.LOTA.EXPLODING.TO.DO

Give All Tracks
NOW.THAT'S.WHAT.I.CALL.RACING.147

Give All Cars
WHEELS,.METAL,.ITS.....THE.BIN!

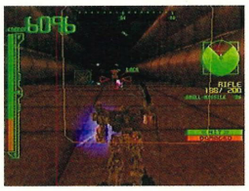
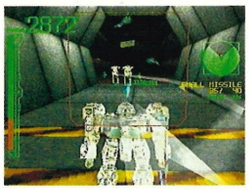


ARMOURED CORE

Camera View
You can switch to a fixed camera angle simply by pressing ●, ✖ and **Start** at the same time.

Change Background
To change the background on all menus, create a design in the Edit Emblem screen then press and hold **L1**, **R1**, and **Select** at the same time. Your design will now be used as the background.

First-Person View
To activate first-person view, press ▲, ■, and **Start** at the same time then unpause the game. Simply pause and then unpause the game to return to third-person view.


KNOCKOUT KINGS 2000

Get Up Faster
When using the analogue stick, press ↓+✖ after being knocked down to get your fighter back on their feet quicker.

Illegal Kick
Press ▲+●+✖+■ during the match to kick your opponent in the mid-section.

Super-Punch
When your opponent is dazed, press and hold **R1+R2** until your opponent recovers, then release those buttons to perform the super-punch.

Bonus Fighters
Enter one of the following as a player name at the Career Player creation screen. Press ● at the Pre-Fight Ranking screen to save the boxer for career and exhibition modes.

FIGHTER	CAREER NAME
Alien	ROSWELL
Ed Mahone	ED MAHONE
Gargoyle	GARGOYLE
Jermaine Dupri	JERMAINE DUPRI
Marc Ecko	MARC ECKO
Marlon Wayans	MARLON WAYANS
O	O
Shamacko The Clown	SHAMACKO
Tim Duncan	TIM DUNCAN
Q-Tip	Q TIP

FIGHTING FORCE 2




Cheat Mode
Press **L1**, **L2**, **R1**, ▲, ✖ and ← at the same time when 'Press Start' appears on the title screen. Now select Start Game then choose a level. You now have a supply of unlimited ammunition and invincibility.




BLAZE XPLORER

XPLORER CODES

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

READY 2	37E3BAB73535	Championship Mode	37FBBB5C0373	37979BF80373
RUMBLE BOXING	P2 Infinite Health	Infinite Money	Experience on 100	
P1 Infinite Health	37754D52D599	87B0C83EC134	87C15BA84130	RAGING
37696536D599	P2 75 Health	Max Money	37FFBB600373	RIVERA CODES
P1 75 Health	77754D52D599	87B26CAEE561		No Defeats
77696536D599	378E6639F280	874F8733D695	AFRO	37EBA7103535
37827E1DF280	P2 50 Health		THUNDER CODES	Strength on 100
P1 50 Health	77754D52D599	BORIS	No Defeats	8799FB804130
77696536D599	37A77F000367	KNOKIMOV CODES	3773B7783535	37D75B380373
379B97E40367	P2 25 Health	No Defeats	Strengths on 100	Perseverance
P1 25 Health	77754D52D599	37DCD6E03535	87011BE84130	on 100
77696536D599	37C098E7244E	Strength on 100	373F7BA00373	879DFB844130
37B4B0CB244E	P2 Sudden	874A2A504130	Perseverance	37DB5B3C0373
P1 Sudden	Knock-Out	37888A080373	on 100	Skill on 100
Knock-Out	77754D52D599	Perseverance	87051BEC4130	87A1FB884130
77696536D599	37D9B1EE3535	on 100	37236BA40373	37DF5B400373
37CDC9D23535	P2 Infinite	874E2A544130	Skill on 100	Experience on 100
P1 Infinite	Perseverance	378C8A0C0373	87E90BF04130	87A5FB8C4130
Perseverance	37794D56D599	Skill on 100	37276BA80373	37C34B440373
378D553AD599	P2 Low	87522A584130	Experience on 100	
P1 Low	perseverance	37908A100373	87ED0BF44130	TANK
Perseverance	37BC90131456	Experience on 100	372B6BAC0373	THRASHER CODES
37D098F71456	P2 Max	87562A5C4130		No Defeats
P1 Has	Rumble Power	37B47A140373	SALUA CODES	37CAD85C3535
Rumble Power	(Press L1 & R1)		No Defeats	Strength on 100
(Press L1 & R1)	77DE89F2B534	BUTCHER	37BFF7C43535	87583CCC4130
773B5A2CB534	37D5710A0565	BROWN CODES	Strength on 100	37768C840373
37C989EE0565	P2 No Rumble Power	No Defeats	872D4B344130	Perseverance
P1 No Rumble Power	3705A1FA3535	3708862C3535	376BABEC0373	on 100
87F9B9DE3535	Time Longer P2	Strength on 100	Perseverance	873C2CD04130
Time Longer P1	(Press L2 & R2)	8796EA9C4130	on 100	377A8C880373
(Press L2 & R2)	77D592F5BE34	37F3BB540373	87314B384130	Skill on 100
7732632FBE34	37D1A8A92347	Perseverance	376FABF00373	87402CD44130
37D1A8A92347	Time Shortened P2	on 100	Skill on 100	377E8C8C0373
Time Shortened P1	(Press L2 & R2	87B95BA04130	87354B3C4130	Experience on 100
(Press L2 & R2	& Select)	37F7BB580373	37939BF40373	87442CD84130
& Select)	77D693F4BF33	Skill on 100	Experience on 100	37828C900373
7733642EBF33	37E3BAB73535	87BD5BA44130	87593B404130	

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Fishermans Bait
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Int. Track and Field 1, 2
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J McGrath Super Cross 98
Knockout Kings 2000, 99
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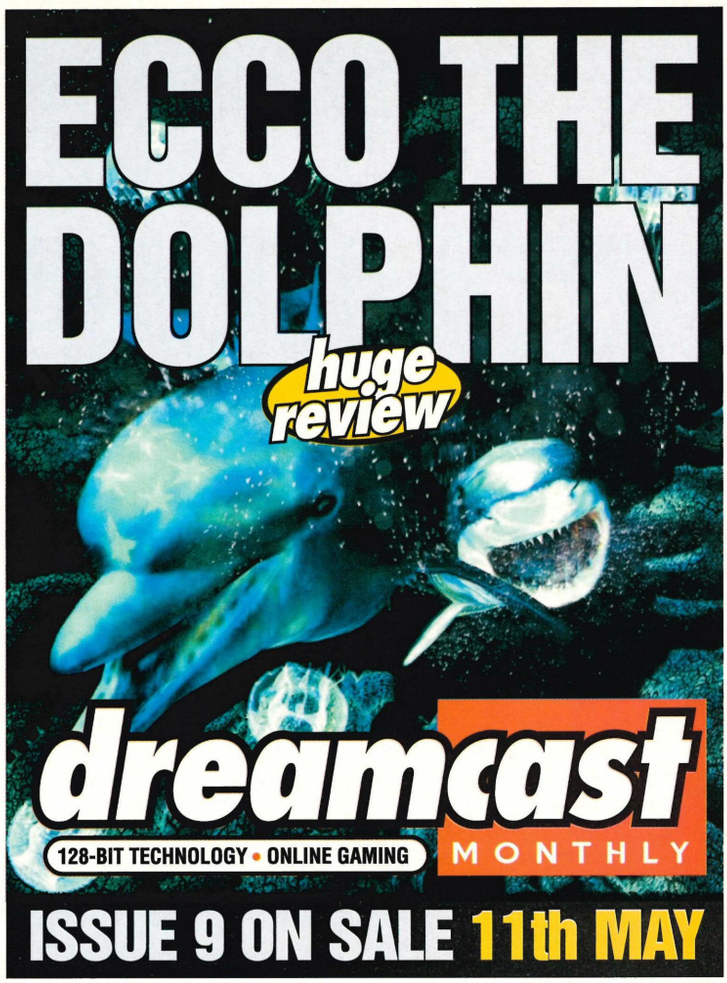
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Part One

SUIKODEN II

Stuck in Konami's epic blockbuster? Can't find those elusive 108 characters? Check out our full solution...

TIPS FOCUS COMPLETE GUIDE

The first thing you must do in *Suikoden II* is name your character. Here we've called him Hero, but you can use any name you like. As you probably know, there are 108 characters to recruit during the game, though you don't need them all to complete the game. Decisions which are offered but have no bearing on the game are usually ignored in this walkthrough. Also, it goes without saying that you must manage your party well, taking advantage of any new items you find along the way and spending money wisely at the stores and the blacksmith's.

The Battle at the Camp

The game opens with Hero entering a tent. He's the playable character, and the first of the 108 available.

• HERO recruited.

When first offered a choice, choose to go to sleep. You're roused by a surprise attack; Jowy joins you and Captain Rowd tells you to escape east. Move through the woodland path to the east until Jowy stops you. Ask him what he wants, and he suggests warning Rowd of a possible trap.

It seems Rowd and Prince Luca faked the attack to break the peace treaty and start a war. When given the choice, choose to talk to Rowd. You're plunged into your first fight. Use Unite attacks until there's only one soldier remaining, then finish him off separately.

Run north to the waterfall as advised, then fight another group of soldiers, again using Unite. When you win and Rowd runs away, jump into the waterfall at Jowy's suggestion, promising to meet again if you get separated. Watch the opening credits.

Your First Recruits

You're pulled out of the river by a mercenary allied to the City-State of Jowston. This is Viktor. When Flik arrives, you're taken back to their fort and kept in a cell. When Pohl puts you to work, push the crates against the wall using ▲ and ▼ – this is, of course, an exercise in getting used to the controls. Pick up the rope with ✖, then leave the room.

After supper, Pohl sends you on another errand. Get the boots from Barbara (south-west), flints from the blacksmith (north-west), but when you go upstairs and ask for the flour from the Item Store, you're told they're out and you must go to Ryube Village for it. Report to Pohl, then talk to Leona (upstairs, orange dress) as instructed.

• BARBARA recruited.
• LEONA recruited.

You're given Gengen to go with you, and also Tutu, who goes along for the ride.

• GENGEN recruited.

The village is to the north-east of the fort.

When at Ryube, find the Items Shop and get the flour. Take it back to Pohl at the fort. The next day, he has you cleaning oil spills off the floor. After you've finished, report back to Pohl and go to bed.

Rescue

Jowy tries to rescue you, but as you try to leave, you run into Flik and friends. After questioning, you're both in the cell. After a conversation, Jowy uses the tat you've accumulated to escape. Make your way to the balcony, and Jowy uses the rope to get down.

Visit Ryube once more, to see a travelling circus. When chosen for the knife-throwing exhibition, DON'T MOVE! EVER! After the performance, they tell you they're going to Kyaro, in Highland, and they join your party. Leave the town, go north and left at the fork, and into the North Sparrow Pass. After Rina gets you past the guards, keep going north through the misty paths, gathering treasure on the way. You eventually meet the mist monster, a Mist Shade. This is your first major monster, so throw everything you've got at it, equipping all you need before battle begins. Don't forget to use the Journeyman's Crystal to save before the battle too.

One-on-One Duels

When fighting a one-on-one duel, the battle is decided on a scissors, stone and paper principle. You have three choices before each skirmish – Wild Attack, Attack and Defend.

ATTACK beats DEFEND

DEFEND beats WILD ATTACK

WILD ATTACK beats ATTACK

It's entirely possible for both parties to sustain damage in a single attack. You've no way of reading your opponent's move, so you have to play it by ear. Duels aren't to the death, so you risk little.















When you beat it, press on to Kyaro Town, where the party splits. Move on to Hero's house in the west. Go behind (not into) it and examine the large tree three times to recruit Mukumuku. If you miss him, don't worry – there's another chance to find him later.

• MUKUMUKU is recruited.

Now go straight through it and out the back door to meet Nanami. After a short conversation, she joins you.

• NANAMI is recruited.

As you leave the house, you meet some soldiers. You can beat them easily, but are captured by Rowd immediately afterwards. Jowy is also caught and thrown into your cell. You're told about Rowd and Luca's plans to start a war, and how you're to be executed as spies. After meeting Jillia in her carriage (say what you like, it makes no difference), you're beaten up and put in nooses. However, Flik and Viktor make the save, and Rowd scarpers.

Leave the town with your new party (make sure you change the formation to ensure all members can attack), and go back to the mercenary camp, travelling back south through the North Sparrow Pass. Now wander around a little to recruit more characters. Go to Ryube Village and find Rikimaru collapsed near the entrance. Talk to him, take the kind options and pay for his meal (3000 potch) to recruit him.

• RIKIMARU is recruited.

Also in Ryube, find Millie, in the big white hat. Talk to her, and agree to rescue Bonaparte and she joins. You have to fight her little pet first.

• MILLIE is recruited.

In the forest, put the baby bird back in the tree to recruit Kinnison and Shiro. Just go back to it after you've found Bonaparte.



• KINNISON is recruited.
• SHIRO is recruited.

Toto

Go north-west to Toto Village, making sure Nanami is in your party (if she isn't, go back to the fort and talk to Leona). Go to the Inn and talk to Zamza. He joins.

• ZAMZA is recruited.

Go to the Item Shop and you talk to Marx. Follow Pilika to her room and she asks you to get her an amulet from the shop in Muse, which is west of Toto, over the bridge. Go over and buy it, though it costs you 500 potch, not the 70 she gave you.

You might want to use the stores and Inn before leaving and returning east to Toto. It's been razed to the ground. You find Pilika in tears, her parents (and nigh-on everyone else) massacred.

You soon meet Apple. Talk to Hanna before leaving for the Mercenary Fortress. If you can't find her, leave Toto and immediately return.

• APPLE is recruited.
• HANNA is recruited.

Go back to the fort. After a long plot sequence, go to the Command Room (top floor, centre door) and you're sent to recruit Tsai in the mountains beyond Ryube, as he's needed to fix Flik's Fire Spears. Save, equip and restock before moving out.

Tsai

Go through Ryube and into the forest, north past the bird in the tree and then left through the tiny gap for two treasure chests, then on north to a hut. It's empty, but Tsai soon returns.

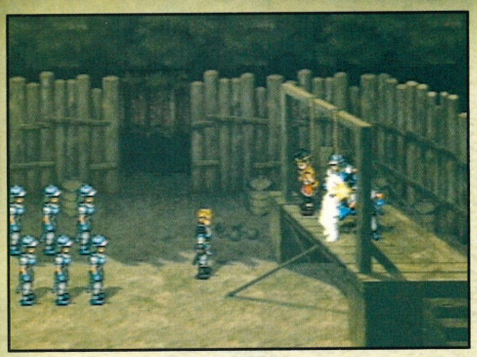
• TSAI is recruited.



Finding Recipes

Here's where you can find each of Hai Yo's 40 recipes. When bought, they're usually found under Rare Finds.

Recipe 1: Hai Yo has it.
Recipe 2: Win first cooking match.
Recipe 3: Muse, Huan, after recruiting Tuta.
Recipe 4: Hai Yo has it.
Recipe 5: Cook in Coronet Inn.
Recipe 6: Hai Yo has it.
Recipe 7: Hai Yo has it.
Recipe 8: Win second cooking match.
Recipe 9: Kuskus, bookshelf.
Recipe 10: Hai Yo has it.
Recipe 11: Kuskus item shop.
Recipe 12: Eagle Man in Kobold Forest.
Recipe 13: Cook, Kobold Village Chief's tent.
Recipe 14: Cook, Radat Bar.
Recipe 15: Hai Yo has it.
Recipe 16: Lakewest, Taki's house.
Recipe 17: Win third cooking match.
Recipe 18: Radat item shop.
Recipe 19: Win fourth cooking match.
Recipe 20: Cook, Greenhill Inn.
Recipe 21: Land Sharks, Two River City sewers.
Recipe 22: Win sixth cooking match.
Recipe 23: Two River City item shop.
Recipe 24: Win fifth cooking match.
Recipe 25: Greenhill item shop.
Recipe 26: Highway item shop.
Recipe 27: Win eighth cooking match.
Recipe 28: Gregminster item shop.
Recipe 29: Zombie Slug, Matilda Path.
Recipe 30: Win seventh cooking match.
Recipe 31: Kobold item shop.
Recipe 32: Highway, Kent's mother (after Dragon Quest).
Recipe 33: Win tenth cooking match.
Recipe 34: DoReMi Elf, Greenhill forest path.
Recipe 35: Muse item shop, after Muse retaken.
Recipe 36: Highlands, Rockaxe.
Recipe 37: Rockaxe, Gorudo's room, after Rockaxe lost.
Recipe 38: Win eleventh cooking match.
Recipe 39: Gremio, after defeating Lester.
Recipe 40: Win twelfth cooking match.







Focus Your Attacks

When in battle, focus all your physical attacks on one enemy. Deal with each in turn – the quicker he's killed, the fewer attacks you suffer. Dead enemies don't fight. Wounded enemies do.



Old Book Locations

Give these to the librarian in the library at Castle HQ:

- **Vol. 1:** Genkaku's house, Kyaro, on a dresser.
- **Vol. 2:** Sindar Ruins
- **Vol. 3:** Rare Find, South Window item store.
- **Vol. 4:** Anabelle's mansion, in Muse.
- **Vol. 5:** Greenhill's academy, first floor bookshelf.
- **Vol. 6:** Man in Forest Village trading post.
- **Vol. 7:** On shelf near McDohl's bust, Gregminster.
- **Vol. 8:** Tigermouth Village, bookshelf.
- **Vol. 9:** Cave, Tinto Mines.
- **Vol. 10:** Talk to man in Greenhill.
- **Vol. 11:** Rockaxe item store, cellar.
- **Vol. 12:** Muse after liberation.

Move back through the forest to see Ryube aflame. Tsai won't let you proceed until the Highland Army's gone.

Now you go back to the fort. You meet Pilika at the gate, then proceed to the Command Room. You must agree to fight alongside the mercenaries (if you don't, you're sent back to the Command Room anyway – talk to Viktor). You fight Flik one to one to prove yourself worthy to fight. It's a one-on-one battle – avoid Wild Attacks and you should be okay. Jowy leads you back to your room, where you name your company. For the purposes of this walkthrough, we've called it the Rebel Company.

During the night the fort's attacked; leave it and after the speeches, tell Flik you're ready. Battle begins. Here Apple teaches you how to command in army battles. It's simple enough – you do so little in this one it's almost a cut scene. You soon win.

Unfortunately, the enemy attack once more as soon as you've finished. Apple says they're mad to attack while so exhausted, but they've a trick up their sleeve: Luca's forces attack through the forest, and the fort is surrounded. The enemy enter and the mercenary forces lose. Don't feel too bad – there was nothing you could do.

