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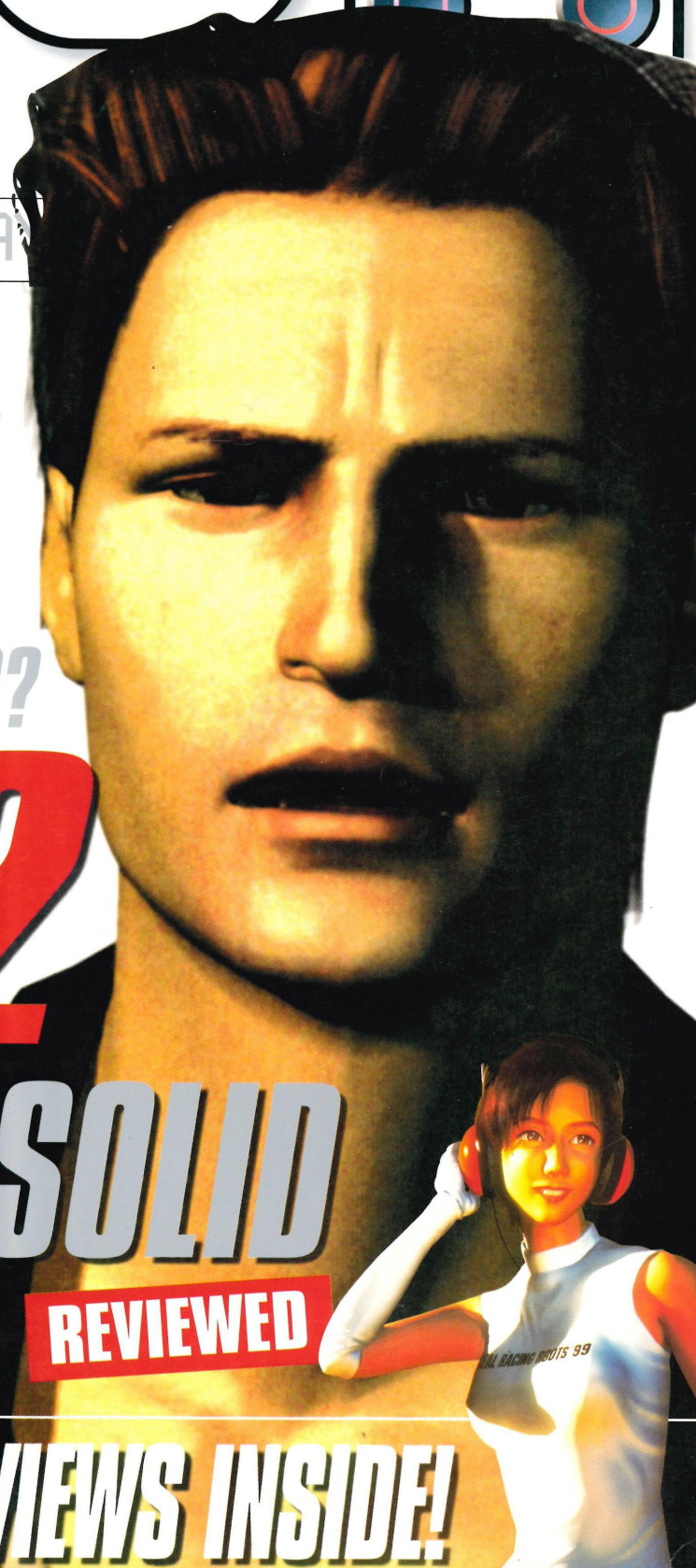
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PLAYSTATION 2

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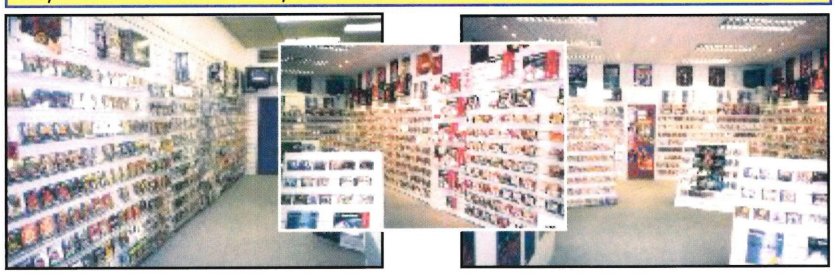
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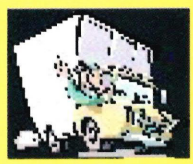
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SILENT HILL

THE BIG GAME

42 *If David Lynch were to pen ideas for a PlayStation game, then* Silent Hill *would be the collective name for it! Konami goes all Hammer Horror with a game that'll scare you witless!*







REGULARS

WIRED 06
Do you want to know the latest goings on in the wonderful world of PlayStation? Wired is packed with new signings, release dates, first looks, overseas news and much, much more. Tune in now!

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Join the UK's best selling unofficial PlayStation magazine team and receive Play every month, with superb special deals available with £££s off the latest games. Give yourself (or a friend) a tasty treat!

STATION MASTER 70
The very best solutions every month. Maps, cheats, tips and all your gaming queries answered

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ARENA 100
This is where you get a chance to talk to the staff on Play and air your views to fellow Play readers and the industry chaps that read the mag. Send us your views now, the more controversial the better!

THE PLAYLIST 104
Reviews and scores of every PlayStation game ever covered in Play, plus our Playback top tens, recommended games, the best peripherals, long-term tests and much more. It's a hall of knowledge.

PLAY magazine Is 45 1999

PLAY

プレイステーション

The UK's Best gazine!

38 Full review of Capcom's latest 2-D fighting extravaganza. Is it any good?



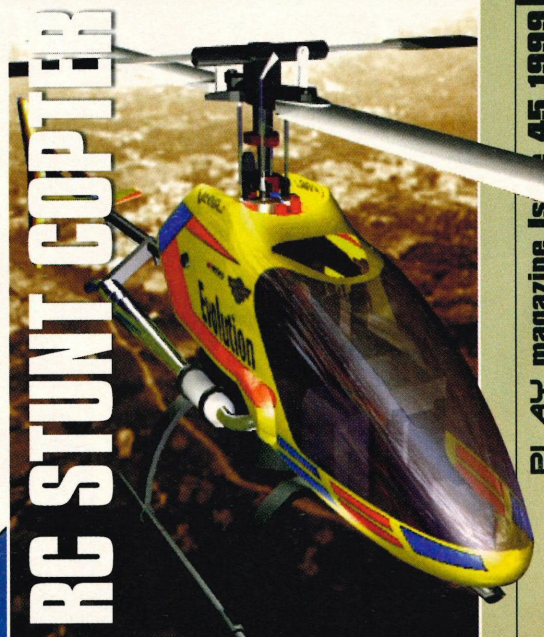


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RC STUNT COPTER



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PLAYSTATION 2

WHAT WILL IT BE LIKE?

32 We talk to some of the most well respected people in the industry about what the PlayStation 2 will be like!

MONKEY HERO



48 Will this monkey RPG have two ape-knees to rub together? Find out now!

WORKSTATIONS

SILENT HILL 22
The spookiest town since Twin Peaks throws-up some sinister goings-on. Time to investigate, Agent Cooper!

RC STUNT COPTER 28
Go loopy for Shiny Entertainments ultra original radio controlled chopper. Full report and manoeuvres!

DRIVER 30
Speed through litter-strewn streets with the fuzz in hot pursuit... the most criminal game since GTA arrives!

WIRED UP P88

ANOTHER COLLECTION OF TOP-NOTCH SOFTWARE COMING VERY SOON. THIS MONTH'S WIRED UP SECTION FEATURES *A BUG'S LIFE*, *TAI FU*, *POINT BLANK 2* & MORE...

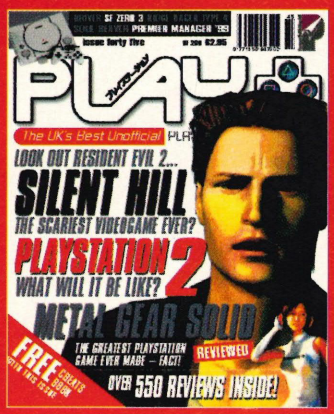
PLAY REVIEWS

EVERY NEW RELEASE REVIEWED AND RATED

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VIVA FOOTBALL 60
MAX POWER RACING 64



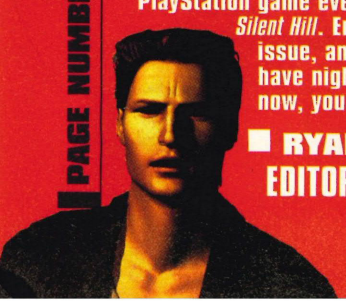
PLAYSTATION wired



IT'S HERE! At long last, all you PAL PlayStation owners out there can finally play undoubtedly the greatest game that the console has ever seen – by which of course we mean *Metal Gear Solid*!

We've now had a damn good play of the PAL version, and it's every bit as good as the US NTSC one, even down to the lack of borders. In fact, playing it all over again makes us realise just how good a game it really is, and we're sure that you'll all enjoy it immensely as well. Of course, there are bound to be certain parties writing-in to complain that it's too easy, there always is, but all we'll say is take your time, listen to the fabulously engaging plot, and let your imagination run riot!

Speaking of imagination, we listened to some of the biggest names in the software industry this month to find out what they expect from the PlayStation 2. We also take a peek at what is touted as being the scariest PlayStation game ever made – *Silent Hill*. Enjoy the issue, and don't have nightmares now, you hear!



■ **RYAN BUTT**
EDITOR

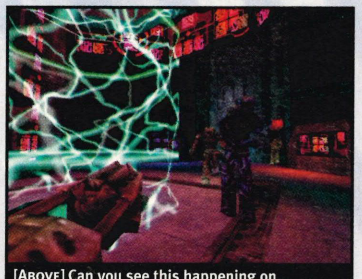
GET UNREAL!

SMASH-HIT PC GAME ANNOUNCED FOR PLAYSTATION!

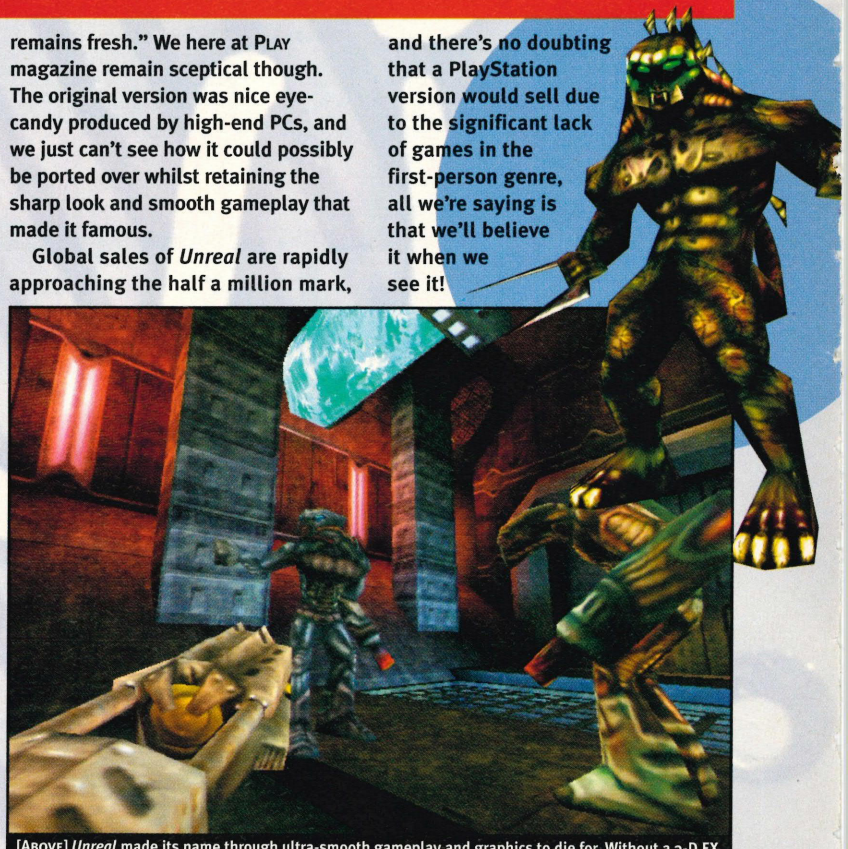
It may seem hard to believe, and almost 'Unreal' in itself, but GT Interactive has announced plans to bring it's smash hit PC vehicle, *Unreal*, to PlayStation this Autumn.

Development company, Aardvark has been handed the highly ambitious task of converting the first-person shooter to PlayStation, which was originally developed for the PC by Epic Megagames. GT Interactive's Paul Fox recently commented to the industry trade paper, *MCV*: "There is yet to be a first-person game on the PlayStation that has lived up to expectations. The release of *Unreal* will be all the more significant, arriving as it does while the memory of the original benchmark title remains fresh." We here at PLAY magazine remain sceptical though. The original version was nice eye-candy produced by high-end PCs, and we just can't see how it could possibly be ported over whilst retaining the sharp look and smooth gameplay that made it famous.

Global sales of *Unreal* are rapidly approaching the half a million mark, and there's no doubting that a PlayStation version would sell due to the significant lack of games in the first-person genre, all we're saying is that we'll believe it when we see it!



[ABOVE] Can you see this happening on PlayStation? We can't, but then we're cynical.



[ABOVE] *Unreal* made its name through ultra-smooth gameplay and graphics to die for. Without a 3-D FX card, it'll be interesting to see how the PlayStation copes with such a huge roaming environment.

WIRED UP contents

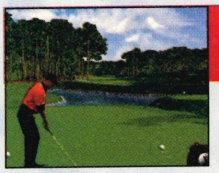
MONSTER SALES! 09
After a hugely successful Christmas, we report back on the full extent of the PlayStation's UK assault. Needless to say, you're all part of a very, very big club!

MGS SECRETS! 10
Spoiler alert! Just as Metal Gear Solid *is about to be released on PAL, we blow the lid on a few more secrets. Don't read just yet if you want maximum enjoyment!*



IT'S A FACT!

Psygnosis has signed the often name-dropped by Zoë Ball, chart-topping DJ, Fatboy Slim, to headline a host of artists contributing tunes to the soundtrack of the forthcoming combat/racing game, **Rollcage.**



IT'S A FACT!

EA of America was left red-faced when all copies of **Tiger Woods '99** *had to be pulled from the shelves because, when inserted into a PC, they were found to contain the Christmas episode of* **South Park!**

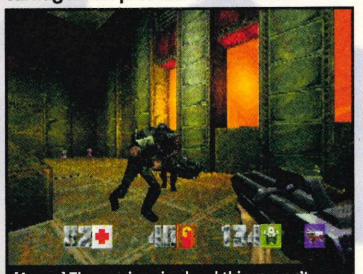
GROUND QUAKING!

FIRST PLAYSTATION SHOTS OF *QUAKE II* EMERGE FROM ACTIVISION

As you can see from these screen-shots, *Quake II* for the PlayStation is looking sharp. The game, being released by Activision in March, features brand new, never before seen levels as players battle to save humanity from alien aggressors. It will also contain fresh alien enemies who'll relentlessly pursue the hero and attempt to splatter his innards all over the dingy dungeon surroundings. Developed by id Software, the game was a massive hit on PC as it allowed players to link-up over the Net and take part in huge competitions. Although this won't be possible with the PlayStation version, we're hoping a link-up feature will be present to allow at least two or four players to indulge in a spot of carnage. Full preview next month.



[Above] Anything with guns this big in it is destined to be a hit, but *Quake II*'s legendary quality gameplay should ensure millions of happy customers all over the world. Twice as many with link-up...



[Above] The gun is poised and things aren't looking good for this lonesome alien dude.



[Above] As you can see, the graphics of the PlayStation *Quake II* are looking very sharp.



[Above] After patiently waiting for new, actual PlayStation screenshots, here you go. The resolution is obviously inferior to an accelerated PC, but the motion is very smooth and the action fast paced.

NOZIN' AROUND

Rumours we can't substantiate, whispers of secret projects, general snooping, that's what this regular column is all about – we'll do our utmost to find out all the juicy titbits that the Sony PlayStation has to offer.

News has leaked out from Skywalker Ranch [home of LucasArts] about the tie-in games for **Star Wars: Episode 1.** *Apparently, there are three games in development – one for N64 and two for PC. What about PSX, eh?*

We have heard rumours of a cheat to play as Tekken characters in Namco's **Smash Court Tennis 2** *[reviewed last month]. If anybody knows what it is, please write in and tell us, you could win a prize!*

Interact has secured an official license from Sony for its V3 Racing Wheel. Fully compatible with **Gran Turismo** *and now priced at £49.99, the wheel isn't without fault, but hey – at least it's official!*

Take 2 Interactive is starting to spill the beans on the sequel to **Grand Theft Auto.** *It will be a kind of update disc that is set in the crime-riddled streets of London. We should have a full report on this game next month.*

RPG fans will be delighted to learn that **Final Fantasy VIII** *will be released on PAL in September. Developed by Squaresoft,* **FFVIII** *will be released as part of Squaresoft's recent deal with EA, and not by Sony.*

A couple of Platinum games have just hit the shelves. **The Lost World** *from EA is probably only worth a look if you're mad about dinosaurs, but* **Soul Blade** *from Sony is a real belter in the beat-'em-up field. Both were released on 22 January.*

And Finally, what will the next **Tomb Raider** *game be called? TR 2000, TR IV, or TR: The Movie? Write-in with your suggestions!*

TRAP RUNNER 11
It's like **Spy Vs Spy** *for the PlayStation! Konami announces the release of this curious multiplayer game whereby the aim is to get one over on your mates!*

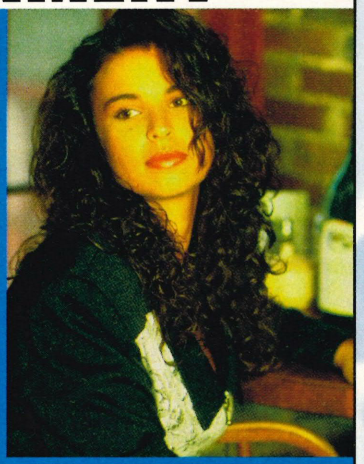
REIKO NAGASE 13
We present a full profile on the mysterious oriental beauty who fronts Namco's **Ridge Racer Type 4.** *We didn't manage to find out if she's single though!*

JOGCON 15
We road test the Namco Jogcon and see how well the first PlayStation force-feedback peripheral stands the pace in **Ridge Racer Type 4.**

ENTERTAINMENT USA

with *Cat Bucannon*

Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent, Cat Bucannon. Each month, she will infiltrate secret meetings, and seduce corporate big-wigs for scorching exclusives!



Sony of America has just entered into the boxing ring for the first time with the hard-hitting game, **Contender**. It plays pretty much like the other boxing games, with your strength, speed and stamina being built-up after each fight. There are 40 boxers – 20 of which are playable, and it also features limb-twitching when fighters lay unconscious and facial bruising. Truly knockout!



Contender *A real slap in the face!*



Freestyle Boarding '99 *Gnarly!*

Since skateboarding is back in vogue, and most people are starting to tire of the endless succession of snowboard games, here's **Freestyle Boarding '99**. I mentioned it briefly a couple of months ago, but here's some more info. The game allows players to choose a skater and then guide them through a season of competitions. When points are won, they are used to upgrade your character. Out in February.

Come on now, you guys thought it was a joke right? Well I'm here to prove that the game with the dodgy name does exist. **Irritating Stick** from Jaleco is based on a popular Japanese game show, and the idea is that contestants don funny clothes and guide a stick through complex mazes without touching the wire. It's just like those games you see down the arcades, and just as appealing. I couldn't *stick* it!



Irritating Stick *Awful name, dodgy game!*



Guardian Crusade *Virtual petting.*

There are some very strange games being ported over from Japanese shores of late, not least **Guardian Crusade** that is being released in the States by Activision. The game is an adventure involving a young knight and his pet monster. The idea is to care for the monster like a virtual pet by feeding and training it. Then you can send it off on missions and make it morph into other creatures for battle. Odd!

POY POY 2!

ANOTHER HELPING OF SADISTIC VIOLENCE...

Konami has had the good sense to release a sequel to its arena-based party game *Poy Poy*. In the original missile-throwing extravaganza up to four players could climb into an arena with the sole purpose of knocking one another out by hurling objects around. The last man standing who sustained the least amount of head injury or KO's won. Despite the basic premise it was a smasher and now more rock throwing antics are on their way in the form of *Poy Poy 2*.

The sequel now features a co-operative two-player mode whereby you and a friend will be able to combine efforts against the CPU or another two friends. This certainly adds more depth than the original 'pick up and throw' affair of the first game because you will be required to work with someone in order to achieve your goal. The arena will also be raised in parts, meaning the new higher grounds can be used to gain an advantage over the other players. A new element of strategy has been introduced to the game with the raised levels because if you are lower down you will be at a major disadvantage. It looks as if *Poy Poy 2* will exercise the grey matter at the same time as being the sequel to the first surprise party game.

There will also be even more levels, an increased cast of 16 characters with nine new players, more glove options that will allow you to designate special moves to your characters and most importantly, more objects to throw at each other! Expect a preview soon!



[ABOVE] Which is deadlier? The guy with the rock, or the guy with the huge rocket? Mmm...



[ABOVE] This has got to be Area 51. Every game seems to include it somewhere these days!



[ABOVE] The new Levels include different heights as you can see. This will add a whole new dimension to the existing gameplay by making everyone scramble for the higher ground. And cue Stevie Wonder...!

3.75 MILLION SOLD!

RECORD XMAS SALES SEND PLAYSTATION'S UK USER-BASE INTO ORBIT!

It's official, the nation has gone video game crazy in a monster frenzy of Christmas console-buying. In fact, Christmas '98 proved to be the most successful ever for the UK games market. Industry trade paper, *CTW*, reported that Sony and Nintendo shifted more than 300,000 hardware units between them in the two weeks leading up to Christmas.

Naturally though, the Sony PlayStation had the majority share of the sales. Following two record weeks, sales of the console reached 250,000 from 12-26 December. This took the total number of units sold in 1998 to a staggering 1.8 million. Sony now estimates the total UK PlayStation user base to be in the region of 3,750,000, and expects sales to pip the four million mark by the end of March.

Apart from already being the biggest selling videogame console in UK history, the PlayStation can also look forward to further success aided by the release of state-of-the-art titles such as *Metal Gear Solid*, *Ridge Racer Type 4*, and *Quake II*, plus the launch of the spin-off unit – the PocketStation, which is due to be released in this country in September. Let the good times roll!

was it the hidden persuaders?







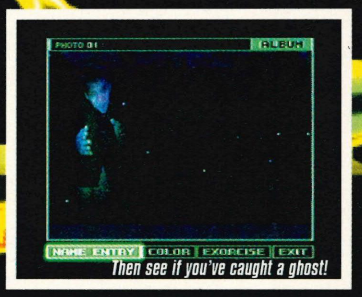
Wow! So Sony has shifted 3.75 million PlayStations in the UK, has it? But what could have sparked such a massive surge at Christmas? Was it the software? If you recall, all we had was *Spyro the Dragon*, *Crash Bandicoot 3: Warped*, *FIFA '99* and *Tomb Raider III*... erm, okay so maybe there were some quality titles around! What we think sparked the sales though, were the moody adverts on TV. You'd be sat there watching them thinking, "What the hell is this all about?" – then suddenly the message slaps you in the face. Nice one, clever marketing man!

METAL GEAR SECRETS!

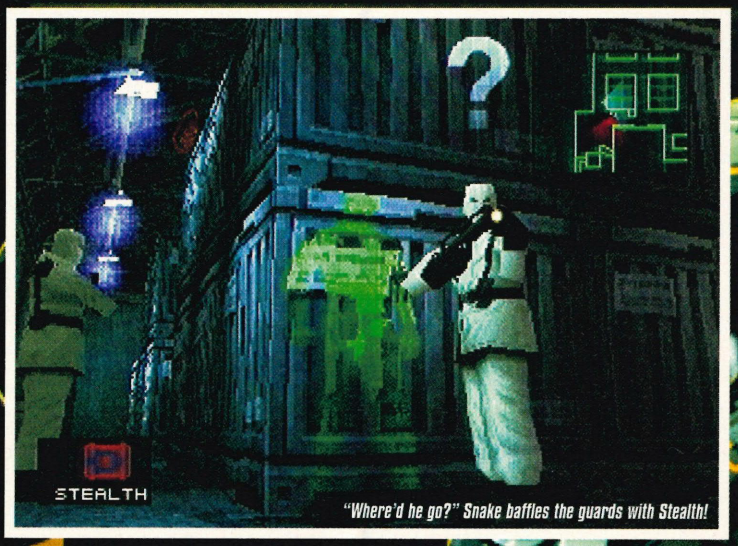
ON THE EVE OF ITS PAL RELEASE, MORE AMAZING DISCOVERIES COME TO LIGHT!



Simply point the camera and 'click'!



Then see if you've caught a ghost!



"Where'd he go?" Snake baffles the guards with Stealth!

If you want to bask in full glorious ignorance of the wonderful hidden delights of the greatest PlayStation game ever – *Metal Gear Solid* – until you've played it... look away now!

Right, that's the 'spoiler' warning over with, here's a selection of great new stuff that we've discovered during our months of playing the American version. For starters, did you know that by completing the game twice using the same memory card block, the third time you play, Solid Snake will strip out of his diving gear in the service elevator to reveal a tuxedo underneath. If you then complete the game a third time, he'll be wearing a ninja costume the next time around. When dressed in these alternate costumes, other characters in the game will also be wearing different clothes.

Also, when Snake is being tortured by Revolver Ocelot, you'll be given different items when you complete the game, depending on how you handle the situation. If you endure the torture, and escape with Meryl, you'll be awarded the Bandana – which allows infinite ammo. If you choose to give-up on the torture rack, Meryl will die, you'll escape with Hal Emmerich and be awarded the Stealth Suit which turns you invisible.

There is also a hidden room in the game that contains the Camera. It is located at the end of the hallway to the right of the room where you fight Revolver Ocelot. You'll need to use C4 to enter it, but once inside you'll find doors four and six – the Camera is behind door four. If you use the camera at certain points in the game, the photos will come out with ghostly images of the developers on them. We'll report back with every location next month, but here's one for starters; if you take a picture looking out to sea from the cliff, you'll reveal a secret image of Fukushima.

Also, did you know that by using the cardboard boxes next to the trucks, you'll be transported to the area specified on the side of the box? We'll have more secrets next month.

PLAYBOYS

Come on folks, give 'em a hand! These are the crazy guys behind this publication... but what are their all-time favourite games?



Ryan Butt
For some strange reason, Ryan was always a huge fan of the bat 'n' ball game, *Arkanoid*. Addictive and insanely difficult – that's him to a tee!
ryan@paragon.co.uk



Graeme Nicholson
For some strange reason, Graeme likes *Goldeneye* on the N64. Nothing to do with his unhealthy gun fixation and the brutal gunning-down of his bosses then?
silencio@paragon.co.uk



Tom Sargent
For some strange reason, Tom feels drawn towards *Elite*, the massive space epic featuring loads of dodgy trading. But then Tom always was a dodgy geezer!
tomsargent@paragon.co.uk



Ben Lawrence
For some strange reason, Ben feels compelled to proclaim the *Dizzy Egg* Series as his favourite games. Which, coincidentally, is exactly how friends describe him!
benl@paragon.co.uk

G3-PSX

PLAYSTATION EMULATION

Following on from the story we ran in issue 43 of PLAY about PlayStation emulation on PCs, there is a new application program available that allows Macintosh G3 computers to actually run PlayStation discs!

Virtual Game Station by Connetix invites you to insert any game disc (finished, unfinished, PAL, NTSC, whatever!) into the CD drive of the G3 computer and then allows you to play it perfectly using the keyboard. A list of preferences allows you to redefine the key commands, and you can even save game data to virtual memory slots on the computer's hard drive.

"Connectix Virtual Game Station is designed to enable users to run some of the world's most popular games right on their Macintosh," claimed Roy McDonald, President and CEO of Connectix, "and should significantly expand the gaming possibilities for the Macintosh platform. While the product is not a perfect substitute for Sony PlayStation consoles, we believe that our customers will be pleased with the experience of using games with Connectix Virtual Game Station on their Macs."

Connectix is also responsible for the widely respected Virtual PC, an emulator that allows Macs to run Windows software, and therefore the PlayStation emulator is being taken very seriously. It isn't known what Sony's stance on the product is, but we can probably guess!



TRAP RUNNER

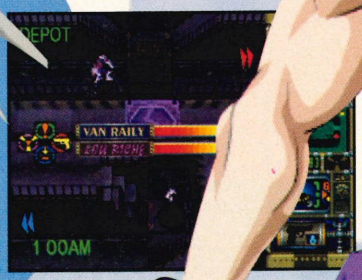
SPY VS SPY FOR A WHOLE NEW GENERATION OF GAMERS!

Way back in the Eighties, when the Sinclair Spectrum 48k and Commodore 64 were the state-of-the-art home gaming platforms, there was a game known as *Spy Vs Spy*. It basically involved a couple of shifty-looking agents running around trying to snare each other in traps and ultimately trying to destroy each other. Now Konami is to release a game similar in nature.

Trap Runner is a one- or two-player action game whereby you have to outwit the enemy on over 40 different battlefields by laying traps, using high-powered weaponry, or, if all else fails, resorting to unarmed combat. The look of the game is nothing particularly special, but the appeal here lies with the sophisticated and addictive gameplay that should have players hooked for hours at a time. We don't have too many details at present, but expect to see an in-depth preview in the next issue of PLAY.



[ABOVE] There are over 40 different battlefields to fight on.





[ABOVE] *Trap Runner* from Konami could be one of the surprise hits of the year – especially if it turns out to be as close to *Spy Vs Spy* as the company is claiming. We eagerly await the preview copy.



[ABOVE] Kaboom! A well-placed stack of TNT sends you off to meet thy maker. Unlucky mate!

JAP'S EYE



ALL THE LATEST GAMING NEWS FROM JAPAN, THE HOME OF THE PLAYSTATION!

Regular monthly reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, Shintaro Kanaoya. Shintaro is at the heart of the happening PlayStation scene and has his finger constantly on the pulse of where the action is. If it's big in Japan, our man Shintaro will already have the T-Shirt!

Capcom's coin-op division is currently working on a brand new arcade fighting game based on the popular Japanese cartoon series **JoJo's Venture.** Scheduled for a spring release in the arcades, the game features CP-System III technology, introduces 11 new characters and utilises a brand new 'stand attack' system whereby a player activates and controls a character's inner persona. Sounds very curious. We'll have more soon!



JoJo's Venture *With inner persona!*



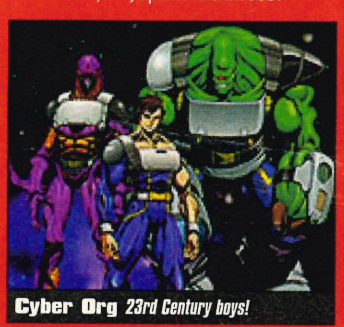
SF Zero 3 Stick *Vibrates as you punch!*

Following the Japanese release of **Street Fighter Zero 3** (reviewed on page 38 – Ed), ASCII has released a joystick specifically designed for the game. It is a huge bulky arcade-style affair with a heavy base, eight large combat buttons and Dual Shock technology incorporated so that players feel every connecting blow. It costs 7,800 yen (about £15) in Japan, but if you go hunting for one in import shops, expect it to cost more.

The latest craze to hit Japan is the Morinaga Choco Ball – a tasty snack featuring Square's **Chocobo** mascot. The strange chicken-type creature appears on the packaging of the treats which come in three different flavours – strawberry, caramel and peanut. The Chocobo craze doesn't end there though, there is also one painted on the side of the special train – the New Year Liner, in Japan. Madness!

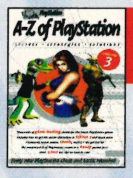


Morinaga Choco Ball *Very tasty!*



Cyber Org *23rd Century boys!*

Square has got some juicy new titles in development. First up is **Cyber Org**, a 3-D action game set in the 23rd Century. As you can see, it has a very US-comic-book-style appearance and is scheduled for a Spring release. Also coming this year is **Racing Lagoon**, which is touted as being a driving game but with RPG elements. This is also scheduled for a release in he Spring. We'll keep you posted.



OUT NOW...

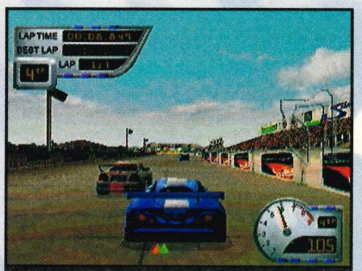
A-Z of PlayStation Secrets, Strategies, Solutions Volume 3 [ISBN 1-873650-42-6] contains thousands of tips, cheats, passwords and winning strategies for over 300 PlayStation games including *RE2*, *Tekken 3* and more! Priced at £9.95 and available from all good bookshops!

EA'S OWN GT!

EA ANNOUNCES SPORTS CAR GT GAME

Racing games appear to be all the rage these days. There doesn't seem to be a month go by without a software company attempting to ruffle *Gran Turismo*'s feathers, and EA is the latest with a game that even sounds like the king!

Sports Car GT will be released in the Spring and features a host of cars from the world of motor sport. Nothing else is known about the title – not even EA could supply us with any tasty facts, just these early screenshots. We'll keep you posted.



[ABOVE] The look of the game and the style of cars is very similar to *Ridge Racer Type 4*.



[ABOVE] From the company that brought us *Need For Speed*, this game is brimming with promise.

HARD HITTING!

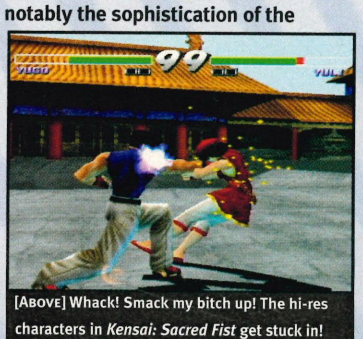
KENSAI: SACRED FIST PACKS A PUNCH

Arriving too late to be reviewed in this issue of PLAY was the new hi-res beat-'em-up extravaganza from Konami, *Kensai: Sacred Fist*.

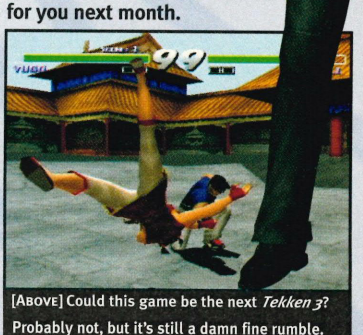
The game is a fighting fan's dream come true, and even manages to out-perform the mighty *Tekken 3* in some departments. There are eight standard characters to choose from, but this meagre selection can be expanded to 20 if you master the many moves and techniques and battle your way through to the end. Like we said, it beats *Tekken 3* in places – most notably the sophistication of the fighting, the throwing moves in particular. These aren't as easy to perform like they are in *Tekken 3*, and require perfect timing to avoid being struck on the counter-attack when you're vulnerable. One of the characters in the game also bears an alarmingly close resemblance to Jin Kazama... but we'll overlook that for now.

Kensai: Sacred Fist will be released on PAL in February and we'll have the full review for you next month.





[ABOVE] Whack! Smack my bitch up! The hi-res characters in *Kensai: Sacred Fist* get stuck in!



[ABOVE] Could this game be the next *Tekken 3*? Probably not, but it's still a damn fine rumble.

WHO IS REIKO NAGASE?

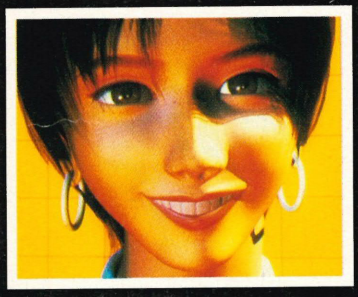
WE GOT THE PROFILE ON THE ORIENTAL BEAUTY FROM *RAGE RACER* AND *R4*!

Get lost Lara, we've got a brand new dream-bird! Meet Reiko Nagase – the face of Namco's stunning *Ridge Racer Type 4* game. You may remember her from her cameo appearance in *Rage Racer*, but now she has risen in profile and industry magazines are scrambling to slap her dainty oriental features on their covers. In fact, since *Ridge Racer Type 4* first emerged on Japanese import a couple of months ago, we too have become obsessed by her beauty and burnt much midnight oil trying to find out more information about her, and thankfully our quest paid-off.

Apart from her vital statistics (see below), we discovered that her skills include swimming and playing guitar, she loves driving, taking her dog Rickee for a walk, shopping (typical woman!), marine sports and, er, making soufflé. Her favourite videogames are *Pac-Man* and *Smash Court Tennis*, and her ambition is to be an astronaut, just like her Grandad... ahh! A canny lass we're sure you'll agree!



You can see Reiko Nagase in all her curvey, rendered glory in Ridge Racer Type 4, *released by Sony Computer Entertainment on PAL in April. Full preview on page 97!*







Who's a pretty girl then? The lovely Reiko!

Reiko Nagase Profile

Date of Birth:	14 February, 1975
Birthplace:	Tokyo
Height:	5'5"
Weight:	106lbs
Bust:	34"
Waist:	23"
Blood Type:	A



ON THE CARDS

Here's what's been jamming up the memory cards in the PLAY office this month, in case you're interested...

RR TYPE 4

Seeing as the Christmas TV was so utterly bad, we found lots of spare hours to play this over Christmas. As a result, we've unlocked all the cars, including the one shaped like Pac-Man!

SF ZERO 3

Okay so we were only supposed to write a review on the damn thing, but once Street Fighter fever gripped us, we just had to unlock all of the secret characters and hidden modes!

TRIII

Where would any memory card be without a save game just for the lovely Lara? We've been battling through her latest adventure like troopers... until we realised it was bugged!

SONY'S ARSENAL

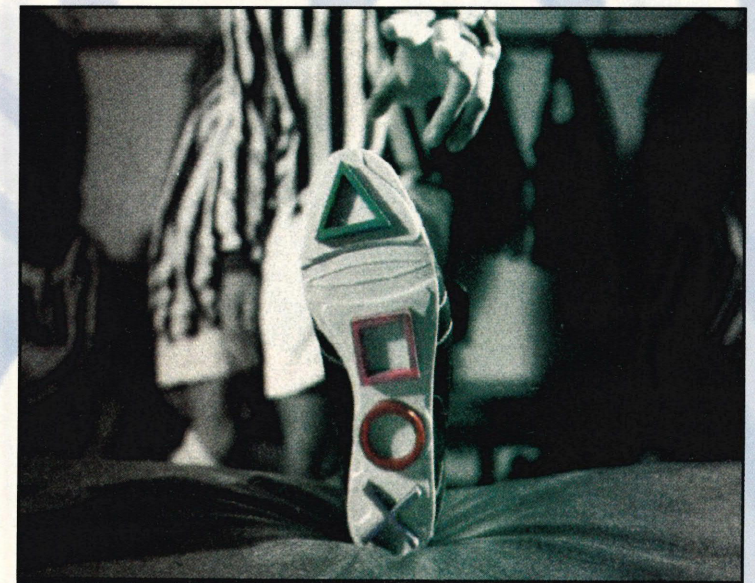
WILL GUNNERS BE PLAYING FOR PLAYSTATION NEXT SEASON?

Speculation is growing in the gaming world as to whether or not Sony will become the next official shirt sponsor of Arsenal Football Club.

The gaming giant was originally linked to a deal with Newcastle United earlier in the year. But reports in the national press state that Sony is the major contender for a ten million, five year shirt deal with the Gunners to come into effect next season when the team's current deal with JVC expires.

Sony already has a £10m deal with UEFA Champions League (which will last until the end of the next season) and sponsors Italian giants Juventus' team shirts. Sony Computer Entertainment itself is playing down the rumours saying that it has no plans to enter into such a deal, but it refused to rule out a shirt deal with a Premiership club.

If the deal – which is worth £2m a year to the Premiership champions – does go ahead, it will be more costly than Sharp's £1.5m per season deal with Manchester United. If Sony does choose to seal the deal, just imagine how much the world's greatest football league would raise the awareness of the PlayStation!



[ABOVE] A familiar sight? It should be, this is Sony's current sponsorship deal with the UEFA Champions League. But will the world's greatest gaming giant choose to sponsor Arsenal FC next season?

BUMP!

CELEBRITY HIT-LIST

Welcome to a brand-new section in Wired whereby we ask folk within the games industry whose mortal coil they would quite happily sever. This month, we spoke to Ben Gunstone, the Producer on *Carmageddon* (he used to work on the Nintendo helpline, so he's bound to be a bit deranged anyway!) Here are five celebrities he'd quite happily mow-down in a car:

James Ferman (Head of BBFC)
Adolf Hitler
All of B*witched
Director of South West Trains
Anthony Benton (SCi tester)

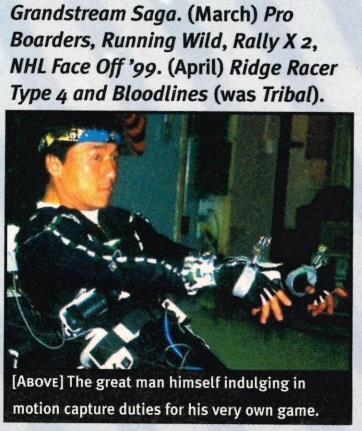
YI-ARSE KUNG-FU!

JACKIE CHAN GEARS-UP FOR PLAYSTATION DEBUT

Well, it looks as though PLAY's campaign to prevent Sony from making the heinous mistake of releasing *Jackie Chan's Stuntmaster* on PlayStation has failed, despite the game not appearing on its release schedule this side of April. We still reckon the game shouldn't see the light of day, but with a deep breath, we'll now sit back and endure it like men! In the meantime, this is what Sony's release schedule is looking like for the next few months: (February) *A Bug's Life*, *The Grandstream Saga*. (March) *Pro Boarders*, *Running Wild*, *Rally X 2*, *NHL Face Off '99*. (April) *Ridge Racer Type 4* and *Bloodlines* (was *Tribal*).



[ABOVE] Jackie Chan starts picking on Twinsun from *Little Big Adventure*. Lay-off ya big bully!



[ABOVE] The great man himself indulging in motion capture duties for his very own game.

ULTIMATE FOOTIE GAME

Welcome to a brand new section in PLAY whereby we lay bare our wild gaming fantasies and reveal the aspects of what would make the ultimate game of a particular genre. We start the ball (ho-ho) rolling with the ultimate football game, and if there are any developers reading this, feel free to rip-off our ideas, they'll sell, we guarantee it!

- *For starters, the ultimate football game would have the graphics of ISS Pro '98. Crisp, detailed and reminiscent of their actual real-life counterparts. We also think that this perspective is by far the most practical around.*

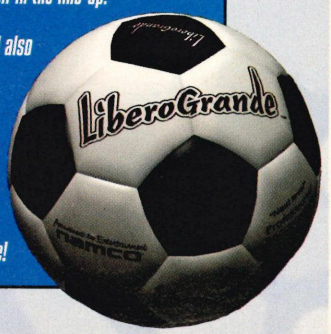
- *The ultimate football game would also have every league club in Europe, even the tiddlers. This would mean that players would have something to work towards. For example, the lower division clubs can get promoted at the end of the season, and the Premier league clubs can compete in Europe. It would also include the domestic cup competitions.*

- *A player training option would give great scope to improve the strength of your team. You could bash buttons to get speed up, have shooting and tackling practice – all of which will boost player stats. This way, if the best players won't progress if they have a crap team of work-shy foreigners!*

- *The control and scoring system would be like that of WLS '99 – thus providing plenty of scoring variations and tricks to learn.*

- *The game could also include a full name edit option and character-design facility. This way you can include any new real-life signings, and even stick yourself in the line-up.*

- *The game could also include a limited amount of managerial elements, so you can scout for new talent and motivate your players if need be!*



FANCY A JOG LUV?

WE ROAD TEST THE FULL FEED-BACK OF THE NAMCO JOGCON

This bizarre creation is the Jogcon, so named because of the jog shuttle control at it's centre like that you find on stereos and VCRs. It's this thick disc of black plastic that makes the Jogcon different from your average joypad – the rest of the buttons all perform the same functions as a basic digital pad. The idea is to place both thumbs on the disc and use it like a miniature steering wheel to drive the cars in the only compatible game at present, *Ridge Racer Type 4*.

Though it doesn't seem like it should be natural to control a car's actions with something that resembles an Oreo™ cookie, in practice it's just so right. The best part is how real force feedback is used to liven up the racing experience. Pah to your vibrating pads, the Jogcon literally pushes back against your movements. An electric motor under the wheel, powered by your PlayStation, produces varying amounts of resistance and travel depending on how heavily you plough into a bend or what speed you are moving at. An example of its sophistication is that when you are completely stationary, the wheel is much harder to turn, but becomes easier as you pull away just like in a real car. It also sways from side to side if you get in a collision and automatically whirrs around to perfect centre at the beginning of a race.

After one awful first race, getting used to the strange sensation of a joypad which seems to be alive in your hands, the Jogcon becomes the only way to play. Lap times plummet, victories multiply, and the joy of driving sky rockets.

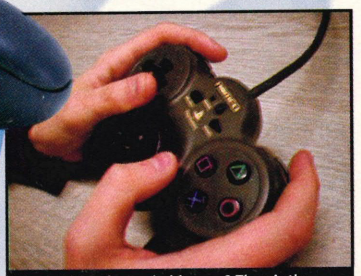
As odd as it seems to recommend a weird imported peripheral which only currently works with one, import-only game, the Jogcon is superb and state-of-the-art.

Thanks to The Video Game Centre (01202 527314) for the loan of the Jogcon!

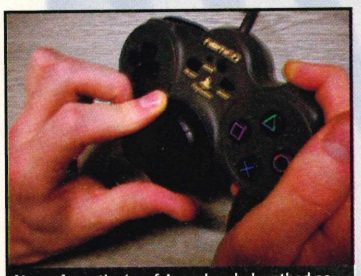




[Above] Behold the new Messiah! Okay, so we were very sceptical of the Namco Jogcon at first, but having actually used one now and experienced the authentic way in which it handles, we love it!



[Above] How do you hold yours? There's the conventional two-fingered approach...



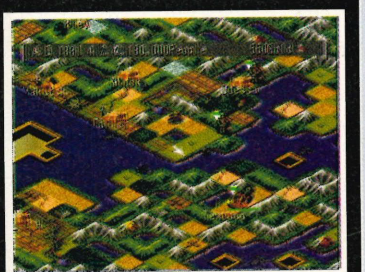
[Above] ...or the 'goofy' one-handed method as favoured by the Editor. The choice is yours!

VERY CIVILIZED!

CIVILIZATION II COMING TO PLAYSTATION IN MARCH

The highly acclaimed, not to mention award-winning, PC strategy game, *Civilization II* is coming to PlayStation in March courtesy of Activision. The game allows players to experience the thrill of creating their own empires and conquering the world.

Created by Microprose, *Civilization* challenges players to build the world's greatest empire through social, economic and political decision-making. The aim being to either dominate this world or colonise another. We'll turn into deranged meglo-maniacs and bring you the full review next month!

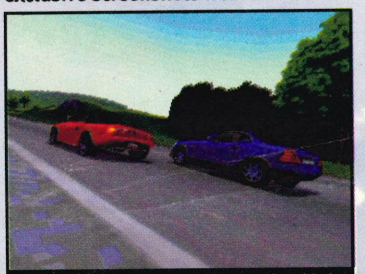


[Above] If this looks like your idea of fun, tune in for a full review of *Civilization II* next month!

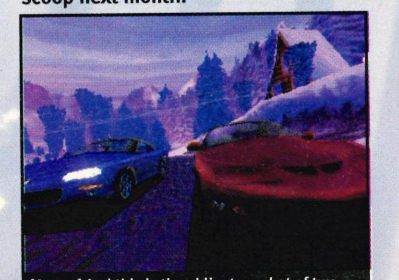
NEED FOR SPEED 4

WORLD EXCLUSIVE SHOTS REVEALED!

Just as this issue of Play was going to press, we managed to steal of couple of world exclusive screenshots from EA for the recently announced *Need For Speed: Road Challenge* game. There are no details as yet, but we'll have the full scoop next month!



[Above] Roadster fans are well catered for with the BMW Z3 and Mercedes SLK.



[Above] And this is the obligatory shot of two cars taken with a stupidly warped camera lens.



OUT NOW...

PlayStation SSS GOLD [ISBN 1-873650-46-9] is the most explosive PlayStation tips book ever created! At over 480 pages, it is the largest collection of full solutions in the world, and includes a FREE memory card – all for only £14.95!



OUT NOW...

PowerStation [ISBN 1362-5047] is now available from all good newsagents priced just £3.95. Issue 31 features guides to *Tomb Raider III* [including cheats!], *Crash 3*, *Apocalypse*, *Rival Schools*, *Wild Arms*, *NBA '99* and many more besides!



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	FIFA '99	EA Sports	EA	91%
2.	Crash Bandicoot 3	Naughty Dog	Sony	91%
3.	TOCA	Codemasters	Platinum	92%
4.	Tomb Raider III	Core Design	Eidos	93%
5.	Grand Theft Auto	DMA Design	Platinum	88%
6.	Brian Lara Cricket	Codemasters	Codemasters	78%
7.	Crash Bandicoot	Naughty Dog	Platinum	84%
8.	Rayman	Ubi Soft	Platinum	87%
9.	Mickey's Adventure	Sony	Platinum	79%
10.	V-Rally	Eutechnyx	Platinum	87%

READERS' MOST WANTED

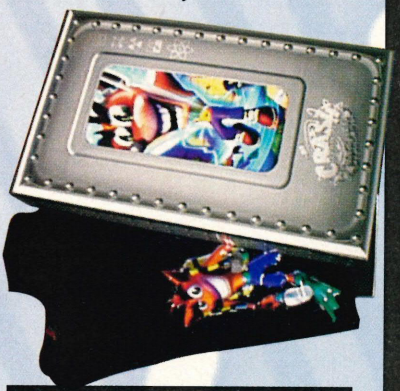
VOTED BY THE PLAY READERS BY FAX, EMAIL OR LETTER...

Pos	Game	Developer	Publisher
1.	Gran Turismo 2	Sony of Japan	Sony
2.	South Park	Iguana	Acclaim
3.	Time Crisis 2	Namco	Sony
4.	Street Fighter EX 2	Capcom	Capcom
5.	Silent Hill	Konami	Konami

BLAG!

FREEBIE OF THE MONTH

We were sent loads free groovy gear over the Christmas period, but the best of the bunch was undoubtedly this rather attractive *Crash Bandicoot 3: Warped* box set. It contained a copy of the game in a fantastic presentation box, as well as a really weird T-shirt with Crash on the front. You want to know the really strange thing? He inflates! Cheers for that Sony!



PLAY CLASSIC RECOMMENDS



Metal Gear Solid [97%]
The best PlayStation game ever!



Crash Bandicoot 3 [91%]
The finest platformer in ages.



FIFA '99 [94%]
Engrossing, fluid, sexy football!



Ridge Racer Type 4 [91%]
Ultra-fast and compelling racer!



Tomb Raider III [93%]
Awe-inspiring adventure game!

PARAPPA 2

RAPPIN' DOG WITH A LOVE FOR FLOWERS RETURNS!

You can teach an old dog new tricks! Everybody was shocked at the insane originality of PaRappa when he came rapping on to the PlayStation in his musical, bendy, two-dimensional debut, now he's back in *PaRappa The Rappa 2: Unjammer Lami*!

Unjammer Lami is the star of *PaRappa 2* and she's somewhat of a diversion from the original. Lami is the lead singer in a rock group called Milk Can, and she travels around impressing bendy, foldy audiences with her two friends Katy The Cat (on guitar) and Mah-San The Mouse (on drums). The main difference between Unjammer Lami and PaRappa is the use of Rock music. Instead of 'gettin-down-to-a-homie-beat' she'll be wailing and screeching enough to make Marilyn Manson take a vow of silence.

Perhaps the biggest difference though is that this game will now have a simultaneous two-player mode! More news soon.



[ABOVE] Mr Pongy-Onion-Head accompanies Milk Can live on stage. Hmm, we can't wait!



SCOOP!

HOT-OFF-THE-PRESS NEWS

The sequel to DeathTrap Dungeon is under construction. The game is being steered more towards RPG elements than the Tomb Raider-style of its predecessor. The name of the game is Citadel of Chaos and is based on the second book penned by Steve Jackson and Ian Livingstone. There were over 50 books in total so this series of games could go very far!

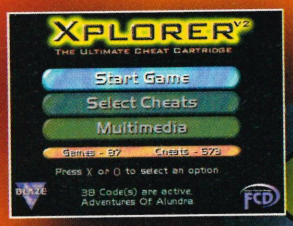
Lethal Weapon 4 could be turned into a shoot-'em-up for the PlayStation. Using the same engine as Time Crisis 2, LW4 could be the smoothest shooter on the PlayStation and if sources are to be believed it will feature virtually no polygons for an ultra-realistic look.

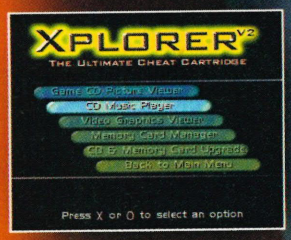
And finally, Capcom is working on a new game utilising the SF Ex engine and featuring mechs – a bit like Zero Divide then!

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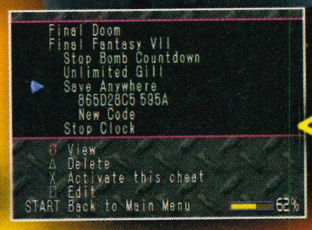
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WIN!

20 COPIES OF

PREMIER MANAGER '99



Not expecting a Valentines card? Well sod that, because we've got something far better to give away. Our chums at Gremlin have emptied their cupboards of software to give 20 lucky readers the chance win a copy of the eagerly anticipated, Premier Manager '99 (review on page 56-57). Each of the 20 prize winners will receive a copy of the game and all you need to do to get down to the intense, but rewarding world of footie management, is answer a simple question...

Which club did Kevin Keegan sign for after quitting German first division giants SV Hamburg in 1998?

1. Darlington 2. Southampton 3. Paragon All-stars

Answers on a postcard or the back of a stuck down envelope to the usual address:

Kevin's Heaven, Play Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS

The Editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or it's sponsors Gremlin may not enter. Your entry should reach us no later than 3 March 1999. All winners will be available in writing from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those illustrated. No cash alternatives, sorry. Are you still reading this? You must bore the pants off your mates...

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(PlayStation Power Nov. 1998)

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(TOTAL PLAYSTATION V3111)

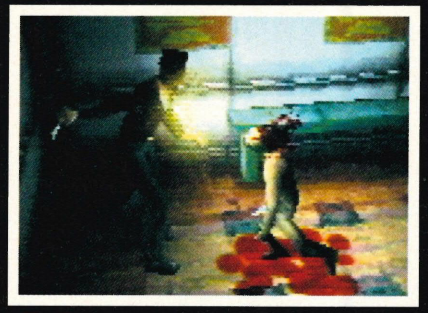
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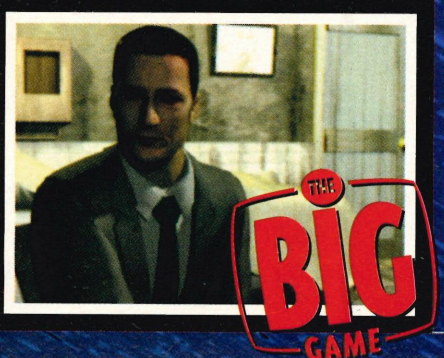
THE GAM

AT THE END OF THE DAY WE ALL WANT TO KNOW ABOUT THE LATEST PLAYSTATION SOFTWARE, AND THERE'S NO BETTER PLACE THAN RIGHT HERE IN PLAY!

SILENT HILL



22 We get the full low-down from Konami on the game that could make Resident Evil 2 look like child's play. Silent Hill is the name, and if you haven't heard of it yet, you will, believe us, you will! Check out the scary screen shots and absorbing plot lines now, but don't have nightmares!



Guide to the Grades

We scrutinise all the games thoroughly, playing each for hours, even days, on end. Then we all get together to discuss the review scores. The individual reviewer also nominates their own personal category for each game. Game elements are scored out of ten, and the game is given an overall rating out of 100%.

90-100 If a game scores this highly it's an essential purchase and receives the PLAY Classic logo as a stamp of approval.

85-89 We recommend these games as they are fun, lasting and value for money.

76-84 A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Worth considering.

51-75 These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal.

36-50 Games that should be avoided by everyone except die-hard fans and masochists.

0-35 Complete tripe. Be warned, these are games that are liable to induce severe depression!

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.


One Player Only
eg *Resident Evil 2*


Multiple Players
eg *ISS Pro '98*


Steering/Analogue
eg *Colin McRae Rally*


Multi-Tap compati


Mouse compatible


Uses A Memory Card (for save games)


Split-Screen
eg *Bust-A-Move 2*


Link Cable Compatible
eg *Formula 1*


Light Gun
eg *Time Crisis*

Dual
eg *Gra*

ES

The GAMES THAT Time Forgot

You'll see this ominous logo every time a game's publisher tries to sneak a game out onto the streets without us seeing it first. This is often a deliberate move and one that occasionally means the game is rushed or of poor quality.

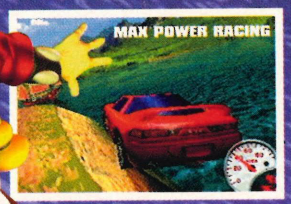
PLAY REVIEWS

NOBODY DOES IT BETTER. PLAY REVIEWS ARE THE ONLY PLACE YOU SHOULD TURN IF YOU WANT ADVICE. NEVER BUY A GAME WITHOUT SEEING WHAT WE GAVE IT FIRST.

METAL GEAR SOLID 36
SF ZERO 3 38
ERHGEIZ 44
MONKEY HERO 48
PRO BOARDERS 52
PRO PINBALL 54
PREM MANAGER 56
RALLY CROSS 2 58
VIVA FOOTBALL 60
PRO BOWLING 62
MAX POWER RACING 64







WORKSTATIONS

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SILENT HILL 22
There's eerie goings-on in the sleepy, backwater town of Silent Hill!
RC STUNT COPTER 28
DRIVER 30





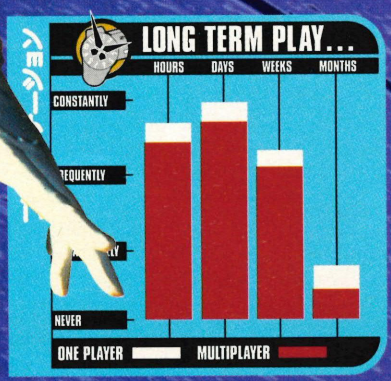


WIRED UP

A BUG'S LIFE 88
RETRO FORCE 89
POPULOUS 89
POINT BLANK 2 90
TAI FU 92
MONSTER SEED 92
LOK: SOUL REAVER 93
CHAMPION'S LEAGUE 94
MONACO GRAND PRIX 94
RAINBOW SIX 96
BIG AIR 96
RIDGE RACER TYPE 4 97
TANK RACER 98
SYPHON FILTER 98

Challenge Box

This designed to show you instantly how long a game will last based on the review. The one player game (in red) will more often than not be lower than multiple players because it's more fun playing a friend than the computer.



PLAY magazine Issue 45 1999

BE AFRAID. BE VERY AFRAID. IN SILENT HILL, NOBODY CAN HEAR YOUR INTESTINES SPILL OUT. RESIDENT EVIL WAS A COMEDY SKETCH COMPARED TO THE SICK AND TWISTED VISION THAT KONAMI HAS CREATED...

SILENT HILL

Written By TOM SARGENT

The insane investigative antics of four teenage sleuths and a Great Dane called Scooby have got a lot to answer for. Okay, Velma didn't exactly rock the fashion world or get to sneak off behind the curtains for a bit of slap and tickle with Fred, but she always managed to find the crucial scrap of evidence which lead to the inevitable arrest of the only oddball character in the episode and subsequent confession that, "If it hadn't been for those meddling kids" he'd have gotten away with it. It was scary stuff – who didn't fill their trolleys as the latex rubber bloke-in-a-suit hovered menacingly over the hapless heroes Shaggy and Scooby as they cowered submissively in the corner?

The lure to be scared half to death is a strong one, otherwise we wouldn't spend so much time watching vampires hissing and zombies groaning in low-budget horror flicks. Odd then that there's been hardly a sniff of the brown trouser material on the PlayStation. There is one exception of course – the brain splattering, stomach-churning *Resident Evil* games. It's the undisputed digital benchmark for all things rancid and corpse-ridden, and responsible for turning

continued >

Blueprint

- Publisher: **Konami**
- Developer: **In House (Tokyo)**
- % Complete: **70%**
- Exp. Release Date: **June '99**
- Origin: **Japan**
- No. of Players: **1**



L

THE BIG GAME



[Above] Stay on the path, and for God's sake don't stray off...

SOFTOGRAPHY

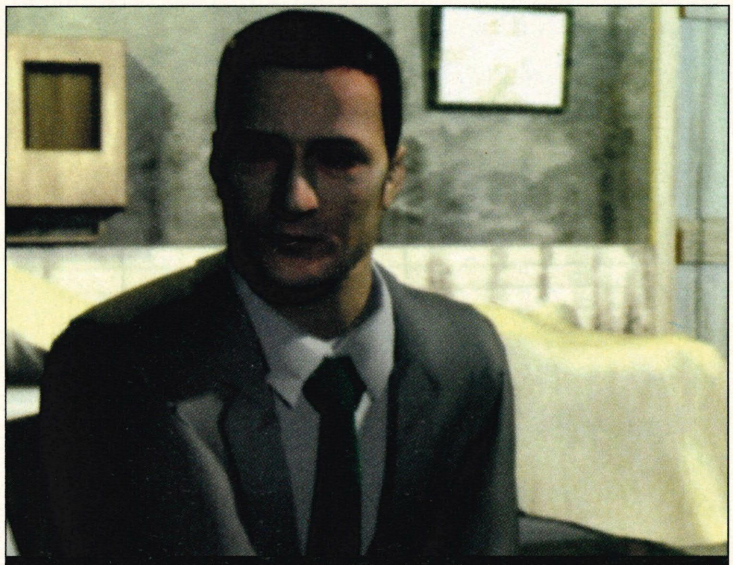
THIS IS THE TEAM'S FIRST PLAYSTATION PROJECT



continued> cheerful, happy-go-lucky gamers into gibbering idiots. These poor saps have been to hell and back, but enjoyed it! When you scrutinise the *Resident Evil* phenomenon from a purely technical point of view though, there isn't really any ground that hasn't been trodden before by other games.

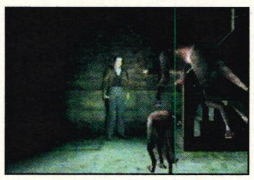
JIMMY HILL

It's more the fact that the subject matter – that of freakish genetic mutations leaping out of the darkness and gnawing your face off as you frantically try to reload a weapon – is both disturbing and compelling. *RE* created an atmosphere like no other game and as such spawned a niche genre all of its own. Add to this a fantastic unravelling plot, spooky soundtrack with dramatic camera angles and it begs belief that somebody, somewhere, didn't think of creating a game based on zombie dismemberment years ago.



[Above] Harry Mason is looking tense. He's lost his daughter, suffered a bruising car crash and is stuck in a backwater town full of skinned babies wielding knives. Wouldn't you be?

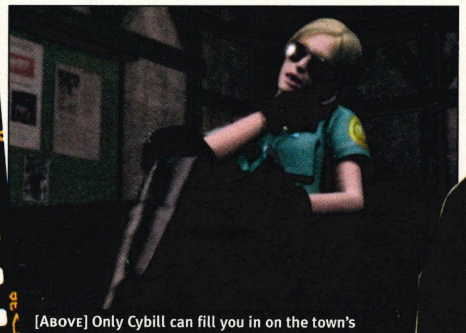
Prepare yourselves for a far more terrifying experience... that is Silent Hill...



Konami, in its infinite wisdom, has realised the potential of this adult-oriented subject matter and intends to put the final nail in the coffin of Capcom's dominance with a game so dark and harrowing that players run the risk of ending up clinging to the walls of a padded cell dressed in nothing more than a nappy.

Silent Hill is not a game for the faint-hearted, the Japanese programmers at Konami's Tokyo HQ are hoping to bombard the player with morale-sapping psychological terror as opposed to the more in-yer-face shock tactics used to such good effect in the *Resident Evil* series. In other words prepare yourselves for a far more terrifying experience, and, given the subject matter, one that should happily maintain the bed-wetting for the foreseeable future.