The forces split, and your party now consists of only Hero and Jowy. Jowy suggests you go to find Pilika, so fight your way into the fort – there are plenty of stray enemies to take out, so be strong. Use Unite attacks, then straightforward attacks to take out anyone who survives your Unite. Enter the Command room to see Pilika and Pohl, who is killed by Rugal.

After a huge explosion, Flik and Viktor arrive to save the three of you. Flik threw the Fire Spears into the basement boiler, and the fort is set to blow. You escape. You now have a full (albeit somewhat random) party. Alas, Pilika has been struck dumb by the shock of it all, and is now mute. Make your way to Muse, via Toto.

The Journey to Muse

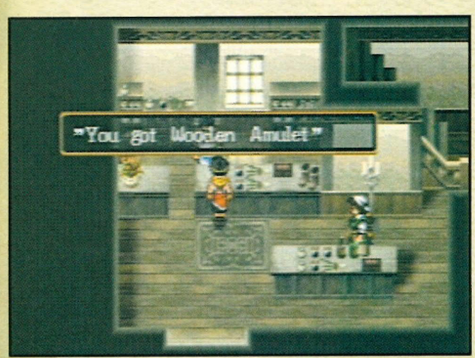
First, go north-west once more to Toto. Pilika runs away as you enter the town; find her in the north-east corner in front of a new cave.

Go in and Jowy draws your attention to a plaque written by Genkaku. After a blinding flash of light, you're transported inside the cave to meet Leknaat, Holder of the Gate Rune and Keeper of the Balance. Run north up the long corridor for a cut scene; a flashback from your childhood showing you teased by the town bullies, and Jowy coming to your aid, only to be defeated too. You're then caught spying on a girl you fancy, watch an army parade and then the leap from the waterfall and events from the game. After the cut scene, you're invited to collect a rune each. Taking separate paths, at the shrines at the end of your corridors, you raise your right hands and receive your runes.

Hero gets the Bright Shield rune, Jowy the Black Sword rune. They are two elements of the beginning. You meet the rest of the group. Leave Toto and proceed over the western bridge and then north-west to Muse City. When you get there, you find your way blocked by a guard. Despite Nanami's best efforts, he refuses to be charmed. Move the party to the Inn, east of the main city.

This is the White Deer Inn. On entering, you're greeted by Hilda, the owner. Her husband Alex runs in, gets excited about a treasure hunt, and leaves again. You're shown to your beds – retire for the night. As you attempt to leave the next day, Alex rushes in and tells Hilda no one in the city would believe his tales of treasure – he has a pass! Talk to him – he agrees to let you use his pass as long as you help him get treasure. Leaving Pilika with Hilda, together you head for the ruins next to the Inn. They're simple to find – stand in front of the Inn, and take the path to the right of it. Or to put it another way, turn left after the pigs.

After a short walk, Alex gets you inside the ruins. When you reach the closed doors, walk to the table next to it and press ✖ to open. Proceed through, and at the 'T'-junction, go left for a couple of treasure chests then go back the way you came and proceed north. At the next junction, arriving from the left, just go north – south is a dead end. At the third junction, go left then down for a chest next to the river, then go back and north to the stairs. Over the bridge, go north for treasure, then south, and follow the road to the riverside, following the bank north. When you reach the door next to the second bridge, examine the dark circular hole next to it. Alex reckons something is supposed to be put in it. Go over the bridge.

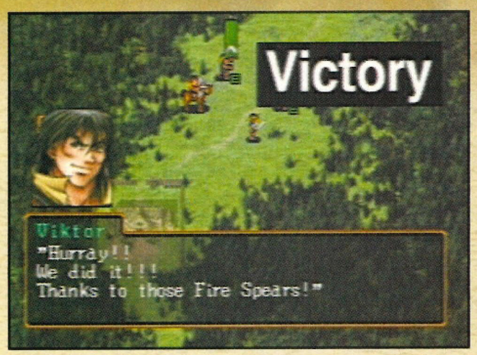












When you get to the area with six statues, push the top-right one onto the pressure pad to open the door north.

Go north and take the treasure and the Round Plate – I wonder where that goes? Go back to where Alex looked at the hole, and he puts in the plate. Go north through the now-open doors. You eventually get to a courtyard where travelling east takes you to locked doors with a square hole next to them (don't bother yet), west over a bridge and north up a corridor. For now, go west over the bridge. Take the first north for a Triangular Plate (bound to come in handy), then further west to a broken door and a treasure chest beyond it. Now go back to the courtyard and go north.

You reach a crossroads with a bridge to the west. Go east, up the tower and use the Triangular Plate. It opens a water dam. Back at the crossroads, go north to find another chest, then over the bridge to the west. You reach a Journeyman's Crystal and a Square Plate door – equip and heal before saving.

Now you must get the Square Plate. For this, you have to retrace your steps. At the crossroads with the bridge to the west, go north. The steps on the next screen descend into the river (now dry) and out again. Now the water's stopped, you can walk in the riverbed. Do so – go west.

At the junction, there's nothing north, so go south. Keep going south past two paths west, but take the third path west to find the Square Plate. Further south is some treasure. Now go back the way you came, leaving the riverbed, and down to the crossroads, where you go west over the bridge to the save crystal and the Square Plate door. Heal, equip, save again and proceed. After a short sequence at a northern door, you reach a courtyard where you fight a Double Head.

This is a boss fight, so use your best runes and attacks. Throw everything you've got at it. After the fight, Alex opens the big chest, and finds – herbs! He's so disgusted, he leaves them at the entrance to the ruins. Go back to the Inn – Hilda is unconscious on the floor. You put her to bed and try to revive her, but to no avail. Go back to the ruins' entrance and get the Healing Herbs. Return and give them to Nanami, and they work fine. You get the pass – go to Muse.

The Meeting at Muse

The team approach the soldier guarding the gate, but he refuses to believe your party are Alex and family, and takes you into custody. Never mind – trust Flik and Viktor to rescue you the next day. You're told to go to Leona's Tavern and meet her.

First, at the east side of the city you meet Elza, who gives you two packages to look after. Move north to meet Clive; deny meeting the tall blonde. When you meet Elza again (near the entrance to the city) she gives you Sound Setting #1. Just then, Clive arrives. He chases Elza out of the city – strange people.

The Tavern you're looking for is to the right of the entrance to the city – it shares a door with the Inn. Talk to Leona. Your party splits, with everyone except Hero, Nanami and Jowy staying with her.

Now it's time to go to the Town Hall – it's the huge building to the north. Walk through the front door and keep walking north until you meet Viktor. He takes you to meet the mayor, Anabelle, who's also the leader of the Jouston City-State Alliance (she's in the room with the guard outside the door). Here you learn a little more about your past, especially about your adoptive father, Master Genkaku. The City-State has wronged him somehow, but you don't find out how just yet. They mayor's assistant, Jess, gives you leave to walk around City Hall and explore, as long as you don't disturb Anabelle herself. Take his advice – look around and explore, though there's little to be found. When you've finished (which won't take long) enter the room Jess went into – it's across the corridor from the mayor's office. He wants you to dress as Highland soldiers and infiltrate their base as spies. Agree to do it.

Now you must go to Leona's Tavern and talk to Leona. She lets you fill out your party with other recruited troops. After you (automatically) leave the Tavern, re-enter and talk to Anita, the woman on her own. When she asks you to refill her glass, go to Leona and talk to her. Return to Anita and give her the glass, then leave town and return. Talk to Anita once more, and keep refilling her glass, leaving and returning until she's recruited. You might have to get her some Antitoxin first.

• ANITA is recruited.

Now leave the town and go north-east to the border gate, the tower in the huge wall (you can't miss it). When you get there, talk to the guard and he opens the door. Follow him

Upgrade!

Take every opportunity to upgrade your runes and armour. It's a lot less hassle than having to spend ages wandering around boosting your forces because you're too weak to tackle a big baddie.

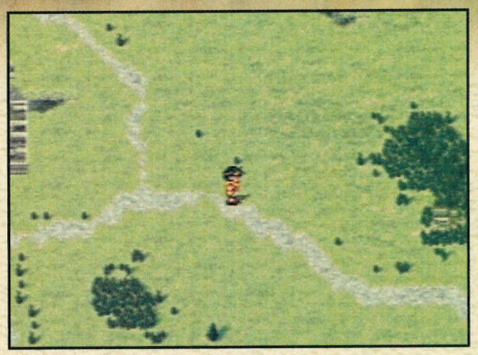








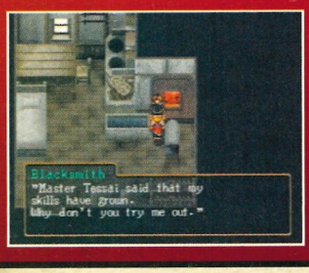






At The Blacksmith's

A blacksmith can sharpen your weapon, for a price. Each sharpening raises the level of your weapon by one, the maximum possible depending on the skill of the blacksmith. The higher the level of sharpening, the more it costs.



through, then talk to him and he shows you a path through the woods. It's not as complicated as it looks – keep pressing north and you soon get to the camp.

As you reach the camp, Jowy and Hero put on the Highland uniforms and the others stay in the woods. You find the tent with the provisions.

After a brief exchange with the guards, you're allowed in and count two weeks' worth of provisions. As you leave the tent, Rowd appears and calls for the guards. You run. With nowhere to escape to, you must enter a tent and find Jillia. Just try every tent until you're allowed to go into one.

Jillia protects you when Rowd appears and asks to search the tent, sending him out. When he leaves, she makes you tea and talks about her brother, Luca Blight, and his plans to expand a war everyone in Highland is sick of. She also says he's planning something evil. When the coast is clear, she lets you go and you make your way back to the others in the woodland. Alas, Rowd realised where you were, and sends a force of soldiers after you. Jowy holds them off while Hero escapes. Using his Black Sword Rune, he takes them on.

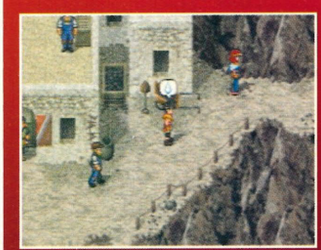
Hero reaches the others, where they face soldiers who advanced beyond the battle with Jowy. After you beat them, you flee. Return to Muse and report to Jess (in the City Hall) – you find him in a meeting. So what do you do? Well, what do you think? You go to the bar! Here you find Flik and Viktor having a jar.

After a conversation with the guys, they join you – return to the City Hall. Viktor brushes away the guard, and you enter the mayor's office. Viktor is none-too-pleased that you were used as spies. You fill the mayor in on the provisions, and ask if Jowy can be rescued. Alas, as the enemy are preparing for a swift assault, a rescue just isn't possible. Go to the city gate and wait with Nanami. Pilika joins you both. After a while (and a conversation), Jowy returns. You sleep.

The next day, Nanami comes in and says there's something taking place on Jowston Hill. The three of you move out to go to the hill, where you meet Viktor and Flik (quelle surprise). Use the town's north-west exit to reach the hill. When there, Flik gets you into the conference – inside, follow the carpet until you reach the benches, where you sit and watch.

Colourful Characters

Characters that are important to you usually stand out from the crowd. Look at this shot – ordinary citizens, ordinary miners and an extravagantly-dressed woman. Who stands out the most?



Although the other City-State mayors are at first uncooperative, a messenger arrives and brings news of a massacre. The Highland army are approaching Muse, having slaughtered the guards at the border. The mood of the meeting now changes, with everyone pledging their support. Go back to the Tavern, and talk tactics with Apple and Anabelle. Your army is asked to buy Muse two days, after which reinforcements from the other city-states arrive. After a sleep, it's time for another army battle. Talk to Viktor and he asks if you're ready. If you forgot to save the game before the fight, say 'no' and do so before talking to him again.

When you're in the battle, block the way through to Muse and duke it out. After three turns, Matilda Knights appear, but they leave again after eight. Still, you should win this one fairly easily. You slowed 'em down, which is exactly what you needed to do.

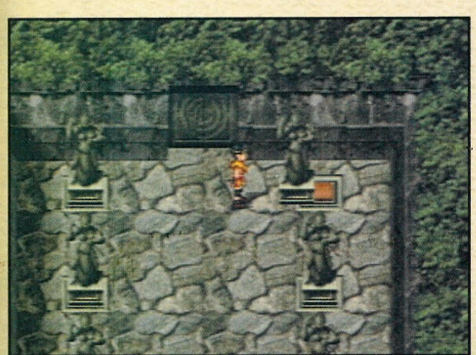
Traitor!

Viktor tells you to get some rest. Hero talks to Pilika, while Jowy talks to Kage. What are they plotting?

Go to Anabelle's office and see two mayors arguing. Gustav refuses to commit troops, and leaves. Anabelle asks you to leave, and seek her out this evening. Take this opportunity to restock, save and whatever, before heading back to the Tavern. After a conversation, Jowy goes off on his own. Talk to Nanami, then go after him – you see him talking to Kage near the City Hall. He won't say what he's up to.

After another cut scene where Viktor and Anabelle talk over a drink, Hero collects Nanami and goes to see Anabelle. It seems Jowy beat you to it. He tries to kill her, but she counter-attacks. When control switches back to Hero, it's time for action – run to her room. Anabelle lies stricken, but she's not dead. Jowy runs away while you attend to the mayor's wounds. Jess arrives with news that the Highland army have launched a surprise attack, followed by a soldier who says they have entered the city – someone must have opened the gates from the inside. After telling you to keep safe and run, Anabelle dies.

Go to the Tavern to collect Pilika. Leona tells you to go south from Muse, to catch a boat at Coronet which takes you to South Window. Do so.













After a cut scene, go south to the sea port of Coronet. Alas, it's fallen to the Highland Empire too, and Luca has ordered no one can leave by ship until further notice. Go to the Inn and meet your friends from the travelling circus. Have a chat. The guy in the room behind you gives you Recipe #5 if you talk to him too.

Now go to the seafront and walk east until you see a guy called Sheena arguing with Tai Ho. Enter the hut and Tai Ho offers to take you across the sea if you beat him in a game of dice. It's a game of chance. Beat him, and he agrees to take you. Go back for the circus folk in the Inn, then return to Tai Ho and get on the boat.

- **RINA is recruited.**
- **EILIE is recruited.**
- **BOLGAN is recruited.**

The town of Kuskus is pretty boring, but there's a blacksmith who can sharpen up to Level Six there. Save at the Inn and leave, moving south to South Window City. You meet Viktor at the entrance. After filling him in on what happened to Anabelle and Jowy, he sends you to the Inn to find Flik. Together you go to City Hall to meet the mayor, Granmeyer. Viktor and Flik are recruited.

- **VIKTOR is recruited.**
- **FLIK is recruited.**

Go to the City Hall. You talk to the mayor, Granmeyer, and he asks you to go to North Window and defeat a monster that's been snatching young girls. You agree, and Freed Y joins the group.

- **FREED Y is recruited.**

The North Window Monster

After a cameo from an organ-playing vampire, you go to the Inn to gather your party – you've no choice, you get Viktor, Freed Y, Eilie and Nanama. If you leave the town and return, you can speak to Clive near the entrance. He won't join you now, but talk to him when you have a boat and he's recruited. Also, the bald guy with the big necklace is Gantetsu, a priest. Remember where he is. Now move along the north-west trail to North Window.

When you get there, you find the town is full of graves. This is because of a vampire called the Neclord, Viktor explains. The Neclord suddenly appears in front of your party. Explaining the Star Dragon Sword used by Viktor only dispelled his body, and did not kill him (he's referring to an epic battle from the first *Suikoden* game). He calls up a troop of zombies who overpower the party, and Neclord demands Viktor get the Star Dragon Sword.

Return of the Neclord

Go south to the Cave of Wind. The first thing you see is a Journeyman's Crystal. Use it. This is a good place to gain experience and build your levels. The route through the caves is pretty straightforward, but if you're faced with two choices and your first pick doesn't end in a dead end and treasure chest, try the other and then return.

When you get to the stones blocking your path, push the centre one back and then down. In the next rooms, push the boulders to block the gusts of wind.

Beyond the gusts, take the upper route to find three treasure chests and a mysterious old man. He offers to help you to the exit – if you agree, you go back to the start of the cave. Don't do it – go back a few steps and take the lower route.

You soon meet Kahn, a vampire hunter from a family of vampire hunters. He gives you important information – the Neclord Viktor fought in the first game was a doppelganger, a fake, but he knows how to seal its spirit. He joins – so that's why only five fighters left North Window!

Not long after, you meet the Star Dragon Sword – and have a conversation with it. You must defeat the Star Dragon Sword in battle before you win it, but when you do, return to North Window. You've a tough fight ahead, so heal yourself before entering the town. You might even wish to go to a town with an inn so you can sleep away your wounds and refresh your magic.

Enter the Neclord's castle, and make your way to the top floor. Look out for the room full of statues, one of which must be pushed onto a pressure pad to open a door, and the candles which must be lit (press ✖), and you eventually meet Neclord. After a scene where the vampire produces a doppelganger of Viktor's deceased girlfriend of old, he disappears and leaves behind a monster, the Abomination. Fight well.

Old Book Volumes

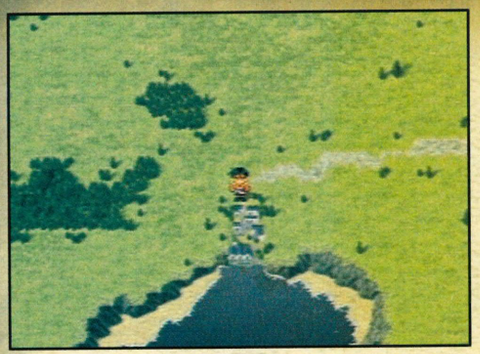
Here's where to find the books:

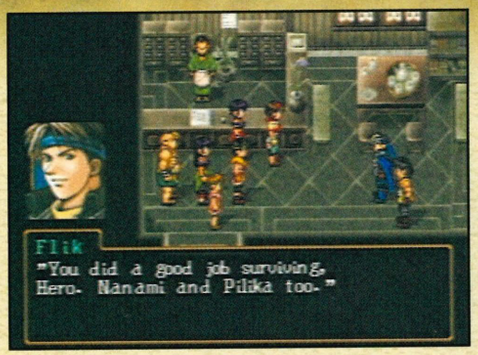
Vol. 1:	**Shelf, Hero's house.**
Vol. 2:	**Chest, ruins.**
Vol. 3:	**South Window item shop.**
Vol. 4:	**Top shelf, uniform room.**
Vol. 5:	**Shelf, Greenhill Academy classroom with book over door.**
Vol. 6:	**Trading centre in Forest Village, talk to old man.**
Vol. 7:	**Shelf behind Hero's statuette, Gregminster Palace.**
Vol. 8:	**Shelf inside house, Tiger Mouth Village.**
Vol. 9:	**Chest, at Crom Mines**
Vol. 10:	**Dorm, talk to old man (after Greenhill liberated).**
Vol. 11:	**Shelf in cellar, item shop, Rockaxe after Matilda annexed.**













Building Up Weaker Troops

Although it's tempting to roam the lands with your strongest party at all times, this does nothing for those you leave behind, gaining no experience. A useful trick is to take out a party of high-level troops with one significantly-weaker member, who should Defend during combat. His relative inexperience means he rises through the levels with extreme rapidity. Just don't let him get knocked unconscious during battle, or he gets no experience for it at all.