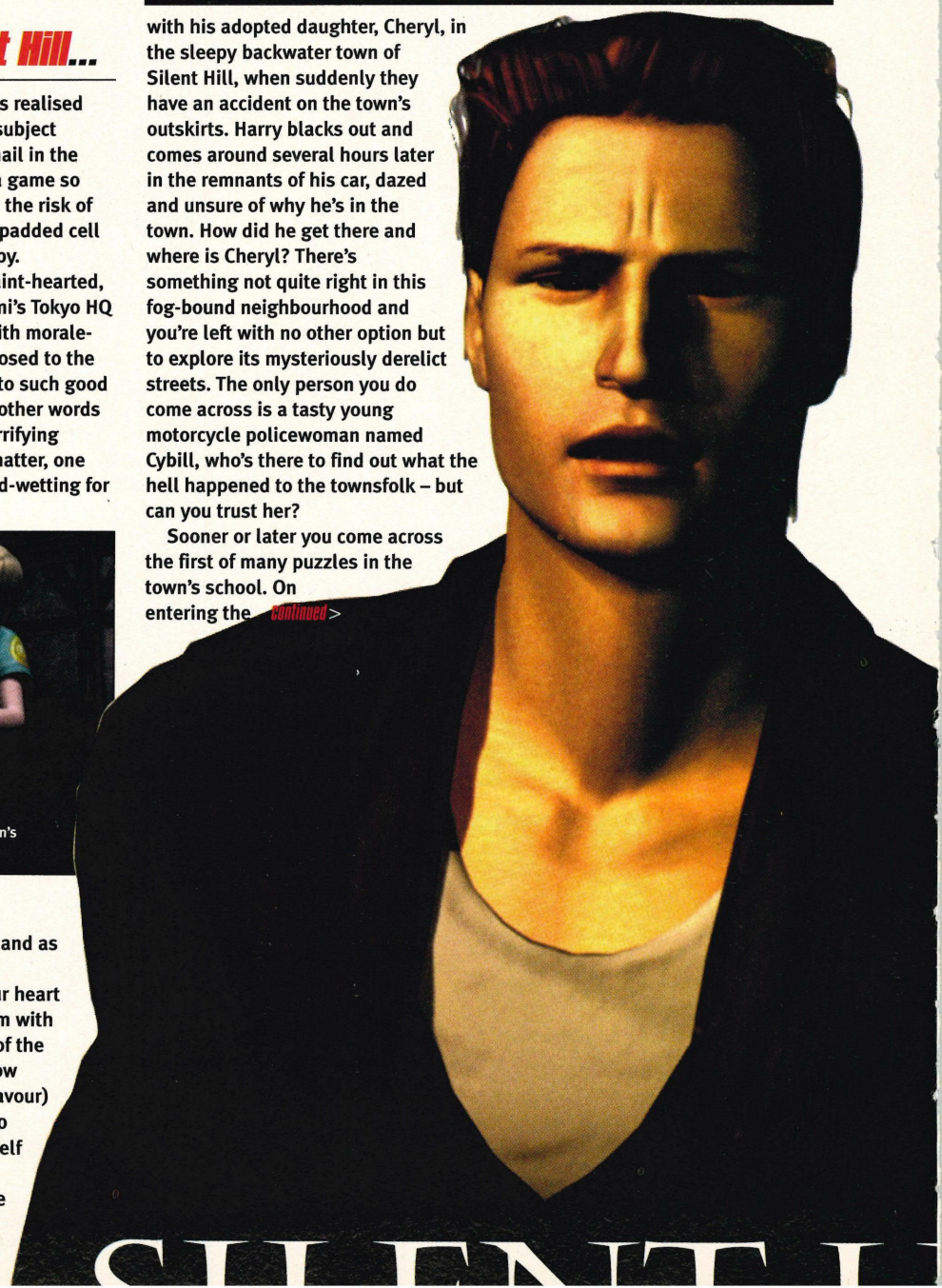


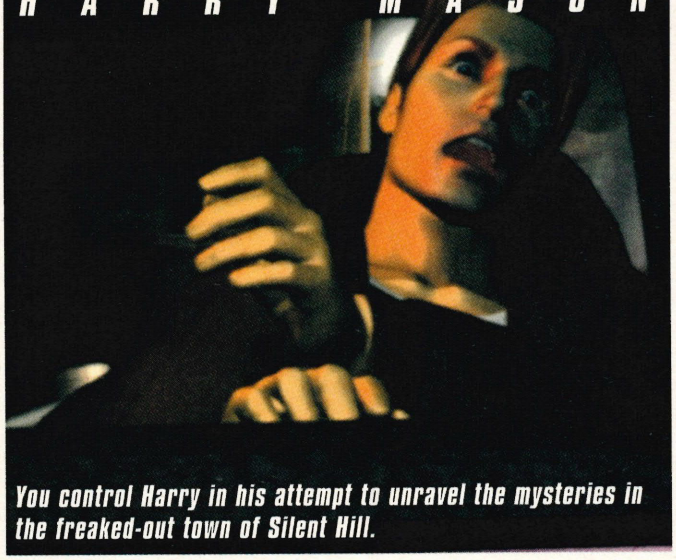
[Above] Only Cybill can fill you in on the town's seriously disturbing goings on.

DAMON HILL

Silent Hill is heavily plot-driven and as such provides the player with an atmosphere so palpable, your heart will be beating like a tribal drum with every uncertain twist and turn of the story. Harold 'Harry' Mason (now there's a detective's name to savour) the leading protagonist, has no idea of what he's getting himself caught up in. He was looking forward to a bit of quality time with his adopted daughter, Cheryl, in the sleepy backwater town of Silent Hill, when suddenly they have an accident on the town's outskirts. Harry blacks out and comes around several hours later in the remnants of his car, dazed and unsure of why he's in the town. How did he get there and where is Cheryl? There's something not quite right in this fog-bound neighbourhood and you're left with no other option but to explore its mysteriously derelict streets. The only person you do come across is a tasty young motorcycle policewoman named Cybill, who's there to find out what the hell happened to the townsfolk – but can you trust her?

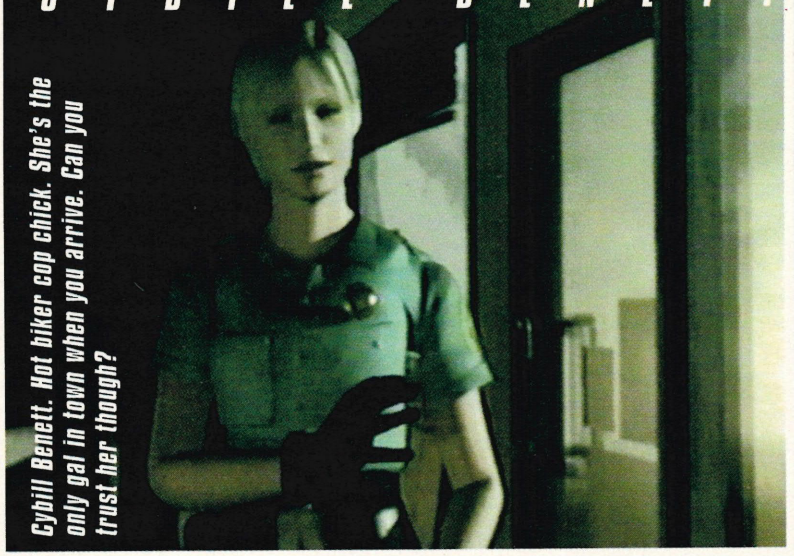
Sooner or later you come across the first of many puzzles in the town's school. On entering the continued>





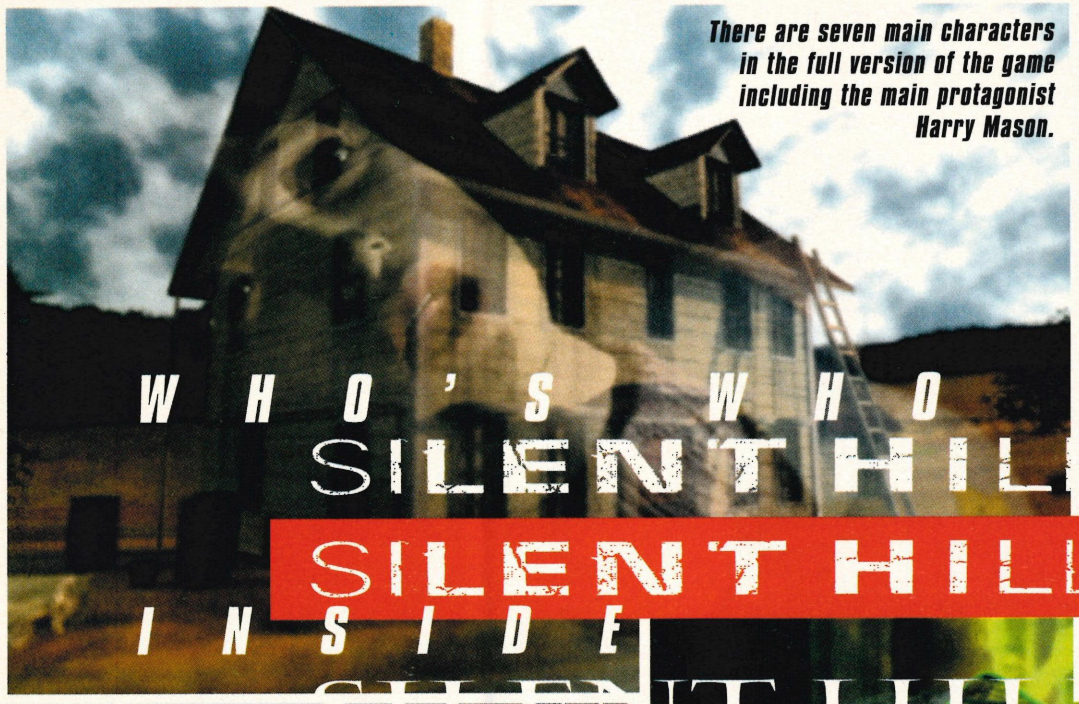
HARRY MASON

You control Harry in his attempt to unravel the mysteries in the freaked-out town of Silent Hill.



CYBILL BENETT

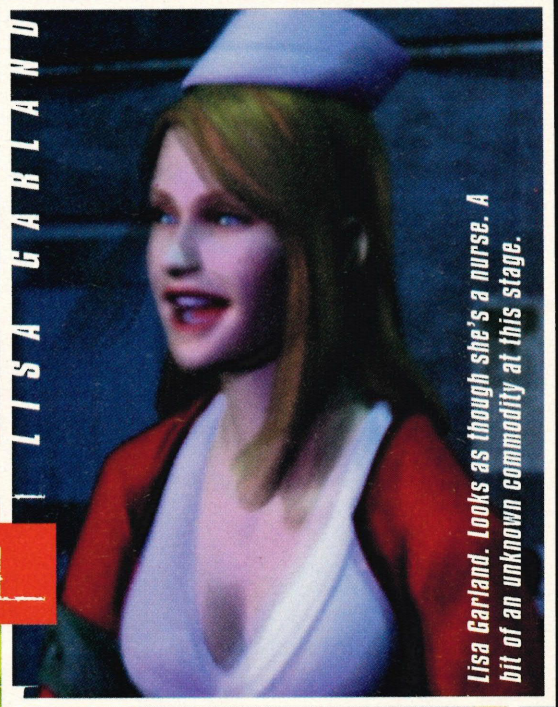
Cybill Benett. Hot biker cop chick. She's the only gal in town when you arrive. Can you trust her though?



There are seven main characters in the full version of the game including the main protagonist Harry Mason.

WHO'S WHO SILENT HILL

SILENT HILL INSIDE SILENT HILL



LISA GARLAND

Lisa Garland. Looks as though she's a nurse. A bit of an unknown commodity at this stage.



CHERYL MASON

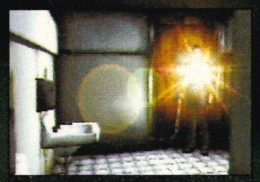
What the hell has happened to your adopted daughter? Only you can find out.



'WEIRD OLD HAG'

Weird old hag. Stay well away, she's possessed. Perhaps you refused to buy some 'lucky pegs' from her.





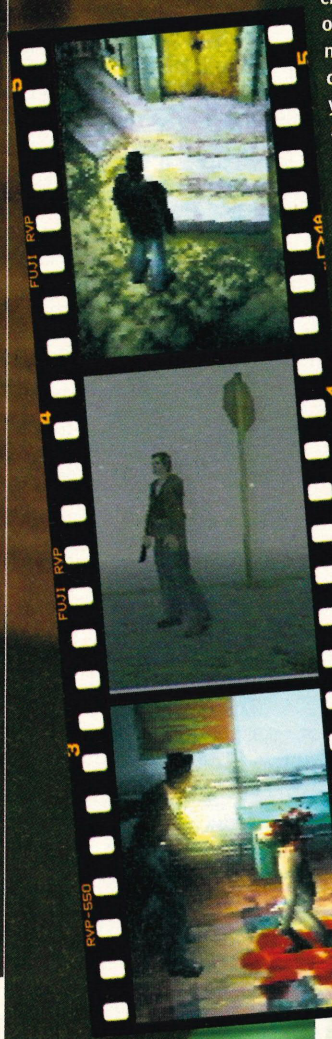
[Above] The flashlight will show off the superb real-time effects.

continued > biology lab, Harry finds a statue of a hand clutching a gold medallion, which he can't pick up. Only by pouring concentrated acid onto the hand can he get to this vital item. And so begins one man's worst nightmare in a world stalked by an unimaginable demonic terrors...

HANK HILL

The target audience for *Silent Hill* is ostensibly geared towards those who flocked to buy *RE 2*, so a familiar interface and control system has been implemented with the action viewed from a third-person perspective. Everything bar the unbelievably realistic computer generated cut-scenes have been created using time polys, but you simply won't believe the attention to detail lavished upon each living, breathing character – CG designer Takayashi Sato has allegedly spent the last couple of years (minus an hour or two for sleeping and eating) single handedly perfecting everything from realistic lip-synching to defining muscle tissue over bone structure, the result of which should be the most stunning 20 minutes of FMV footage ever seen. *Resident Evil 2* might have looked spectacular, but the characters and scenery were static and pre-rendered. For the ultimate feeling of immersion all rooms and backgrounds in *Silent Hill* have been rendered in moody real-time, with the scenery shifting and scrolling as you move – it's designed to provoke an emotional response and to scare the soiled pants off you. The AI should kick ass too, with enemies who home in any visual or aural stimuli. Switching off your flashlight will reduce the chance of them finding you, but don't be surprised if they burst through a crumbling wall...

Silent Hill is going for the jugular... ensuring that the player suffers unending tension...



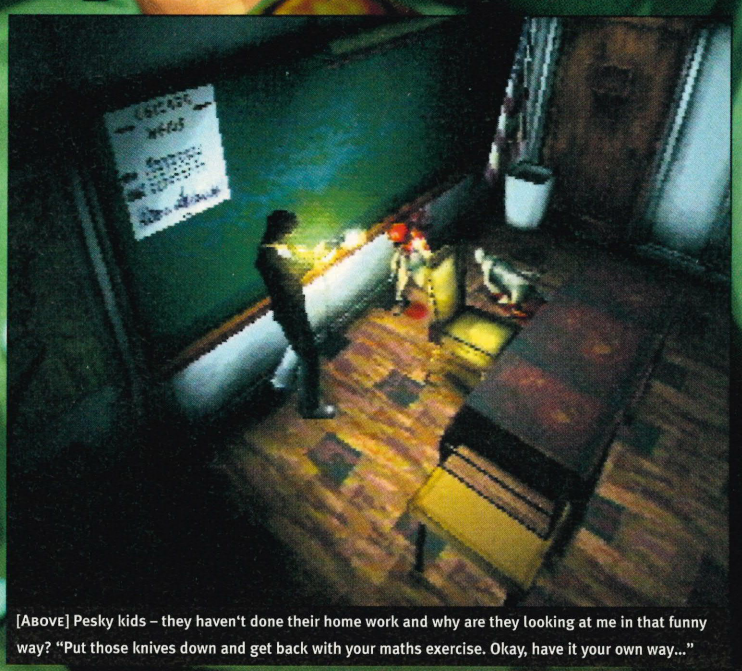
GRANGE HILL

If the thought of fighting skinless, knife-wielding babies or traversing through a dark portal to an alternative demonic dimension inhabited by pure evil isn't enough to make you puke into a bucket, perhaps the inclusion of a Dual Shock pad option which simulates your beating heart as impending danger approaches will. Either way, *Silent Hill* is going for the jugular, using every trick in the book to ensure that the player suffers unending tension and emotional trauma throughout.

Can it oust the mighty *Resident Evil 2* and take the genre to new heights of terror? There's still work to be done, particularly on the control and animation routines, but fingers crossed it should deliver the goods in spades. We'll reserve judgement until our nerve ends have been shredded after playing a special two-level demo courtesy of Konami. Until that time don't have nightmares, as we'll bring you more news in a full preview next month.







[Above] Pesky kids – they haven't done their home work and why are they looking at me in that funny way? "Put those knives down and get back with your maths exercise. Okay, have it your own way..."

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Crash Bandicoot 1, 2, & 3
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Dead or Alive
Death Trap Dungeon
Descent
Descent Maximum
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Die Hard 1, 2, & 3
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NBA Zone 1, 2 & 98
Need for Speed 1, 2 & 3
NFL Face Off 97 & 98
NFL Gameday 97, 98 & 99
NHL 97 & 98
NHL Breakaway 98
Nightmare Creatures
Nuclear Strike
One
Pandemonium 1 & 2
Panzer Bandits
Parappa the Rapper
Pitfall
Pitfall 3D
Porsche Challenge
Poy Poy
Premier Manager 98
Pro Pinball
Project Overkill
Psychic Force
Rage Racer
Rally Cross
Rapid Racer
Rascal
Ray Racers
Ray Storm
Rayman
Reboot
Resident Evil 1 & 2
Resident Evil: Director's Cut
Return Fire
Ridge Racer
Ridge Racer Revolution
Rise of Robots 2: Resurrection
Riven: The Sequel to Myst
Road Rash
Road Rash 3D
Rosco McQueen
San Francisco Rush
Shadowmaster
Shellshock
SimCity 2000
Skull Monkey
Soul Blade
Soviet Strike
Spawn
Speed Racer
Speedster
Spice World
Spider
Spot Goes To Hollywood
Spyro the Dragon
Star Fighter
Star Gladiators
Steel Harbinger
Steel Reign
Street Fighter Alpha 1, 2 & Ex Plus Alpha
Street Racer
Suikoden
Super Puzzle Fighter 2 Turbo
Swagman
Tekken 1, 2 & 3
Tempest X3
Tenchu
Tennis Arena
Test Drive 4, 5 & Off Road
Tetris Plus
The Incredible Hulk
The Lost World
Theme Hospital
Theme Park
Three Lions
Tiger Shark
Time Commando
Time Crisis
Tobal No. 1 or 2
TOCA
Tokyo Highway Battle
Tomb Raider 1, 2 & 3
Tommi Makinen Rally
Toshinden 1, 2 & 3
Total Drivin
Total Eclipse Turbo
Total NBA 97
Treasures of the Deep
Triple Play 97, 98 & 99
Tunnel B1
Twisted Metal 1, 2 & 3
Victory Boxing
Vigilante 8
VR Baseball 97
VR Powerboat Racing
V Rally
Vs
V Tennis
War Games
War Gods
War Craft 2: Dark Saga
War Hammer: Dark Omen
Warhawk
WCW Nitro
WCW Vs the World
Wing Over
Wipeout
Wipeout 2097
World Cup 98
World League Soccer 98
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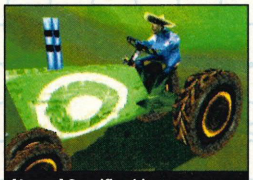
RC STUNT COPTER

Written By TOM SARGENT

Innovation is no stranger to the PlayStation. Over the last year, players have been treated to concepts so fiendish and absorbing, that they make a mockery of the deriders who preach that originality is dead. *Parappa The Rapper*, *Abes's Exoddus*, *Music* and the seminal *Metal Gear Solid* are prime examples. We're sorry, but the industry has never been so vibrant and our humble little 32-bit box of tricks always seems to be at the leading edge. *RC Stunt Copter* is yet another title from the highly productive stable that brought us *Earthworm Jim* and fabulous *MDK*, and it's going to get you in a spin.

Blueprint

- Publisher: Interplay
- Developer: Shiny Entertainment
- % Complete: 60%
- Exp. Release Date: May '99
- Origin: US
- No. of Players: 1-2



[Above] Specific objects are targetted for your attention.

SOFTOGRAPHY

EARTHWORM JIM
EARTHWORM JIM 2
MDK
WILD 9
MESSIAH

CUNNING STUNT

Establishing yet another new genre (can you think of another game that lets players take control of a remote-controlled helicopter?) this game removes the pain of sweeping up the remnants of a real model from someone's back garden while trying to explain why their pet cat has been caught up in the rotor blades and reduced to mincemeat. *RC Stunt Copter* has been through some big changes since the first 'box-with-perfect-physics'. Does it still fly like the real thing?

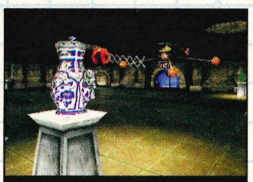
"It depends on how well you complete the training missions," explains Dave Perry, the mastermind behind many a great game and head honcho of the project. "See, if you're lousy in training, we adjust the difficulty level on the fly and make the copter controls more arcade like. But, if you master the training missions, then it'll fly just like the real deal. This makes the game accessible and challenging to casual and hard-



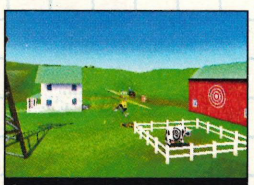
[Above] "Oi aam a ciderrr drinkerr!" Every assault course had a number of targets designated. The 3-D arrows help you to negotiate each one in the right order. Naturally, they become trickier as you progress.



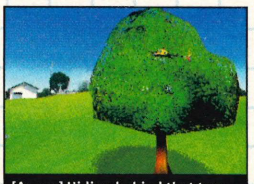
[Above] The camera automatically compensates for your actions.



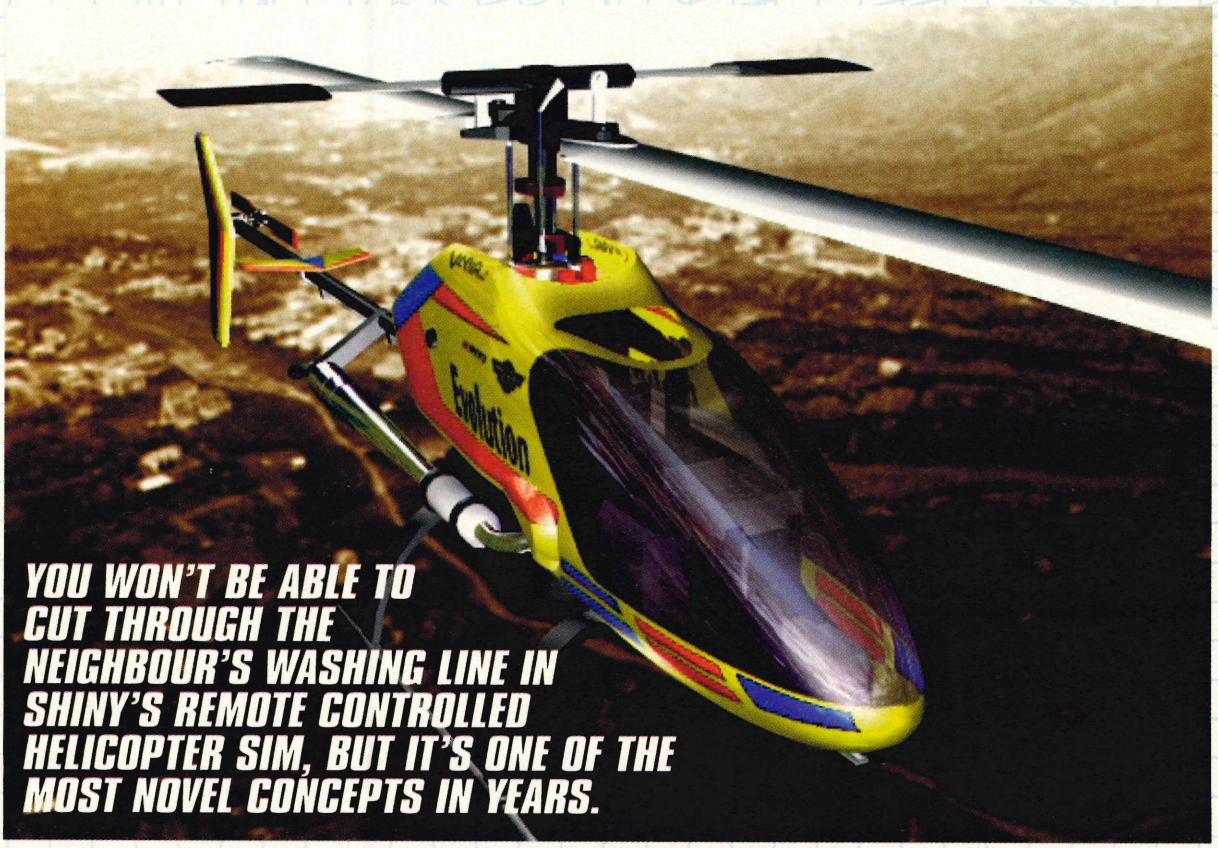
[Above] Smashing. Take out these Ming vases with a boxing glove.



[Above] Just another day, down on the farm with a Damian Hurst cow.



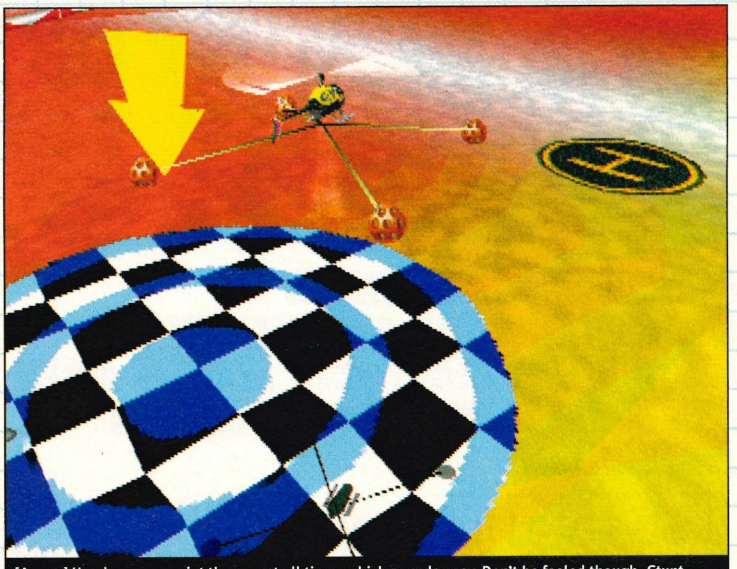
[Above] Hiding behind that tree won't do you any favours at all.



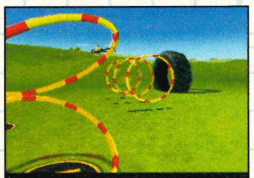
YOU WON'T BE ABLE TO CUT THROUGH THE NEIGHBOUR'S WASHING LINE IN SHINY'S REMOTE CONTROLLED HELICOPTER SIM, BUT IT'S ONE OF THE MOST NOVEL CONCEPTS IN YEARS.



[Above] This is a fun park consisting of giant roller coasters, giant plastic burgers and little kids floating around with balloons. You need to pop those balloons before the little tykes float of into orbit.



[Above] Handy arrows point the way at all times which sounds easy. Don't be fooled though, *Stunt Copter* is one of those games that's darned tricky to master and will keep you absorbed for hours.



[Above] The N64's *Pilot Wings* appears to have influenced things...

core gamers alike." But surely working on something like *Messiah* must diminish your interest in trivial stuff like radio-controlled copters?

"RC copters, trivial?" he enthuses. "It's a labour of love for me! That's why I started this project, because it was something that I really wanted to."

RCSC is a game which requires "skill, speed, artistic ability in stunt performance and

"RC Stunt Copter looks accessible and challenging to casual and hard-core games..."



[Above] Balloons feature prominently in *RC Stunt Copter*.

strategy..." with just enough room for showing off. You're handed six degrees of freedom as opposed to driving's two and *RCSC* consequently offers a fun training system which eases you into the initially tricky controls from the comfort of a practice area. Before long, players can spread there wings and dive into the tricky, but infinitely more rewarding series of 3-D aerial tracks, with 3-D arrows marking the way around various assault courses. Containing 'simple' tasks such as collection, destruction, avoidance and negotiation through hoops, players must learn the fineries of strategy and control, but impressing the commentator with suicidal stunts is paramount too, or he's likely to shower you with sarcastic comments. No pressure then.

There's added interest with the inclusion of a handful of dreamy modes including Inverted 3-D aerobic and free flight, competition, mission, plus the all-out arcade action. Humour is also going to play a role as you botch up your stunts or simply lose control – when the copter hurtles into a barn or careers into a field of grazing sheep.



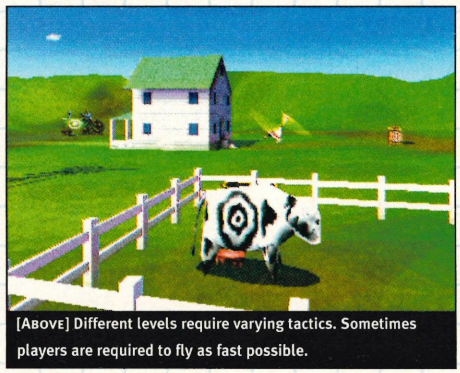
[Above] As you can see, the locations are generally quite stunning. Time and painstaking effort has been put into ensuring that the player uses a combination of strategy, speed and pad dexterity to win.

CRASH TEST

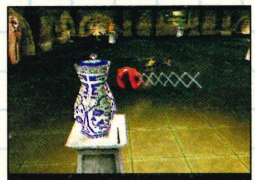
RC Stunt Copter is another highly original game, but after becoming known for it, it must be getting harder to come up with original ideas?

"We have lots of ideas, it's just time... that's the bitch," ponders Dave. "When you make funky new games, they go through tons of changes as you find the best control systems. It's R&D all the way... so I won't be able to get my pottery simulator running for quite a while yet."

With music by Tommy Tallerico – one of the industry's leading lights and all those juicy modes to tinker with, *RC Stunt Copter* should provide hard-core gamers and novices with an innovative and amusing challenge. A propeller-head's dream come true? You betcha. Keep your head in the clouds until then...



[Above] Different levels require varying tactics. Sometimes players are required to fly as fast possible.



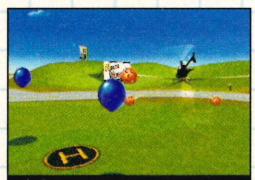
[Above] You never know what your copter will be armed with next.



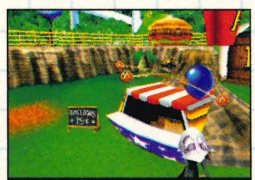
[Above] Quickly pop that balloon before the kid floats off.



[Above] Weird, this looks like a crop circle. Where are the aliens?



[Above] The training ground is a great place to begin.



[Above] Food, toys and bags of fun... what a great game.



DRIVER



[RIGHT] The cops aren't entirely blame free in Driver either!



DESCRIBED AS COMBINING THE EXCITEMENT, SPEED AND REALISM OF DESTRUCTION DERBY WITH CLASSIC MOVIE CAR CHASES, THIS BAD BOY SOUNDS IRRESISTIBLE.

For months now we've been bringing you news of the latest 'crim' sim *Driver*, which looked simply incredible but was without any kind of publisher to get the game into your eager little palms. Our prayers have been answered, because GT Interactive (who recently brought us *Abe's Exoddus* and *Duke Nukem: Time To Kill*) fought off what must have been fierce competition from the other big companies to claim *Driver* as its own. Having a killer piece of software such as *Driver* but no publisher is like Pink Floyd penning The Wall without a record contract.

Blueprint

- Publisher: GT Interactive
- Developer: Reflections
- % Complete: 85%
- Exp. Release Date: 26 March
- Origin: UK
- No. of Players: 1



"Handbrake your smoking tyres between ordinary civilian drivers in Driver..."

SOFTOGRAPHY

DESTRUCTION DERBY
DESTRUCTION DERBY 2

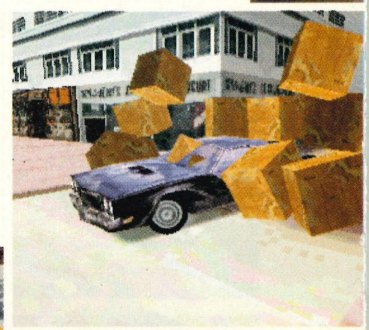


However, big business has already reared its head within the structure of *Driver*. Originally, the player was to take on the role of a getaway driver in the game's four cities, screaming through red lights and down side streets without a thought for public safety. Great, we thought, the second ever game on PlayStation where you get to be very, very bad instead of predictably fighting for the forces of good. A suspicious twist has been added to the plot, however, that coincides with the signing of the title to a big label. Now you still do all those things, but as undercover cop Tanner, meaning you are a good guy after all.

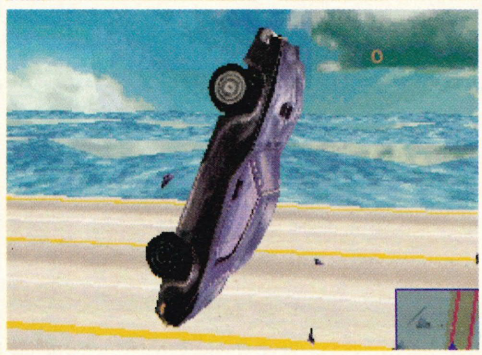
[ABOVE] Real-time impact damage appears with each careless prang. [BELOW] What would a car chase be without empty boxes to crash into?

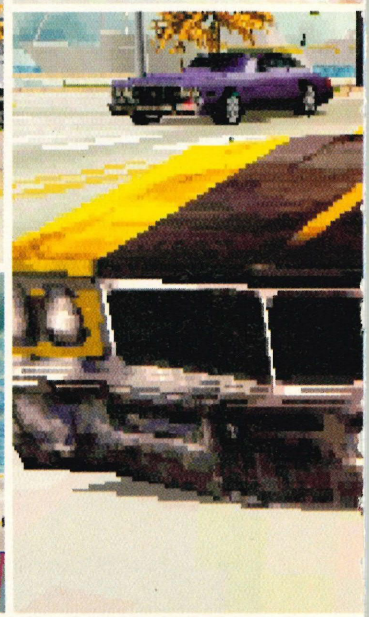
TRAIL FINDER

Before you get to the end and inevitably bust your criminal acquaintances though, you'll still have hours of devilish fun with them on the wild side of life. Within the equivalent of 20 to 30 miles of streets in each of the four locations of Miami, San Francisco, Los Angeles and New York City, complete freedom is yours. Get caught up in











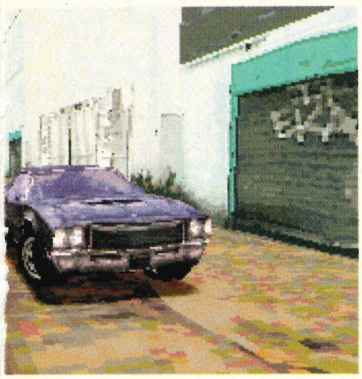
The side streets provide your passage to freedom if you remember where they are and where they lead. Don't end up in the river, will you?







Poor old law-abiding civilians who just want to get to the store for a bag of Reese's Pieces become your victims in Driver.



movie-style police chases, where you handbrake turn your smoking tyres between ordinary civilian drivers and try anything, everything, to get the heat off your tail. Peel into tight, trash-filled alleyways or dim multi-storey car parks in the hope that you'll lose the AI-driven cops to maintain your cover and live another day in the wonderful criminal underground.

The inherent feeling of naughtiness felt while playing *Driver* is partly down to the realistic, unsuspecting and quiet locations through which you bring wailing sirens, auto accidents and general chaos. Those at developer, Reflections gleefully report they are, "Pleased with the way we have simulated a real living city, with people walking around, civilian cars driving, stopping at the fully working traffic lights. Also, there are lots of realistic effects such as litter, leaves and so on, that get picked up by the wind and blow around. There is even smoke from the exhaust. It is actually quite interesting to just park up your car and watch the world go by."



[ABOVE] Your choice of getaway vehicle will make or break the job.

UNDERGROUND

With attention to detail like this, the game's innovative direct-your-own-car-chase option will certainly look the part. By plotting the position of replay cameras then applying a range of classic cinematic devices to them, you can shoot a hectic car chase with you as the star. Each shot can be fixed position, moving, focus-changing, locked to specific cars, inside cars, panning – "almost anything seen in a film car chase," say the folks at GT Interactive. If that all sounds like too much work when you're supposed to be just having fun, the game can auto-direct the whole thing for you. Watch out *Bullitt*!

We are truly looking forward to this one, and honestly can't wait for that review copy to drop through the door...

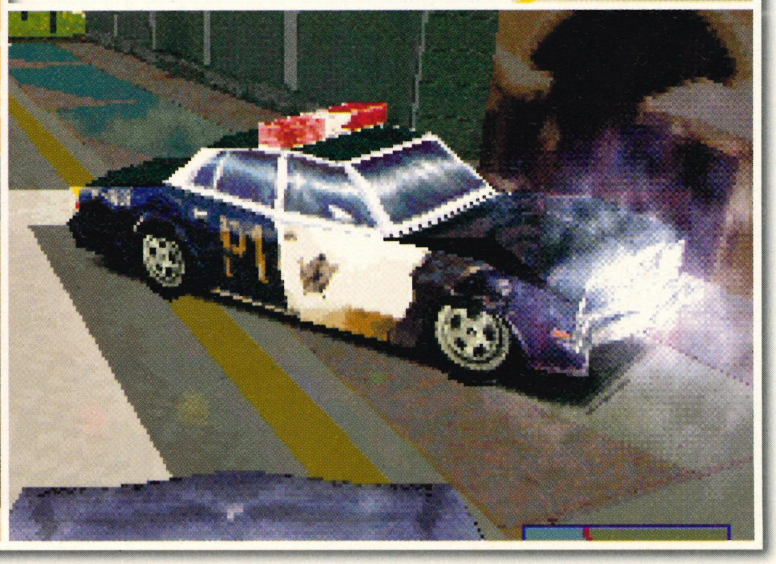
[BELOW] Get to know the streets or destroy the car in the confusion. [BOTTOM] The only good cop is a dead cop, somebody once said.







Things are suitably spiced up by the presence of movable roadside objects, like these traffic cones, hazard signs and oil drums.



SONY DREAM MACHINE

OH, WHAT POWER!. WITH THE ORIGINAL RECENTLY CLOCKING UP ITS 50 MILLIONTH SALE, SONY HAS TIME AND CASH TO GET ITS PLAYSTATION 2000 MACHINE RIGHT. BUT WHAT WOULD THE DEVELOPMENT COMMUNITY LIKE TO SEE? INDUSTRY TRADE-PAPER MCV ASKED AROUND...

Written By DAVE ROBERTS

Charles Cecil
Revolution Software



Aggressive pricing and timely release. Launch in Japan in November 1999 and in Europe in March 2000 at a price of €299. Sony mustn't make the mistake of having 12 months between domestic and international roll-out. I'd love to see a new look to games. Higher order surfaces, even if this is then translated internally to polygons. This would help to start breaking away from the flat polygonal look. Provide better support for lighting and shadows to allow us to create more atmosphere and more realistic and dynamic environments in games.

Full specification DVD drive. Smart and aggressive marketing would encourage non-gamers to purchase the PlayStation II as their DVD player. And since they then become able to play games, they could be educated to do so. At last we would have the opportunity to reach the real mass market.

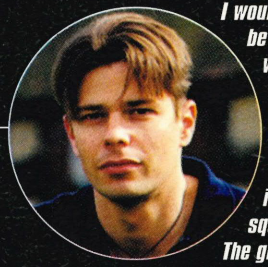
Sony must include a high specification modem as standard. Not only is Internet access provided, but there is the potential to become one of the major 'set top box' players. Smart Agent software would allow you to interface with the Internet as well as controlling your (Sony-compatible) equipment – the TV, Video Recorder, CD player etc. A television programme could be watched in one window while surfing the Net on another. The video recorder could be programmed from a display on the TV screen rather than having to interpret obscure messages using an instruction manual. Voice recognition software and hand-writing recognition could be included – the possibilities are boundless!

On the assumption that the delivery media is CD (DVD) then provide a fast read/write media – effectively a replacement for the hard drive on a PC. This would help memory intensive games, as well as allowing greater flexibility for wider applications. Also, it would feature 32 Meg RAM and 8 Meg fast VRAM, so that the console has no compromises over the equivalent PC games.

Consumers would come to trust Sony if the new machine was backwardly compatible with the original. If they were able to keep their old games, they would be likely to maintain their allegiance to Sony

rather than switch to an alternative platform. The price of PlayStation I games would drop, and effectively become the budget range for PlayStation II owners. Finally, a killer application. I am sure that Revolution can sort that aspect out!

Gavin Raeburn
Codemasters



Firstly, it will probably be called the PlayStation 2000, and will retail at under £200 or whatever price point the Dreamcast is retailing at when Sony's big launch-day comes.

There is no technical reason why the PSX 2 could not be backwardly compatible. The PSX 1 could be emulated quite easily on the PSX 2, so the only cost overhead should be the man hours spent in writing the emulator. Sony may decide against this, however, if they want the PSX 2 to appear to be all new and powerful, but I personally think it would be a good move. With most gamesplayers already owning a PSX, knowing the new machine you were about to buy could also play your vast stock of original PlayStation CDs would be enough, I'm sure, to sway you towards the machine.

Even if the PSX 2 itself isn't backwardly compatible with the PSX 1 at launch, it is only a matter of time before the software to do it is released (including on the Dreamcast!) In fact, Sony could probably make millions selling this alone!

Some anti-piracy system is essential. In my opinion, it is only a matter of time before games companies are forced to stop production of blockbuster 'AAA' titles for the PlayStation. Piracy is rising exponentially, and sales are being hit. Allowing 'Cheat code' debugging cartridges to be plugged into the PSX 2, like you can on the PSX 1, or allowing the CD security system to be bypassed by anyone with a GSCE in electronics doesn't even bear thinking about. Listen up Sony!

I would guess that the main processor would be running at around 200 megahertz. This would be a RISC processor with all the lovely niceties you would expect these days – instruction caches (in fact caches for everything!) matrix multiplication's in one or two instructions, instruction prediction, square root on the chip and so on.

The graphics chip is going to feature all the latest goodies like dual texturing, bump mapping, real-time compression, and hopefully onboard transformation capabilities to take some of the load off the main processor. I would guess MPEG-2 will be on the graphics chip.

There will also hopefully be 32 or 64 channel sample playback, real-time sample decompression, basic synth capabilities (such as filters) and onboard sounds – like most modern PC sound cards. It would be nice to see just one block of RAM for all PSX processors – sound, graphics, main memory. That way you could just split depending on the needs of each application. If that doesn't happen, then I would guess either 16 meg main memory, 8 meg for graphics, 2 meg for sound. Two TV output ports would be good, so you could avoid having to use a split-screen for two players! Modem capabilities, so you could plug the PSX 2 into the wall or a direct link to another PSX 2. I'm sure the PSX 2 will have this as standard with the Dreamcast already having it. Four pad ports (or possibly controller chaining to save cash) with one analogue pad included with the deck as standard. Plus Scart, phono and RF. Almost certainly DVD, and capable of playing normal CDs too.

Finally, it'll be launched just in time for the new millennium. It's just too good a tie-in to miss!

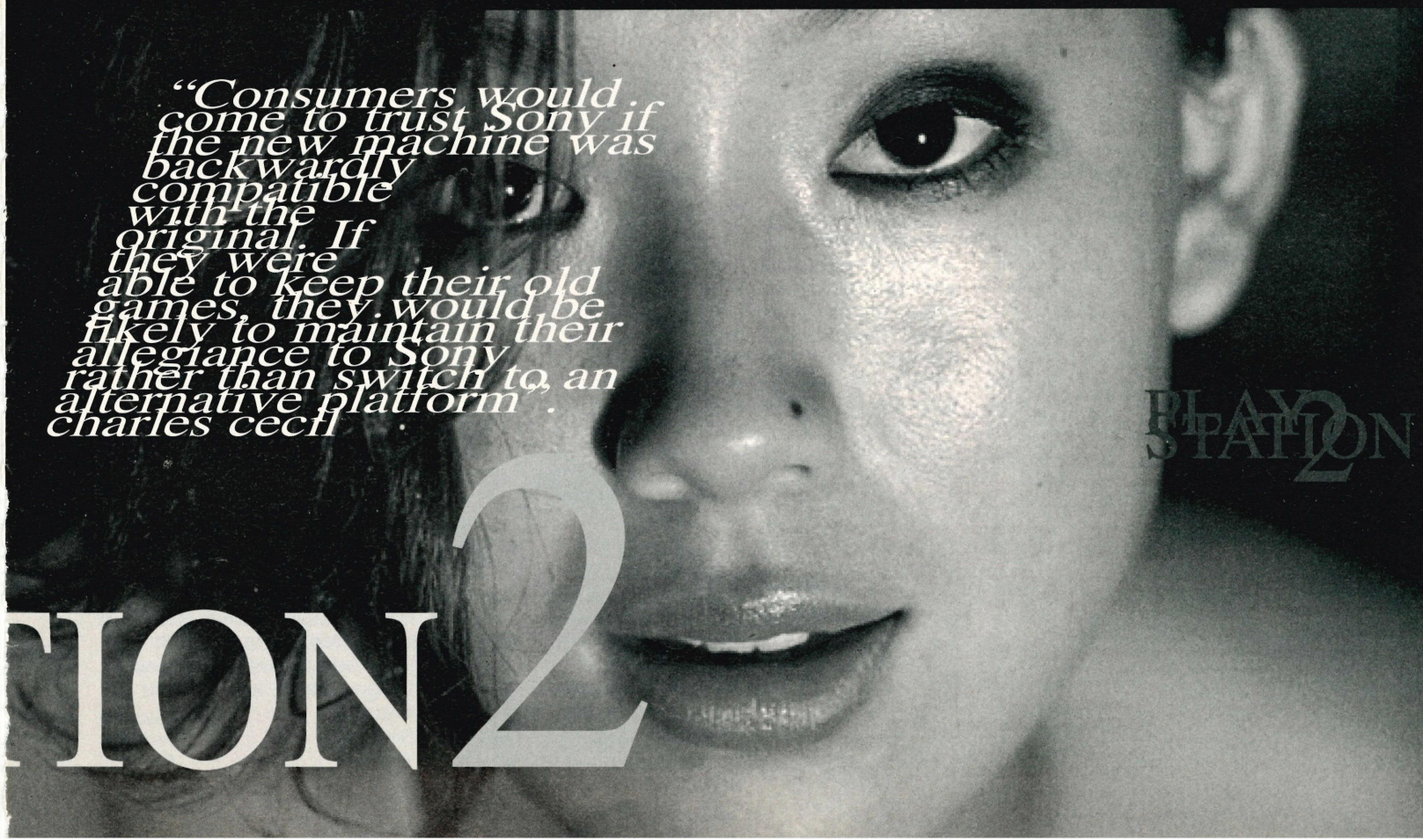
Jez Sans
Argonaut



The next PlayStation should boast 500-600 MIPS main CPU (250-300 Mhz MIPS4000 series, superscalar: dual pipelines). Powerful programmable DSP for geometry, lighting, polygon set-up code, etc... capable of computing 10-20 million polygons per second. 3-D polygon rendering chip with on-board DRAM allowing fast texture and frame buffer access. NURBS tessellated to polygons transparently by software code running on DSP, since rendering NURBS directly in hardware is 'non-trivial' and software can tessellate well enough not to notice the difference.

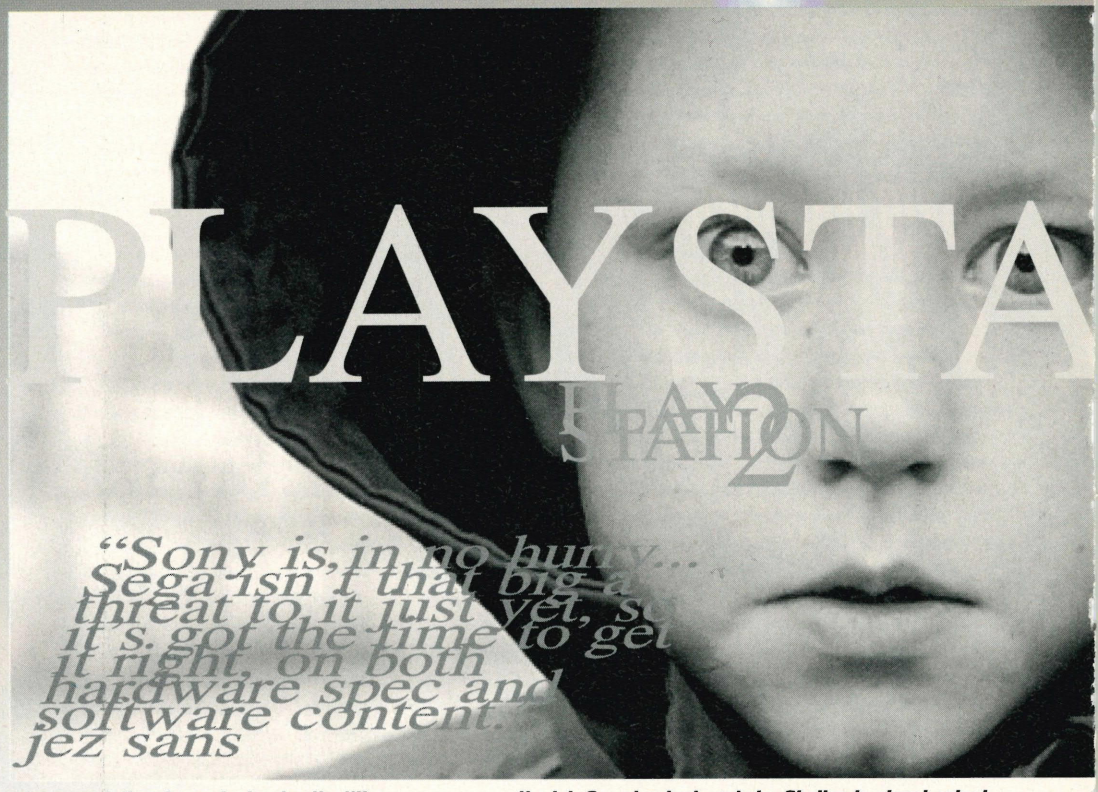
DVD playback (MPEG-2) is built-into the recently revealed Toshiba chip, but any decision to build-in DVD drive versus CD must be based on economics; and DVD drives are costly. My guess is yes to DVD movie playback. PlayStation back-compatibility: technically feasible, yes; commercially sensible, I doubt it. But will they do it? I'd say, probably Yes.

Retail cost $200-$300. Sony will target Sega's price but their hardware is more costly, so more subsidy may be necessary. Assuming continued >



continued> Toshiba have chips to demonstrate at next month's ISSC Show, I'd expect developers to start receiving early PSX-2 prototype development kits in Q2/Q3 this year, which would permit an aggressively timed Japanese launch at Christmas, but more likely it's a year 2000 release plan if they want quality content.

Sony is in no hurry... Sega isn't that big a threat to it just yet, so it's got the time to get it right, on both hardware spec and software content.



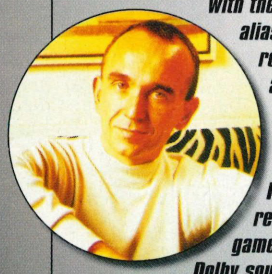
Paul Finnegan
Rage Software

We would like to see a much faster CPU, at least 200MHz clock speed. A lot more memory, say a 32Mb system, 16Mb video and 4Mb sound buffer, proper Z-buffering of graphics, with hardware antialiasing and perspective correction.

Faster storage access speed (irrespective of whether it is equipped with a DVD or CD drive) 32-channel sound and as much compatibility with development libraries as possible, so programmers can get up and running with it as fast as possible. But we don't think backwards compatibility of games is a great issue.

Ideally, the new PlayStation will be something which is as far ahead of the PC now as the original version was when it was launched.

Peter Molyneux
Lionhead



Firstly, it would be great if the PlayStation II challenged the way we designed games so the specs are: For graphics, Nurbs based multi-region texture technology would be great. This gives us the ability to render more natural objects. Throughput should be about 10,000,000 per second with the following: True Edge anti-aliasing, bump mapping, mesh reduction, light mapping, shadows, alphas all in hardware. A lower priced option would be a 10m poly, a second chip similar to some coming out soon on the PC. It's often ignored, but sound is really important in making great games so it should support the latest Dolby sound standard. The more RAM the better. In fact, I would trade speed for more Ram every time. So a minimum of 32 Meg with a tiny OS overhead would be ideal, however to future proof, 64 Meg would be better still; DVD is an absolute must. It would be so cool to be able to play DVD movies as well as play games on this machine. The processor should have equivalent speed of a P500, with maths floating point co-processor. Also, there should be a PCMCIA slot with a 56K baud modem bundled in. This means you could plug any PCMCIA card into the machine. The important thing is that it has an built-in modem, Internet access is essential for the games of the future.

The input device should be joypad-based but with a device designed around navigating around 3-D worlds. You should also be able to plug four in. A save device should be PDA-based device, with at least 1 meg RAM. It should be launched in September 2000. This would give enough time for us to develop the titles necessary for launch. All of the above adds up to a fairly hefty price tag of £199.00. But removing some of the high-spec items should bring the price down to a juicy £129.95!

Jon Hare
Sensible Software

My ideal PlayStation II would be manufactured in line and to be technically compatible both with all old PlayStation games and any new machines currently in development by Nintendo/Sega and with whatever obstacles Microsoft are about to land on us in the next few years.

Technically this machine would be a box like any ordinary console, but it would have several new features: A number of inputs for peripherals (four, probably) into which could be inserted, not only joypads but also joysticks, mice and keyboards (as keyboards are essentially just complicated peripherals) plus any other peripherals that may be invented, safe in the knowledge of the technical make-up of the socket they are eventually going to be inserted into. An information input socket. Probably mounted on top of the console and capable of having, CD, DVD, cartridge and even floppy drives inserted into it, so that the user can download material from a number of sources if they wish, and they are prepared to buy the separate but compatible drives, all of which insert neatly into the drive slot on the top of the computer. A visual output socket. Although it would work with all old software. All new software should be written to true colour standard and then downgraded if applicable to a lower visual standard only at the point which it is displayed on the screen.

All sorts of visual displays could be plugged into the visual output socket – TVs, monitors, huge screens, hand-helds, virtual reality-style helmets, the lot. Sound output sockets. Similar to visual output in that stereo sound can be outputted to any sound system required – headphones, TV speakers, Amp etc. CD-quality sound would ideally be standard. Sockets to facilitate link-up with modems, Internet, other machines etc, even if the Net link is a special PlayStation II one created only for remote game playing purposes and not for full Netscape-style interaction. Loading speeds should be many times faster than at present. To make a game really work we need to be able to load graphics, speech, music, SFX and programming info all at the same time. I would suggest that all loading drives are made with multiple reading heads as standard, so that many different things may be loaded and continuous CD quality music still streamed of the CD/DVD and played all at once. The more memory, and the more flexible, the better.

Standard retail pack should include a base Machine, CD drive, two joypads, a mouse and TV connection wires. European launch during Christmas 2000. This gives the original PlayStation more of a run and us developers a bit of time to make something half-decent for the new machine. Hardware launch price of £249.99. Suggested software retail price should be only £24.99.

Other essentials include a huge supply of development machines made available to the worldwide development community as early as possible and to be sold, not leased, to the various development companies. Total freedom of publishing for all.

This dream machine would be an extremely stable base for development to work on as it is targeted towards long term compatibility. This would mean that we should see a larger diversity in game types as the software publishers could more easily afford to back games that take longer to develop without having to worry so much about the hardware market falling away beneath their feet.

MCV The Market for Home Computing & Video Games

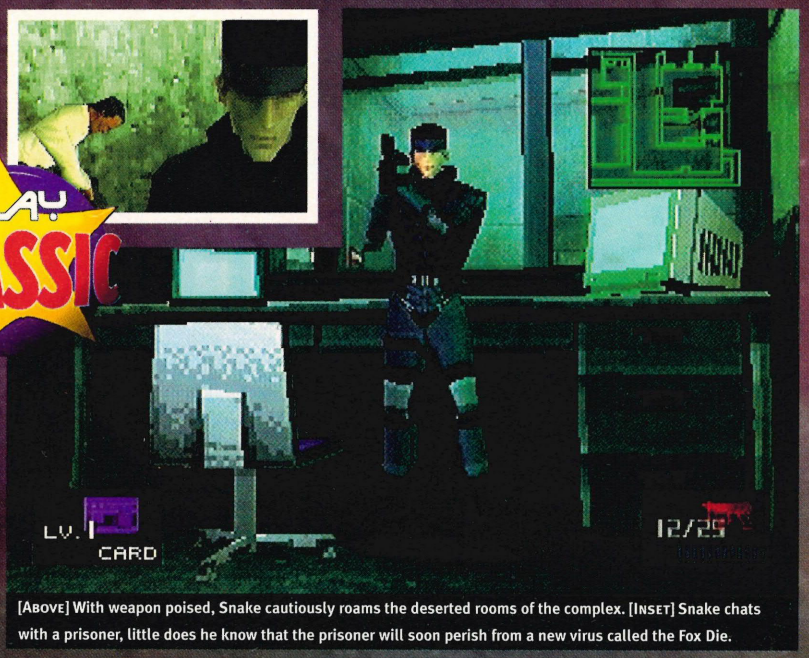

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METAL GEAR SOLID

DESPITE THE WAIT, KONAMI'S SPY AND ESPIONAGE EPIC PROVES TO BE THE GREATEST PLAYSTATION RELEASE EVER. HERE'S WHY...

Written By RYAN BUTT

PLAY CLASSIC



[Above] With weapon poised, Snake cautiously roams the deserted rooms of the complex. [Inset] Snake chats with a prisoner, little does he know that the prisoner will soon perish from a new virus called the Fox Die.

PLAY information



Publisher: Konami
Customer support: 01895 853000
Price: £39.99
Release date: 26 February


One Player


Memory Card


Dual Analogue

No game has ever managed to generate the same amount of interest as *Metal Gear Solid*, and we were as guilty as anyone of jumping on the Solid Snake bandwagon and gushing over all its merits, but that was then, and this, more importantly, is now.

Such is our love and admiration for this product that this is actually the third review we've published. First there was the Japanese version (great, couldn't understand a word of the plot, but great!), then the good ol' US of 'A' version (wow, fantastic plot, and the acting wasn't too cheesy!) and now this, a perfect conversion of the American NTSC version.



SOLID

In case you've been living in cloud cuckoo-land, *Metal Gear Solid* is a spy thriller featuring one of the most well respected agents in the business – one Solid Snake. He has been dumped on a remote pacific island to thwart a terrorist nuclear attack against, it transpires, China (their retaliating strike ultimately being targeted at the US). You only have a limited time to infiltrate the heavily-secured warehouse and deactivate the Metal Gear (a huge nuclear-weapon carrying mech).

"You feel as if you're in a big Hollywood film..."

So the onus is on fulfiling your objective without getting into too many confrontations with the endless armies of patrolling soldiers. You start the mission with a nifty pair of binoculars, a packet of fags and a radio implanted into your brain. With the latter, Snake can communicate with his commander and a host of intelligence beauties – which he pulls in record time, what a man! During his adventures, Snake can acquire a huge collection of gadgets, and more importantly, weapons, which are vital to him succeeding in his mission. From sniper-rifles to rocket launchers, this is a dream come true for sharp-shooters.



[Above] With guards patrolling the entire area, Snake must hide in the shadows and choose his moments to move around very wisely. If you get seen, it's very hard to shake them off.



[Above] At a later point in the game, Snake will eventually be captured and have to endure a torture sequence. As an electrical current pulsates through his body, you'll have to bash buttons to keep his energy up.



[Above] A bloody carnage all right, but what could have caused such a grizzly demise for these soldiers? It certainly wasn't Snake. We think the answer is very close by.



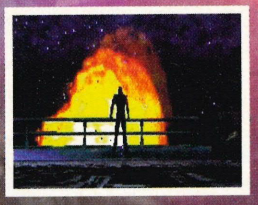
[Above] This ninja stalks Snake for most of the game. you'll discover his true identity near the end, but before that you'll have to confront him. [Inset] Snake: "I could have sworn the Metal Gear was here somewhere!"



[Above] As one guard takes a pee, Snake waits patiently to pounce.



[Above] When you first meet Meryl, you'll both have to work together to take out a series of guards.





[Above] This is Vulcan Raven, a very nasty man with a huge gun.

LIQUID

From the atmospheric intro sequence featuring movie-style credits, you always feel as though you're starring in a big-budget Hollywood production. This is intensified by the flawless attention to detail and totally immersive sense of realism that is evident from the off. For example, can't see what's ahead? Then switch to first-person view and have a look around! Need to get past some guards without alerting them? Just bang on a wall and get out of sight, as the clue-less meat-heads investigate, nip around behind them and make your getaway. It's neat little touches like this that make *MGS* one of those games that you simply won't be able to tear yourselves away from.

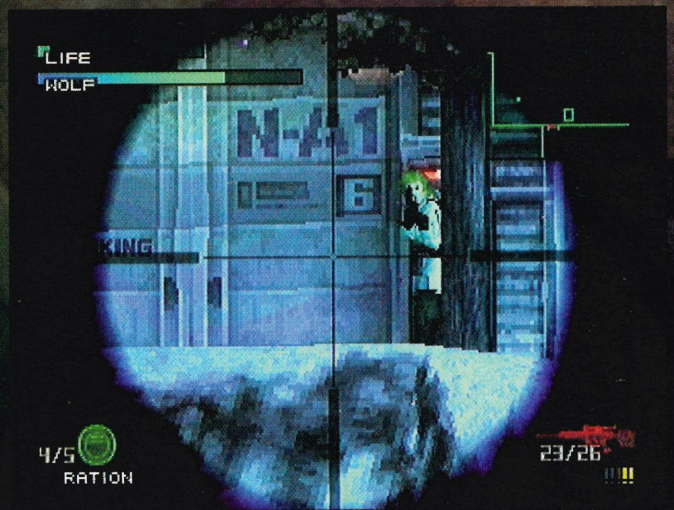
Charming intricacies aside, the nature of *Metal Gear Solid* is very adult-orientated. It contains a few swear-words and you always get the feeling that the first PlayStation love scene is just around the corner, such is the extent of Snake's flirting with female comrade, Meryl. At one point she demands that Snake make love to her, but to be fair, she was possessed by a psychic gimp at the time!

SOLIDUS

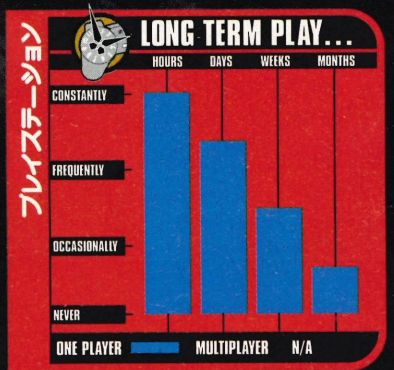
The adult theme extends to the actual plot that has more twists than Ruud Gullit's hair. Throughout the drama, traitors become apparent, conspiracies evident, and Gulf War syndrome explained. In fact, this game's only downfall is the way in which the action is often delayed for long periods of time while characters talk and further developments are explained in the minutest detail. This is all essential for your overall enjoyment of the *Metal Gear Solid* experience though, and however tempting it is to skip the odd bit of blurb, to do so would be like robbing yourself.

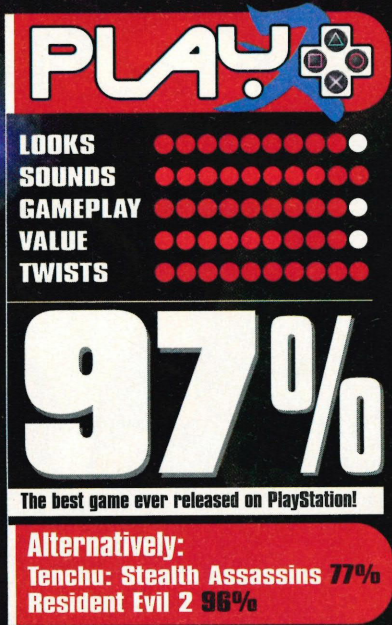
We'll make no excuses for the difficulty of the game though, it is very easy, and the various puzzles that took ages to fathom-out in the Japanese version are virtually done for you, such is the amount of clues given away in the now-understandable dialogue. There are four difficulty settings to compensate for this though, and although you'll be through it within a couple of days, there is plenty of replay value in the form of alternate endings and secrets to find.

All that's left to say then is, "Well done Konami!" Graphically magnificent, rich in plot, big on thrills, and with a soundtrack to die-for, *Metal Gear Solid* is undoubtedly the greatest game ever released on the PlayStation, and one which is worth buying the machine for alone. A fantastic spectacle that simply rips-up the rule book and dictates its own. A Masterstroke!



[Above] At two points in the game, you'll have to confront Sniper Wolf. She's a cold-blooded, sadistic assassin who takes great delight in fantasising about her prey before she kills.







STREET FIGH

LOVE IT OR HATE IT, STREET FIGHTER IS BACK. IS IT STILL A CONTENDER, OR HAS THIS DOG HAD ITS DAY?