After the fight, heal anyone who's critical, but don't use up anything on Kahn (he's about to leave). Freed Y tells you to return to South Window. As you leave the building, Kahn leaves to find Neclord, offering to send word when he's found. Before you can get to the wilderness, Flik arrives with several other members of your group. He reports that South Window has been over-run by Highland troops and Granmeyer is dead, killed by Solon Jhee.

It's decided that your troops should take over and rebuild the Neclord's castle and use it as a base for the rebellion. Apple tells of a man called Shu in Radat Town. You're to go with Apple and persuade him to join the rebellion, while Flik and the others gather escaped South Window and Muse soldiers. Use the Save Crystal through the north-west door before leaving the castle.

Radat Town is east of South Window, so following the path, take it south then south-east until you see South Window, then north-east until you see Radat, on the bridge.

Walk into the tavern on the left as you enter the town, and talk to everyone inside – one of the guys gives you Recipe #14. After that, leave the tavern and continue right until you see a large mansion on your left. Go in, and you're told to wait for Shu, who eventually appears. He says he doesn't care much which country is destroyed, and wants to concentrate on being a businessman. He eventually leaves.

Apple suggests looking around for more information. Recipe #18 and Sound Set #5 are in the Rare Finds category in the Items Shop, along with a Speed Ring. Go back to the tavern. As you leave, Shu appears. He still won't join, though.

South of the tavern is the appraisal shop. Outside there's a guy in a long, black coat. This is Richmond. He offers information for 1500 potch. Agree, and he tells you to meet him in the inn. Incidentally, the guy with the blue hair running around like a startled rabbit is Stallion. You recruit him later.

Go to the inn and talk to the guy in purple the other side of the wall on your right as you enter. He tells you to go to the second floor – you get a cut scene. Richmond tells you Shu is avoiding you (as if you hadn't guessed), and that there's an important trade meeting on the bridge to the east of the town tomorrow night, and Shu must attend. That's where you can catch him. Your party sleep for the night, recouping lost hits and magic, then the next day it's off to the bridge (east) to meet Shu. When he arrives, he throws a coin over the bridge and says that if you can find it, he will join your side.

Follow Shu left and talk to the guy in green – he's in charge of the sluice gate. Ask him to close it. He refuses, and Amada appears. He also refuses to close the gate. Go on at him until he challenges you to a fight, agreeing to open it if you win. This is a one-on-one fight between Hero and Amada. Keep attacking, but avoid wild attacks. By now you should be strong enough to win this one fairly easily.

When the sluice is closed, go south to the steps into the river. Three of you go into the river and search for the coin (this is a cut scene, so you need only watch). A lot later, Hero finds the coin and Shu (who was watching all the time) appears, and agrees to join your cause.

• SHU is recruited.

Now return to your (previously Neclord's) castle. It's now called Headquarters. Go to the meeting room to start a cut scene, during which Shu appears. He has a plan – your 2000 soldiers could yet defeat the Highlands' 20,000. He explains that as the Highlands army has to man the garrisons on the way, they only have around 10,000 mobile troops, and many recruited from the South Window army could be asked to switch sides. Freed Y is asked to infiltrate the South Window army and spread a rumour that all South Window soldiers will be executed by the Highlands after the war. This will be followed by an attack from the rear using the lake. Hero will undertake this task, along with 300 hand-picked troops.

The next day, save at the Journeyman Crystal, go to the meeting room, and when a soldier tells you the enemy are trying to surround the castle, the battle starts. You have two units to command. Obey orders – go for Solon Jhee. When he's attacked, the former South Windows forces switch sides and three turns later, Jhee retreats and victory is yours.

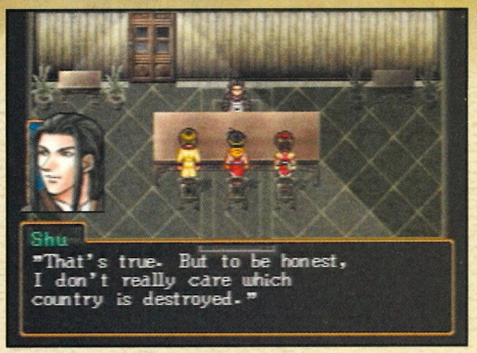
On returning to the castle, you're given a hero's welcome. In the meeting room, Shu says that Hero should













lead the rebellion from the Neclord's former castle, inspiring the men and cementing the New State. Only then can you stand against the forces of Luca. Being the son of Genkaku, people will look to you for inspiration. But what's so important about Genkaku? Viktor says if you meet him in the bar that night, he will tell you.

Go to the tavern (downstairs, on the right – the castle's improving already), and find Viktor having a drink. Talk to him to get the story of your grandfather. It seems that around 30 years ago there was a great war between the State and the Highland. The State, which seems to have started the war, was led by Anabelle's father, Mayor Darell of Muse. General Han Cunningham led the Highland forces. Darell fought badly – soon half of Muse and the Matilda Domain was lost. The State was on the verge of defeat when Genkaku got command of a unit and raided the enemy supply tent, slowing his advance enough for the State to recover. Genkaku and Han, originally from the same village, soon became friends and arranged to drink together even during the war. They came to realise what a stupid, pointless conflict it was, and worked together to arrange a peace treaty. The citizens of both territories were delighted – except Mayor Darell. He refused to give the border city of Kyaro to the Highland, so negotiations broke down and the war started once more.

The King of Highland, Agares Blight, suggested a duel between the two sides' champions. Genkaku and Han were set to fight, but Genkaku refused to raise his sword. Han knocked away his sword and put his own to Genkaku's throat, winning victory and Kyaro. Genkaku was accused of treachery and exiled without revealing the reason he failed to fight.

It seemed Darell had coated his sword with a deadly poison, forcing him to kill Han, despite the contest NOT being a duel to the death. If he fought, he would be expelled for his 'crime'. If he didn't, he would be expelled for treachery. Even after his name was cleared, he stayed in Kyaro and didn't return to the State.

At the end of the tale, Nanami is asleep. You carry her to bed, and the next morning, go to the meeting hall. Talk to Shu and accept his offer of command. Huan, the doctor from Muse joins, as does her assistant, Tuta.

• HUAN is recruited.
• TUTA is recruited.

You're then asked to name the castle. For reasons of clarity, this walkthrough will call it HQ. Boring, we know, but if we called it (for example) Saneman Castle, you'd choose a different name, and wonder where it is every time you're told to go there.

Leknaat now arrives. She brings her apprentice Luc, who gives you the Tablet of Promise, offering you the names of the 108 Stars.

• LUC is recruited.

Save the game at the Crystal the next day. Familiarise yourself with the castle. Talk to Luc and look at the Tablet. You find Gilbert joined full-time after the earlier battle, despite not being formally recruited. Go to the tavern, talk to Leona and get yourself a party. Choose Freed Y.

On the way out of the castle, you meet Fitcher. When he asks if this is North Window, tell him it isn't – we can talk to him later, and we've some recruiting to do first.

Go to the White Deer Inn in South Window, and talk to Hilda upstairs. She wins a bet with her husband, Alex, and the two of them join.

• HILDA is recruited.
• ALEX is recruited.

Look for the Friendship Crystal in one of the five bonsais in the east too.

Now go east to Radat. Talk to Yoshino. Because Freed Y is in the group, she joins. If not, leave town, come back and talk to her again.

• YOSHINO is recruited.

Talk to Richmond outside the appraiser's, and ask him to join the group. he challenges you to a coin game. You always lose, no matter how many times you play. Go to the bar and talk to the guy nearest the door. He explains Richmond is cheating, and gives you a coin to use. Go back and talk to Richmond and he joins.

That's all for this month. Don't miss the second part, next issue...

Map Reading For Beginners...

When Templeton's recruited, you can look at a map of the area – ideal if you're sent to a town but have forgotten where it is...









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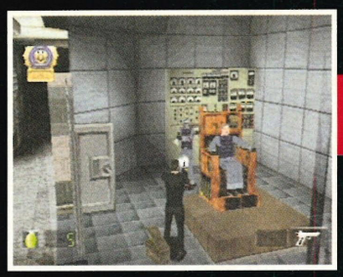


RILOGY 2 Viva Las Vegas



TIPS FOCUS COMPLETE GUIDE TIPS FOCUS

McClane's back, and he's wearing the same smelly vest as the last time! There's more to this game than running around killing things – you sometimes have to drive around killing things too. If you're having trouble bagging the baddies, check out our complete player's guide...







ACTION LEVELS

CELL BLOCK

OBJECTIVES

- OBTAIN SECURITY PASS
- FIND DOOR SWITCH
- UNLOCK TOILETS

Enter the door to the right and pick up the Shock Rifle. It's not the best weapon around but it's a handy back up if you get cornered. Take out the guard with your pistol as you leave the room, then continue down the corridor and take on the three guards that jump out. There's a med-pack in the room to the right if you lose any health here. Be sure to collect the Frag Grenades from one of the fallen guards, then head left cautiously, until the burning man is doused by the sprinklers. Continue to the end, enter the room on the left and immediately take out the guard. Collect his pass and activate the electric chair at the console, just for a laugh. Now head back the way you came until you see the room with the vending machines. Smash the glass then watch as the guards appear in the small window. When they've all gathered, chuck a Frag Grenade in for devastating effect. Go through the window and into the room opposite for more health but watch out for the guard there. Now follow the corridor and enter the room at the end for more Grenades, then go up the stairs. After the short cut-scene use the console on the opposite door to gain access to the room, where you'll find a load of collectibles, including the tasty Shotgun. Head to the room that the guy was just ejected from, take out the guards there and hit the furthest red button. Remember to collect the armoured vest from the dead guard nearest here then drop down and enter the nearest door. Continue down the corridor (explore the kitchen and cell areas if you wish) and turn left towards the gate section, where you'll meet a couple of guards. Continue along the corridor and when you reach the end enter the door to the right (using the console to gain entry). Take the guard out then hit the switch to open the toilet doors. Now leave the office and enter the middle door on the first wall to exit the level.



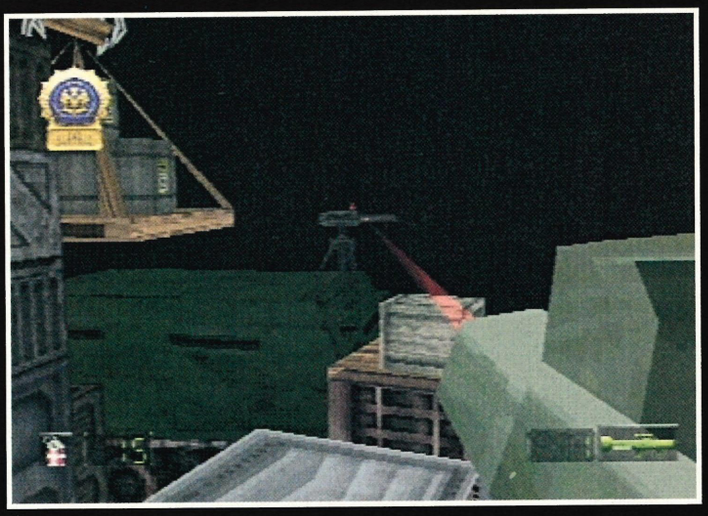


2. HANGAR

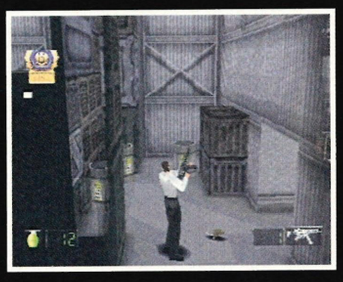
OBJECTIVES

- ACTIVATE CRANE
- OBTAIN SECURITY PASS

From the start get onto the small crate, then up onto the barrel and onto the next platform (at an angle) to collect the Law Rocket Launcher. Hit ▲ to aim then take out the automatic weapon on top of the APC. Now head along the row of boxes in the direction of the APC to collect some Proximity Mines. Continue in this direction to get 100% health then go left. Stand at a distance, shoot the Proximity Mine and continue through the corridor where the mine was, then turn left and towards the plane. Take the soldier out then go right to collect some health, a Machine Gun and loads of ammo. Now head back down the corridor and blast your way through the large wooden crates, and you'll find a way of getting up to a high point. Use the barrels to get up even further, and then follow the boxes around. Collect what you can, shoot the guy in the high doorway then drop down right from the barrels and follow the corridor around to the right. Shoot the barrels, killing the guards, then enter another part of the hangar though the hole. Stand by the second box and hit ▲ to aim, then take out the automatic gun with your Machine Gun. Now destroy the barrel near to where the weapon was and climb up to get some health and ammo, then blast your way through the crate to the right, and go left to reach a plank. Don't destroy the barrels, and you can reach the plank to get more health. Go







under the plank and follow the passage around, then go up the stairs you eventually reach. You find yourself on a gangway with two control panels. Hit the button on the left to destroy the APC then head back there. Take out the soldier wearing the blue shirt near to the destroyed APC for a security card. Climb onto the APC, turn left and head up onto the gangway. Jump down the boxes at the end of the gangway, turn right and shoot the crate to get across the plane wing. Turn left from the plane wing and head towards the med-pack. Shoot the large crate next to it and you'll drop down into an area next to the office, which contains the lift. Go right to collect more Machine Gun ammo, before you go into the office and pepper it with hot lead. Once the guards are dead, enter the lift and the level is finished.

3. VICTOR'S LAIR

OBJECTIVES

- LOCATE THREE SECURITY CARDS
- DEFEAT FLAME-THROWER BOSS

Take out the guard right at the beginning and collect his Shock Rifle, then head down the stairs to the left and up the stairs opposite to take a second guard out. Head back down these stairs, enter the door to the right and take the guard out here, then head across and shock another guard who enters the door here. Once dead he'll leave you the Red Security Pass. Now go to the console on the left and activate it. Head up the stairs next to it and go right from the start. Follow this around and you'll come to a corridor crossed by laser beams. Switch to Pistol, target the box at the far left of the beams and destroy it. Now you need to follow the beam up and when it goes out at the end, cross quickly into the next area. Be aware, though, that the first beam comes on again before the sequence starts. Target the second box to the left near the door to help you get past the next set of beams. Once at the end of the corridor, switch back to your Shock Rifle and kill the guard at the end, then spin 180° and take the guy out behind you. Follow the corridor around and you'll encounter two more guards – one of them has the Blue Security Pass. Now head into the bunk room and collect the pick-ups, then head back the way you came and activate the second console near the start. Next head up the stairs directly opposite the first console and open the door. Walk forward and throw a Frag Grenade towards the door to take the soldiers out there, then head into the office for some pick-ups. Leave the office and turn left, blow the barrels up in the corner and you'll find some keys to a special car,

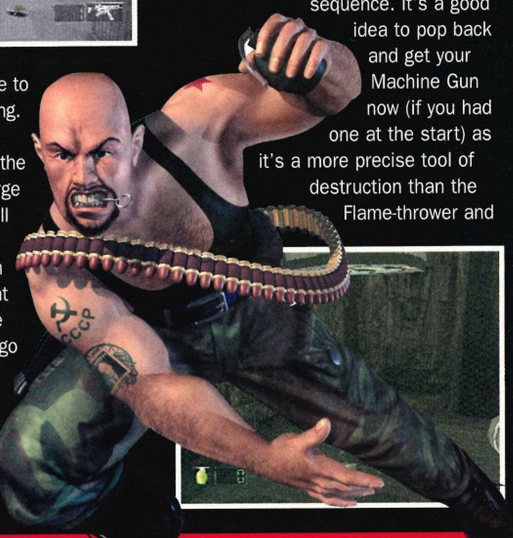


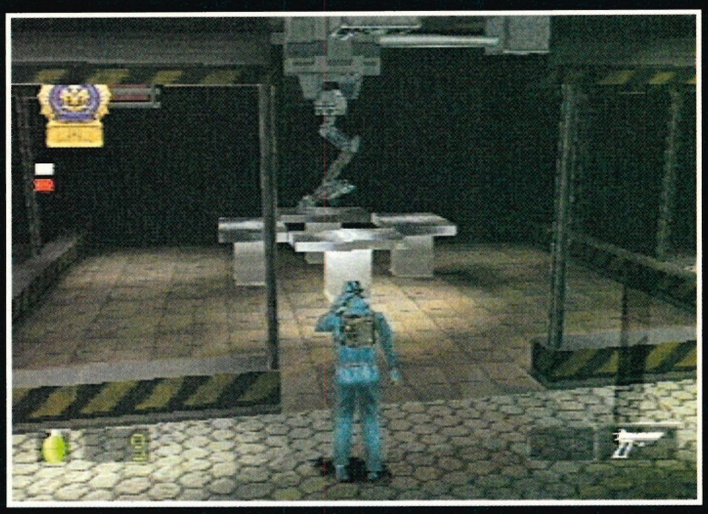
4. BIO LAB

OBJECTIVES

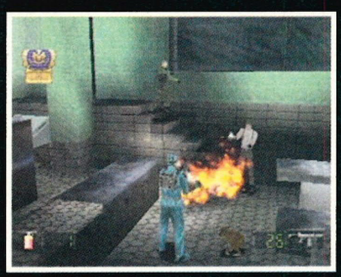
- COLLECT THREE SECURITY CARDS

You've got nine minutes until the whole place self-destructs here, so no loitering and don't hang around watching how cute those monkeys are. At the start, head directly forward and take out the oxygen-suited guards. Collect the flame-thrower then head left and left again into the room with a line of monkey cages. Hit the red switch here, then walk over to the cages and McClane should automatically pick up the first card needed. Collect the vest from beside the cages and watch out for two attacking guards as you climb the steps back out of this room. Now head in the opposite direction from where you went first and enter the room in front of the laser beams. Hit the left-most switch to disarm the beams, and activate the small wall panel to get past Phase One of the detonation sequence. It's a good idea to pop back and get your Machine Gun now (if you had one at the start) as it's a more precise tool of destruction than the Flame-thrower and





there's plenty of ammo around. Head across the now dead laser beams, up the stairs and into the door at the top for some extra health – you'll find even more in the shower (just don't drop the soap). Sorry, this isn't the prison section is it... Anyway, once you have plenty of health, take the route right from the top of the stairs, and enter the double doors in the corridor that goes left. Kill both guards in here and the second should give you another security pass, which you should take back to that small panel you used to complete Phase One. Watch out for the red-suited flame-thrower guy on your way out though. Once Phase Two is complete, head back up the stairs and into the shower area where you got the health earlier. Go left at the door and take out the enemy here, then go through the red lit area and left. Go through the open door here and it's time for another big fight. First up you have to deal with the laser in the centre of the room. To avoid its fire, simply keep running around the perimeter. Take out every single pane of glass then keep running. After a while stop and throw a Frag Grenade at the laser then start running again. The laser will take a while to catch up with you, so do this four times and you should get away unscathed. You now have to take out the guy at the controls, who'll enter the room once the laser is destroyed. Just keep running around and shooting at him and you should have no problems. He takes much longer to kill than a normal enemy but has no special attacks like the last level's flame-thrower dude. Once you've taken him out, collect his card then peg it back to the wall unit to finish the level.



which you can use in the driving section of the game. Now head back out of this area and activate the second console with the Blue Security Pass. All areas are now open. Head up the stairs nearest to the first console and turn left. Shoot the Proximity Mine under the gun to destroy the lasers. Now go through the door (which locks) and head left into the control room to top up your health if needed, as you've a big scrap with a Flame-thrower toting maniac on your hands now. To defeat him you have to keep running in circles through the office, out and back round again. Only stop this circuit if he changes pattern and comes at you front on. Keep dropping the odd Grenade as you run, as he should simply run over them. Incendiary Grenades are also good to use, especially at the start of the battle. It's also a good idea to turn and face him with your Machine Gun occasionally, but make sure you pull back and use strafe. Defeating this guy is basically down to perseverance, so keep at it.