Written By RYAN BUTT



When *Street Fighter* ruled the roost back in the early Nineties, both in the arcades and with a string of hugely successful home conversions, we wouldn't have put money on the franchise surviving long enough to see in the millennium. But that's exactly what it looks like doing, despite having evolved dramatically since the first gaggle of pyjama-wearing long-hairs ambled out into the head-smacking arena.

PLAY CLASSIC



[Above] She may look like a defenceless young schoolgirl, but Sakura has enough inner strength and kiss-ass attitude to give even the largest of opponents a few nightmares! Here she fights back with a spectacular fireball.

SPINNING BIRD KICK

However far the series has progressed since the original *Street Fighter II* game (when the series started to get good) it's now gone full circle because this latest release features every single one of the original characters that gamesplayers were first introduced to nine years ago. Incredibly, there are 33 combatants to choose from in this PlayStation version – including a bonus four characters that weren't in the coin-op version – but we'll come to them later.

The great thing about *Street Fighter*, and something which earns it much respect with us, is the fact that it doesn't even pretend to have a storyline (it'll stammer through an inkling of such in the character endings, but that's just a reward). What story could anybody string around this? It's just a group of undesirables who've come together with the sole aim of punching the living poop out of each other. Smashing!

FLAMING DRAGON PUNCH

The assorted bunch of psychotic head-cases in *Street Fighter Zero 3* consists of those from the original *Street Fighter* II game (Blanka and E Honda have just returned after a long lay-off) plus the four bosses, the additional bunch that cropped up in *Super Street Fighter II*, the legion of retro guests that popped-up in the curious prequel, *Street Fighter Zero* (AKA *Alpha*). Then there's Gouki (AKA Akuma) – the hidden demonic master, Juli and Juni (two of M Bison's loyal women), Evil Ryu and Guile (who also makes another come-back in this home version). Gasp! Lose concentration and it could all get rather confusing, but you never know, such useless information could one day make you a millionaire on that God-awful Chris Tarrent programme!

"Crammed with more characters than ever..."



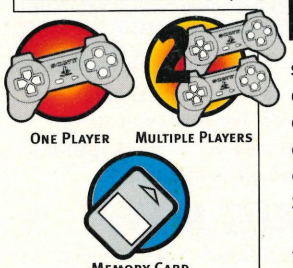
So you get the picture, this game is crammed with more characters than you'll probably ever have the patience to master. Each has three types of punch and kick that varies in strength and speed, a selection of impressive



ITER ZERO 3

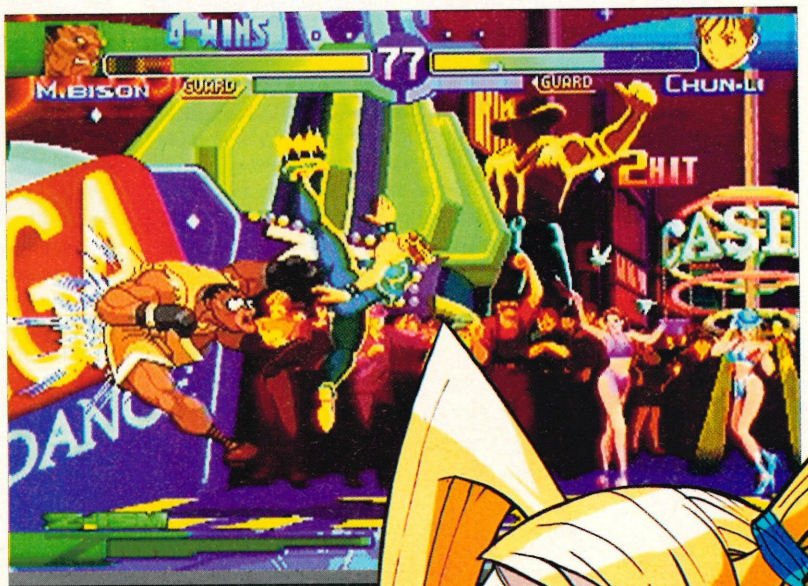
PLAY information

Publisher: Capcom
Supplied by: Department 1 on 0171 916 8440
Price: £59.99
Release date: Out now (import)





[ABOVE] The classic 'bitch fight' scenario as old vixen Chun-Li and Brit-babe Cammy slug it out.



[ABOVE] That'll teach you to ogle! Chun-Li serves a short, sharp kick to the knackers. That's gotta hurt!

special moves that could be used in close combat or from a distance, plus a further collection of super moves that can be used during the bouts to sap energy from your opponent quicker than hoodlums in Moss Side will strip a sparkling motor!

These same super moves can be used to finish off your opponent when they're weak, thus resulting in pyrotechnic heaven as they fall amidst a colourful backdrop of Technicolor, reminiscent of any puddles that you'll happen to look down at and notice on the pavement outside your local boozer on a Saturday night.

STREET FIGHTER THUMB WARNING

For years, avid gamesplayers have always seemed to suffer re-occurring symptoms as a result of playing Street Fighter *games for hours on end. The ailment, commonly known as 'Street Fighter Thumb' starts out with sore patches of skin around the tip of the thumb. These then become aggravated and blister into flaky dry patches and, in the more severe cases, huge fluid-filled boils that need lancing. If you, or anyone you know, suffers from Street Fighter Thumb, please refrain from playing and get a life immediately.*



This was a Government health warning.

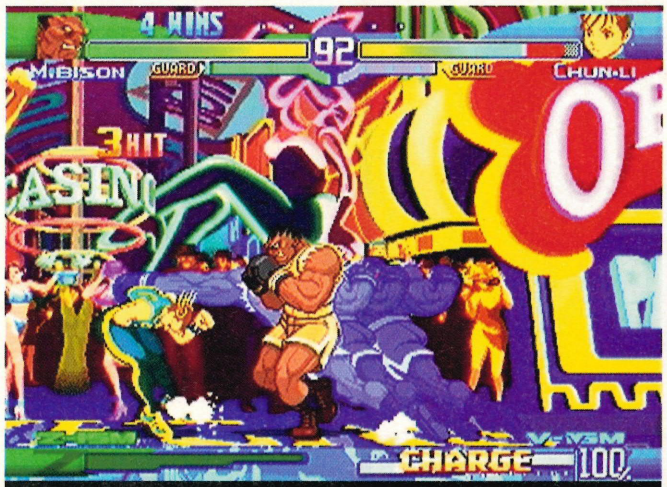
HERO-ISM

Of course, *Street Fighter* experts will already know all this nonsense, so let us tell you about what new stuff this game contains. For starters, *Street Fighter Zero 3* plays on 'ISMs'. These basically control what kind of power gauge your fighter will possess during the fights (it can be changed in-between bouts if you prefer). There are three to choose from – X-ISM, Z-ISM and V-ISM. The X-ISM is reminiscent of the *Super Street Fighter II Turbo* game that came out in 1994. It enables the player to have a greater Guard Power Gauge which means that it is harder for them to get 'Guard Crushed' by an opponent (when the Guard Power Gauge is sapped, the character will take more hits). Also, any character's standard punch and kick moves to inflict a great deal more damage on their rivals in this mode.

The Z-ISM is the same as the system that first came into effect in the original *Street Fighter Zero* (AKA Alpha) game. The benefits of this 'ISM' are that your character can perform air blocks, 'Zero Counters', and taunts. Also, the 'Super Combo Gauge' refills at a speedy pace, thus enabling players to perform super combo after super combo – obviously making for very exciting bouts!

Finally, the V-ISM gives players the opportunity to use the custom combo moves first seen in *Street Fighter Zero 2*. Basically, when your



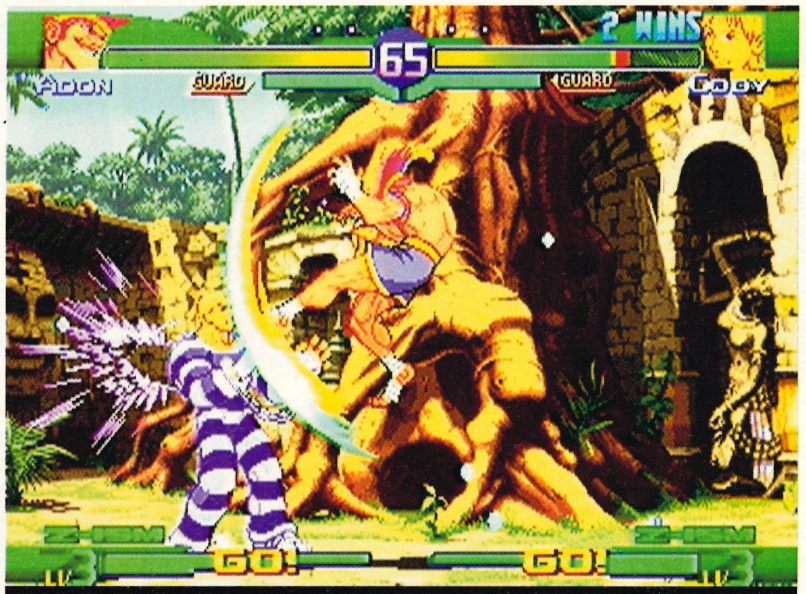


[Above] This boxer character is called M Bison in the Japanese game, but over here and in the States, it's a little too close to M Tyson. We can't have him being seen to hit women, can we?



[Above] This is one of the old-school super combo finishes.

bar is charged, you'll be able to press a simple button combination during the bouts and then lunge into a custom combo whereby you simply bash combinations of buttons in order to inflict vast amounts of damage onto your opponent.



[Above] Adon lashes out with one of his spectacular 'Jaguar kicks'. We bet after he takes the full force of that to the chops, Cody wishes he was back in the slammer eating gruel and picking-up the soap for Mr Big!

GLOBE TROTTER

It's true to say that *Street Fighter Zero 3* contains something for everyone, as long as everyone likes fighting games, that is. It has a wealth of options to keep you plugging away, the effect of which was proved by our continued batterings, some of which went on until two in the morning on numerous occasions. Apart from the usual 'Arcade' mode, 'Vs' and 'Survival', this game has a brand-new pseudo-RPG element called 'World Tour' whereby your chosen character travels the globe kicking ass with each new continent they visit. The purpose of this is to build-up your attack levels and gain new abilities, three of which can be utilised at once (see boxout). This is an interesting new twist on the series because as you progress to new countries, you must endure more battles before you can move on. Some of these even include fighting two characters at once, or even four, albeit two at a time.

The key to this part of the game is building-up your character by scoring big points (achieved by demolishing your opponent quickly and with the minimum amount of energy loss). If you reach a certain level, new characters are unlocked, including Evil Ryu, Guile and Shin Gouki. Your new beefed-up character can even be added to the standard character roster (via the 'Entry Mode' option) to be used in 'Vs' mode against a friend's hyped-up meat-heads.

"SF Zero 3 contains something for everyone.."

DRAMATIC STUFF

The new options don't just end there though. Also in the package is 'Dramatic Battle' whereby the odds are reversed



[Above] Ken stands back and watches as Ryu lays into the supposed fighting master, Gouki. These two-against-one battles are what makes this game a worthy purchase. [Inset] Two Ryu's lay into a third. That's solidarity!

EAT MY FIREBALL FANG-FACE!

Street Fighter *has been around for ages, and with each new game that emerges, newcomers will always play it safe to start with and select characters they know only too well. So here is a brief guide to what your character selection says about you...*

KEN – Happy-go-lucky all-rounder that likes to win and case the opposition before attempting to play as them.

RYU – More accomplished player, in tune with the mysticism behind the game. Likes to think they're in control (when they're not).

ZANGIEF – Attention seeker. Knows they have no chance of winning, but like to pull off as many spinning piledrivers as possible before they're pummelled.

CHUN-LI – Likes to go for the quick kill and has a poor knowledge of SF and the moves. This is demonstrated by the continual bashing of the kick buttons.



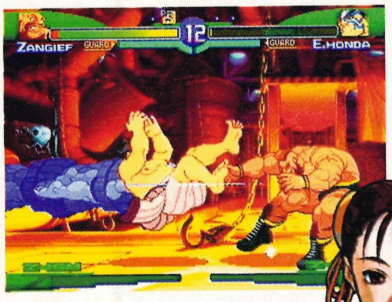
TAME THE RAGING DEMON

In Street Fighter Zero 3, *Gouki (AKA Akuma) is back with the most devastating move in the game – the 15-hit Raging Demon. This is the hardest move to pull off as it requires cracker-jack timing. It can only be accessed with a full Z-ISM bar, but it is awesome if activated. Evil Ryu can also utilise this move by exactly the same means as Gouki.*
RAGING DEMON – Press LP, LP, Forward, LK, HP.





[Above] The British bulldog, Birdie lays into Fei-Long with his malicious chain-choker move. Head-banging!





[Above] Ken lunges into his Super Dragon Punch combo move, catching the vile genetic mutant that is Blanka, a beauty on the chin. See how the blood flows from his broken jaw as he recoils in agony!

and it's two of you against one in a succession of fights, and 'Final Battle' whereby it's your sole mission to see-off the stupidly camp-dressed Bison once and for all – all good clean fun, and very challenging.

The last of the new modes is the 'PocketStation' option. Although without one of the handy new gizmos to hand, we weren't able to test this part in time for this issue, but we'll report back next month, don't you worry!

DIE-HARD

From the perspective of a *Street Fighter* fan, this is by far the best game in the series. Forget those so-so forays into X-Men territory, this is a worthy follow-up to *Street Fighter Zero 2*, which in itself was a brilliant arcade fighting game at the time. The most amazing thing about it is the polished look. We've played the coin-op machine and this home version is practically perfect, right down to the many frames of animation.

The only downer is the hair-tearing loading times, but you'll forgive this fault when you clap-eyes on what the poor PlayStation has to handle. It's so damn playable as well, and this was gauged by the state of our thumbs after a heavy session. Whereas *X-Men Vs Street Fighter*, and especially the p***-poor *Street Fighter: The Movie* hardly caused a graze on our thickest digits, with *Street Fighter Zero 3*, they were bruised, blistered, lumpy, throbbing and glowing red – the perfect tribute to how

"This is by far the best game in the series..."



[Above] The cheeky-chappy Dan is back with his super taunt move. Shame he's a pansy!



[Above] This is the complete character line-up for *Street Fighter Zero 3*. We even managed to unlock the two hidden characters, Evil Ryu and Guile – which makes a whopping 33 in total. Talk about value for money!

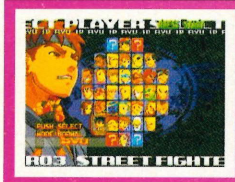
AND A SIDE-ORDER OF CHEESE!

Like we said in the review, there is virtually no plot in Street Fighter Zero 3, *but that doesn't stop the player being bombarded with crap cartoon stills when they complete the game. Here is a prime example with Guile's ending.*





SATAN'S LITTLE HELPER



Once again, Evil Ryu is back and brimming with menace. He is one of two secret characters that can be unlocked (the other being Guile), and one of four brand new PlayStation exclusive characters that weren't in the arcade version. As you can see from these screen shots, he has the same moves as Gouki and makes for frightening opposition.



Evil Ryu can teleport like a good-un!



He can also chuck powerful fireballs!



But best of all, behold the Raging Demon!

ENOUGH TO KEEP YOU BUSY...

Street Fighter Zero 3 is packed with spanking-new game modes to keep you occupied. Here is a complete run-down of them all, even the ones that need to be unlocked before you can use them.

Dramatic Battle



This is when two characters battle it out against a succession of lone fighters.

Entry Mode



With this mode, you can import your beefed-up characters into Vs mode.

PocketStation Mode



We didn't have a PocketStation to test this, but we'll report back, don't fret!

Arcade Mode

This is the standard single player mode whereby you fight to the finish.

Vs Mode

Like the Arcade mode, only this involves two players against each other.

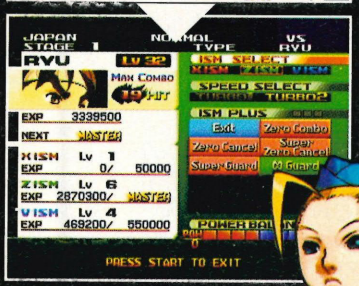
Training Mode

This allows you to fight a stationary opponent to perfect your skills.



World Tour





Travel the globe fighting, then collect new abilities to enhance your fighter. A very good addition.

Team Battle

This allows four players to face-off in groups of two. When one drops, the other player steps in.

Survival Mode

This mode involves fighting as many computer controlled opponents as possible before you keel over and die... possibly from exhaustion!

Final Battle

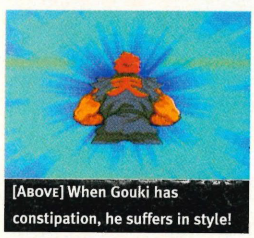
This is where it all ends, just you against M Bison (or Vega as he is known in this Japanese version). He is devilishly hard to defeat though, so you'll need to be a Street Fighter master before you can come here and win!







[Above] Escaped convict Cody lays into Adon with a super combo flurry of moves.



[Above] When Gouki has constipation, he suffers in style!

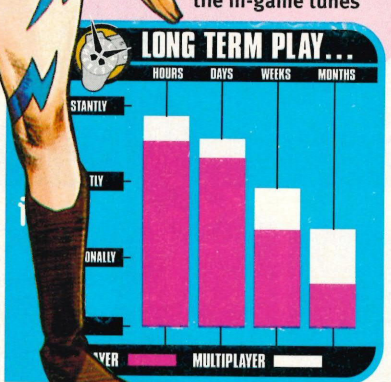
engrossed you'll become, and how passionate you'll feel about executing the perfect combos needed to wipe-out your opponents. This can be construed as a major bummer though, because if you wish to play with passion for a long time, you'll need to battle through the pain barrier. This writer had to endure hours of fighting late at night with a bit of masking-tape wrapped around his swollen thumb, just to complete a World Tour... the things we do for you!



[Above] Bison lies battered and ruined after taking a severe lashing at the hands of the Ryu and Ken happy combo. Come and have a go...

SONIC...

The only aspect of this game that isn't up to scratch is the sound. The effects are adequate enough, but the in-game tunes are horrendous. Again, this is forgiven because, well, good tunes have never featured highly on the programmer's agenda – dire whines and *Street Fighter* have always, rather romantically, gone hand in hand.



"One of the most addictive and playable games..."

Fighting games don't come much more accomplished than this though, and *Street Fighter Zero 3* is one of the most addictive and playable we've ever come across. Best played with a group after a heavy night's drinking, this is proof enough that the *Street Fighter* legacy will out-live yet another generation of consoles... how many other games can boast that, eh?

PLAY

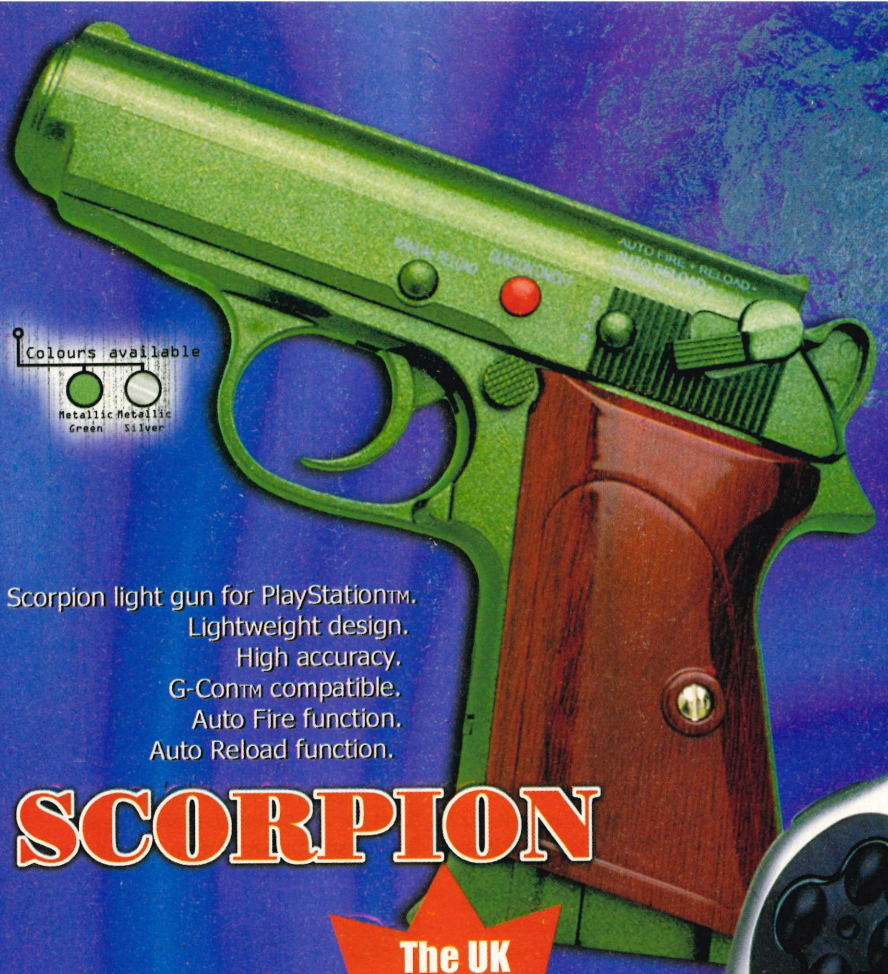
LOOKS	9
SOUNDS	5
GAMEPLAY	8
VALUE	8
ISMs	9

93%

The best *Street Fighter* game in the world... ever!

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Street Fighter Zero 2 94%
Marvel Vs Street Fighter (March)

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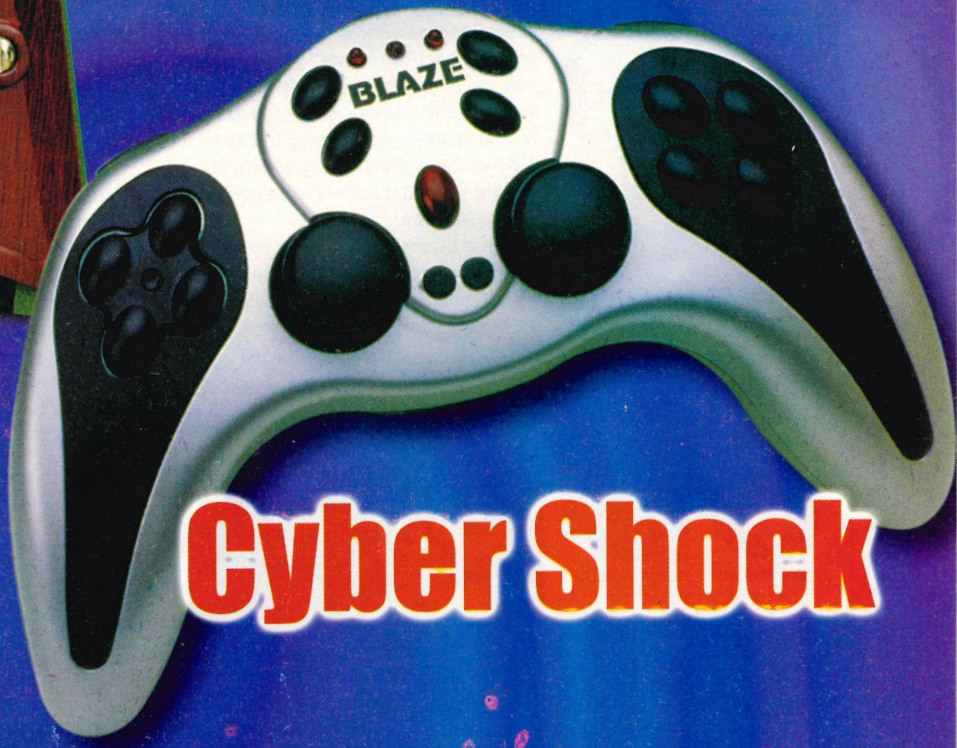


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EHRGEIZ

WHAT THE WORLD NEEDS NOW IS ANOTHER SPARKLY JAPANESE BEAT-'EM-UP. OR THAT'S WHAT SQUARE THINKS AT LEAST.

Written By GRAEME NICHOLSON

Bearing the DreamFactory badge is usually enough to tell hardcore fans that the game in question will be exceptional somehow. DreamFactory is a group of best-of-the-best programmers who once worked separately on small concerns like *Virtua Fighter* and *Tekken* for the arcades, now joining forces to produce top notch fighting games for Square – another hugely respected Japanese name.

These brains on legs came up with *Tobal No.1* and the now infamous *Tobal 2*, a high resolution masterpiece which was criminally never granted a UK or European release. *Ehrgeiz*, ('err-gah-eez') a German word which translates literally as 'ambition', has an even bigger ace up it's sleeve than the DreamFactory stamp, though. A handful of the characters are stars from *Final Fantasy VII*, and you don't need to be any kind of hardcore gamer to remember that *FFVII* was one of the most successful, highly rated games of recent times. The prospect of fighting with Cloud, Tifa, Vincent and friends will likely be all it takes to snare Midgar immigrants the world over. But will they like what they find?

"The look of *Ehrgeiz* is, of course, extremely tasty!"

PLAY information

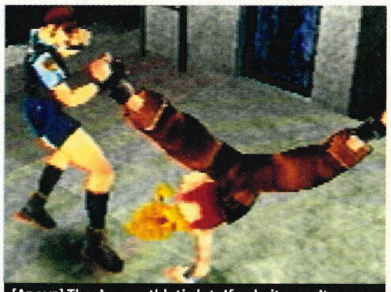
Publisher: Square
Supplied by: Department 1 on 0171 916 8440
Price: £59.99
Release date: Out now (import)

ONE PLAYER | MULTIPLE PLAYERS | MEMORY CARD | DUAL ANALOGUE



[ABOVE] An effect that some of you may recognise from long nights playing *Final Fantasy VII*, the Prince charges up his burn-you-alive move in a strikingly similar way to Cloud Strife in said role playing game. Spooky.





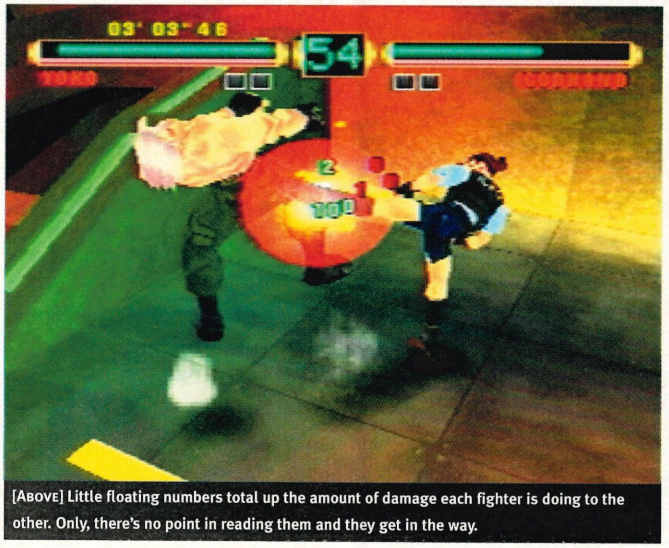
[ABOVE] They're an athletic lot. If only it wasn't so tough to figure out their better moves.



CHUJI WU

The look of *Ehrgeiz* is, of course, extremely tasty. The team of characters are introduced in a professional edge-of-the-seat introduction movie which plays





[ABOVE] Little floating numbers total up the amount of damage each fighter is doing to the other. Only, there's no point in reading them and they get in the way.



[ABOVE] *Final Fantasy VII* co-star, Tifa looks great in human proportions and fights well too. Bet she'd beat namby-pampy flower girl Aeris, easy. She never mentioned any kickboxing ability in Midgar...

DAMAGE INCORPORATED...

Ehrgeiz comes with a variety of sub-games that provide an interesting distraction if nothing long-term. They are the Battle modes, all accessible from the start without having to win them as bonus items or anything fiddly like that.

BATTLE BEACH

On Battle Beach you can engage in Iron Man-style running races with a few log hurdles in the sand and a flag to grab at the end.



BATTLE PANEL

Kind of Othello meets Devil Dice, this is a territorial board game with indecipherable Japanese rules. A weird one.



BATTLE RUNNER

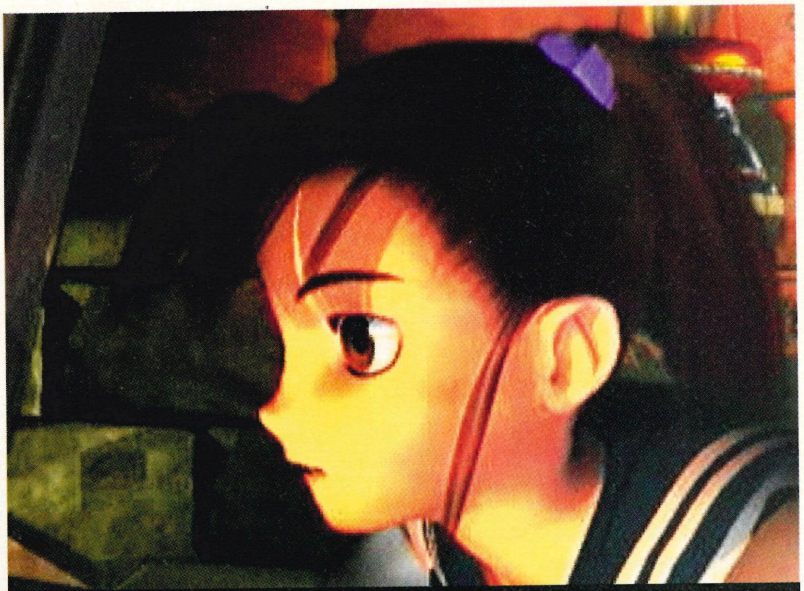
Run round a choice of small tracks, stopping only to thwack your opponent. It's all very Tonya Harding.



INFINITY PANEL

As the name suggests, a never ending battle where you fight purely for points to see how many you can get before dying.





[Above] The pool-eyed J-babes are plentiful in Ehrgeiz, but you get a particularly good look in the introduction sequence. Done with Square's expected flair, it is an intense little movie.



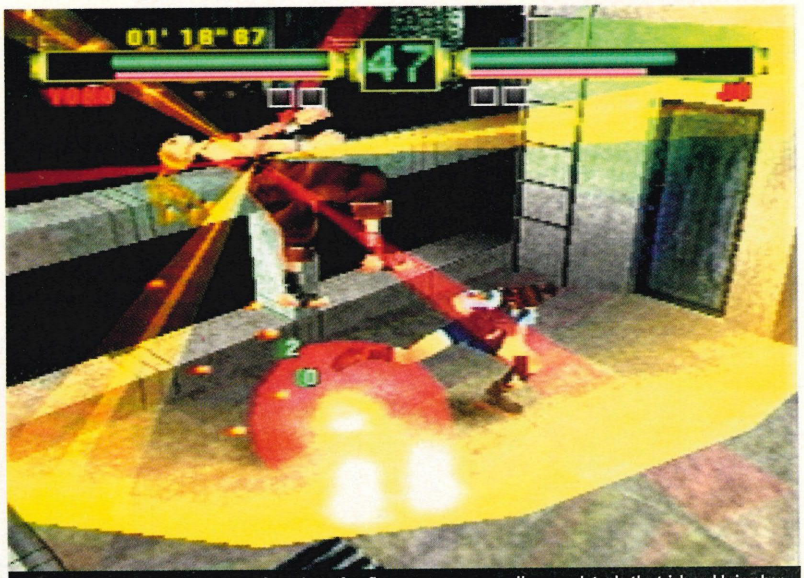
[Above] Character detail is extraordinarily high, but graphics don't make the game in this case.

like the world's smallest feature of Hong Kong action cinema. After this, a spotless front end system greets you, then the game itself, which is rendered completely in real –honest-to-goodness – high resolution graphics.

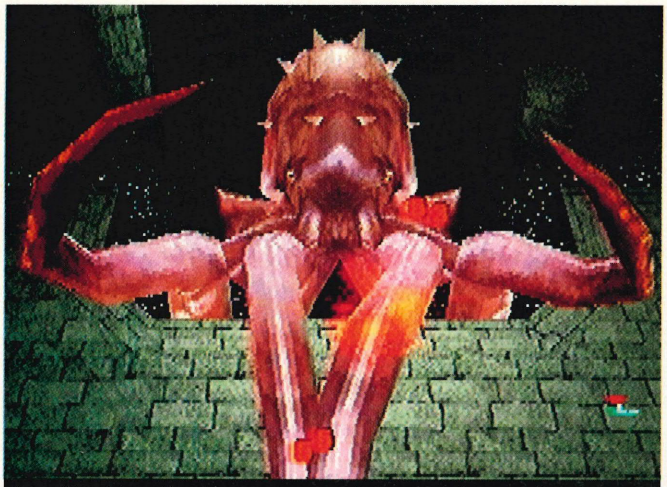
A *Tobal* influence is immediately apparent on playing. Moving freely around the space of the fighting arena is encouraged with directional controls which make it as easy to run off in any direction as it is to retreat and advance on your opponent in the usual side-to-side manner. The fighters move at speed, something like the equivalent of *Tekken 3* cronies in their running mode, so angles of attack can change quickly. Sometimes this freedom causes your game harm though, when you run past the other guy and don't end up automatically facing him. Guaranteed, his boot will meet the back of your head before you can manoeuvre around correctly.