5. HOSTAGE RESCUE

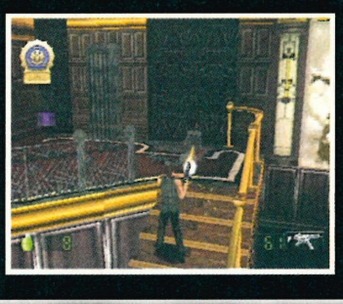
OBJECTIVES

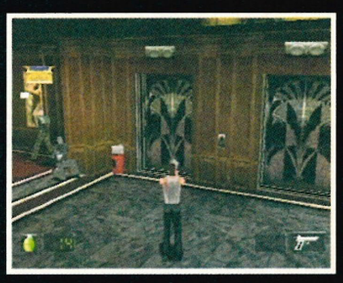
- FIND SECURITY CARD
- RESCUE HOSTAGES
- LOCATE ELEVATOR

You'll need to use Flash Grenades on this level to stun guards hiding behind corners – you should have plenty by this stage. Just as McClane stops walking automatically at the start, turn to the right and throw a Frag Grenade a short distance. This takes out a flame-thrower toting guard before he can toast you. Collect the Ammo next to the pipe then throw a Flash Grenade down the long alley and open fire on the two stunned soldiers. The first alley on the right here contains your first hostage, so go down and tag him, then go down the next alley on the right for some health. Walk straight out of this alley and turn to face right. You may need another Flash Grenade – use the see-through scenery to find out. Follow this around and throw another Flash Grenade into the darkness, then run down, take out the guard and pull the lever that opens access to a gangway. Head back towards the start and take out the guard opposite the alley where you found the hostage. He'll leave a Machine Gun, which you'll desperately need shortly. Now head left towards the console and stairs. Before you go up the stairs, go around the tank to find a Bulletproof Vest. Collect this then head up the stairs – a short blast of your Machine Gun will see off the guard here – then press the red button to operate the gangway. Now, with the Machine Gun equipped, run across the gangway and open fire on the guard at the top of the stairs, then immediately pull back and turn to the right to take out another guard. Collect his weapon if you like, then head off to the right and down the stairs, taking the guard out as you go. Tag the hostage here then head right and up the stairs but watch out for the guard who rolls out from behind the pipe and the one who usually jumps out at the top of the stairs.



Head down the next set of (broken) steps and take out the two guards there, then go and rescue the hostage to the left. Run back out into the front of this area and get ready for a flame-thrower guard who runs down the steps here. Take him out then either go under the steps to collect the Jackhammer weapon, or continue up these steps. At the top, shoot the guards in the control room through the window, then jump in and hit the red button to activate another gangway. As soon as the animation is finished you're attacked by two guards, so be prepared. Now, head out across the gangway, taking out the soldiers as you reach the end (a Frag Grenade lobbed into the darkness helps here). Watch your shooting in the next office and don't use any Grenades as there are two hostages in here. Head out the small door to the right and down the stairs. Take out the flame-thrower guy here first, then the remaining guard. It's now time to cross those electric beams. Simply wait until the set in front goes out, then walk a few steps past it and wait for the next set. Easy. Take out the flame-thrower guard just past the last beam, go left to collect some health, then go right from the beams. Watch out for the fires on the floor and go along the broken gangway to the worker and Pass Card – watch out for the flames here, though. Head left and back out into the open area, then through the beams once again. Watch your timing here; if you have full health just peg it through the last few beams and straight to the lift to finish the level.





6. CASINO

OBJECTIVES

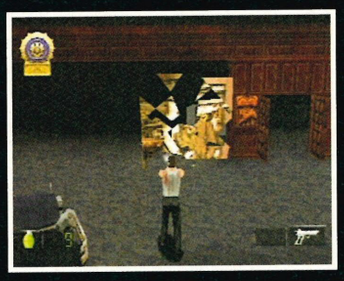
- FIND SECURITY CARDS
- FIND ELEVATORS

This one's easy compared to the last two levels you've been through. From the start, head right and down the stairs, then into the right-hand booth to collect the Vest. Now walk into the bar and take out the barman, then hit the switch to lower the platform. Forget about going up it for now though and head back towards the start. Directly opposite the huge fruit machine (with spinning reels) there's a health pick-up. Now go left from the start and through the tables, then down three flights of stairs. This area is heavily populated with enemies, so have your wits about you. As you go down the stairs you'll see a short animation of the explosion which blocks your path. Take out all the enemies in this area and you'll get a security card from the white-shirted one with the workman's hat (think Village People). If you don't get it straight away, leave the area and he'll soon turn up when you return. Once you have the card, go back to the first bar and use it at the top of the walkway you lowered. Enter the gate and pull the lever to activate an explosion, which allows you to pass the area where the explosion occurred on the other side of the casino. Go back there and use the rails to pass the rubble, then turn left and go up the stairs. Keep an eye out for enemies as the place is now crawling with them. Now head across this area and up the next set of steps to find the lifts. Hit one of the buttons to call a lift to complete the level, but watch out – you'll be attacked with lethal force whilst waiting.

LIGHTGUN LEVELS

There's not a lot we can say about the Lightgun section as it's mostly a case of point and shoot. Here are a few pointers that you might find handy though...

- **Shoot all the crates you can as they often contain an extra weapon or some health points. Just remember that you actually have to shoot the icon after it appears to collect it.**
- **Look for explosive barrels and shoot them to take out multiple targets. It's a good idea not to blast them straight away though, as you may be able to take out more enemies if you wait.**
- **If you miss a target that jumps out and the screen stays in the same position, you can bet that the character is about to come out for another go, so just keep your gun trained on that position.**
- **An early indication of where an enemy will appear is the blue target that zooms in on them from the front of the screen. Use these targets as an early warning of attack.**
- **If you have enemy targets at different depths in the screen, go for the closest first as these are the easiest to target (being bigger). Get the immediate threat out of the way and deal with the harder targets afterwards.**
- **Many of the enemies have projectile weapons which cause a great deal of damage to McClane (well they would, wouldn't they?). As you can't dodge them, keep an eye out for any projectiles and shoot them before they make contact with your head.**
- **Another good early warning is to check the speed that the screen moves at. If it pans faster than normal you can usually bet that there's a surprise attack just about to happen. The panning has many nuances, so keep an eye out for them.**
- **Watch out for Proximity Mines on the ground, as one blast from one of these will take more than half of McClane's health. Shoot them as early as possible to avoid getting caught in the blast.**
- **Special weapons like the Shotgun and Machine Gun have limited ammo but your Pistol has unlimited shells. So, when using it, don't worry too much about your accuracy, just keep firing and reloading.**
- **Keep a special eye out for the Rocket Launcher, as it's a very powerful one-shot-wonder. The problem is, when you're firing like a mad man you may inadvertently collect a Rocket Launcher, without knowing it until it's too late anyway.**



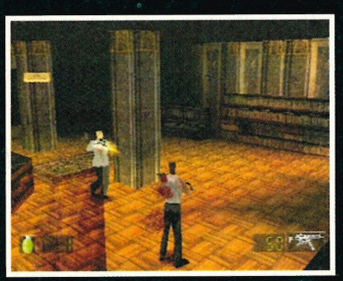


7. HIGH ROLLERS FLOOR

OBJECTIVES

- FIND TRUCK KEYS
- GET PAST LOCKED DOORS

After McClane stops walking at the start, step forward a few paces and lob a Grenade towards the stairs, then pull back. This takes out the first Jackhammer toting bellboy. Step forward again and throw another Frag Grenade down the stairs to get the second. Now turn to the left and take out the bellboy in the locked corridor, then come back and go down the stairs where you killed the bellboys. There's a health-pack in the small shop to the left. Collect the Jackhammer if you wish, then walk across the room to the right of the car to line up for the next guard to kill. Go up the stairs to the left and follow them around to take out two more guards. One of them leaves some Machine Gun ammo, so collect it and go and get your Machine Gun if you prefer it. Now, along the left wall are some glass panels. Go to the one closest to the other side of the room and blast it, then blast the guy by the truck. There are a few enemies in this room, so clear it before leaving via the small door to the right on the far wall. When you open this door throw a Flash or Frag Grenade to clear the area and watch out for the soldier waiting in the doorway of the men's bog. Proceed with caution around here and leave via the door on the right. Follow the corridor and turn right at the top of the stairs. Switch to first person view here (▲) and shoot the proximity mine, then proceed to the end. Open the door, but pull back as there's an ambush waiting for you in the next room. If you have any Incendiary Grenades use them to clear the area before you enter. If not, try to clear the area with any Grenades you have. Once the door is safe, go in, turn right and shoot the man behind the sofa to get the truck keys. Now leave via the exit at the other end of the room and you should be at the start area. Go down the steps and to the right, then go to the left-hand side of the truck and hit the action button (■) on the door. You'll now jump in and smash through the double doors in front. Once you're out, turn round and go through the small door then take out the guard. Hit the red button then leave and go through the other small door near the truck. Head into the next room and take out the guard to the right, then pull back and shoot one of the boilers to kill the guard that enters the room. Leave via his door then follow the corridor until you reach a door that explodes. The next room is now on fire, so dodge the flames as you go. There's a soldier just behind the first truck, so take him out with a Frag Grenade – the same goes for the soldier to the side of the truck. Jump in the truck for some health, then make your way past the flames to the other side of this room, and head out of the door. Now go through the wooden doors for a fight with the final tough guy, Reese. You'll need to have plenty of Machine Gun or Jackhammer ammo to defeat this guy and the idea is to simply keep running, turn and shoot, then run again. There's a 100% health pick-up at the far end of the room that you should leave until you desperately need it. Once Reese is defeated, the game is completed.



TIPS FOCUS COMPLETE GUIDE TIPS FOCUS

DRIVING LEVELS

1. DESERT

Collect as many Extra Times as you can at the start. When you have about two minutes on the clock, go after the first car. He's pretty easy; just keep on his tail and use a few Nitros to smash him to pieces. After the second car, collect the Repair Wrench in the canyon after smashing through the second sign. The third car is a little more difficult as it fires missiles, so come in from the side to avoid them and never follow it in a straight line. After this you'll get back out onto the road and complete the level.

2. LAS VEGAS 1

The first car joins the road you start on and is relatively easy to take out. Just keep ramming it and stay a little back, close to corners, in case it takes a fast turn. Look for the second car using the map and watch out for the mines it drops, as they will rapidly destroy your car. Don't follow directly behind it and be especially careful as it turns corners. After this, follow the radar to the huge casino near the beginning and smash through the window to catch a stationary bomb. Leave this and drive through the centre of the casino for a Repair Wrench and other pick-ups, then follow the radar to the third, missile-firing car. Use the same tactics for this as the one in level one. Once it's destroyed, follow the radar to a final, stationary bomb.

3. HAZARDOUS WASTE TRUCK

Something a little different here. The idea is to collect bombs from around the city and deposit them in a safe area. It's a simple case of following the radar to each bomb and then following the radar back to the safe deposit site. However, once you have a bomb on board you are only allowed to crash twice – any more and it's kaboom time. So, stay on the right side of the road, be careful at intersections and don't cane it all the way. It's a good idea to collect as much time at the start as you can, so that you can take things easy when collecting the bombs. After collecting all the bombs, go after the limo – but watch out for the mines it drops.

4. EXIT THE DAM

You've got a bomb on board and you have to get out of the dam before it explodes. Floor it with your Nitros from the start and stay on the right to collect some more fast gas. Now go to the left to be in line for the next load of Nitros, then it's a short blast to the first set of doors. Immediately move to the right of the pillars to collect some extra time, then continue down the route. When the track splits, go left as it's an easier route. Get ready to jump into a cave/tunnel section where there are some more Nitros to the left. Follow this and stay in the middle of the road to avoid the pipes after the hill out. You have little time after the second set of doors, so follow the route of the Extra Time Clocks. If one looks too hard to get though, leave it. You could waste more time than you gain. Take the left route when the road splits. After this area, on the final Outrun The Truck stage, stay right at the beginning then go left towards the end for extra Nitros, which should see you completing the level.

5. TAXI

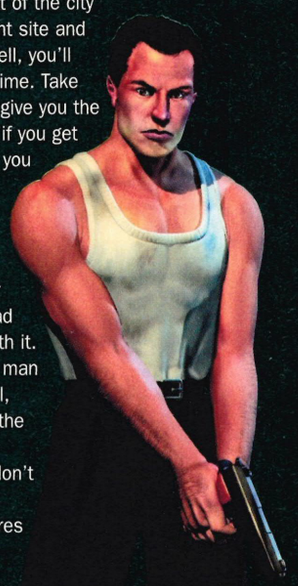
Most of this level involves McClane working undercover as a taxi driver, so it's simple 'pick up your fare and drop 'em off' type stuff. If you collect as much time as you come across you'll have no problems. If you've played Crazy Taxi in the arcade, you'll know where you're at here. The final part of the level involves you following a fast car, so make sure you have some Nitros and keep on its tail until the end of the level.

6. PRISONER PICK-UP

This is much like the last level in that the first part of it is spent picking people up. This time, though, you're in a cop car and you have to pick prisoners up. Simply follow the radar to collect your prisoners, then take them back to the police station. You now have to follow a blue van. Don't get too close though, as they'll be alerted and it's game over. After the explosion you have to chase and destroy the van, which is the usual ramming malarkey. Collect plenty of Nitros and any extra time you see, as this guy is pretty fast. He also likes to corner late, so keep an extra watch on the radar to see where he's gone when he disappears from view.

7. SAVE ACCIDENT VICTIMS

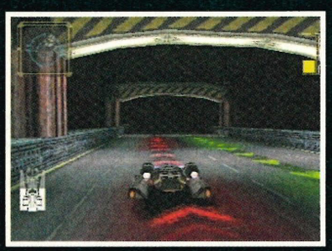
After taxi driving, McClane has now taken to being an ambulance driver. The idea here is simply to collect accident victims from accident sites, so follow the radar and drop them back at the hospital. You're in a new part of the city now though, so try to remember the route to the accident site and follow it back to the hospital. If you don't memorise it well, you'll find yourself going around in circles and running out of time. Take mental note of landmarks and don't trust the radar. It'll give you the right direction but won't help with your route. A good tip if you get lost is to look for a tunnel, as most trips usually involve you going through a tunnel to either reach the victim or get them back to hospital. After the third accident you have to rescue a man from a flying saucer, so follow the radar and chase the spacecraft. You just need to catch up with it and touch it to rescue the man but the saucer flies as fast as you can drive, so you'll need to cut a load of corners to catch up with it. Once you've rescued the man head back to the hospital, then it's time to destroy the alien scum. Again, cut corners to catch up but don't make your route too obvious, as the saucer fires projectiles at you. Perseverance is the key here. Once you've destroyed the alien ship you've completed the game. Well, apart from the bonus level... e



BONUS LEVEL

KILL OR BE KILLED

The bonus level places you in a high-speed futuristic hover-ship and your job is to destroy three alien ships around a special course. Simply use the radar to locate them and smash into them as before. They are much faster though, so you'll need to use the radar and have your wits about you. The second ship drops mines and the third fires missiles. Make sure that you don't enter a ship repair unit when you're on the tail of one of the ships, as it'll throw you into a different part of the arena and you'll lose the scent completely. e



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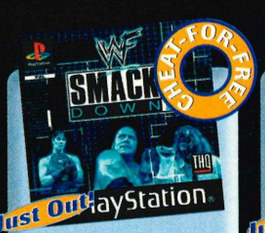
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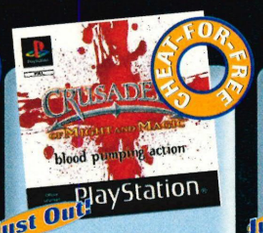
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WWF Smackdown
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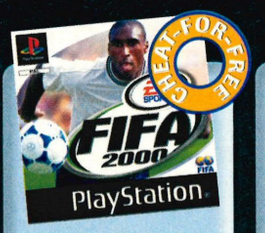
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Crusaders
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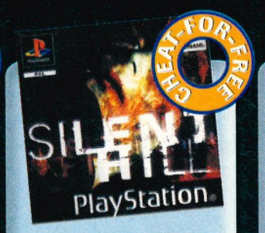


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Jedi Power Battles
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FIFA 2000
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Silent Hill
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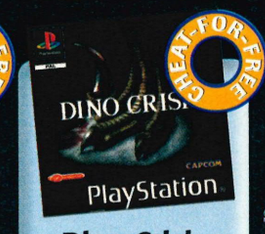
Star Wars
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Grand Turismo 2
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Final Fantasy VIII
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Dino Crisis
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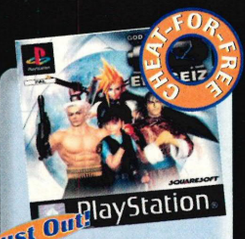
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DELIVERY IN THREE DAYS!!



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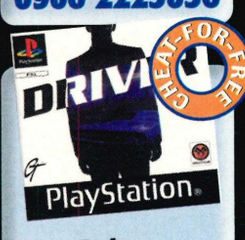
Ehrgeiz
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Southpark Rally
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Final Fantasy VII
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Driver
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Gran Turismo
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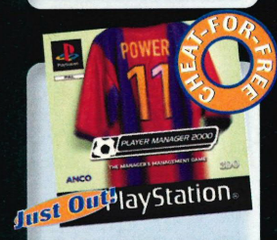


Quake 2
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Crash Bandicoot 3 Platinum
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Player Manager 2000
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Tekken 3
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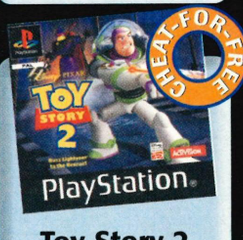
Just Out!

Spec Ops Stealth Patrol
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Just Out!

Resident Evil Survivor
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Toy Story 2
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Mickey's Wild Adventure
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Metal Gear Solid Special Missions
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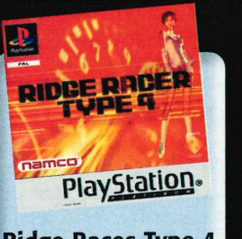


Music 2000
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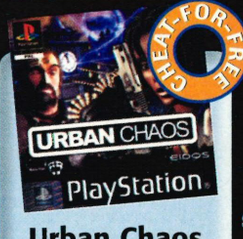


Just Out!

Medievil 2
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Ridge Races Type 4
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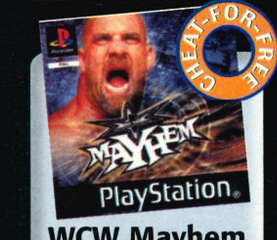


Urban Chaos
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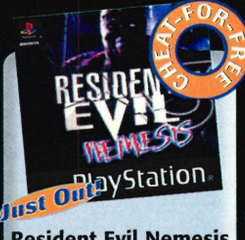


Just Out!

Syphon Filter 2
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WCW Mayhem
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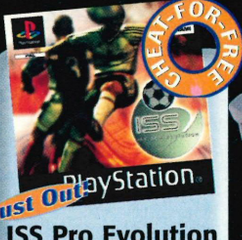
Just Out!

Resident Evil Nemesis
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Just Out!

Track & Field 2
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ISS Pro Evolution
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Multitap
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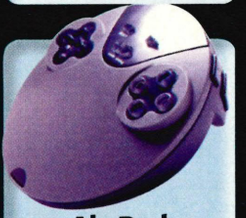
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DEAR EXTREME PLAYS

Extreme Magazine, 5 Winchester Place, North St, Poole, Dorset BH15 1NX EMAIL – exchange@quaynet.co.uk



HONOUR AND OBEY

Dear extreme

I have two issues to take up. Firstly, I couldn't help noticing in your February issue Adam Allman says he fantasises about *Resident Evil* all the time. I have a similar passion, but not for Resident Evil. I love *Medal of Honor*. My friends even call me Jimmy Patterson because it's all I can talk about. I can describe every level in complete detail.

When I saw your review of *Medal of Honor* I was quite disappointed. [We gave it 82% in Issue 25: Ed.] I'm not the only one in my family who loves the game, as my Dad also loves it, and we race to see who can get on it first.

Secondly, when the PlayStation2 comes out, will you still be able to buy PlayStation 1 games?

■ **Paul Stafford, Huddersfield**

extreme: ***Sorry if you thought we were a little tight with Medal of Honor, Paul, but 82% is hardly a bad mark. By now, you've probably read about the impending sequel in our news section – bet you can hardly wait.***

Regarding PSX games, with five million original PlayStations out there and the PS2 able to play PS1 titles, Sony would be throwing away money if it abandoned its l'ill grey box of tricks as soon as the new machine hits the shelves. And Sony didn't get so rich by throwing away money...

TOP CHOONS...

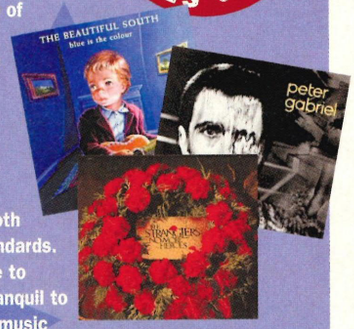
STAR LETTER!

Dear extreme

The PlayStation is in a league of its own when it comes to games, but what about music CDs? It's more than capable of playing them, but I've never seen software offering lightships which react to the music, except the free one you get with your new PlayStation, and the shapes which pulsate as the music is playing, both of which are a little basic by today's standards.

Is there or will there ever be software to alleviate this matter, ranging from the tranquil to the more psychedelic, depending on the music played? Sometimes it would be nice to have the TV screen do something when playing music instead of looking at the controls screen.

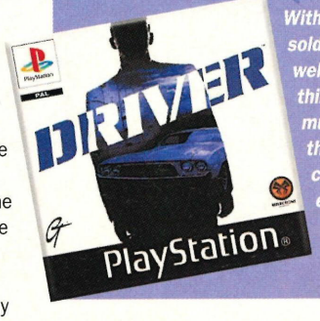
■ **Kingsley A Burns, Windermere, Cumbria**



extreme: ***Funnily enough, we've got an entire feature on non-gaming uses of the PlayStation this very issue. Check it out. There is a piece of software that does the job you describe (Baby Universe), but it's no better than the freebie. It is indeed time for a new one.***

With Sony now allowing games to be sold for as little as £9.99, there could well be a niche market for this sort of thing. Or maybe in the future, a music-style game like Parappa the Rappa or Bust-a-Groove could offer one as a bonus extra? Just a thought.

Anyway, here's a free copy of Driver, courtesy of Gameplay...





QUESTION CORNER

Dear extreme

I'm writing to ask you a few questions. I hope you can answer them.

1: When is the *Tomb Raider* movie coming out?

EPM: No release dates or plot information have yet been released.

2: Is there going to be a fifth *Tomb Raider* game?

EPM: Nothing planned as yet (despite what you might read in other mags), but let's face it – there's bound to be. Maybe Tomb Raider: The Movie...

3: What is your opinion of the PlayStation2?

EPM: Unbelievable piece of kit, but the launch games are decidedly average.

4: When is *Pokémon* coming out on the PlayStation?

EPM: Never.

5: Will you send me a list of new PSX titles coming out?

EPM: Turn to the contents page of this very mag – you'll find an extensive list of forthcoming and recent releases on the right-hand side.

BLOODY STUDENTS

Dear extreme

As a poor and work-shirking student, it seemed sensible to write to your magazine in a vain attempt to gain Star Letter status and thus get a free game to occupy my hung-over Saturday afternoons. To this end, myself and several friends held a strategy meeting in the Student Union bar and came up with the following plans:

1: Kiss your behinds on a grand scale, rubbishing the competition.

2: Claim bankruptcy and pity – believable, but for the obvious fact we could afford an envelope and stamp.

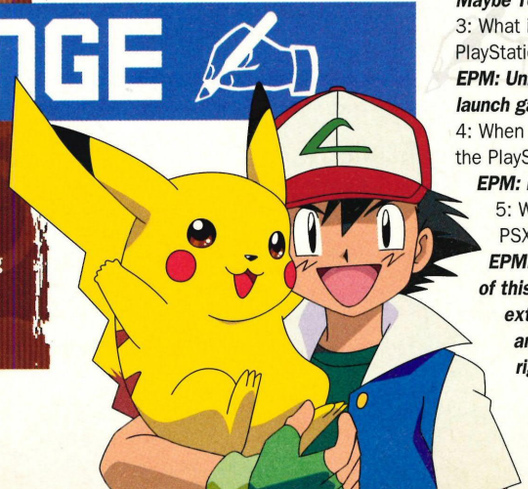
3: Make astute observations about new technology and changing game design, except all we buy are old, second-hand games and you probably don't care about what we think of the last *Battle Arena Toshinden*.

In the end we came up with this cunning idea; you send us a copy of *Player Manager 2000* or *Premier*

EXCHANGE

EPM SAYS...

Easter's over, the last of the chocolate eggs are scoffed and the PlayStation's taken a real pounding over the Bank Holidays. Did anyone get up to anything interesting or amusing, PSX-related or otherwise, during the break? Let us know here at exchange...





Manager 2000 and one of us will come down in the Summer and make you all a nice cup of tea. Can't say fairer than that...

■ **Trevor Edge, Hull**

PS. Of course, we'd need travelling expenses, but we'd bring milk and sugar.

extreme: ***Well, your first three strategies would all have failed because:***

1: One look at the editor's behind would have you fleeing back to Hull double-fast, not kissing it.

2: We don't care about the stationary – it hardly breaks the bank, but you held your strategy meeting 'in the Student Union bar' and wanted the game 'to occupy hung-over Saturday afternoons'. If you can afford booze, you can afford games.

3: You answered this one yourself...

Unfortunately, there's no point you coming down to make us a cup of tea, either – what do you think we pay Chris Kjolsen for?

BOXING CLEVER

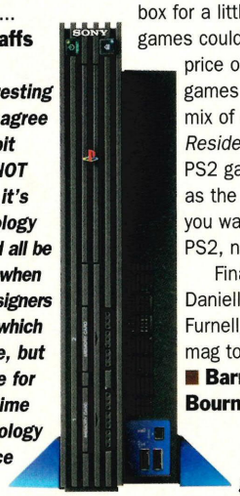
Dear extreme

We all hear a lot about the forthcoming PlayStation2, for which I have been saving up for almost a year now. Since the very first whisper of Sony's sequel, I have been waiting. But I fear that the technology that's changing all around us could and will have overtaken it. The 128-bit processor contained in the PS2 will be very out of date by the time it comes out. The Dreamcast, at the moment, has slightly less power than a fairly good PC. There's also the Microsoft X-Box, which will blow the pants off everything, although I wish they would stick to what they're good at and avoid going into gaming hardware (I think this was once said about Sony).

So what hope has the PS2 if it's going to compete with all the competition? I can only hope that the PS2's games are as good quality as the PlayStation's, and that Sony put in a more powerful processor for the European release.

Also, the Dreamcast has four controller ports as standard. I'm not sure about the X-Box, but the PS2 will have to have a Multi Tap. To me, it seems like Sony missed a few good opportunities, but I'm sure the all-powerful Sony will think of a way to fix the situation. So I await the European release...

■ **Cushie, Tamworth, Staffs**



extreme: ***Some interesting points there, but we can't agree with all of them. The 128-bit processor in the PS2 will NOT be out of date by the time it's released in Europe. Technology marches on (if it didn't, we'd all be still using Atari 2600s), but when developing a console, its designers deliberately use processors which are as powerful as possible, but (at the time) too expensive for the home market. By the time the console's ready, technology has advanced, and the price of their chips has fallen. Besides, no one currently developing for PS2 has complained about it being underpowered, a common criticism of the N64 when it launched.***

It's too early to say what the X-Box will do, but if it 'blows the pants off everything', why complain that it's by Microsoft?

There are two things on which we stand shoulder to shoulder with you, though. The quality of PS2 games must reach for the stars very quickly (the launch titles were somewhat disappointing), and it's a little daft that Sony only put two joypad ports on it. We too await the European release...



■ Can the X-Box topple PS2?



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TWO INTO ONE...

Dear extreme

I'm writing to ask a few questions. I've heard that, when PS2 hits the UK, all PSX 1 games (including Platinum and new titles) will be £9.99. Is that true? Some people won't want to buy the PS2 just yet. Or perhaps, for people who want to stick with their little grey box for a little while longer, maybe four games could cost £40 (the former price of one game). Maybe four games from the *FIFA* series, or a mix of *Crash, Spyro, Driver* and *Resident Evil* all for £50? Will PS2 games sell for £20 or £30 as the standard price? Also, can you watch all DVD films on the PS2, not just a few?

Finally, could you say 'Hi' to Danielle Welch and Natalie Furnell, as they both like your mag too?

■ **Barney Burton (!), Bournemouth, Dorset**

extreme: ***Not all PS1 games will go for a tenner when PS2 comes out, but many will. Regarding your compilations idea, Electronic Arts have already released a few four-game collections, though thankfully, not one consisting of nothing but FIFA games. Regarding DVDs, the PS2 can play any released in the UK, but not other regions. Finally, 'Hi girls!'***

Pearls of Wisdom

Dear extreme
I love your reviews, and they influence me to buy a lot of games.
■ **Alan Darcy, Co Tipperary**

extreme: ***That's what we're here for, Alan...***

Dear extreme
Without the little grey box, our lives would be dull and boring.
■ **Barry Oakley, Norfolk**

extreme: ***Haven't you got any other hobbies?***

Dear extreme
Know any good jokes?
■ **Andy Cairns, Middlesborough**

extreme: ***Hear about the moron whose doctor gave him three weeks to live? He said, "I'll take the first two weeks in August and the last week in December"...***

Dear extreme
Will there ever be an *ISS* movie?
■ **Andy Tadlock, Durham**

extreme: **No – try *Match of the Day*...**



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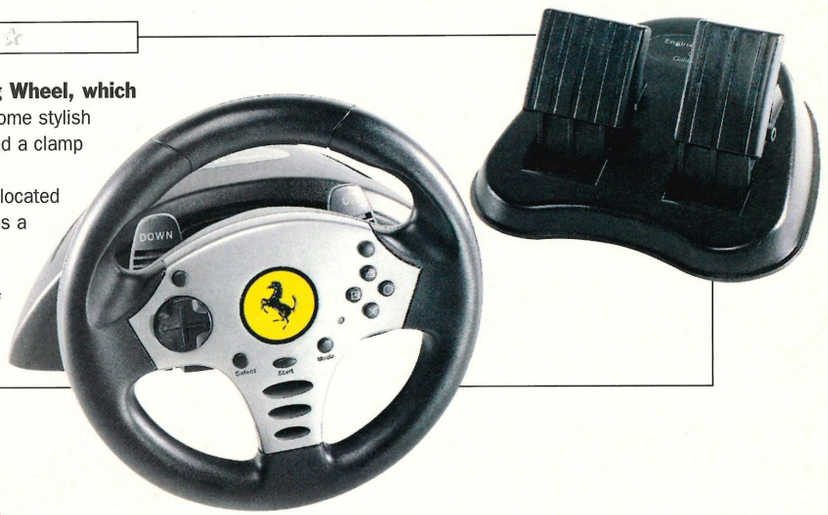
Remember, you can have any game you like – just include your full address and choice of game.

Another blistering pad from Joytech, a cool new Ferrari wheel and some odds and ends to make your gaming life a little easier...

STUFF
GADGETS • PERIPHERALS • TECHNOLOGY

COMPACT FERRARI RACING WHEEL

BY: GUILLEMOT | DAMAGE: £19.99 | RATING: ☆☆☆☆☆☆☆☆☆☆



This is the compact version of the Ferrari Shock 2 Steering Wheel, which scored 9/10 in Issue 26. It too has a Ferrari licence, offering some stylish logos to match its sleek design. It features two analogue pedals and a clamp for extra security when fixing it to a desk.

The gear shifters are, unsurprisingly, Formula 1/Indy Car-style paddles located behind the wheel. The joypad buttons are logically placed, and the wheel as a whole feels right in the hands.

Some might find the small size of the wheel off-putting, but many find its compact nature more comfortable than a full-sized one. It's a matter of choice, really – if you can, try both before you decide. Some independent games stores let you, you know... e



ADVANCED JOLT CONTROLLER

BY: JOYTECH | DAMAGE: £12.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

This is more like it! You can always rely on Joytech to come up with a decent joypad, and the Advanced Jolt is no exception. It comes in an attractive translucent casing and has the traditional slightly-stylised symbol buttons. There's a Turbo Fire function as an extra feature.

The pad is responsive and stylish, and feels comfortable to hold, though those with small hands might find it a little big. The sticks are a little loose, but nothing disastrous. Overall, it's another quality pad from Joytech. e



MEMORY COMPRESSOR

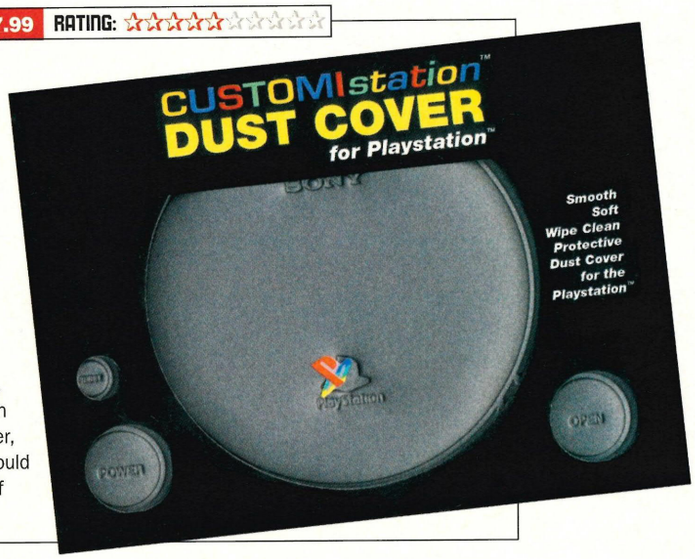
BY: MAX PLAY | DAMAGE: £14.99 | RATING: ☆☆☆☆☆☆☆☆☆☆

Find yourself running out of memory card slots? Maybe you should get a Memory Compressor. Fitting into the memory card port on your trusty PlayStation, when you insert a standard 15-slot memory card into the Compressor, it's divided into four separate 'pages', each with 15 slots – in other words, with the Memory Compressor, standard cards can store four times as much data. You cycle between the pages by pressing the button on the top of the device.

This does have its drawbacks, however. You can't lend a compressed card to a mate unless he uses a compressor too, and if you use a low-quality card, it could cause data loss problems. However, the device does exactly what it's supposed to. With card prices tumbling, you might not want to bother squeezing even more info onto them – just buy another card – but if you constantly find yourself running out of space, this could be for you. e

CUSTOMISTATION DUST COVER

BY: FBI PRODUCTS LTD **DAMAGE: £7.99** **RATING:** ☆☆☆☆☆☆☆☆☆☆



It's functional enough – a metallic grey or blue wipe-clean dust cover that fits snugly over your PlayStation, without your having to unplug the leads and controllers first. It fits snugly over the console, covering all the nooks and crannies that might fill with grime, and is waterproof too – just the thing if you regularly spill drinks or have a toddler in the house.

The only thing we've got against the CUSTOMIstation Dust Cover (apart from the silly name) is it looks so boring – just a dull, grey cover that's even more anonymous than the PSX casing. The blue version looks better, but is still pretty uniform. Then again, you could always put a sticker kit on it. Worth buying if you're concerned about spill damage.