SNORK

Another disheartening part of combat is the current trend of the two button attack system. It's supposed to be the most refined method for producing moves as Japanese coders



[Above] Jo likes to morph into a cat form, but a few floor sweeps are usually enough to do the trick and bring her yelping back into human form. That or an anti-personnel mine, you decide!



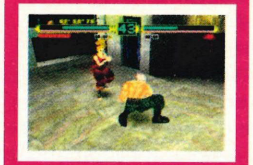
[Above] One of the earliest dangers you encounter in Quest mode is a nasty giant octopus. Without the correct use of your offensive and defensive equipment, it's all lost very quickly.



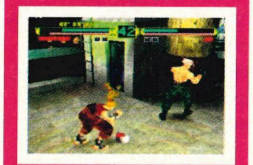
[Above] In Quest mode you can control both the guy and girl you see here. [Inset] The Prince Naseem character doesn't look anything like the Nas we know from boxing. Is his name just a coincidence?

MANIC MINER

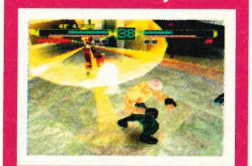
The special attacks vary, but everyone can lay mines in Ehrgeiz. But how do you catch your enemy?



Lay that sucker on the ground...



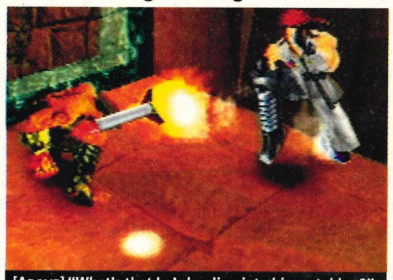
...Run so as not to blast yourself...



Keep leading the opponent over the top and eventually they'll set it off.

would have you believe, but it didn't work for *Bushido Blade 2* and it doesn't work particularly well for *Ehrgeiz*. The number of apparent combinations is vastly reduced, so you've no option but to hit the Practice mode and learn some moves with the weird system before entering into battle against the computer or a friend. If you don't, you're destined to lose interest after streaming off the same five strikes time and time again.

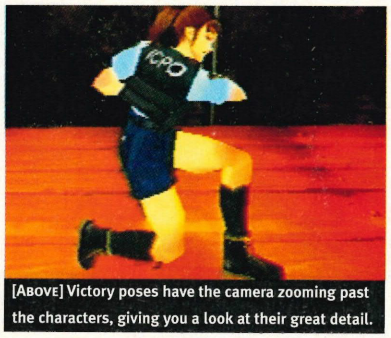
In addition there is a jump button that isn't so much for dodging the fists and feet of the enemy, but for ascending the platforms of the clever multi-level arenas. Although nothing much besides projectile moves can hit someone on a different level from you, the fact that you can move in such a three dimensional way gives an open feel to the fight. Invisible walls at the edge of these lovely areas keep the fighters safe from falling into space, so many great ring-out opportunities are ruined, but you can't have everything!



[Above] "What's that he's loading into his metal leg?" you ask when you see Han in the intro. "Ah, missiles."



[Above] The ability to jump between different platforms during a fight makes for some exciting moments, but there are no ring-outs allowed, so you can't punch this bloke into infinity.



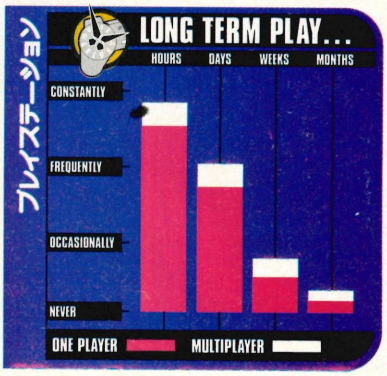
[Above] Victory poses have the camera zooming past the characters, giving you a look at their great detail.

CHACO

Another *Tobal* fingerprint on *Ehrgeiz* is the available Quest mode, a surprisingly well featured adventure game that boosts the time you'll spend with the disc in your PlayStation, because it's very different from the main beat-'em-up section. Thing is, you absolutely have to be fluent in reading Japanese to get anything from this other than a puzzled expression. The settings are gorgeous and there's definitely some fun to be had in there, but the whole thing's plastered with panels of Japanese that render it useless to we of the English alphabet.

"In this incarnation, *Ehrgeiz* isn't essential..."

In this incarnation *Ehrgeiz* is not by any means an essential purchase. Regardless of the innovative arenas and high end visuals, this is still miles from the *Tekken 3*s of this world in terms of feel and enjoyment. It's all very nice, but there's no real reason to add it to your collection unless you're a major *Tobal* fan, especially as you can't make use of the quest feature.



PLAY

LOOKS	8
SOUNDS	6
GAMEPLAY	6
VALUE	4
MATERIA	5

76%

It's got the looks but not the hooks...

Alternatively:
Tobal 2 92%
Tekken 3 97%

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MONKEY HERO

TAKE 2'S BELATED ZELDA CLONE FINALLY SWINGS INTO ACTION. MONKEY MAGIC OR MONKEY'S ARSE? LET US TAKE THE PAIN AWAY...

Written By TOM SARGENT

Nintendo has maintained a habit of making an over-eager public wait for every game from the year dot. And wait and wait and... you get the idea. With few exceptions, our patience has been duly rewarded – usually beyond expectation. We need only look at the hysteria created by the release of *Super Mario 64* and *Zelda 64* to appreciate the faith the public has in the Japanese giant, whose dedication to depth and playability is legendary. Speaking of which, during the halcyon days of 16-bit gaming, another masterstroke of gaming from Nintendo came in the unusual form of *Zelda: A Link To The Past*.

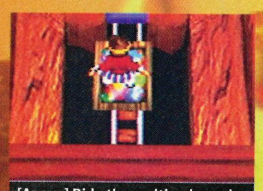
Introducing a whole new genre to an unsure public, it seemed lightweight at first, but what began as a fairly simplistic top-down action adventure culminated in an RPG offering huge levels of depth and longevity. It's no coincidence that Take 2 pays such homage to this antiquated classic in *Monkey Hero*. Not so much a doff of the cap, more a

"The feeling of deja vu here is incredible..."

PLAY information

Publisher: Take 2
Customer support: 01753 854444
Price: £39.99
Release date: Out now

ONE PLAYER MEMORY CARD

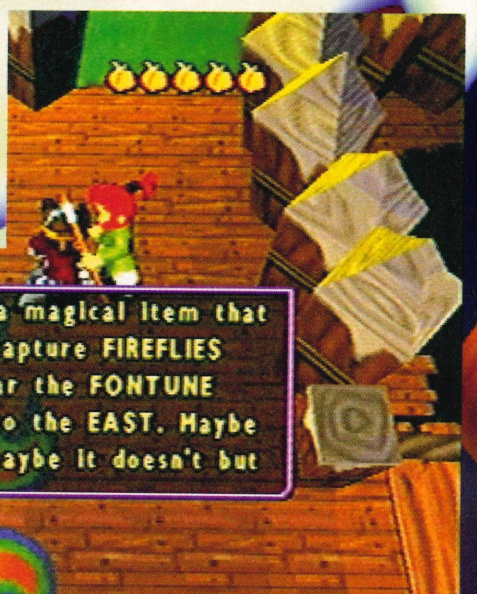


[ABOVE] Ride the multi-coloured mine trolley of death... boohaha!!



[ABOVE] This is the first boss and to be quite honest, he's a breeze to get past. *Monkey Hero* certainly seems to be geared towards the younger player, but it's fun nonetheless.

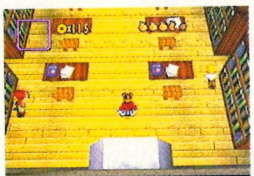




[ABOVE] Important and relevant words appear in bold during the pleasingly short conversations with passing strangers. Most of the puzzles are very simplistic indeed. [INSET] Monkey finds the World Map – very useful.



[Above] The graphics are colourful and created in the mould of a Manga cartoon. Gameplay is very linear although you can revisit the same areas as many times as you want.



[Above] Collar the smart-arsed kid and he'll help.

blatant clone, the adventures of the simian hero is basically a contemporary version of *Zelda*, even if it does look more like *Herc's Adventures*.

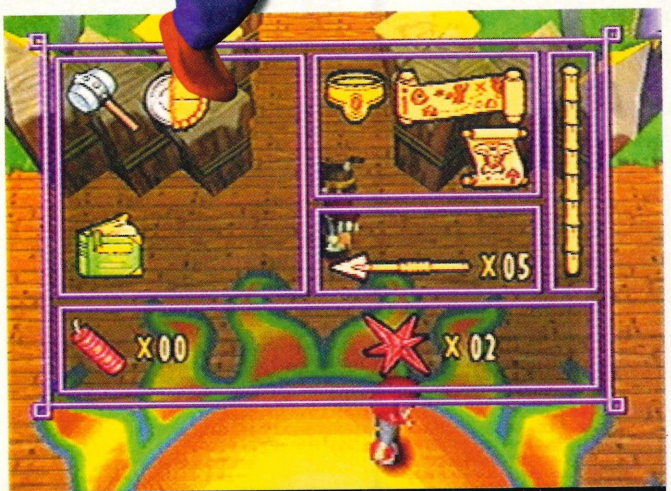
CHIMP

Monkey Hero throws the player into a mythical role-playing world loosely based on the Chinese fairy tale, *The Monkey Prince*. Remember the old BBC2 series featuring the wacky adventures of the immortal stick-wielding prankster Monkey and his oddball sidekicks Sandy, Pigsy and Tripitaka? Er, never

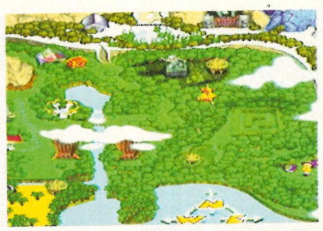




[Above] Many areas are quite dark, but you don't get lost for long. Much of the game is extremely linear.



[Above] From the user friendly Inventory you can change weapons, restore your health or utilise one of the many magic items found throughout the world. Child's play really.

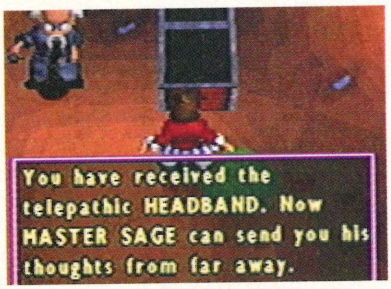


[Above] In the Library, you'll get a taste of how to kill enemies and you're even given a few special powers to try out, such as hovering over gaps using the bamboo cane. [Inset] From the map, you can see the missing pages.

mind. The gameplay (like *Zelda*) is split into exploring alternate realms: here it's Dream, Waking and Nightmare, where simplistic quests and sub-quests are undertaken in order to recover the eight chapters of the Magic Storybook.

What it boils down to is loads of running around solving simple puzzles and increasing your inventory with various magical projectiles and special items. It has to be said, the feeling of déjà vu is incredible. Like the current reworking of Hitchcock's slasher film *Psycho*, *Monkey Hero* takes nearly all of the original's elements and attempts to reproduce them for the next generation.

Unfortunately, the results aren't too impressive. From the outset, the camera angle doesn't feel right. At certain junctures it pans in and out to accommodate the action, but for the majority of the quest you feel hemmed in.



APING IT, RATHER...

Zelda, although graphically inferior by today's demanding standards, scrolled beautifully and afforded the player plenty of time to react to approaching threats offering a greater sense of freedom. The scrolling in the version of *Monkey Hero* given to us is unforgivably jerky in places, but the polygonal graphics are better (if a little generic) than



[Above] Dispatching enemies (who only attack you in very small numbers) is pretty easy, but don't get too close as they have a nasty habit of sapping your peach energy bar. Collect the goodies that they leave behind.

A BUNCH OF MONKEYS...

Those famous monkeys get everywhere, here's a few of our personal favourites.



THE MONKEYS *This apesome foursome tried to copy the Beetles (snigger).*



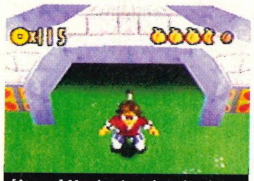
CLYDE *Any Which Way But Loose's simian stole the show. Not hard, really.*



DR ZAIUS *The orangutan with a brain, or was that Charlton Heston?*



MONKEY!!!! *The original and best with sideburns that are back in fashion again.*



[Above] Monkey's animation is limited, but nothing that special.



[Above] Some enemies can't be killed. Monkey's got to dodge around them, before they smash into you.







[Above] Complete the easy tasks to open up new areas.
[Inset] Big brother is watching you Monkey.

average for an RPG. Because of the lack of detail often you find yourself pondering which areas are safe to explore and which will send you hurtling to the bottom of a precipice. A good example of this is Mine Mountain, where trial and error is the only way to negotiate the various tracks and mine carts. In an ironic twist, falling to your death is a relatively painless experience, as only one of your 'life peaches' disappears.

The health bar begins at a poultry four peaches, but as he delves deeper into the 16 enormous levels, Monkey accumulates more to boost his default energy setting. You'll certainly need as many as possible because the 14 fiendish bosses have a habit of sapping your energy in rampant fashion. When you finally succumb to the pull of impending doom, you always have the opportunity to continue on (immortal style) which reduces the frustration level to zero.

"The puzzles eventually begin to wane..."

CHIMPANZEE

The puzzles are generally quite fun, but sooner or later they begin to wane in the inventiveness stakes. To open most exits, often all you need to do is find a moveable object and shuffle it around the room, or dispense with the three or four denizens hell-bent on your demise. Some baddies are indestructible, which forces you to use one of your additional abilities to reach new areas, such as hovering for a few seconds or chucking a spear at a faraway target. Clear a room of beasts and they always reappear if you go back, as do any pieces of furniture that you destroy, such as bookcases. This is actually less frustrating than it sounds as you can top up your cash or life meter by picking up the plentiful supply of goodies that they conveniently leave behind.

If the graphics had been more polished and the game engine smoother, *Monkey Hero* would stand well above the current crop of RPGs. Most of the essential ingredients are there: real-time fighting, spells and weapons a go-go, succinct conversations with cute little pixie people and a genuine feeling of progress and achievement. If only, eh? Nevermind...



[Above] Crossroads present themselves at various junctures in the game, but you never get lost, because people you come across tend to keep Monkey on track. Now then, which way?

PLAY

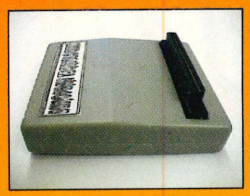
LOOKS	6/10
SOUNDS	7/10
GAMEPLAY	7/10
VALUE	7/10
LINK	7/10

70%

Well above par *Zelda* clone...

Alternatively:
Tales Of Destiny 77%
Alundra 86%

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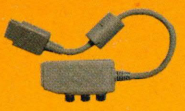
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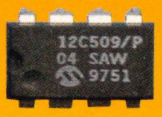
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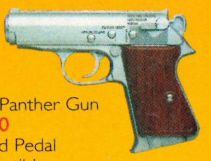
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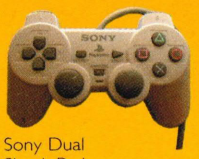
Reload Pedal For Use With Panther Gun £6.50



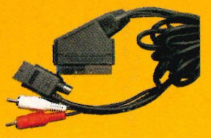
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X GAMES PRO BOARDER

PLAY magazine Issue 45 1999

Written By BEN LAWRENCE

EVER WONDERED WHERE ALL YOUR HOUSEHOLD RUBBISH GOES? IT GETS RECYCLED AND TURNED INTO THIS SORT OF GAME...

This is a public warning issued on behalf of PLAY magazine. It has been brought to our attention that a game is about to be released masquerading under the pretence of being something known as 'fun'. You will know instantly that this is not the case when you notice the following symptoms: a)nausea, b)red flushing of the skin caused by anger, c)anorexia of the wallet.

We have issued the following statement to educate the public to the dangers of *X Games Pro Boarders* (*XGPB*) and it's devastating effects.

PLAY information

Publisher: Sony
Customer support: 0881 505505
Price: £39.99
Release date: March '98

ONE PLAYER | MULTIPLE PLAYERS | SPLIT-SCREEN | MEMORY CARD

ABOMINABLE...

At first the offending game may appear completely harmless and will probably lay dormant amongst safer genuinely 'fun' games in large retail outlets commonly known as 'shops'. In this state precaution is the safest cure and it is recommended that you buy something else. If you are unfortunately drawn to buying *XGPB* then this is what you can expect.

A selection of characters will be waiting, all with virtually identical abilities in three areas. These areas are: 1)speed 2)carving, 3)tricks. Choose which character you want to hurtle down a hill with the phrase, 'Eeny-Meeny-Miny-Mo' because basically they are so similar it doesn't really matter who you choose.

Then select one of five choices of game to play. You can take a midnight race against two other players in a straight forward kind of 'first-one-to-the-bottom-wins' race. You can pull stunts as impressive as a wet fart in a half-pipe, try your hand at performing as many tricks as you can on a downhill course, perform stunts in an indoor stadium and even see if you can

"You are going to kick yourself if you buy this!"



[ABOVE] Race against a friend! The only problem with this idea is that the slope becomes even harder to see and you end up crashing more. The fun, the fun! [INSET] Is he smiling or his he going to be sick? You'll soon see!



[ABOVE] Jump from the press viewing box and shock them!



[ABOVE] The crowd waits below for you to make a mistake. That's the only reason they come you know!



[ABOVE] This helicopter is sat rather stupidly in the middle of the snow. Simply approach it and take off into the frosty winter air! Don't worry about it taking off, the engines are frozen.



[ABOVE] When approaching a rail (there's one in the background) just press ■ and the computer takes over. This just goes to show what a rashly thought-out game this is because all requirement of skill disappears.



[Above] Notice the power bars on the side of the screen. With the exception of a couple of riders, everybody is exactly the same. We picked Jamie because he had some cool tattoos.



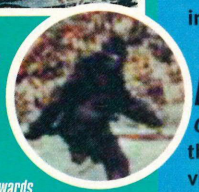
[Above] The countryside is beautiful. Undulating slopes, lush trees sprouting from the hillside, azure blue skies. It sounds so lovely until you see the boarders sliding around uselessly like gonks on lolly-pop sticks.

BETTY THE YETI!

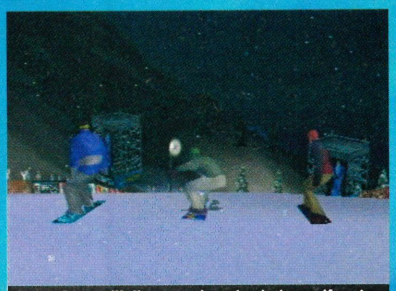
Thar' be strange things in them thar' mountains!

Yes indeedy, we asked our snow dwelling friend Dr Betty The Yeti PhD in Berricollectology what she though of XGPB and she replied:





"After assessing the fundamentals, both of the mechanics and relative consumer disposition towards the dynamics of this game, I have consulted with the PC Tips chimp and we have come to a unanimous conclusion that XGPB is pants." So there you have it.



[Above] You will disappear into the darkness if you're not careful. Stay to the middle of the course!

jump over a road. There are increasing difficulty levels but by the time you get to them you will either be asleep or foaming at the mouth. These five games are *XGPB*. These five games would be bonus stages in *Coolboarders*!

DOING PORRIDGE

Coolboarders had the added benefit of the mountains being lightly dusted in virgin white snow. Crisp, white, cooling snowflakes. *XGPB* has porridge. The boarders sludge down the slopes reluctantly and despite the porridge undulating as you would expect snow to, the board mechanics are gut-wrenchingly bad. They don't follow the drift of the snow they just lurch about and jerk over the scenery like a drunken elephant. When it comes to pulling a rail slide just make sure you are within about two metres of the rail, press ■ and the computer will automatically take over. You'll appear on the rail where you'll slide to the end completely guided by the computer until you drop off the other end to resume play. Blurgh! You can also snowboard through trees. Thrice blurgh!

There are really enough snowboarding games to keep everyone happy at the moment without having to release another. Sony should know better than to knock out such unforgivable rubbish. Just because we all worship you Mr Sony doesn't mean we can be treated like saps who would gladly digest any old crap you can throw at us.

X Games Pro Boarders bleeds enjoyment away faster than a thirsty vampire eating ready-salted crisps on a particularly hot day. You are going to kick yourself if you buy this. Avoid like Janet Street-Porter with a sprig of Mistletoe.



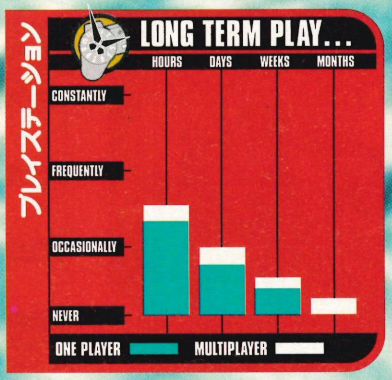
[Above] Wondering where to jump? No problem, just follow the arrows to see the best places. It detracts from the fun somewhat knowing exactly where to go and what to do, doesn't it?



[Above] Ooh! A half-pipe. Go up the sides then slide back down again. The fun is endless, it really is!



[Above] A picnic table. Normally this is used for picnics. Today it's a jump for dopey-draws!



PLAY

LOOKS	●●●●○○○○○○
SOUNDS	●●●○○○○○○○
GAMEPLAY	●●●○○○○○○○
VALUE	●●○○○○○○○○
YETIS	●○○○○○○○○○

35%

Bury your money instead of buying this

Alternatively:
Coolboarders 3 84%
Coolboarders 2 81%

PRO PINBALL: RACE USA

PLAY magazine Issue 45 1999

Written By TOM SARGENT

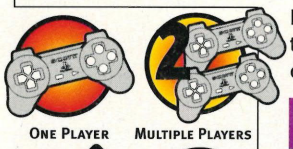
"EVER SINCE HE WAS A YOUNG BOY, HE PLAYED WITH HIS SILVER BALLS..." AND THEN HE STARTED PLAYING PINBALL...

Right orbit, inlane, scoop, air bag, big loop, left slingshot. Integral parts of the M25? Actually, these are merely a handful of new features crammed into Empire's latest version of the award winning *Pro Pinball* series. A quick glance at a few back issues of PLAY reveals that the previous two scored a ball-breaking 90 percent, and although *Pro Pinball: Big Race USA* builds upon their deserved success, we wonder that if you already own the previous two, if there's any reason to buy another stand alone game.

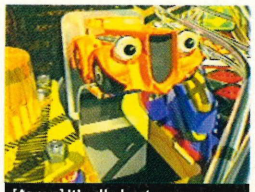
Had the previous two been bundled as a bonus, then it would have been well worth the purchase. As it stands *Big Race USA* offers only one simulation, albeit an excellent example of how flippin' fantastic a Pinball game can be, when the attention to detail is so well crafted. That's what every *Pro Pinball* game is so famous for: you only ever get one table, but you can practically guarantee that it's almost identical to a real machine.

PLAY information

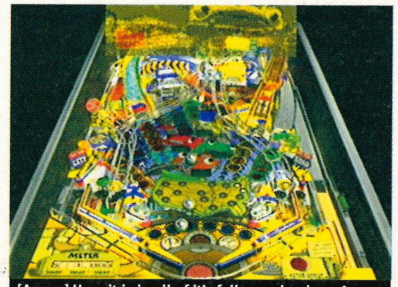
Publisher: Empire Interactive
Customer support: 0181 343 7337
Price: £29.99
Release date: Out now



"Another quality addition to the *Pro Pinball* family"



[ABOVE] It's all about cars you know? Pull up to the bumper baby.



[ABOVE] Here it is in all of it's full on splendour. As usual, there's only one (amazingly detailed) table.



[ABOVE] If you're that way inclined, you can zoom in to incredible levels of detail to see exactly how the various components work. [INSET] Here you can see how the ramps work and the bonuses around them. Coo.

STEELY RESOLVE

What's more, players can actually link two PlayStations together for a digitally delightful head-to-head showdown. A first for the genre, so we're told. This time you take a taxi ride across the good 'ol US of A visiting 16 cities, all of which contain their own unique quirks and characteristics. The displays, lights, sound effects and feel are spot on and, as usual, you can view the action from one of three preset views. Not only this, but you can zoom in and out between games to any level of detail and change difficulty and feature levels too.

The ball itself now feels even more realistic (if that's possible), sliding and spinning like never before and with up to six of them in the hectic multi-ball frenzy. Players can now enjoy full control over the parameters of the table, including flipper strength, slingshot power, tilt sensitivity and much, much more. Is it as good as playing the real thing? Not likely, but it's another quality, if unnecessary addition to the family and you won't get pestered by some annoying kid asking if you've got change...





PLAY

LOOKS	9
SOUNDS	8
GAMEPLAY	8
VALUE	5
FRICTION	8

80%

Flippin' marvellous if you don't already own the others

Alternatively:
Pro Pinball: The Web 90%
Pro Pinball: Timeshock 90%

The driving Force

in game technology



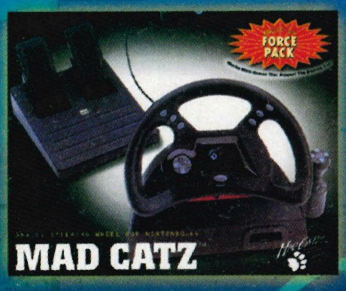
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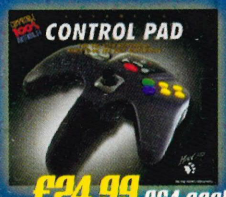
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PREMIER MANAGER '99

THE NUMBER ONE PLAYSTATION FOOTBALL MANAGEMENT GAME RETURNS FOR ANOTHER SEASON AND ANOTHER CRACK AT THE NUMBER ONE SPOT.

Written By PAUL MORGAN



PLAY information

Publisher: Gremlin
Customer support: 01142 639900
Price: £44.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS

MEMORY CARD | MOUSE

– Football fans rejoice. With just a few months left on this thrilling soccer season, the league table is taking shape; Aston Villa, Man United and Chelsea are the title contenders, whereas Forest, Charlton and Southampton look like dropping down. Yet in the world of football management anything can happen – and it usually does! Enter the latest management game to bear the *Premier Manager* insignia. Few genre's get as many sequels as football games, so can this latest instalment attract our interests once again?

WHO'D BE A MANAGER?

Like it's predecessor the game retains the colourful backdrops that made *PM '98* so visually appealing – unfortunately the same can't be said about the music, which is terrible by anyone's standards. Backed by none-other than Kevin Keegan (a fan of *PM '99* himself) the game has undergone a few noticeable improvements. Firstly a new layout – which is there to disguise the fact that the gameplay is not too different from the last game; and second, tweaking of the AI engine – of which is not an easy one to spot. However, one major improvement is the addition of the Italian leagues.

Most footie fans will be familiar with Channel 4's coverage of the Serie leagues in Italy. Many know, watch and enjoy the Italian football that is beamed to us on bright Sunday mornings from such stadiums as the San Siro (AC Milan), Delle Alpi (Juventus) and Stadio Olimpico (Lazio – Gazza's old stomping ground). Now thanks to Gremlin, you can do the stomping on all the football grounds that

"An addiction all die-hard fans will understand..."



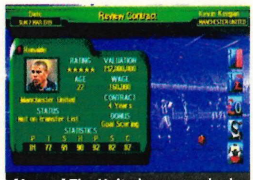
[Above] Knowing which players are constantly performing from week-to-week will always come in handy, especially if you're looking to strengthen your own line-up.



[Above] At the end of each match, you can assess your players performances by clicking on the Statistics/Ratings option.



[Above] Throughout the seasons, you will receive memos from the Chairman about your progress.



[Above] The United manager looks to the world's best – Ronaldo.

Serie A and B have to offer. Take charge of Juventus with players such as Zidane and Del Piero, or Inter Milan and the most expensive forward in the world, Ronaldo (let's hope he doesn't have a fit, eh!)

TO DO RON RON

The main menu is the control centre for all your management needs. From here you can reach almost everything within a few clicks of the button.

One of the most enjoyable and time-consuming aspects of the game is the transfer market. With over 100 teams to sign players from, shopping around for young talent or old heads to add to your squad can sometimes take hours over the course of a season – this is an addiction all die-hard football fans will understand.

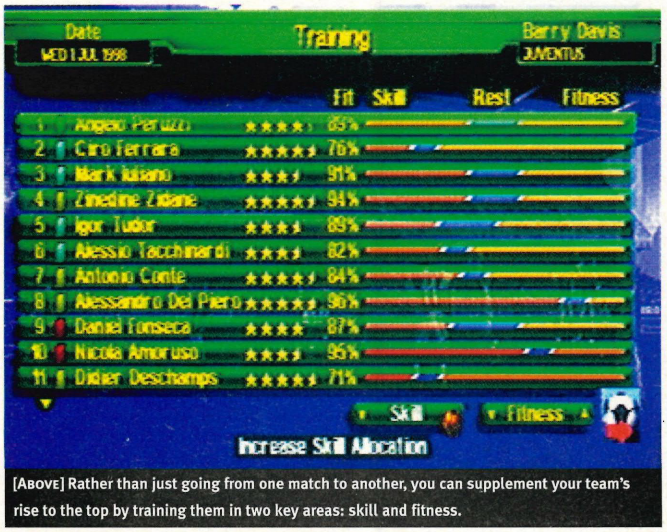


[Above] Before the season kicks off, you have the chance to warm up your players with a few friendlies.

Like the previous outing, you can adjust your team tactics within the squad menu, as well as viewing your players statistics, organising their training, checking their injuries and penalty points. This is also where you determine who gets their contract renewed and who got booted onto the transfer market for being shoddy.

When it comes to match day there is still one key element which is missing: there is no rating of players' performances throughout the match, which makes it impossible to determine who is putting on a good performance and who's stinking up the place. You can only just hope for the best, thus ruining any 'real' aspects of management. Okay, you get their ratings at the end of the match, but that's too late. Even the match highlights engine is unchanged with *Actua Soccer 2* being used and not *AS3*.

With all this in mind, gamers unfamiliar with *PM '98* will get something out of this sequel, otherwise it's hardly worth the hassle.



[Above] Rather than just going from one match to another, you can supplement your team's rise to the top by training them in two key areas: skill and fitness.



[Above] Using the *Actua Soccer 2* engine once again, you're able to watch all those near misses and glorious goals. [Inset] This is where all the hustle and bustle of everyday management takes place.



[Above] First of all, get yourself some new sponsors and upgrade the stadium's facilities.



[Above] With just a couple of minutes left on the clock, can Rovers find a way through the United defence?



PLAY

LOOKS ●●●●●●●●○○
SOUNDS ●●○○○○○○○○
GAMEPLAY ●●●●●●●○○○
VALUE ●●●●●●○○○○
TIRED LEGS ●●●●●●●○○○

78%

Some minor improvements, but still not up to scratch

Alternatively:
FA Manager TBA
Premier Manager '98 89%

RALLY CROSS 2

GET DOWN AND DIRTY WITH THIS MUD SPLATTING, RIVER SPLASHING SONY SEQUEL! COME ROMPING IN THE DIRT!

Written By GRAEME NICHOLSON

It may have received the preferential treatment around here, but for some of you out there *Rally Cross* wasn't quite right. Sony's 989 Studios took careful note of the criticisms levelled at its jolly offroader and set about making the necessary adjustments to fix the game up for the sequel. We are happy to report that any apprehension about the original character of *Rally Cross* being lost a la *Twisted Metal 3* in an attempt to please everyone has been unfounded.

Most criticisms were centred around the fact that people didn't enjoy being thrown onto their roof so often (though we say learn to drive better) and 989 has addressed those problems without a radical reshaping of the rest of the game.

Tracks are generally wider, so you don't collide with the curved edges so much and tip over. Also, the novel method of getting the cars back on their wheels by rocking side-to-side has been simplified to be less frustrating. One tap of the button should get you right side up following a tumble, whereas in the first *Rally Cross* you could be stranded like a beetle on its back trying to work up the necessary momentum while the computer opponents purred past.

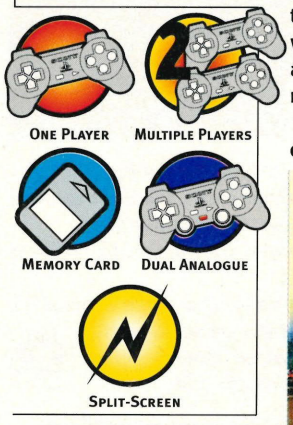
The physics governing the cars still have that slow motion bouncy feel to them though, so if you didn't care for the moon buggy effect of *Rally Cross* you'd better stay away from the sequel, too.