CD CARRY CASE

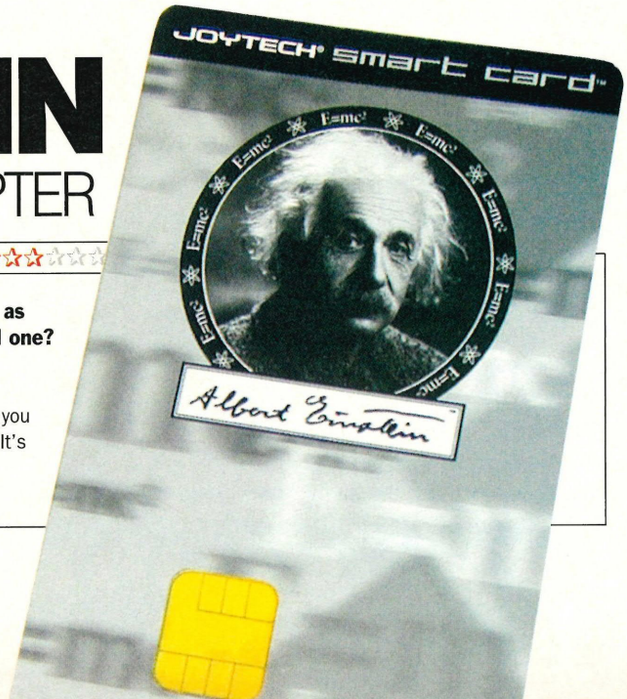
BY: MAX PLAY **DAMAGE: £7.99** **RATING:** ☆☆☆☆☆☆☆☆☆☆

Some doubt the necessity of bags and cases. 'What's wrong with a carrier bag?', they cry. Point taken, but those who feel like this know who they are – the Max Play CD Carry Case scores well because it's strong, stylish and attractive. Whether it's useful is a matter of opinion...

The case is made from strong black cloth, with a sturdy zip and solid trim. It can hold up to four game manuals and memory cards, and up to 12 CDs. It's just the thing for taking your games collection to your mate's. Alternatively, you could use a carrier bag...

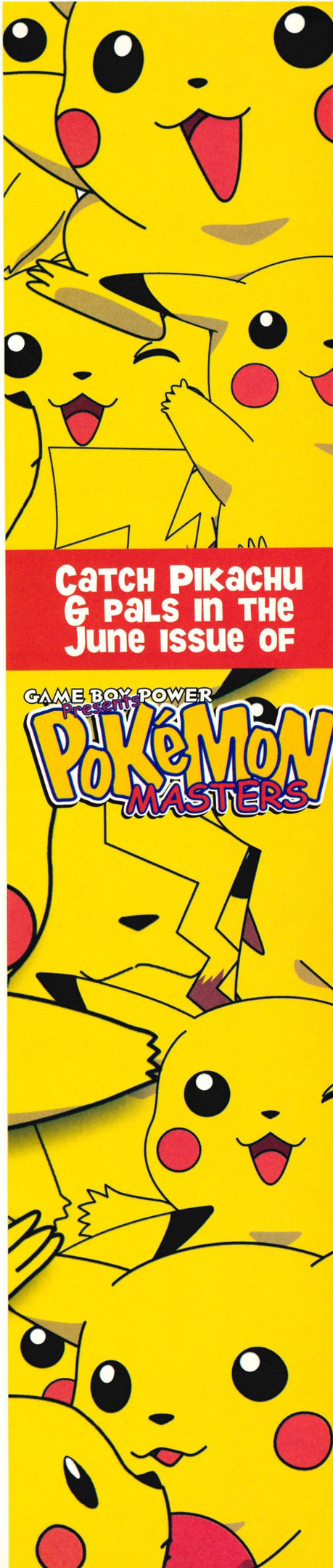
EINSTEIN SMART CARD/ADAPTER

BY: JOYTECH **DAMAGE: £9.99** **RATING:** ☆☆☆☆☆☆☆☆☆☆



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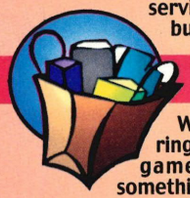
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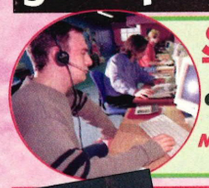
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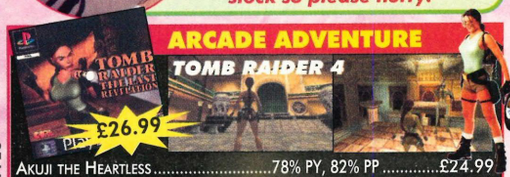
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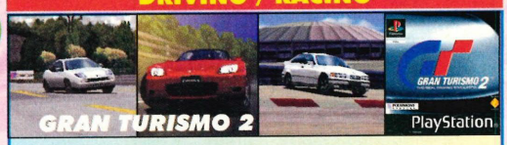


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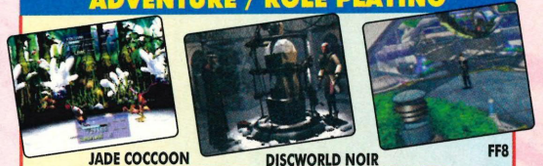
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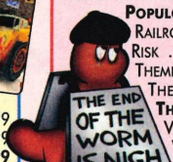
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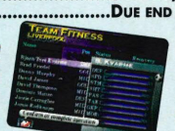

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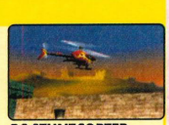

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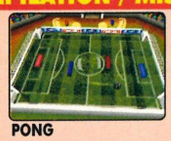
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extreme DIRECTORY

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.

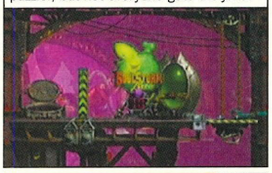
4-4-2 20%
Virgin Int. • Sports Sim • #10
The worst football game ever. Unbelievably shallow and simplistic.

4X4 World Trophy 36%
Infogrames • Driving Game • #29
Useless off-road driver with dull physics and indistinct tracks.

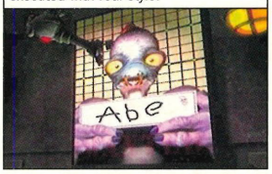
40 Winks 76%
GT Int. • Platform Game • #24
Easy platformer for the young gamer, but even then, there are better ones around.

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.

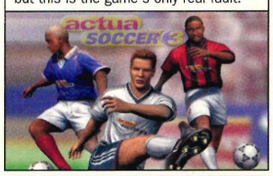
Actua Ice Hockey 74%
Gremlin • Sports Sim • #3
Rushed out to be on the shelves in time for the Nagano Winter Olympics.

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.

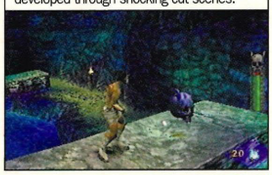
Adidas Power Soccer 98 55%
Psygnosis • Sports Sim • #7
Shoddy soccer sim. Matches are slow, tedious and disjointed.

Agile Warrior FIIIX 35%
Virgin Int. • Flight Sim • #9
Old flight sim which raised few cheers. Not a recommended purchase...

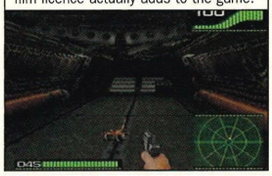
Air Combat 43%
Namco • Flight Sim • #9
Too much time spent doing nothing destroys this flight sim.

Aironauts 70%
Red Storm • Action • #18
Aerial action featuring fighting and racing; a bit of an also-ran.

Akuji The Heartless 90%
Eidos • Platform Game • #13
Scary 3D action game with an epic storyline developed through shocking cut scenes.



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.

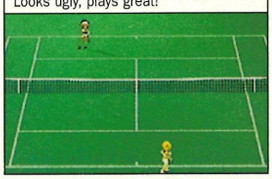
Alone In The Dark 70%
Infogrames • Action Adventure • #3
Dodgy conversion of a great PC game.

Alundra 83%
Psygnosis • RPG • #5
Arcadey RPG in the *Zelda* mould.

Alundra 2 82%
Activision • RPG • #29
The graphics are in a different style to the first game, but little else is new.

Andretti Racing 69%
EA • Driving • #14
Lightweight *IndyCar/NASCAR* sim which can't hold its own with modern drivers.

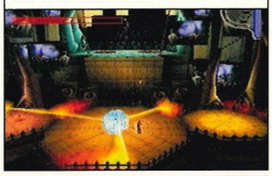
Anna Kournikova's SCT 91%
Sony CEE • Sports Sim • #19
Looks ugly, plays great!



Ape Escape 91%
Sony CEE • Platform Game • #19
Involved and original platformer that demands you use an analogue stick.



Apocalypse 90%
Activision • Shoot-'em-up • #24
Atmospheric and graphically excellent – one of the best blasters on the PSX.



Arcade's G.Hits: Atari Col.2 60%
GT Int. • Compilation • #8
Paperboy, Marble Madness, Gauntlet, Crystal Castles, Road Blasters & Millipede.

Arcade Party Pak 87%
Midway • Retro Compilation • #27
Classic games from the past, including the brilliant *Klax* and *Super Sprint*.

Area 51 79%
Atari • Light Gun Game • #6
Lightgun game with lots to offer.

Armoured Core 65%
Sony CEE • Shoot-'em-up • #6
Slow and uninteresting mech game. Fun at first, but gameplay's too thin.

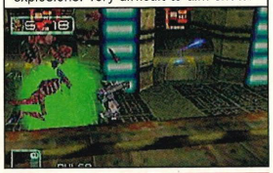
Armourines 55%
Acclaim • 1st Person Shooter • #28
Hunt bugs and other baddies iin this futuristic *Doom* clone. The game looks and feels dated.

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.

Army Men: Sarge's Heroes 84%
3DO • Action Game • #29
The plastic soldiers return in another 3D shooter. Fun and polished.

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...

Barbie Super Sports 63%
Sony CEE • Sports Sim • #29
Surprisingly playable for a Barbie game, but limited to two sports and very American.

Baseball 2000 83%
Interplay • Sports Sim • #25
A surprisingly enjoyable simulation of the world's dullest spectator sport. Good fun even if you don't like baseball.

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.



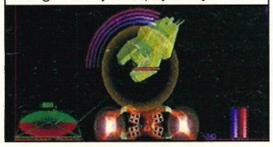
Bish Bash 2 67%
Konami • Puzzle Game • #24
Colourful, insane and very Japanese, this interesting puzzler is fun but short. Not bad after the pub either.

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. Intelligent enemy AI keeps you on your toes.



Blaze & Blade 81%
Funsoft • RPG • #11
Four-player RPG puts new perspective on the genre. Interesting storyline but not a huge leap forward.

Blazing Dragons 80%
BMG • Adventure • #3
Fun graphic adventure starring Monty Python's Terry Jones.

Blood Lines 45%
Sony CEE • Sports Sim • #17
Futuristic game of tag? No thanks. Keep this tedious crap.

Blood Omen: Legacy Of Kain 88%
Eidos • RPG • #11
Mean and moody RPG with great cut sequences and chilling voice-overs.

Bloody Roar 72%
Virgin Int. • Beat-'em-up • #4
Beat-'em-up where you can change from human to animal form mid-fight.

Bloody Roar 2 87%
Virgin Int. • Beat-'em-up • #16
Not quite up there with the *Tekkens*, but a playable and original fighter nonetheless.

Bomberman 85%
Virgin Int. • Puzzle • #18
All-time classic puzzle action returns to the PSX, excellent for one to four players.

Bomberman Fantasy Race 32%
Virgin Int. • Racing • #18
A particularly poor racing game that tarnishes a good licence name.

Bomberman Wars 78%
Hudson Soft • Puzzle Game • #8
Interesting *Final Fantasy Tactics* clone using the *Bomberman* characters.

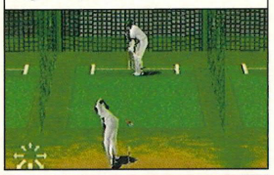
Bomberman World 83%
Sony CEE • Puzzle Game • #6
Excellent multi-player game, but flawed single-player offering.

B-Movie 76%
GT Int. • Shoot-'em-up • #12
Fast-paced and thoughtful shoot-'em-up that takes the PSX to its limits.

Brahma Force 76%
JVC • Mech Game • #7
Doom meets mech in this fun but flawed offering. Fun for a while, though.

Breath Of Fire III 86%
Ocean • RPG • #7
Little new in this Jap-style RPG, but if it ain't broke, don't fix it...

Brian Lara Cricket 90%
Codemasters • Sports Sim • #12
This is as good as cricket sims get. Flawless graphics and presentation. Plays a better game of cricket than the England squad.



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, and will keep you playing for ages.

Brunswick Circuit Pro Bowling 89%
THQ • Sports Sim • #14
Excellent ten-pin bowling sim, wisely released at a budget price.

Brunswick Bowling 2 86%
THQ • Sports Sim • #29
This is the ultimate multiplayer sim. Ten-pin bowling makes a seamless transition to the PSX.

Bubble Bobble Pack 79%
Acclaim • Compilation • #13
Two classic games (*Bubble Bobble* and *Rainbow Islands*) and an update of the latter. They're old, though...

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.

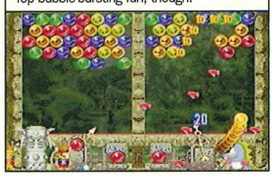


Bust-a-Move 2 77%
Enix • Music • #18
Sequel of the hit 'Simon Says' that doesn't match the might of the original.

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 all the same.

Bust-a-Move 3 DX 86%
Acclaim • Puzzle Game • #4
This puzzler's based on a simple concept, but is interesting and addictive. Not bad graphically either.

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.

Chefs Luv Shack 60%
Acclaim • Quiz Game • #24
A quiz game with questions that are either too tough or too America-centred.

Chessmaster 3D 73%
Mindscape • Strategy Game • #17
It's chess. For the PlayStation. And it works very well...

Chessmaster II 79%
Mindscape • Strategy Game • #20
As a chess sim it couldn't be better, more could be done to make it a game

Chill 46%
Eidos • Sports Sim • #4
A disastrous snowboarding effort with awkward controls and stupid time limit.

Chocobo Dungeon 2 83%
Squaresoft • RPG • #26
The greatest *Final Fantasy* character of all receives his own adventure. Chocobo-tastic.

Chocobo Racing 69%
Sony CEE • Driving Game • #25
Not the greatest *Mario Kart* clone. Not by a long way.

Choro Q Wonderful 40%
Takara • Driving RPG • #22
RPG with cars as characters. Too simplistic, and language barrier kills it...

Chronicles of the Sword 60%
Psygnosis • Adventure • #3
Very poorly presented adventure with cliched 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

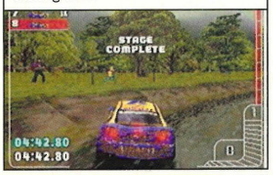
Deep as you like, but a little too much like an interactive history lesson.

Clock Tower 77%
ASCII Ent. • Adventure • #2

Shoddily put together, but at times terrifying real-time adventure.

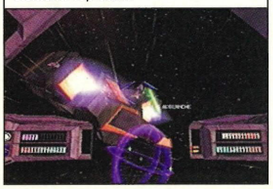
Colin McRae Rally 91%
Codemasters • Driving Game • #19

Another cool driver. No overtaking, but plenty of rally racing. An original and exciting drive.



Colony Wars 90%
Psygnosis • Action/Strategy • #14

Brilliant space combat offering with a great story and interesting strategy element. Top stuff.



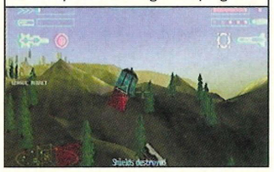
Colony Wars: Red Sun 94%
Psygnosis • Action Strategy • #27

The best yet – a little short, but a great action-packed game.



Colony Wars: Vengeance 90%
Psygnosis • Strategy Sim • #12

Epic space combat and strategy outing with six possible endings. An epic game.



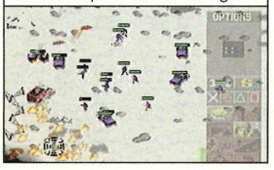
Command & Conquer 91%
Virgin Int. • Strategy Sim • #6

Top strategy offering, but the lack of a link-up mode is criminal.



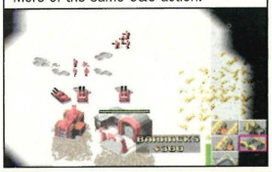
C&C: Red Alert 93%
Virgin Int. • Strategy Sim • #18

A distinct improvement on the original.



C&C: Retaliation 91%
Virgin Int. • Strategy Sim • #17

More of the same *C&C* action.



Constructor 82%
Acclaim • Strategy Sim • #12

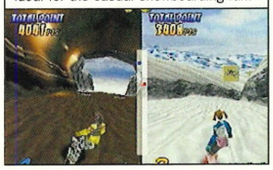
City building and resource management in this wonderfully humourous strategy sim.

Contra: Legacy of War 60%
Konami • Shoot-'em-up • #5

Unspectacular in the extreme.

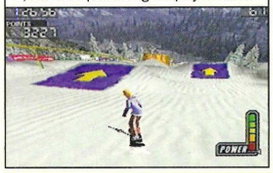
Cool Boarders 2 90%
Sony CEE • Sports Sim • #17

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.

Cricket 2000 68%
EA • Sports Sim • #29

Works reasonably well, but balance between batting and bowling is poor.

Crash Team Racing 93%
Sony CEE • Driving Game • #24

The best *Mario Kart* clone on the PSX.



Crime Killer 64%
Interplay • Driving Game • #8

Race 'n' chase cops 'n' robbers action, but too samey and full of design flaws.

Croc 67%
Fox Int. • Platform Game • #10

Not the worst 3D platformer on the PSX, but far from the best.

Croc 2 68%
Fox Int. • Platform Game • #19

Weak platformer which uses every platforming cliche. Dodgy, derivative, dire.

Crusader: No Remorse 80%
Origin • Action Adventure • #5

Poor controls and lousy graphics fail to kill this strategy shooter. Great ideas.

Crypt Killer 11%
Konami • Light Gun • #6

Disastrous light gun offering.

Cyberia 54%
Interplay • Adventure • #3

Hopelessly linear adventure.

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 62%
Acclaim • Adventure • #3

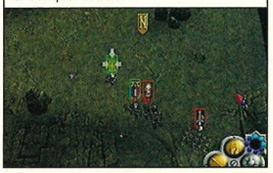
An adventure with a two-hour real-time time limit, no save and no pause – honest!

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

Violent futuristic sports sim. 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. Even so, it's a fair old blast and good for two-player action.

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 under any circumstances.

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.

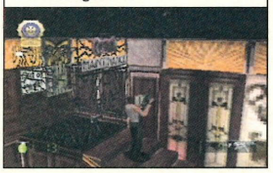
Die Hard Trilogy 94%
Fox Interactive • Multi Genre • #3

Three games in one, all of which could stand alone. This is seriously superb, even after all this time!



Die Hard Trilogy 2 91%
Fox Interactive • Multi Genre • #29

More edge-of-your-seat action with Bruce Willis. Contains lightgun, driving and blasting sections.



Dino Crisis 90%
Virgin 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. Hilarious and gripping.

Discworld Noir 86%
GT Int. • Graphic Adventure • #25

A fine game in a neglected genre, and again oozes Pratchett humour.