"A game that's fun even when you're losing!"

PLAY information



Publisher: Sony
Customer support: 0881 505505
Price: £39.99
Release date: Out now

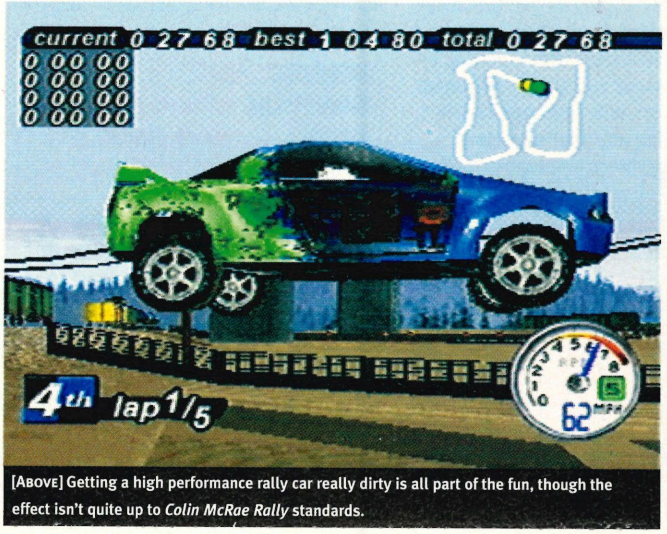




[Above] If you're a dodgy driver, there are still plenty of chances to flip over, just far less often than before. But you can flip back over again really quickly. [Inset] Paint the car to match your character.



[Above] A mis-spent tuning session on the shocks can aggravate the low gravity effect even more. Wahay!



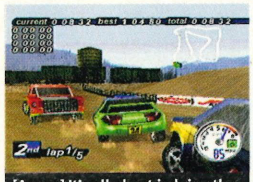
[Above] Getting a high performance rally car really dirty is all part of the fun, though the effect isn't quite up to *Colin McRae Rally* standards.



[Above] The opportunities abound in two-player for upsetting your friends by fishtailing and T-boning them, but the computer opponents and their smashing AI are missed, so you won't be playing this mode as often.



[Above] Ace driver or not, there's no way this beast of a vehicle is getting up the snow covered hill at the same speed as the CPU guys without proper snow tyres. Planning, you see.



[Above] It's all about judging the space and passing through easily.



[Above] A brief description of the forthcoming track lets you prepare the car's setup as necessary.



[Above] You'll have to work very hard at the season to win this 'un.



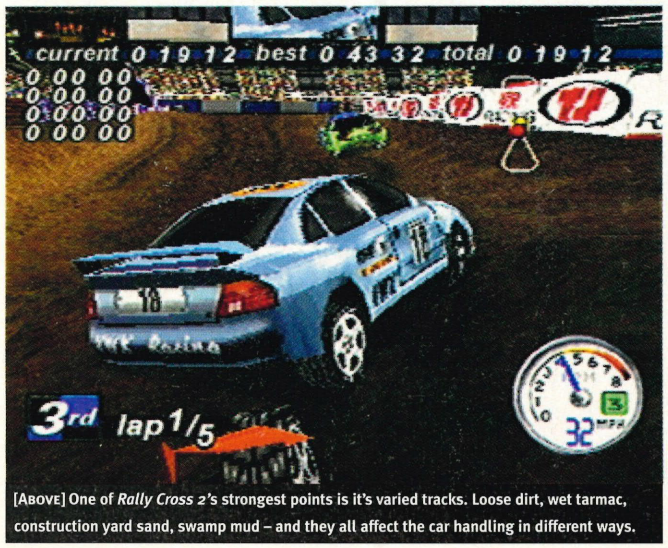
[Above] Don't like the lurid colour scheme? Paint it yourself.

ROAMING RACE

However, it's that bounding handling which makes this game so enjoyable to drive! With the uneven, lumpy tracks and that crazy suspension, it's a challenge even to maintain a straight line. Whether you're stuck in last place or way out in front, the race doesn't get boring because your hands are full just trying to keep from horribly wiping out. A game that's fun even when you're losing?

To help you deal with the differing terrain and weather, there's the chance to mess with the setup between the races of a season. It's all simplified with big chunky sliders for each item so you're not frightened to go in and have a tinker, and you'll soon find yourself making quick instinctive changes for each coming race.

Tyre choice is the most important (all purpose, offroad, snow, slicks) in order to stay with the pack on each course, but no matter what you've got on the wheels you will have to learn to pull off dirty great powerslides – sometimes using the emergency brake – to smoothly curl round those hairpin bends. Besides, giant skids through the mud and water look particularly cool in the full length replays.



[Above] One of *Rally Cross 2*'s strongest points is it's varied tracks. Loose dirt, wet tarmac, construction yard sand, swamp mud – and they all affect the car handling in different ways.



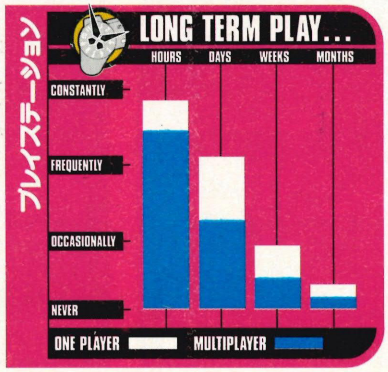
[Above] The crowd have always been part of rally in general and the first *Rally Cross* game too. In *RC2* they cheer you on as you scream past and some of them shoot pictures of your speeding car. Nicely atmospheric, that.

COUNTRY RUN

What you are getting is a refined and tuned version of the original *Rally Cross*. Handling and feel is very much the same, but anything unwanted has been removed and anything imperfect has been corrected. Only problem is, the graphics aren't going to make your heart skip a beat, or even raise your pulse. They're a bit old and unremarkable, and where new trends like environment mapping have been tried it hasn't worked. The reflections on the cars are made of rather obvious big square blocks that wouldn't fool a child, though the way mud collects on the body work is quite nice even if it can't be washed off in puddles like you can do in *Max Power Racing*. Overall, the appearance could have used a makeover to bring *Rally Cross 2* right up to date.

With car handling you can sink your teeth into, quirky tracks on many surfaces and varied vehicles from sports cars to RVs, this represents a good buy for enthusiasts. Just don't expect it to win any beauty contests.





PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●○○○○○
GAMEPLAY	●●●●●●●●○○
VALUE	●●●●●●●●○○
CYLINDERS	●●●●●●●●○○

83%

This game is rally good fun! (Sorry)

Alternatively:
Colin McRae Rally 93%
Rally Cross 89%

VIVA FOOTBALL

Written By TOM SARGENT

THERE'S REAL LONG-TERM APPEAL TO BE FOUND IN VIRGIN'S VIVA. IT'S BOTHERING WITH IT THAT YOU'LL FIND HARD TO TACKLE IN THE LONG RUN...

Doesn't it?

Wasn't it? Geoff Hurst scores a hat-trick in '66, an overweight midget Argentinian handles the ball in '86, Cruyff 'turns' in '74 and Gordon Banks defies the laws of physics with an impossible reaction save in '70... enduring images aren't they Ron? And so, just when thought it was all over, Virgin skips past the PLAY defence with a copy of *Viva Football* and slots it into an open PlayStation.

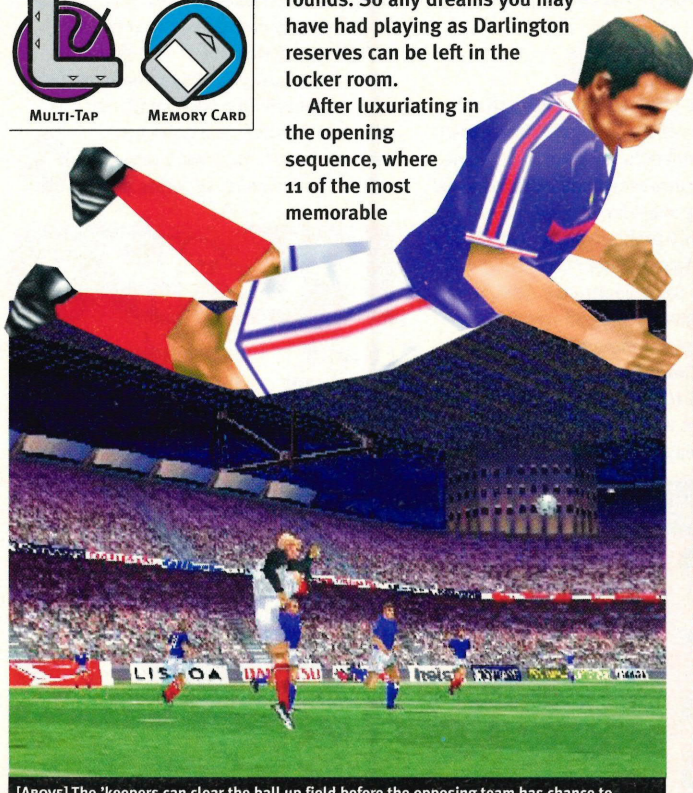
It's been a long time coming, but the marketing muscle behind the game gambled by letting the dust settle on the Christmas rush before releasing its unique vision of the game. That vision focuses entirely on the 1035 (count 'em) teams from the past 40 years of World Cup action, including all of the qualifying rounds. So any dreams you may have had playing as Darlington reserves can be left in the locker room.

After luxuriating in the opening sequence, where 11 of the most memorable moments and personalities between Sweden '58 and France '98 are recreated, it's straight down to the hurly burly of leather on leather.

PLAY information

Publisher: Virgin
Customer support: 0171 368 2255
Price: £39.99
Release date: Out now

ONE PLAYER | MULTIPLE PLAYERS | MULTI-TAP | MEMORY CARD



[ABOVE] The 'keepers can clear the ball up field before the opposing team has chance to regroup if you're quick. They're also flippin' good shot stoppers. Oh yes.



[ABOVE] Remember the tight '82 England squad shirt – so bad it makes you cringe. Great tackle though. [INSET] The Dutch '94 squad hoof the ball clear in a manner that Graham Taylor would be proud. "Do I like that!"

LAS VEGAS

Crunch time, then – how good is *Viva Football*? It's a harder question to answer than you might imagine, due entirely to the fact that it's so bloody difficult to play and doesn't look that hot. If you thought that Eidos' *World League Soccer* was a game for real football fans, think again.

"Difficult to play and doesn't look that hot..."



[ABOVE] Brazil versus Argentina – always a game to savour. The facial features are a bit dodgy, but the animation of the players is well above average. From a distance the graphics don't look that hot to be honest.



[Above] From the replay, players can view the shot, header or whatever from a fully rotating camera. It's as easy as falling off a log. Free kicks need loads of practice to get right.



[Above] If you're quick, you can fool the keeper into committing to a desperate dive, and then humiliate the fool. [Inset] No you're eyes aren't deceiving you, play in amazing, erm black and white-o-vision. Wow!

VIVA PITCH

You may laugh at the comparison between today's super-fit footballing idols and the toothless, domino-playing pie and ale guzzlers of the Sixties, but at least they brought home the silverware.

NINETIES

Wages: £10,000 - 30,000 PW
Sponsorship: Anything and everything
Ball: Light and swerves like a balloon
Diet: Vitamins, minerals, steroids
Leisure-time activity: Clubbing
Fitness: Supreme
Success in World Cup: Hahahaha!

SIXTIES

Wages: Ten bob and a pickled egg
Sponsorship: Eh?
Ball: Heavy, laced-up and breaks toes
Diet: Pie and ale
Leisure-time activity: Dominoes (apart from George Best)
Fitness: Eh?
Success in World Cup: They think it's all over...

The levels of concentration and timing required to stick the ball in the back of the net soars to dizzying new heights in *Viva*. You're forced to snap away at the opposition's heels for ages and that's just to regain possession. The AI of the opposing teams is frightening.

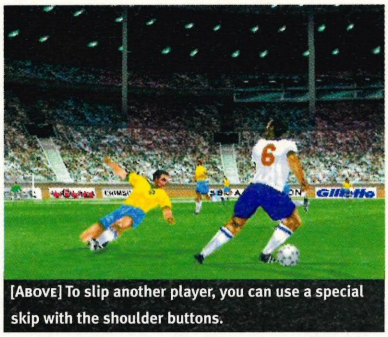
Though what separates the wheat from the chaff is the way seeded teams have an uncanny habit of putting their chances away with clinical precision. It's a good job the goalies perform well – they should be tested for steroid abuse, such is the level of their athleticism. Compared to other games, *Viva* has relatively few moves to master – pass, chip, shoot and a few variations of these buttons to perform one-twos and a through ball, but even the simplest of passes can be intercepted by fuel injected opposing players.

SATURDAY NIGHT

There are tackles and even a punch when the score line starts to get out of hand, in addition to the useful 'goalie rush' chucked in to counter strikers who get clean through on goal.

All very nice and simple, but *Viva* has a stack of noteworthy flaws. There are too many offsides and the system of shooting or crossing by letting the CPU take over the running for a split second while you aim with the D-pad requires the predatory instincts of a cheetah to pull off. Yes, you kind of get to grips with it after hours of practice, but once learned it's still tough to the point of distraction and just doesn't feel right. Why is there a spinning circle around the player currently under your control? It doesn't serve any purpose other than obscuring the sight of the ball.

Other faults include noticeable slowdown at times and a slight lag time from pressing the pass button to it actually happening. Doh! The final major problem is player selection – it's basically a pain, especially when there are a couple of your players near the ball.

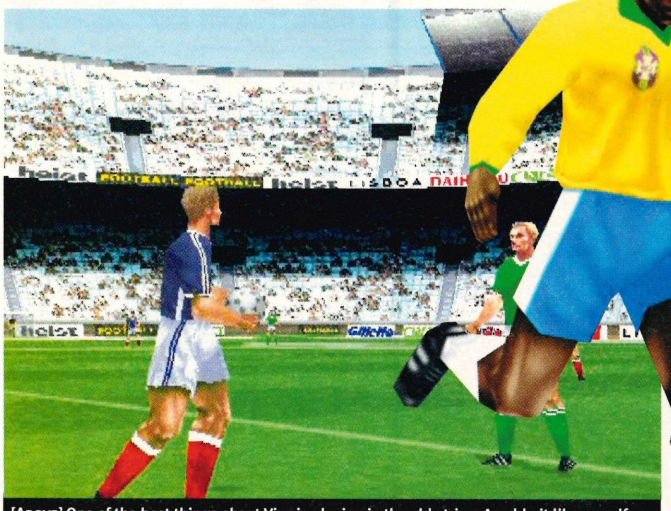


[Above] To slip another player, you can use a special skip with the shoulder buttons.

If you've got boundless patience, you'll get a lot out of *Viva*, though. The pace is spot on and when you finally score the sense of achievement is immense. It's a case of hard to play, harder to master, so it won't appeal to everyone, sadly.



[Above] Playing from up close looks cool, but remains totally impractical.



[Above] One of the best things about Viva is playing in the old strips. An old git like myself really appreciates this. Not that I remember the strips from the FIfties, though.



PLAY

LOOKS	●●●●●●●○○○
SOUNDS	●●●●●●●○○○
GAMEPLAY	●●●●●●●○○○
VALUE	●●●●●●●●●○
GLORY	●●●●●●●○○○

79%

Tougher than Vinnie to master, but rewards eventually

Alternatively:
Michael Owen's WLS 93%
FIFA '99 91%

PLAY magazine Issue 45 1999

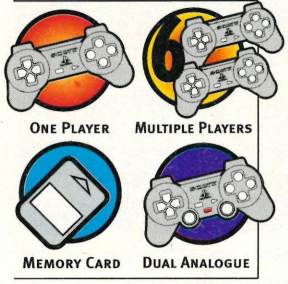
BRUNSWICK CIRCUIT PRO BOWLING

HOLD ONTO YOUR HATS, THQ'S ABOUT TO UNLEASH A BOWLING SIMULATION, WHICH ISN'T REALLY THAT EXCITING...

Written By TOM SARGENT

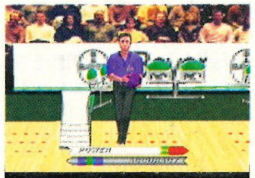
PLAY information

Publisher: THQ
Customer support: 01483 767656
Price: £19.99
Release date: Out now



Bowling! What *is good for? Absolutely nothing!* Other than frequenting the local 'Hollywood Bowl' (more through peer pressure than enthusiasm, you understand) we couldn't give two hoots for this awful American pastime. Maybe it's because most of the lanes are full of pot-bellied, moustached freaks who strut around sweating freely and wearing those 'special' gloves whilst giving you one of those 'I live for the sport' grimaces.

Things don't really improve in *Brunswick Circuit Pro Bowling*. Taking the intense and riveting action from the real thing onto the digitally recreated lanes of the PlayStation, there was hardly a stampede to grab a controller – well not with *Street Fighter Zero 3* wowing the unruly hoard in the office. As a sports simulation, *Brunswick* pulls off the 'thrills and spills' better than Electronic Arts ancient 'comedy' flop *Ten Pin Alley* and there's nowhere near as much faffing around with the controller to get a strike.

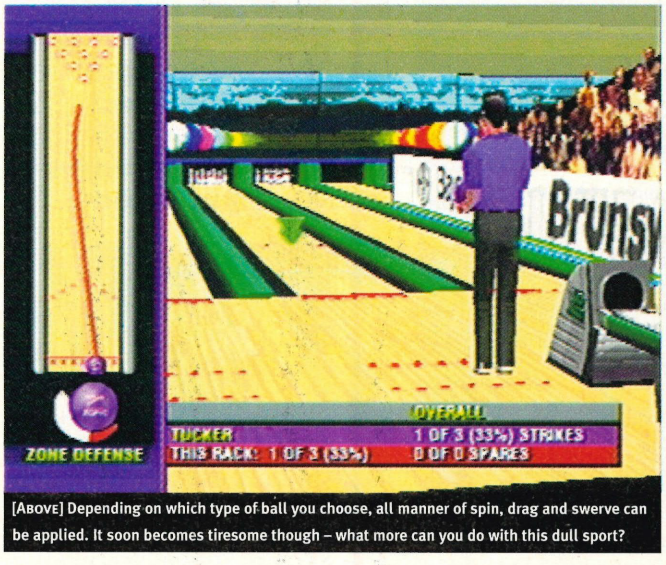


[Above] Strike a pose and let's get to it. This is serious stuff. Honest.

SWEATY ACTION

Before even launching a shot down one of the dozen colourful lanes from around the world (try the 'Cosmic Bowlodrome' in Vegas or the 'Ein Spieler Bowlhouse' in Germany), players can add 'hook' to spin the ball and even change the ball style. Quicker balls won't spin as much and suchlike, but at least you only need to concentrate on the bog-standard power meter, when it comes to the crunch.

The physics of ball hitting pins is excellent and recreates the random scattering of pins perfectly, but who really cares when the action is so tedious? If you're feeling particularly daring why not try the 'Create your own bowler' mode, where anything from silver and black-rimmed spectacles to clean-shaven or bearded weirdos can be created. If you feel the unnatural urge to plug away for longer than a couple of hours, Skins, Tournament and Career modes will no doubt fulfil every bowling fantasy, but even the sad FMV fireside chats from the leading pros and the glow-in-the-dark bowling can't raise *Brunswick Circuit Pro Bowling* above the bland affair that it represents.



[Above] Depending on which type of ball you choose, all manner of spin, drag and swerve can be applied. It soon becomes tiresome though – what more can you do with this dull sport?



[Above] Just look at the poise, the concentration, the er, trousers... how does he manage to levitate that ball? The cardboard cutout crowd certainly appreciate it. [Inset] This is the gesture of a man whose got a strike.

"Hardly a stampede to grab a controller..."



PLAY

LOOKS	●●●●●○○○○○
SOUNDS	●●●●●●○○○○
GAMEPLAY	●●●●●●○○○○
VALUE	●●●●●●●○○○
GUTTERS	●●●●●●○○○○

62%

An admirable effort to recreate a 'dull' sport

Alternatively:
Ten Pin Alley 60%
The real thing...



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PLAY magazine Issue 45 1999

MAX POWER RACING

Written By CONNOR HAMMIL

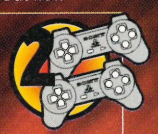
PLAY information



Publisher: Infogrames UK
Customer support: 0161 8326633
Price: £44.99
Release date: Out now



ONE PLAYER



MULTIPLE PLAYERS



MEMORY CARD



DUAL SHOCK



SPLIT-SCREEN

THE JAPANESE GAMES HAVE DOMINATED THE RACING GENRE FOR A LONG TIME. CAN THE BRITS TO A BETTER JOB?

You've got to find a niche, you know, to sell your game these days. When all this was just starting out it was fine to have a game that was just about shooting or racing, but now everything's been done at least once. Eutechnyx has gone for a boy-racer angle on it's driving game *Max Power Racing*, and it's packed with all the right cars to match that image. From over modified hatchbacks to more expensive imported lovelies, you'll recognise the lot from the streets of Britain, where shaven apes with golden hoop earrings can be found driving them to destruction in the streets.

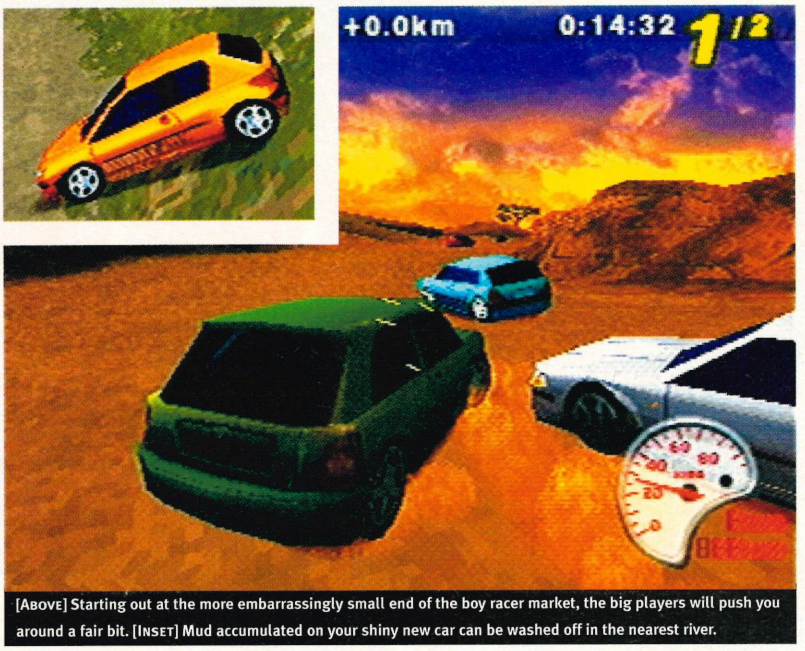
Hopefully as a hyper intelligent reader of PLAY, you have no aspirations to become one of these bad boys. There's no harm in testing out a few of their cars though, is there?

GREASE MONKEY

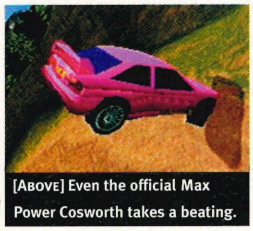
Even the most basic looking motor cars are unusually powerful in *Max Power Racing*, so the races tend to be quite lively. Collisions with other competitors and bits of scenery are common too, usually resulting in a shower of sparks and some dented bodywork. If you lose



[Above] Freedom of movement on this scale is missing from almost all car games, so it's actually tough to get used to. If you don't hit the restart command on time, it's game over.



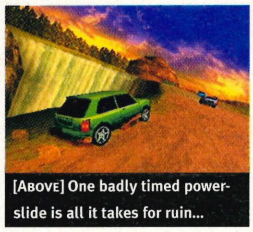
[Above] Starting out at the more embarrassingly small end of the boy racer market, the big players will push you around a fair bit. [Inset] Mud accumulated on your shiny new car can be washed off in the nearest river.



[Above] Even the official Max Power Cosworth takes a beating.



[Above] A spot of dreary rain and fog in the The People's Republic of China tests your perception.



[Above] One badly timed power-slide is all it takes for ruin...

concentration for more than a split second on the road, the consequences can be severe. As well as the real-time damage, there's the lack of the standard trackside boundaries you would find in most racing games, so you can flip the cars on rock faces next to the road or come skidding right off a cliff in a very undignified manner.

So the rare element of freedom is there, and the cars handle quite nicely thank you very much. What, then, is wrong with *Max Power Racing*? Mainly graphical issues that may not seem important when you first play *MPR* fresh after tearing the cellophane wrapper from the box, but which will gradually irritate you over time. As indicated in our WorkStation last month, the bubble of illusion is popped somewhat by the soupy surface of the road and surrounding scenery. Even when you're parked up, it all jiggles around you see in a way that's too vigorous to ignore.

"Still streets behind the likes of *Ridge Racer 4*..."

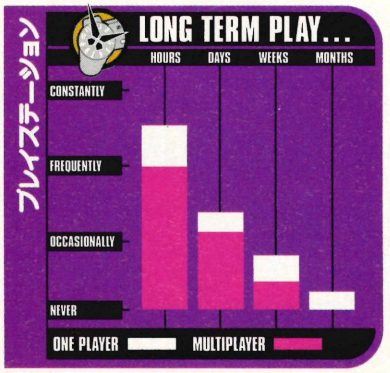


[Above] A bit big and heavy for a sports car, the Mitsubishi GTO (successor to the 3000 GT) will give you handling problems aplenty out on the track. Choose something more spritely.

CAR JOCK

The other thing is missing detail. *Max Power Racing* has some fairly advanced tuning possibilities and uses real, licensed cars. So it's safe to assume it will sell to car nuts more than anyone else, but such enthusiasts will probably be disappointed at how plain some of those licenced cars look in the game. More desirable autos are better detailed, like the Toyota Supra and Mitsubishi GTO, but the early hatchbacks that you start with are surprisingly flat and curve-free. You've only got to look at the impossibly well drawn automobiles of *Gran Turismo*, the game against which all car games are measured now, to see what can be achieved with the right techniques. About 30 international tracks and good variation in the terrain (mud, water, tarmac, gravel) make this of pretty good long-term value, but it's still streets behind the likes of *Ridge Racer Type 4*, *Colin McRae Rally* and *GT*.

[Above] The body panels all bend in accidents, the windows shatter and dirt gets stuck to it. Lovely.



PLAY

LOOKS	6/10
SOUNDS	6/10
GAMEPLAY	7/10
VALUE	7/10
ALLOYS	3/10

75%

Good fun, but no front runner!

Alternatively:
Gran Turismo 97%
Ridge Racer Type 4 91%

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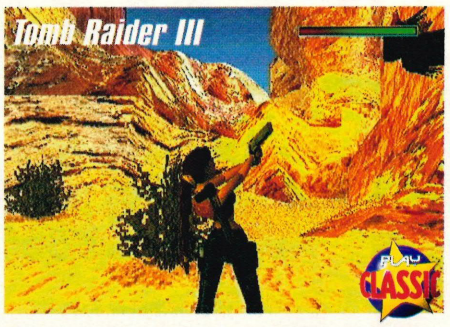
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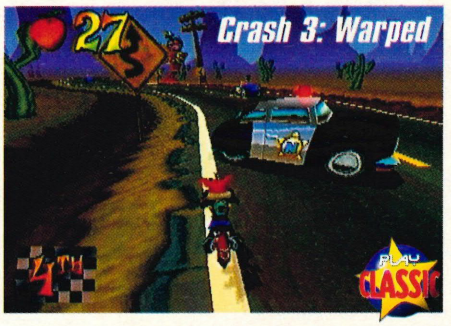
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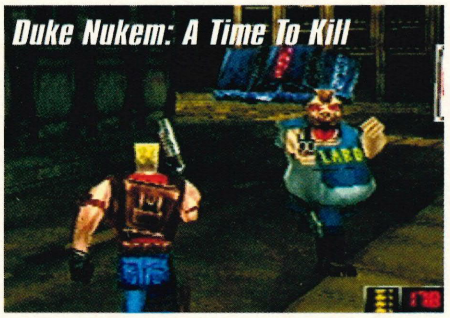
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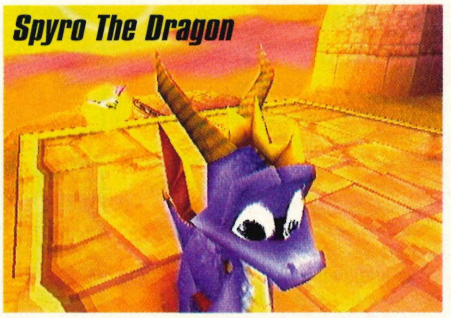
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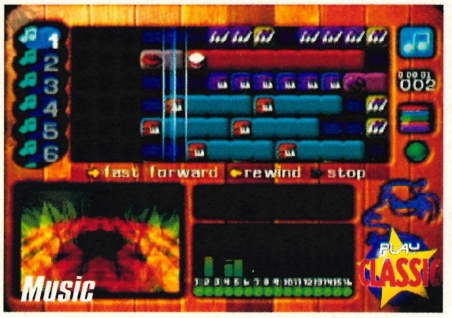
















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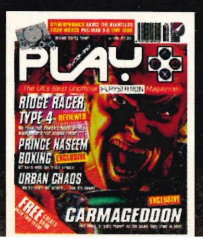
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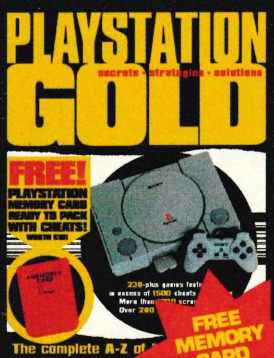
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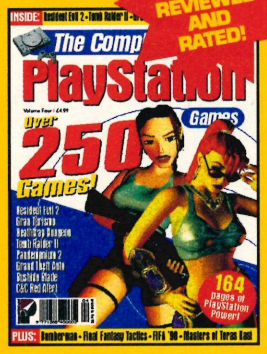
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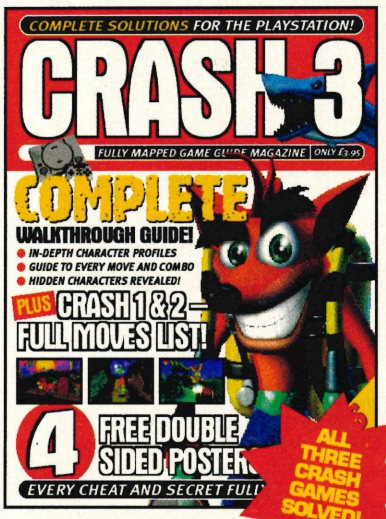
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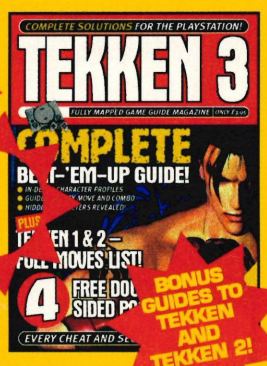


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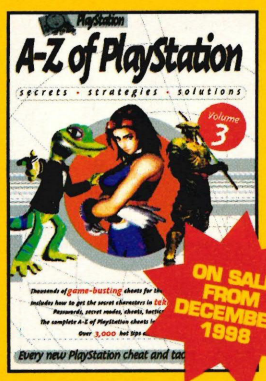
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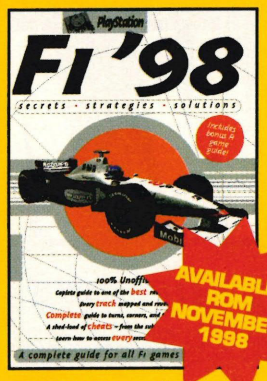
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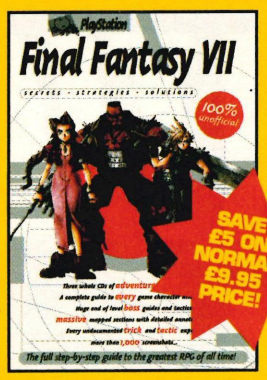
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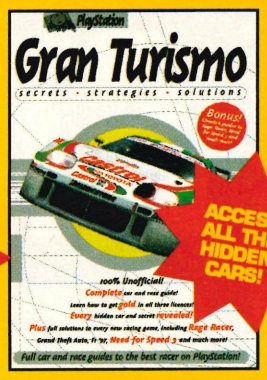


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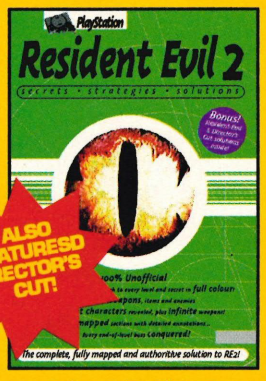
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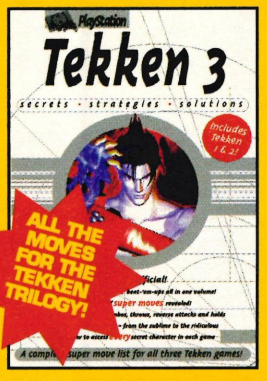
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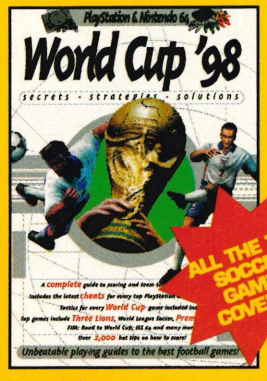
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Q&A

If you're hopelessly stuck, or just need advice, send queries to: Q&A, Play Magazine, Paragon Publishing Ltd, Paragon House, St. Peter's Road, Bournemouth, Dorset BH1 2JS We know everything, and if we don't know something, we'll just ignore you...