Disney's Hercules 73%
Sony CEE • Platform Game • #12

Stupid title, but a great game for the kids. Straightforward cartoon 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.

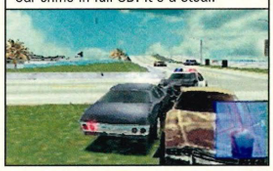


Dreams 31%
Cryo Int. • Platform Game • #20

Poor *Pandemonium* wannabe, cursed by dodgy graphics, boring gameplay and illogical characters. 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.



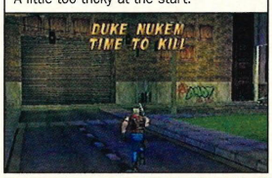
Duke Nukem 91%
GT Int. • 3D Shoot-'em-up • #7

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. Hardly up there with the beat-'em-up classics...

E

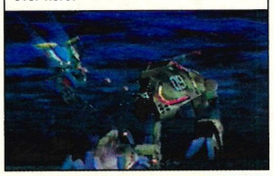
Eagle One: Harrier Attack 84%
Infogrames • Flight Sim • #26
Fast and furious flight sim with varied missions and in-depth strategies. A rare example of the genre on the PSX.

Earthworm Jim 2 60%
Virgin Int. • Platform Game • #13
A direct port from the Mega Drive version. Good, but surely the PSX deserves more?

ECW Hardcore Revolution 65%
Acclaim • Sports Sim • #29
The game engine's looking very dated now, and weapons are under-used considering it's ECW.

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. For some reason, the game was never released over here.



Elemental Gearbolt 94%
Sony Japan • Light Gun • #6
Superb import light gun game. Fast-paced, great 3D and incredible action. It's about time it was released over here.



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.

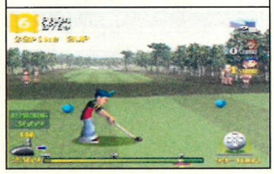
Episode 1: Phantom Menace 80%
Activision • Action Adventure • #23
Cool Star Wars movie action, but not quite a classic – just like the film. For Star Wars fanatics only.

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.

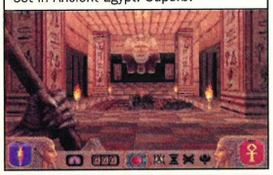
Everybody's Golf 2 93%
Sony CEE • Sports Sim • #29
A golf game that doesn't take itself too seriously. It's tongue-in-cheek action all the way...



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 Grand 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.



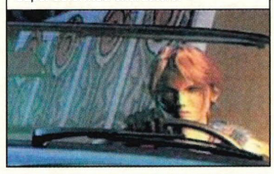
Final Fantasy Tactics 90%
Sony CE Japan • Strategy Sim • #11
Turns-based RPG combat. Cool game, but only available on import.



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 plot, and realistic rather than super-deformed characters.



Firestorm: Thunderhawk 2 79%
Core Design • Flight Sim • #9
Very old helicopter arcade flight sim. Ageing technically, but still thrills. Overall, an interesting insight into the PlayStation's early days.

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.

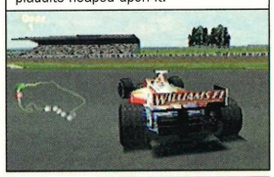
Formula 1 88%
Psygnosis • Driving Game • #5
Superb driving game, but cursed by some terrible bugs and overtaken by the infinitely-superior 1999 edition.

Formula 1 '97 91%
Psygnosis • Driving Game • #19
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.



F1 2000 74%
EA • Driving Game • #29
Not bad, but not up to the standards of the leading F1 licences. So why bother?

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.

Front Mission 3 90%
Squaresoft • RPG • #29
Truly stunning role-player featuring mech combat and complex battles.



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.



Gale Gunner 40%
ASCII • 3D Blaster • #29
Run around shooting things in this sluggish slug-fest.

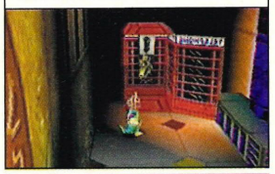
Gallop Racer 69%
Tecmo • Sports Sim • #25
A horse racing sim? Whatever next? And can you believe there's no betting mode?

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. A little thin on the baddies, though. Good characters.



Ghost in the Shell 81%
Sony CEE • Shoot-'em-up • #5
Great Anime blaster, but too insubstantial to be good value.

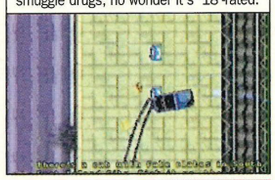
Ghoul Panic 78%
Sony CEE • Lightgun Game • #29
Interesting fairground-style lightgun blast, but not as good as *Point Blank*.

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.



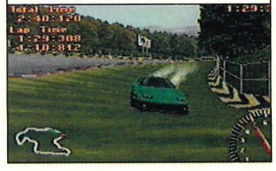
Grand Theft Auto 2 85%
Rockstar • Driving/Action • #24
Violent crim sim; fun, but basically more of the same. Will appeal to fans of the first game.

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.

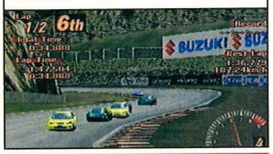
Granstream Saga, The 72%
Sony CEE • RPG • #15
Slow storyline and easy puzzles, but not bad for beginners.

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.

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.

Hugo — 64%
ITE Media • Platform Game • #11

The very young will enjoy its cartoony graphics.

Hydro Thunder — 88%
Midway • Driving Game • #28

The best water-borne racer yet.

Hyper Tennis — 34%
Gremlin Int. • Sports Sim • #16

Dire graphics destroy this tennis sim.

I

Impact Racing — 58%
JVC • Driving Game • #14

Destruction Derby-type racer.

Independence Day — 29%
Fox Int. • Shoot-'em-up • #9

A complete joke of a game.

International Moto X — 71%
Warner Int. • Driving Game • #14

Not bad motorbike scrambling game.

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

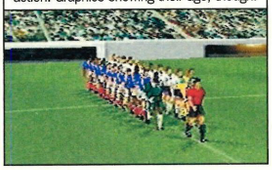
Dire sci-fi blaster that fails on every level. Inept and cursed by poor design.

ISS Deluxe — 66%
Konami • Sports Sim • #10

Update of an old SNES game. Can't keep up with today's offerings.

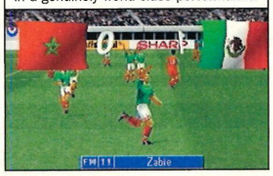
ISS Pro — 90%
Konami • Sports Sim • #10

Perfect mix of simulation and arcade action. Graphics showing their age, though.



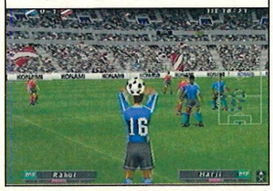
ISS Pro '98 — 95%
Konami • Sports Sim • #9

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

Jackie Chan's Stuntmaster — 72%
Sony CEE • Platform/Beat-'em-up • #29

The king of kung fu comedy puts in a polished performance, but dated feel and dodgy flaws let it down.

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...

Jimmy White's Cueball 2 — 74%
Virgin • Sports Sim • #29

Snooker, pool and a host of added extras. Controls somewhat anal, though.

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

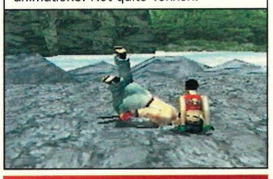
Kickboxing sim with foes so thick they throw punches while you're miles away.

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?

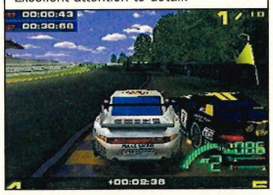
Kurushi: Intelligent Cube — 79%
Sony CEE • Puzzle Game • #8

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.

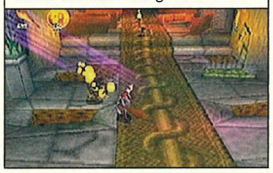


MDK 85%
Interplay • Shoot-'em-up • #1
A brilliantly innovative 3D action game, but a little too easy to last. Great fun for a short while, though.

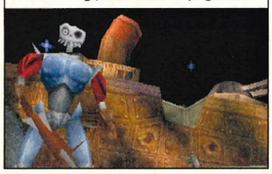
Mech Warrior 2 71%
Activision • Mech Game • #7
Excellent mission-based objectives, but why is the scenery so uninspiring? Definitely showing its age...

Medal of Honor 82%
EA • Action Strategy • #25
Atmospheric, classy and fun to play, a real thinking-person's soldier sim. If you liked *Metal Gear Solid*...

Medievil 93%
Sony CEE • Arcade Adventure • #21
Stunning slash-'n'-solver which keeps you playing for months. An excellent arcade adventure with great humour.



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, but this 2D platform shooter is still enjoyable.

Men In Black 38%
Gremlin Int. • Action Adventure • #8
Bloody awful 3D action adventure with lousy controls and disastrous glitches.

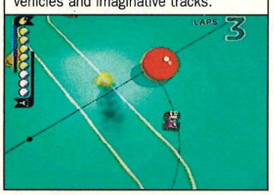
Metal Gear Solid 94%
Konami • Action Adventure • #28
One of the greatest PlayStation games ever! Short, but top stealth action.



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 fun kiddie 2D platformer from Disney. A must for Mickey fans.

Micro Machines V3 93%
Codemasters • Driving Game • #3
Brilliant top-down racer featuring tiny vehicles and imaginative tracks.



Micro Maniacs 78%
Codemasters • Racing Game • #28
Inertia-heavy version of *Micro Machines* which uses people instead of vehicles. Not the series' finest hour.

Midnight Run 60%
Konami • Driving Game • #14
Conversion of a Konami coin-op. Lacks substance and longevity.

Mighty Hits Special 83%
JVC • Lightgun Game • #24
A playable and intelligent puzzle-based blaster, but not quite *Point Blank 2*.

Millennium Soldier: Exp. 55%
Infogrames • Shoot-'em-up • #25
Stylish blaster, but very '80s and too repetitive.

Missile Command 70%
Hasbro Int. • Retro Update • #28
Interesting but ultimately one-dimensional.

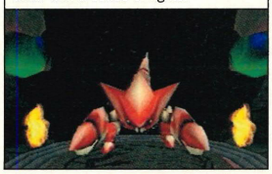
Mission: Impossible 85%
Infogrames • Stealth/Spy Sim • #23
Great mission-based 3D offering, but a little too hard in places.

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.

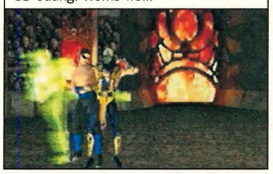


Monster Seed 48%
Sunsoft • RPG • #16
Tedious RPG that tries to be different but leaves the gameplay behind in the process.

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 41%
EA • Driving Game • #29
Both motocross and motorcycle GP are covered, but the AI is terrible.

MotorHead 90%
Gremlin Int. • Driving Game • #5
Great driving game, but bloody hard.



Moto Toon GP 70%
Sony • Driving Game • #14
Great for the kids, and amazing considering it was coded in 1994.

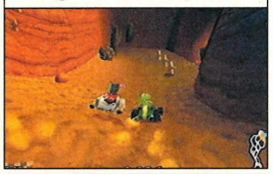
Moto Toon GP 2 83%
Sony • Driving Game • #14
Cartoon racer which makes significant improvements over the original.

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.

Muppet Race Mania 92%
Sony CEE • Driving Game • #29
More kart-style racing, this time featuring Jim Henson's cuddly creations.



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

N2O 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...

NASCAR 98 61%
EA • Driving Game • #14
Better, but limited by the sport itself – for NASCAR nuts only.

NASCAR 99 43%
EA • Driving Game • #11
Contains real-life teams and drivers, but driving round in circles doesn't excite.

NASCAR Racing 43%
EA • Driving Game • #14
Half finished in almost every respect – avoid this four-wheeled flop.

NBA Basketball 2000 83%
Activision • Sports Sim • #24
Cool arcadey basketball sim. Easy to get to grips with, and ideal for after the pub.

NBA Fastbreak '98 89%
GT Int. • Sports Sim • #5
Basketball sim – great graphics, shit sound, realistic gameplay.

NBA Hangtime 50%
Acclaim • Sports Sim • #19
Useless basketball sim. Who buys this crap? Make sure it's not you...

NBA In The Zone 2 85%
Konami • Sports Sim • #19
Oh no, not more basketball...

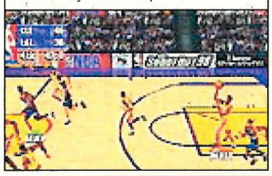
NBA Jam TE 80%
Acclaim • Sports Sim • #19
Top arcade action in this pleasantly unrealistic basketball offering.

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.

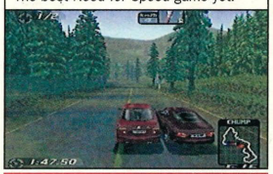
NCAA Football 2000 89%
EA • Sports Sim • #25
Excellent college gridiron sim that probably won't be released over here.

Need For Speed 79%
EA • Driving Game • #14
A cool game in most respects, but despite the title, lacks speed.

Need For Speed 2 68%
EA • Driving Game • #15
A poor update of the original.

Need For Speed 3 83%
EA • Driving Game • #4
An excellent driving game, with the added attraction of racing coppers.

Need For Speed: RC 92%
EA • Driving Game • #17
The best *Need for Speed* game yet.



Newman Haas Racing 60%
Psygnosis • Driving Game • #4
Disappointing race game based on the American Indy Car series.

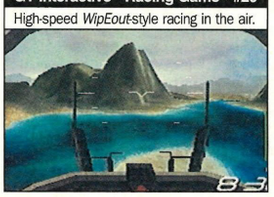
Next Tetris, The 56%
Hasbro Int. • Puzzle Game • #24
How can you get *Tetris* so wrong?

NFL Blitz 73%
GT Int. • Sports Sim • #11
Arcadey gridiron game.

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.

N-Gen Racing 94%
GT Interactive • Racing Game • #29
High-speed *WipEout*-style racing in the air.



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. What else can you say about an ice hockey game? Erm – true teams?

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 make this an ageing effort best ignored.

Ogre Battle 79%
Atlus • RPG • #11
Not a bad RPG/wargame hybrid, but basically just a glorified SNES game.

Olympic Battle 61%
US Gold • Sports Sim • #16
The individual games in this multi-eventer are too close for comfort. Average.

Olympic Soccer 82%
US Gold • Sports Sim • #10
Arcade-style soccer played at break-neck speed. Good overhead perspective.

Omega Boost 75%
Sony CEE • Shoot-'em-up • #20
Wonderful-looking blaster, but let down by repetitiveness and lack of power-ups.

Onside Soccer 45%
Telstar • Sports Sim • #10
Awkward footie game. Plays unbelievably slowly and the gameplay is frustrating.

Overblood 2 75%
PBH Systems • RPG • #25
Atmospheric RPG with a great storyline. It's not the most difficult of games, though.

Overboard! 58%
Psygnosis • Shoot-'em-up • #13
Interesting ideas, but this ship-to-ship combat game is too smart for its own good.

P

Pac-Man World 87%
Sony CEE • Platform Game • #23
Nothing new in this platformer, but the *Pac-Man* atmosphere is preserved.

Pandemonium 88%
BMG • Platform Game • #5
3D camera, 2D action but a great platformer nonetheless.

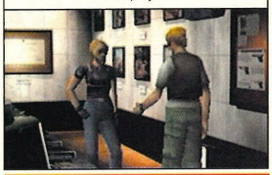
Pandemonium 2 52%
Eidos • Platform Game • #11
Dodgy sequel which retains the original's charm, but not its gameplay.

Panzer General 70%
Mindscape • Strategy Game • #17
Strategy wargame for the purest of purists. Basic hex-based graphics.

Parasite Eve 94%
Sony Japan • Action Adventure • #6
Great *Resident Evil*-style offering, but a nightmare if you can't speak Japanese.



Parasite Eve 2 93%
EA • Action Adventure • #27
Top game, but the language barrier makes it almost unplayable.



Parodius Deluxe 70%
Konami • Shoot-'em-up • #5
Great Japanese-style shoot-'em-up, but basically a SNES port.

Pax Copius 19%
Cryo Int. • Action Adventure • #9
Woefully inept *Tomb Raider* wannabe – everything about it sucks.

Peak Performance 25%
JVC • Driving Game • #15
Embarrassing physics, wonky collision detection and abysmal AI. Rubbish.

Pet In TV 71%
Sony CEE • Virtual Pet • #9
Train your pet using rewards and punishments. Innovative and different.

Pitball 44%
Warner • Sports Sim • #16
Violent future sports offering let down by poor controls and too large a playing area.

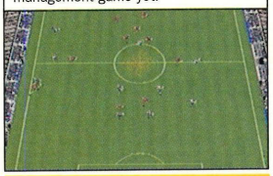
Pitfall 3D 72%
Activision • Platform Game • #13
A few flaws prevent this free-roaming platformer being a classic, but it's not bad.

Phat Air 31%
Funsoft • Sports Sim • #13
Dodgy snowboarding sim which 'rewards' winners with a new jacket.

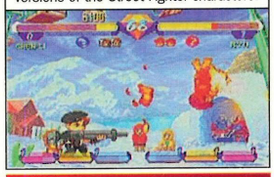
Philosoma 55%
Sony CEE • Shoot-'em-up • #5
This shoot-'em-up is cheesy, dated and visually unremarkable, but still fun.

Player Manager '98 - '99 64%
Infogrames • Sports Sim • #16
Not a disaster, but it's too slow to be outstanding. Get *Premier Manager* instead.

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.



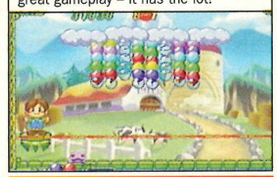
Pong 68%
Hasbro Int. • Retro Update • #24
Amusing update, but is it worth £30?

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 Japanese baseball sim.

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.

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.

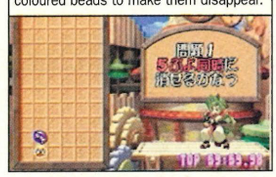
Psychic Detective 50%
EA • Adventure • #3
Confusingly unplayable adventure, but with genuine innovation.

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?

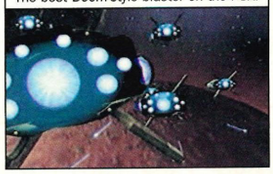
Puyo Puyo 4 90%
SEGA Ent. • Platform Game • #27
Tetris/Columns hybrid where you link coloured beads to make them disappear.



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.

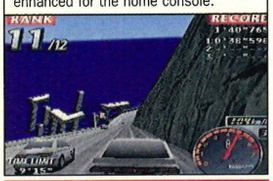
Rampage 2: Universal Tour 35%
GT Int. • Action • #18
A very old arcade beat 'em-up reborn; okay for ten pence in the arcade...

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 far too boring.

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.

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.

Rascal 50%
Psygnosis • Platform Game • #13
Dodgy platformer with a dreadful main character and flawed design.

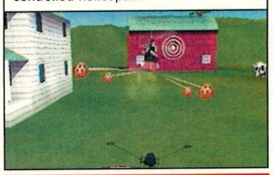
Rat Attack 74%
Mindscape • Save-'em-up • #22
Cartoony rat-catcher that oozes originality. Great fun in party mode.

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.



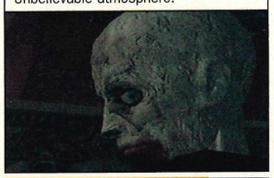
Ready 2 Rumble Boxing 89%
Midway • Beat-'em-up • #25
An entertaining and humourous boxing sim.

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 comes to the PSX.

Renegade Racers 30%
Interplay • Driving game • #26
Annoys more than it thrills. Best avoided.

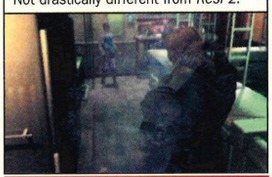
Resident Evil 94%
Virgin Int. • Action Adventure • #10
Blood-thirsty action adventure. Unbelievable atmosphere.



Resident Evil 2 93%
Virgin Int. • Action Adventure • #20
The most violent game ever?



Resident Evil 3: Nemesis 93%
Eidos • Action Adventure • #27
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.

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 future sports sim in the *Dead Ball Zone* mould.

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.

Road Rash Jailbreak 62%
EA • Driving Game • #29
Looks dated nowadays, and the new modes aren't enough to save it. Not bad as a multiplayer mash, though...

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.



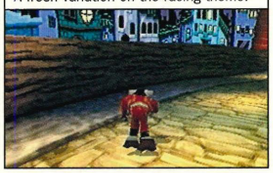
R-Types 90%
Virgin Int. • Compilation • #9
Retro at its best – two classic blasters in one. Sure they're old, but who cares?



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.

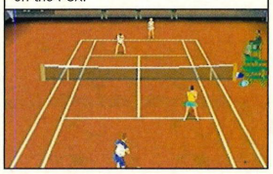


Rushdown 34%
Infogrames • Sports Sim • #12
A very dodgy sports sim with some disastrous flaws.



Saga Frontier 2 85%
Squaresoft • RPG • #29
Beautiful-looking RPG with a great storyline but too few save points.

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.

Snow Racer '98 90%
Ocean • Sports Sim • #3
Skiing and snowboarding simulation.



Soul Blade 92%
Sony CEE • Beat-'em-up • #15
King of the weapons-based beat-'em-ups.



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.

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.

Space Jam 64%
Acclaim • Sports Sim • #19
Dire basketball movie tie-in.

Spawn: The Eternal 59%
Sony CEE • Action Game • #5
Dodgy 3D action adventure – boring.

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.

Spriggan: Lunar Verse 40%
FromSoftware • Action Game • #23
Good *MGS*-style action, but nailing jelly to the ceiling would be easier.

Spyro The Dragon 91%
Sony CEE • Platform Game • #22
Cute character, exploration-based action.



Spyro 2: GTG 90%
Sony CEE • Platform Game • #23
A fine update of a respected game.



Star Gladiator 23%
Capcom • Beat-'em-up • #4
You can complete this beat-'em-up on the hardest setting using only one move.

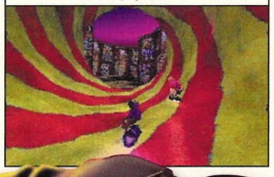
Star Ixiom 60%
Sony CEE • Strategy Blaster • #27
This shoot-'em-up lacks weapons and isn't as deep as it pretends.

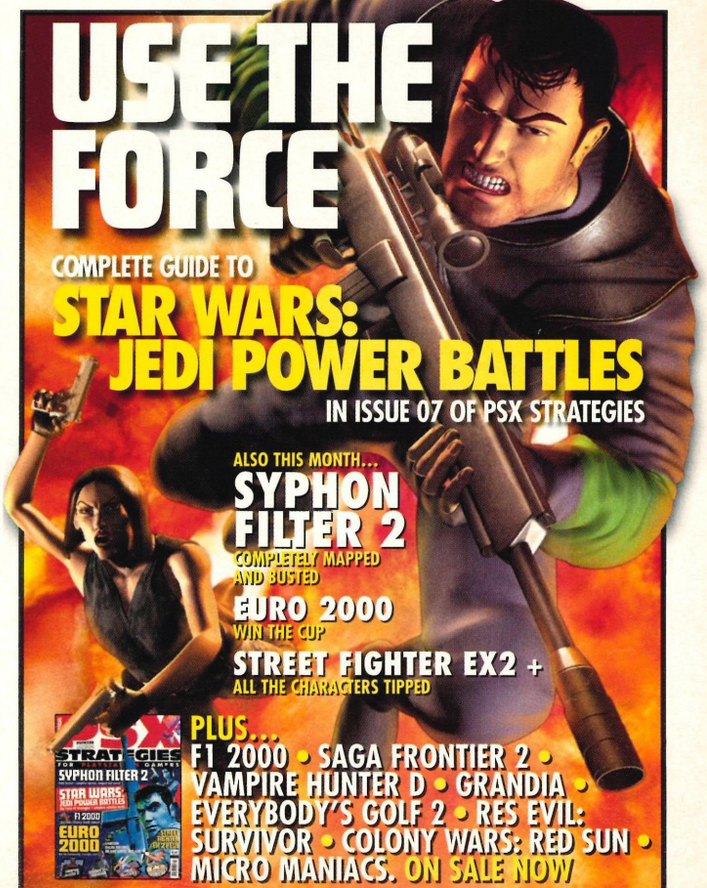
Star Ocean: Second Story 82%
Sony CEE • RPG • #27
A role-player set in space.

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.

Street Skater 2 78%
EA • Sports Sim • #29

An easily-accessible skateboarding game.

Strider 2 61%
Capcom • Platform Game • #29

Retro update with the original game supplied.

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.

Superbikes 2000 39%
EA • Driving Game • #29

There's nothing super about this appalling motorcycle GP sim. It's useless.

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.

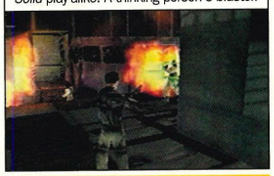
Syndicate Wars 90%
Bullfrog • Strategy Game • #17

Dark, mysterious action/strategy game in a chilling Blade Runner-style setting.



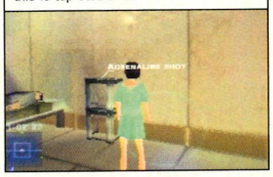
Syphon Filter 93%
Sony CEE • Action Adventure • #19

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.

Tail Concerto 39%
Bandai • Action Adventure • #27

Irritating game featuring an irritating dog. Just irritating, basically...

Tank Racer 70%
Grolier Int. • Driving Game • #16

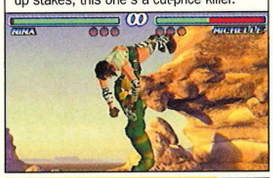
They don't handle much like tanks, but so what? It's great apres-pub fun.

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.



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.



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.

Tiger Woods PGA Tour 2000 60%
EA • Sports Sim • #29

This golf sim's serious to the point of being po-faced. It's boring.

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

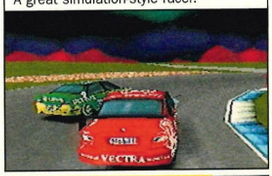
Take on the role of a little tank as it goes up against the big boys.

Tobal No. 1 85%
Squaresoft • Beat-'em-up • #4

Dreadful one-on-one fighter saved by an excellent Quest Mode.

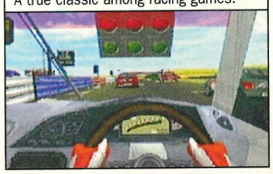
TOCA 93%
Codemasters • Driving Game • #1

A great simulation-style racer.



TOCA 2: Touring Cars 90%
Codemasters • Driving Game • #28

A true classic among racing games.



Toge Max 55%
Atlus Software • Driving Game • #27

A driving game with a Story Mode?

Tokyo Highway Battle 68%
THQ • Driving Game • #15

Not a bad racer, but the controls are twitchy and early cars drive poorly.

Tomba 2 72%
Sony USA • Arcade Game • #27

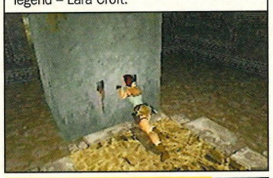
Cute 3D sequel to the game we call *Tombi*.

Tombi 55%
Sony CEE • Arcade Adventure •#8

Interesting arcade adventure but spoiled by dated presentation and awkward gameplay.

Tomb Raider 96%
Eidos • Action Adventure • #4

The 3D action adventure that launched a legend – Lara Croft.



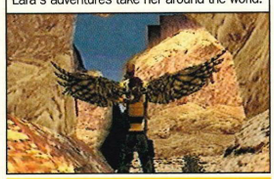
Tomb Raider II 95%
Eidos • Action Adventure • #16

Outstanding as a full pricer, but as a Platinum game it shouldn't be missed.



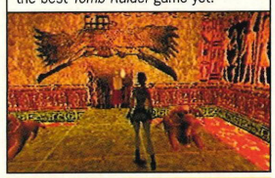
Tomb Raider III 94%
Eidos • Action Adventure • #27

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 a little too easy.

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.

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.

Transport Tycoon 57%
Ocean • Strategy Game • #17

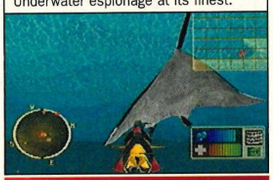
Just doesn't work on the PSX.

Trap Runner 70%
Atlus • Action Adventure • #16

Spy vs Spy-style action. Set traps...

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.

Triple Play 2000 89%
EA Sports • Sports Sim • #18

This simulation-style game really works.

Tunnel B1 89%
Ocean • 3D Shoot-'em-up • #7

A driving mech game? Doesn't excite.

Twisted Metal 75%
Sony CEE • Driving Game • #15

Drive and fight in this car combat game.

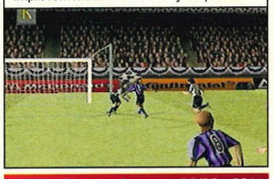
Twisted Metal 2 88%
Sony CEE • Driving Game • #15

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.

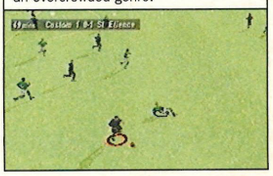


UEFA Champ. League 99/00 69%
Eidos • Sports Sim • #29

Unrealistic ball movement makes this footie sim distinctly Second Division.

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.

Urban Chaos 85%
Eidos • Arcade Adventure • #29
Dark and dangerous action game with great level design.

U

Vampire Hunter D 85%
JVC • Arcade Adventure • #29
Resi-style action as you battle an impressive array of malevolent monsters.

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, with the emphasis firmly on strategic battles.

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.

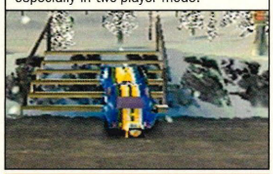
Versailles 59%
Cryo Int. • Adventure • #9
Reasonable edutainment adventure, but puzzles too obscure.

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.

Victory Boxing Challenger 80%
JVC • Sports Sim • #29
Treads a fine line between arcade action and realistic simulation, but does so well.

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.

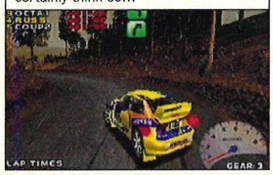
Virtual Golf 75%
Core Design • Sports Sim • #16
Playable arcade golf outing, but not a simulation by any means.

Virus 27%
Cryo Ent. • 3D Action Game • #20
Yet another dodgy *Tomb Raider* rip-off. One of the worst games ever.

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.

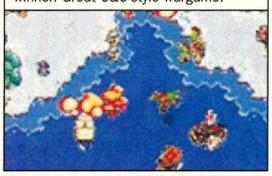
VR Powerboat Racing 67%
Sony CEE • Driving Game • #15
Bog-standard driver on water.

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 clone with a Tolkienesque theme and great monsters 'n' magic.

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.

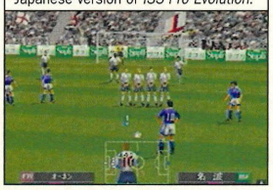


Wing Commander III 65%
EA • Shoot-'em-up • #9
Interesting cinematic experience.

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.

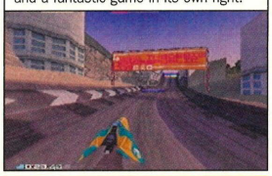
Winning Eleven 4 95%
Konami • Sports Sim • #24
Japanese version of *ISS Pro Evolution*.



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.



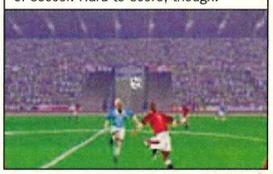
World Cup '98 90%
EA • Sports Sim • #7
The official World Cup licence comes up with the goods in this great soccer sim.



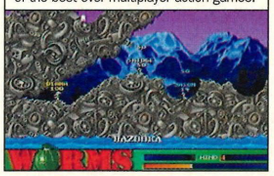
World League Basketball 60%
Mindscape • Sports Sim • #2
Looks good but plays relatively poorly.

World League Soccer 70%
Eidos • Sports Sim • #10
Average football game let down by dodgy power meter.

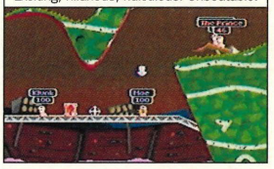
World League Soccer '98 94%
Eidos • Sports Sim • #6
Bad commentary, but a superb game of soccer. Hard to score, though.



Worms 95%
Ocean • Strategy Game • #8
Fiendishly addictive strategy puzzler. One of the best ever multiplayer action games.



Worms: Armageddon 92%
Hasbro Int. • Strategy Game • #24
Exciting, hilarious, ridiculous. Unbeatable!

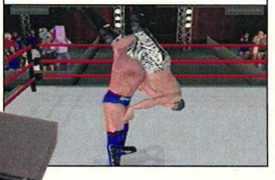


Worms Pinball 55%
Infogrames • Pinball • #25
Too indistinct and too few tables. When will we get a decent pinball sim?

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 SmackDown! 93%
THQ • Beat-'em-up • #28
The best wrestling game on the PlayStation – ever!



WWF Warzone 64%
Acclaim • Beat-'em-up • #23
Interesting in its day, but superseded by better games.

WWF Wrestlemania 55%
Acclaim • Beat-'em-up • #19
An arcadey wrestling game with unrealistic special moves and awkward graphics.

X

X2 81%
Team 17 • Shoot-'em-up • #5
2D blaster from the old school.

X-Com: Enemy Unknown 85%
Microprose • Strategy Game • #17
Thoughtful if a little dated strategy sim.

X-Com: TFTD 88%
Microprose • Strategy Game • #17
Improvements made over *Enemy Unknown*, but it's basically more of the same.

Xena: Warrior Princess 77%
EA • Action Adventure • #25
Interesting and fun, this accessible *Tomb Raider* clone is cool, but imperfect.

Xenocracy 90%
Grolier Int. • Shoot-'em-up • #5
Poor compared to *Colony Wars*, but fun for strategic blasting fans.



X-Files 79%
Sony CEE • Adventure • #22
Dark and moody, like the show, but can be fiddly at times.

X Games Pro Boarder 75%
Sony CEE • Sports Sim • #13
What's there's great, but this snowboarding sim is just too darned small.

X-Men Vs Street Fighter 83%
Virgin Int. • Beat-'em-up • #10
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
ZZZ

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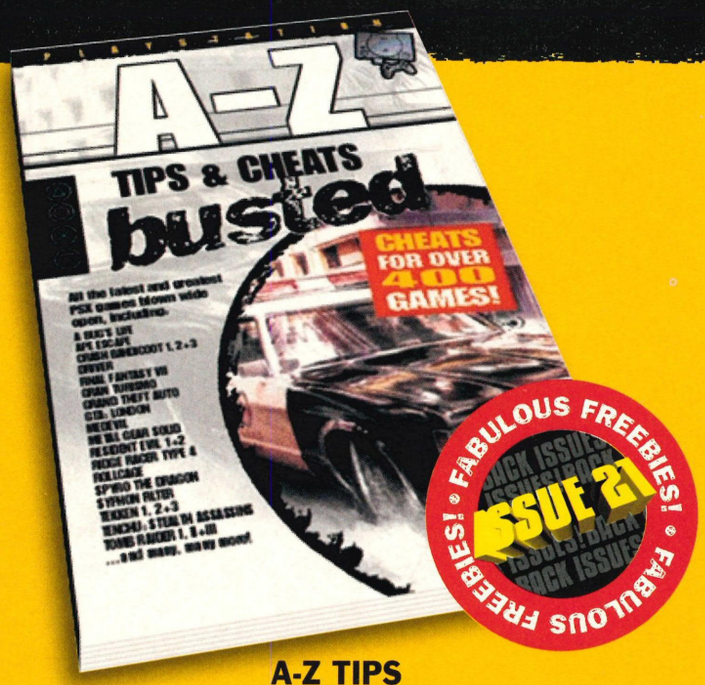
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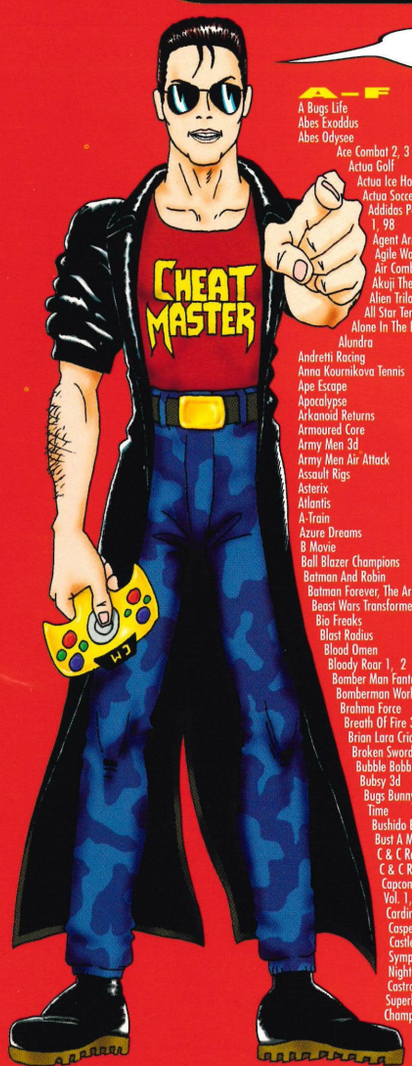
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