Dear Play,
Have you got any cheats for *Spyro The Dragon* because I can't get past Gnasty Gnore.
Marcus Fensome, Colchester
For 99 lives go to the inventory and press ■, ■, ■, ■, ■, ■, ●, ⇧, ●, ⇦, ●, ⇨, ●. That should help you defeat him!

Dear Play,
My boyfriend recently bought *Heart Of Darkness* and I can't stop playing it! I'm stuck on Level 3 Screen 8 though, how do you make the seed grow?
Miss J Roberts, Lancs



Dive to the bottom of the lake and touch a shiny rock that you come across in order to recharge your power. Swim to your right and enter the underwater cave. Use full power to destroy the boulder then push the seed to the right most wall and use full power to make it grow. Climb the plant and jump to the right to carry on.

Dear Play,
I was wondering if you have any cheats for *The 5th Element*, because I keep dying on the

WHO NEEDS A VALENTINES CARD WHEN YOU'VE GOT THIS SWATHE OF HEARTWARMING CHEATS? GO ON, GIVE US A TIP AND SEND IT TO: STATION MASTER, PLAY MAGAZINE, PARAGON PUBLISHING LTD, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS OR EMAIL: PLAY@PARAGON.CO.UK

SPYRO THE DRAGON

Updated

NINETY-NINE LIVES
Pause gameplay, enter the Inventory menu, then press ■ (x6), ●, ⇧, ●, ⇦, ●, ⇨, ●.

FASTER RUNNING
Hold Run + Jump while playing the game.

SECRET LEVEL
Collect all the gems to obtain a 100% ending. Go to Gnasty's World and approach the green dragon head. The head will open to allow access to the Gnasty's Loot bonus level.

AVOID DEATH
Pause gameplay and exit the current level if faced with imminent death by falling. Note: This may not be done in the home levels.

GEMS IN THE ICE CAVERN
Run into the poles in the ice caverns in Peacekeepers to get the gems off of them.

STREET FIGHTER ZERO 3

ACTIVATE 'DRAMATIC BATTLE' AND 'FINAL BATTLE'

To activate the 'Final Battle', complete the game on level 8 difficulty. If you manage to accomplish this without continuing, you'll be rewarded with the 'Dramatic Battle' also!



ACTIVATE 'DRAMATIC BATTLE' EXTRA MODES

Complete the 'Dramatic Battle' mode twice using Ryu & Ken, and Juli & Juni to get the two extra modes.

ACTIVATE 'TEAM BATTLE' AND 'SURVIVAL' MODES

Complete the World Tour mode, finishing with your character's level above 10 and you'll unlock these two extra modes.

FIGHT AS EVIL RYU AND GUILE

These two extra characters are unlocked when you power your character up to level 30 or higher in the World Tour mode (to do this, try not to continue and obtain as many perfects as you can. Not utilising the extra abilities may also help). If you get higher than level 30, new locations will open up containing Evil Ryu and Guile. If you beat them, the two characters will be added to the character select screen.

FIGHT AS SHIN GOUKI

If you reach level 32 in the World Tour mode, you'll visit a new area inhabited by Shin Gouki. If you defeat him (which is very hard) you'll be able to pick him from the character select screen by holding L2 and selecting Gouki.





BEAT MANIA

HIDDEN MODE 1

Hold L + R (the two back keys on the *Beat Mania* controller) and press Start when the menu with the 'Press Start Button' selection appears. Release those buttons and press ⇦ + × (the two white keys on the left and right side). A sound will confirm correct code entry. The 'Hidden Mode 1' option will now become available.

DOUBLE PLAY MODE

Hold ⇦ + ■ + × (the three white keys) and press Start when the menu with the 'Press Start Button' selection appears. Release those buttons and press L + R (the two black keys). A sound will confirm the correct code entry. An option for Double Play mode will now become available.

R-TYPE DELTA

LEVEL SELECT

Use the bombs more than 10,000 times! This may be checked by viewing the 'Notes' menu. A 'Stage Select' option will appear when you've finally achieved it!



EXTRA CREDITS

Accumulate over three hours play to increase the number of credits to nine.

UNLIMITED CREDITS

Accumulate over six hours of play to unlock a 'Free Play' mode.

POWER ARMOUR

The Power Armour is the best ship in the game. It can be accessed by successfully completing the game under the Human or higher difficulty setting, or by playing the game over one hundred times. Cool.

continued >

fifth level.
David Paynter, Portsmouth
Press L1, L2, R2, R1 select at the main menu. If this doesn't work hold ●, ▲, L2 at the menu for some cool surprises.

Dear PLAY,
On *Red Alert* a multi-coloured cloud comes at you sometimes and shoots you. It's so annoying, how can get around it?
Edward Twitchett, Bath
If you can't face the cloud anymore then simply enter this instant victory cheat! Click on the 'teams' button with ● then move the pointer over the following and press ● on each: ×, ■, ■, ●, ▲, ●.

Dear PLAY,
Please could you tell me the code to get infinite ammo on *RE: Director's Cut* for use with the XPlorer cart. I've tried imputing a code I have but it doesn't work.
Brian Harman, Surrey
The code for ammo is 8662DADE 605C. If this still doesn't work then why not just use the rocket launcher from the very beginning with this code! F662DADC 5959, 8662DADC BC64

Dear PLAY,
Could you tell me how to get full mana on *Warcraft 2*?
Dale Beales, Portishead
Press start during the game and select the password option. Enter VRYLTTL for all spells and mana. You can also enter GLTTRNG for 10,000 gold, 5000 lumber and 5000 oil! We're too kind!

Dear PLAY,
Are there any cheats for *Tomb Raider* other than level skip and ammo levels? If there are, could I have them?
Emlyn Davies, Pembs
There is only one other useful one we know of and that is the cheat for all weapons. Go to the inventory then press L1, ▲, L2, R2, R2, L2, ●, L1. D-da!

Dear PLAY,
Rascal is crap, but I own it and need a cheat for it. Got any?
Jonny Spikernal, Warrington
Why of course! Enter the word 'House' as a password and begin play. To select a level press R1.

Dear PLAY,
My friend told me he could get Uka Uka instantly on every level of *Crash Bandicoot 3: Warped*. Is he

Q&A is continued over page

Q&A continued

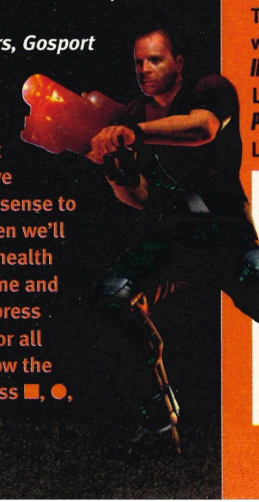
lying or can he really do it?
Harvey 'The Dog', Leeds
He's right to some extent. You can get Uka Uka by pressing ▲, ●, ×, ■ in the game but you can only do this once per life.

Dear PLAY,
Is there any way of making a super player in *Actua Soccer*?
Ross Burridge, London
Hold Select and ⇖ at the title screen and a super player called Crossi will be accessible for play.

Dear PLAY,
Every month you seem to help people with the *Broken Sword* games so here's my pound's worth! How do I get Nejo to take the ball in the original game?
Jade Boswell, Sheddey
Ask Nejo about Duane, Pearl, Ultar and the kebab seller then offer him the ball again (you need to have offered it to him twice before). Ask him what the phrase means when he says it, then use the phrase on Arthur. Talk to him as much as possible then return to the market where you can now progress.

Dear PLAY,
Here is a cunning way to get a stash of money at the start of *Monopoly*. Configure the game for three players using controller one and the CPU. Begin the game and transfer all the money to one player. Then select bankruptcy for the other players and continue against the CPU with £4,500!
Emily Baker, Preston
Thank you. Our money making schemes will never be the same. Any tips on how to do it for real?

Dear PLAY,
Do you have any cheats for *Apocalypse*? I got it for Christmas and I've bet my mate I can complete it before he completes his copy.
Kyle Matravers, Gosport
We don't normally support gambling, but because you've had the good sense to write to us then we'll help. For full health pause the game and hold L1 then press ■, ×, ▲, ●. For all weapons follow the above but press ■, ●, ⇧, ⇩, ×, ■.



cheats & codes



PSYBADEK

INVINCIBILITY	[illegible]AHAOS
LEVEL SELECT	GOANYWHERE
TURBO MODE	DEKPOWERUP
NINE LIVES	DONTDIONME
TURBO DEK	DEKPOWERUP
SLOW DEK	CLAPPEDOUT
LARGE XAKO	INLILLIPUT
TINY XAKO	SIZOFANANT
LUNAR GRAVITY	WALKONMOON
UPSIDE DOWN MODE	TOPSYTURVY
WOBBLE MODE	JELLYJELLY
SLIPPERY MODE	GREASEDDEK



TOCA 2

ALL CARS Enter MECHANIC as a name in single-player mode.



ALL TRACKS Enter BIGLEY as a name in single-player mode.

DRAGON SEEDS

FIRE DRAGON Begin with the phrase Armageddon is near.
HIGH STAT DRAGON Begin with the phrase The power is eternal for a dragon with over 120 stat points.
IMMORTAL DRAGON Start with the phrase Life is eternal.
POWERFUL DRAGON Start with the phrase Life is Beautiful.



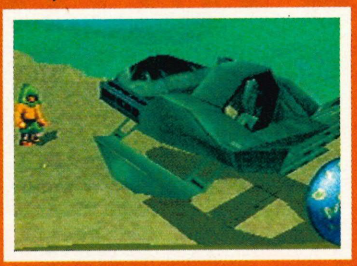
SPECIAL ATTACK DRAGON Start with the phrase The Rock is Shining.

EHRGEIZ

ALTERNATE COSTUMES
Hold ⇧ while selecting a fighter at the Arcade mode Character Selection screen.

V2000

CHEAT MODE
Hold R1 and press ⇦ x2, ■, ●, R2, ⇨, ▲, L2 during game play. A sound will confirm correct code entry. Pause the game and move to the bottom of the options menu to find the cheats.



CHURCH BONUS
Crash into the church on the Medieval level at high speed to find a power-up.

O.D.T.



FULL AMMUNITION Pause the game and press ⇦, ⇨, ⇧, ⇩, ●, ■.
FULL ENERGY Pause game play and press ⇦, ⇨, ⇦, ⇨, ■.
FULL MANA Pause game play and press ⇦, ⇨, ⇦, ⇨, ●.

TWISTED METAL 3

Enter the following as passwords
GOD MODE L1, ■, ×, R1, Start
UNLIMITED AMMUNITION ▲, l, ⇧, ⇨, ⇩
FREEZE MISSILE ▲, ⇧, ●, ⇨, Start to add 99 freeze missiles to the inventory. They appear to be identical to the power missile, except for the 'freeze' caption.

DUKE NUKEM: TIME TO KILL UPDATED

UNLIMITED CONTINUES
Pause game play and press ⇦, ⇨, ⇧, ⇦, ⇨, e, ⇦, ⇨, L1, R1.
POWERED-UP WEAPONS
Pause game play and press R1, R2, L2, L1, R1, R2, L2, L1, Select x2.
ALL KEYS
Pause game play and press ⇧, ⇨, ⇧, ⇦, ⇩, ⇧, ⇨, ⇦, ⇨, ⇩.
SMALL HEAD OPPONENTS
Pause game play and press R1 x9, ⇨. Alternatively, pause the gameplay and press R1 x3, L1 x3, R2 x3, ⇨.
INTRODUCTION SEQUENCE
Pause game play and press Select, ⇧ x9, Select, L1.
VICTORY SEQUENCE
Pause game play and press Select, ⇧ x9, Select, L2.



KILT SEQUENCE
Pause game play and press Select, ⇧ x9, Select, R2
VIEW CREDITS
Pause game play and press Select, ⇧ x9, Select, R1.
ADULT MODE
Although this has been doing the rounds elsewhere, it doesn't work in the retail version.

CPU CARS IGNORE HEALTH POWER-UPS ⇩, L1, ⇩, Start, ▲. The CPU controlled cars will not use health power-ups when low.
GIANT RICOCHET BOMB ⇦, ⇨, ⇦, ⇨, ⇧.
SMART SEEKERS ▲, ⇦, ⇩, ⇨, ⇧. Any missiles that track their targets will be enhanced.



MASSIVE FORCE ▲, ●, ⇩, ⇦, ⇧. The impact damage of any weapon that hits your character or the CPU cars will be magnified.
CPU KILLS HUMANS L1, R1, L1, R1, R1. All CPU cars will relentlessly attack player cars.
PLAY AS MINION IN NORMAL MODE ⇨, ⇨, ⇨, ⇦, ⇦. Minion will now appear at the vehicle selection screen.

APOCALYPSE

Pause the game and then hold L1 and press the following codes. The sound of a gun will confirm correct entry.
LEVEL SELECT ▲, ⇧, ×, ⇩. Choose the 'Exit' option to access the new level select option at the main menu.
FULL HEALTH ■, ×, ▲, ●.
ALL WEAPONS ■, ●, ⇧, ⇩, ×, ■.
UNLIMITED LIVES Pause the game, then hold L1 and press ▲, ●, ×, ■. A sound will confirm correct code entry.



Check out our guide over the page...



DATEL GAME PRODUCTS

NINJA
Infinite Lives
800BBA28 0001
Infinite Energy
8006D0BE 0050
Infinite Money
8006D064 FFFF
8006D066 05F4
Infinite Smartbombs
8006D0C0 0009
Infinite Smokebombs
8006D09C 0009

NHL POWERPLAY
Away Team Never Wins
801F5CBC 0000
Home Team Never Wins
801F5CE0 0000

KNOCKOUT KINGS
Player 1 Invincibilty
801DA626 0050
Player 2 No energy
801DA626 0000
Player 1 Max power
801DA654 1388

NBA LIVE '99
Home team 222 points
8008FD5C 00DE
Away team 222 points
800911BC 00DE
Home team never scores
8008FD5C 00DE
Away team never score
800911BC 00DE
Quarter finishes instantly
80099B74 0000
Always start in the 4th Quarter
80099B84 0005

TOCA 2
All bonus tracks
80010160 FFFF
80010162 FFFF
Loads of points in support team mode
800DB6A0 0FFF
Always first in support team mode
800E77B4 000F
Overhead view
80010170 0001
Better handling
80010172 0001
All difficulty mode
8001017E 0001
Always first in championship*
800E7F04 000F
*Note: Works with Peugeot 406 team only

THE FIFTH ELEMENT
No reload
800DAD48 000A
Infinite lives
801FFF46 00FF
Infinite shields
801FFF96 00FF
800DAD0C 00FF
Have all elements
801FFF5C 0001
801FFF5E 0001
801FFF60 0001
801FFF62 0001
Note: Turn cart off to load and save games.

FUTURE COP: LAPD
Infinite health
50000402 0000
8005891C 0000
Infinite ammo
8006C35C 0000
8006C35E 0000
All weapons
8009CE8E 0004
8009CEA2 0004
8009CEB6 0004

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION

CRASH 3
SONY CODE 01420
Infinite Lives
365CE85F59BB
Unlock levels
365CE655595A
All Crystals
365CE533594E
865CE532D04F
365CE538596D
5 Coloured gems
365CE8B959CE
All Powers
365CE680596F

F1 '98
SONY CODE 01421
Infinite time
765711E05A76
865711E0595A
765711DEFF7C
865711DE595A

NHL POWERPLAY
SONY CODE ?????
Home team always wins
8673B338597A
Away team always wins
8673B314597A

POCKET FIGHTER
SONY CODE 01378
Infinite health
3674702059EA
Max red gem
36746D35595C
Max yellow gem
36746D3C595C
Max blue gem
36746D3B595C

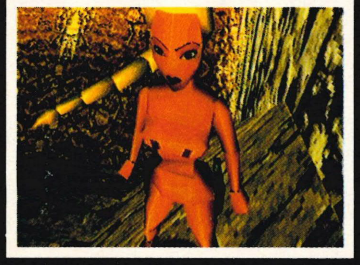
RIVAL SCHOOLS
SONY CODE 01436
Infinite health P1
36744D565922
Unlock everything
8673BC28504F
8673BC2C504F
8673BC30504F
8673BC2E504F
8673BC34504F
8673BC32504F

RUSHDOWN
SONY CODE 01080
All tracks
B6625764595A
165557E05959
365558705956

PANG COLLECTION
SONY CODE ?????
POMPING WORLD
Infinite lives P1
3662CE605961
Infinite lives P2
3662CEE05961
Infinite time
36632B3C59BB
SUPER PANG
Infinite lives P1
3660B38059BB
Infinite lives P2
3660B30059BB
PANG 3
Infinite continues
365E228C59BB

BLOODY ROAR
SONY CODE 01010
Infinite energy P1
66565758597A
1F800198EA80
FFFFFFFC0058
8040801F1A3C
98015A370000
40A780EA1A3C
00389A400070
1A4000000000
04005A270800
4003100000042

XPLORER
THE ULTIMATE CHEAT CARTRIDGE
FOR USE WITH SONY PLAYSTATION



XPLORER CODE OF THE MONTH — TOMB RAIDER III NUDE LARA!

This code will take ages to type into your XPlorer cart but we've seen the results and Lara does indeed appear in her birthday suit! The code only works on the first level and to access it all you have to do is press L1+R1+■. Have fun you depraved individuals!

57D14AD6 9537
34FF33FF 1B29
57420642 1BF0
34FB3454 C45D
E3549254 27F6
34EF344D BF69
E35A925A 33FB
34E3344C C275
E34F924F 3FD6
34D73478 CD5E
70F7A547 DD5D
A700A734 2455
B9F489F4 1B55
34BB34AE 8455
34FF70E0 9B5D
77C43C64 3534
34FF09EF 8F55
34F5A5C9 26E5
59945994 1B55
34FF347A 8D55
34FF55FF 1DC0
34FF346E 7F54
58FF6CFE 2479
547F547F 1F57
B98EB98E 1B55
40FF40FF 2C57
B98EB98E 1B55
BCDABCD8 3C7E
38FE59FE 1FC0
34FE346F 7C55
34FFC5FF 1DBA
34FF65FF 1B57
34FA34DA 3BDB
34F05ECD C055
34FAC5FA 1EBB
5CDA84DA BC7A
54395409 5B5B
34FB38DA 8655
70FEACFF 1B5E
4CEBEC46 1C55
70F51DE0 2F5E
4CEF6442 1C65
E1F5E1BD 405A
80FFC8FF 247A
35DBE2C3 2B5E
7CDAC8DA 2255
34F634BE 405B
4CEF4C42 246E
34383400 2D55
6CBD6CBD 225A
441F441F 1B55
4CEF4B42 2C54
541868E7 1B35
34FF33FF 1B54
56AD6C52 E595
34FF44FF 1BC9
D9EFD9EF 1B55
34FF3470 C359
C3565256 2300
34F3347C BC65
C35B525B 2FFA
34E73468 C171
C3585258 3B05
340B3454 CC70
C34DC64D 2335
340334F0 DB71
33000E2E B745
20FEE629 0F56
0CDFE9F8 1C45
EDFEE679 0B56
120FE836 1C45
2DFE2622 0B56
0EDBE7B2 1C45
2DFEE680 0B56
B103863A 1C51
60FEA62A 0F56
B00F0F36 1C51
60FEA62A 0B56
3300BA00 2745
35FF3501 1A55
745EBB59 1CF6
3BFE42BE BE56
7B5C7A5B 1C54
4B00B47E 175B
B30BB332 1C55
77C43C64 3534
5703A70C 735B
33033320 0B55
E3401F40 257D
A4FF9CC8 9B5E
379F379F 1B55
34FB340B 0B55
C340C340 1B55
34FF34FF 1B55



WHOOPS APOCALYPSE

To successfully stop the end of the world, you need to know just how to fight the forces of darkness.

SET PIECE

As Kincaid doesn't have to pay for any breakages that occur during his quest, be sure to shoot every object on screen. Doing so will unearth valuable weapons and Extra Lives.

JUMP AROUND

Running from left to right isn't the only way to avoid bad-guy bullets. A quick tap of the jump button allows Kincaid to leap over the deadliest military fire-power.

SPRAY FIRE

By pressing two or more attack buttons simultaneously, Kincaid can spread his fire diagonally and over a wider area. A good trick to know when facing massed enemies.

THE FOUR HORSEMEN ARE LOOKING FOR A RUCK AND ONLY TREY KINCAID CAN STOP THEM. HERE TO GIVE THE ARMIES OF SATAN A KICKING ARE THE VEST-WEARING, HALF IRISH, NEW YORK COP PLAY TEAM.

APOCALYPSE

COMPLETE SOLUTION

PRISON ESCAPE

After removing your amorous cell-mate from the gene pool with your Nanotech armament, it's time to "open up a can of wup ass" on the guards. Proceed outside your cell and start blasting the screws. They are armed with slow-firing pulsed-energy weapons, so it is quite easy to sidestep their shots. Run north to the end of the cell block and flick the switch.

Spray the area with bullets as soon as the doors open. The screws will keep ducking behind cover after they take pot-shots at you. The crates they hide behind go up nicely when shot: be sure to nail them so you will have a clean line of sight.

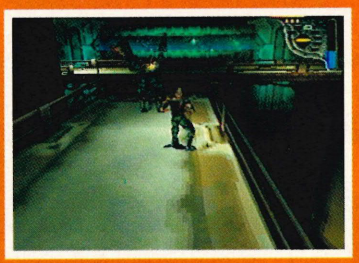
The area after the second switch is wall to wall with radioactive drums. Blast them before entering the compound. Grab the Health from the left of the tunnel and the Particle Beam from further on. Equip Kincaid with the Particle Beam. Head through the next door and test out your new weapon on the unsuspecting guards. Behold as the beam eviscerates them nicely. Halfway across the walkway is a checkpoint: on reaching it, a video screen will flash up a warning. Ohhh! I bet you're scared!

Follow the walkway round, despatching the guards as you go. As you reach the long gantry, stop. The guards ahead take out the bridge in front of you – it wouldn't be funny if you were on it at the time! Leap the gaps and attack the bridge-destroying bastiches. As you round the walkway, the guards will shoot from across the gap. Crouch or leap their fire and run straight at them. When you leap the final gap, a checkpoint will be activated.



CLEANSE US ALL FROM SIN

Cap the guards in the control room opposite by blasting through the glass.

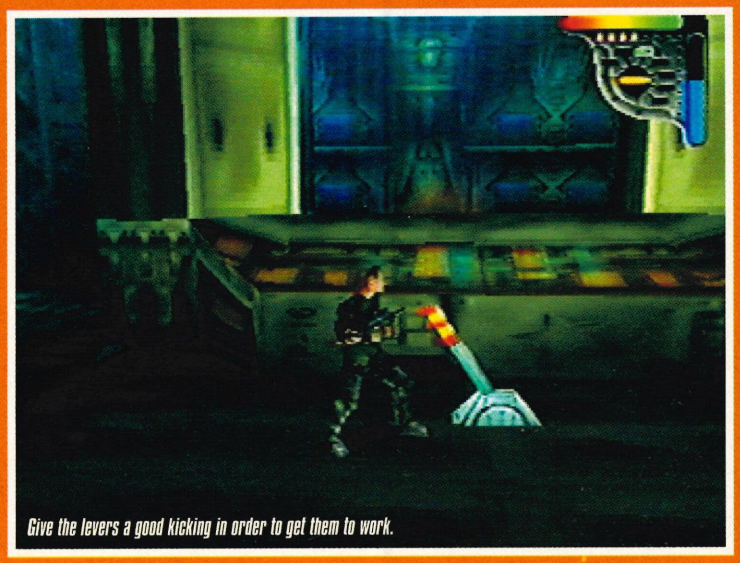


Walk right and collect the Full Energy Power-Up. Continue round the walkway and collect the Particle Beam. Guards will start popping up on the lifts opposite the walkway. They can be avoided by just sprinting down the platform. Screws will begin to baton-charge Kincaid as he walks across the gantry. Be sure that you don't run into them as you sprint towards the search area, though.

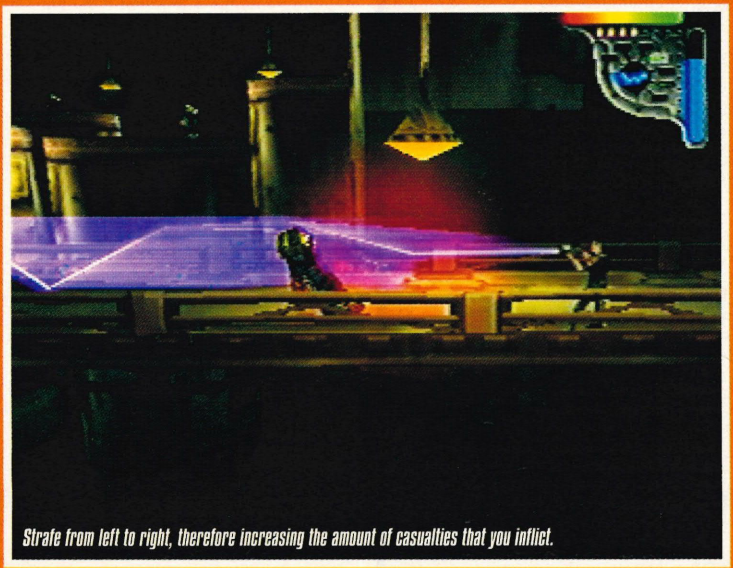
On reaching the latter, you have to negotiate a series of spotlights. Stick to the sides of the area and sprint past the beams, to reach the checkpoint at the end.

Nail the guard on the walkway and leap the gaps that lead to the second cell block. Pull the lever there to open the door. Psychotic inmates will pour from the cells and attack when this is done. Quickly move forward and grab the Flame-Thrower. Use it to incinerate the massed ranks of malcontents. On exiting the cell block, you will be greeted by a checkpoint.

The next set of corridors continued >



Give the levers a good kicking in order to get them to work.



Strafe from left to right, therefore increasing the amount of casualties that you inflict.

IN THE SEWERS

As soon as Kincaid appears in the sewer, several zombies will rise from the depths and attack. Don't trade shots with them until you are a good distance away. Head north to the waterfall and jump off right to collect the Flame-Thrower. Run along the channel and down the next waterfall. Head down into the cavern and walk left to the hole in the ground. Grab the Grenades from the hole and cross the gap in the centre of the cavern. Ignore those pesky bats – they're not dangerous yet! On crossing the gap, leap over the rocks to the left and grab the Health. Return to the cave and go north to the checkpoint.

Drop into the sewage channel beneath the ledge. Grab the Smart Bomb and switch to the Machine Gun. Use the gun to shoot the bats and the radioactive material in the water. When this is done, walk over to the grill and shoot the wooden support beam next to it. Go north to the next grill and ace the barrels to knock it down. Collect the Flame-Thrower from the right of the grill and brand your way into the next cave. Take the Health from the left of the cave, then walk into the main channel.

The current will begin to carry Kincaid along. Fight against it and slow him down before he gets dragged into the mines that are waiting cheerfully at the end. Use Kincaid's Machine Gun to explode the mines before he reaches them. Plunge off the edge and onto the next checkpoint.

AND THE STARS OF HEAVEN FELL UNTO THE EARTH

Select your most powerful weapon and go to work on the zombies below. Stay in the centre of the map, as the walls on either side will explode, disgorging more zombies. Hit 'em with a Smart Bomb if they start to overwhelm you.

When the area is clear, head over to the Health. Crouch down and get Kincaid to roll beneath the flame-jets in the side of the wall, then down to the sewer below.

The current is strong in this part of the sewer and you can't roll under the flame-jets as you did before. First head south and grab the Smart Bomb there and return north. Leap over the flames and manoeuvre Kincaid between the curtains of fire. Pull back on the D-pad if Kincaid starts going too fast, and give him a chance to turn in time. Once through the fire, you will hit the next checkpoint.

Kincaid will now be at the top of a massive chasm. There are two paths he can go down, but before he makes a move, ensure he has his Machine Gun ready. If Kincaid drops down the right side, he'll get a Rip Laser at the bottom. If he drops down the left, he'll acquire some Homing Missiles. Concealed within the waterfall on the left side is an Extra Life.

Wait for the rocks to drop before crossing the next set of platforms. Proceed quickly across the stones to avoid the grenades being thrown from either side. Running and jumping may be risky, but it will save Kincaid from being blasted off the ledge. In the middle of the rocks is the next checkpoint.

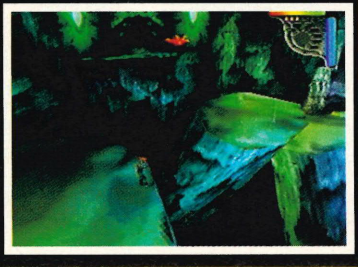
The next set of rocks have boulders dropping down. Wait until the boulders smash, then quickly hop across. At the end of this set of jumps is a hole. Run round the ring of the hole and collect the Health. Drop down the ledges in the hole, keeping your Machine Gun ready to dispose of the bats, and get to the checkpoint at the bottom.

POWER WAS GIVEN TO HIM THAT SAT THEREON

Obliterate the crystals near the entrance of the cave to reveal some Rockets and continue north. Drop into the crystal pit. Kincaid will be assailed by giant rats and bats – they're all a bunch of [snip! – Ed]. Use a couple of Rockets to level the area and the occupants. After the cave is clear, blast the heap of rocks in the corner. Go through the entrance and shoot up the rats in the tunnel. Each of the yellow crystals in this area produce Health when destroyed, so be sure to stock up. There is a choice of two directions in the next section. The right tunnel leads to a cave with more yellow crystals. Shooting the crystals will bring the roof in on Kincaid, so check your fire! At the end of the tunnel is a lava pit. Leap across the stones in the pit carefully as, needless to say, if you fall in it's lights out. At the end of the pit is the next checkpoint.

Leap over to the waterfall and sprint down the channel to avoid the rocks that fall. Select your most powerful weapon and shoot the mines that hurtle towards you. At the end of the channel is a whirlpool. Leap up to the exit and slow down to avoid the death-traps in the next channel.

After avoiding fiery death in the water, Kincaid is dropped into an alligator pit. The alligator can only be shot when its head is poking out of the water. There is Health to the north of the chamber that appears frequently: head straight for it if you take a beating. As the 'gator takes damage, zombies and mines will begin appearing in the chamber. Grab the Rip Laser on the left side of the pit and lay waste to them. With the alligator defeated, Kincaid can head for the surface.





continued > *are punctuated by trip beams. Once hit, the beams open the doors at either side and guards pour out. Edge your way along the corridor and wipe out any guards that appear. Back off when you trip a beam and kill the guards as they emerge. On reaching the end of this set of corridors you'll reach another checkpoint.*

Sprint across the walkway and shoot the guard on the lift. Next to the guard is a Homing Missile Power-Up. Leap over to it and return to the walkway. The Homing Missile is a fire-and-forget weapon. Once you've fired it, any enemy on screen is toast. Use the Homing Missiles to clear the platforms on the left and right of the walk way and leap across to the health there.

DESTROY WORKS OF THE DEVIL

Head for the end of the gantry and drop off the end. Leap onto the opposite tower, then jump to the left platform and grab the Rip Laser.

Return to the main walkway and head left. Jump across to the elevators in the north. Grab a Smart Bomb off the topmost one.

Go back to the walkway and keep going left. When the path splits, go south and grab another Rip Laser. Proceed north and cross the next set of bridges to reach the checkpoint.

Drop the inmates in the next chamber and destroy all the crates in the section to uncover a bonus life. See those walls that conceal the sides of the corridor? Well loads of inmates are hiding there, ready to leap out on poor old Kincaid. Select the Machine Gun and inch towards the wall. When the inmates appear, back off and blast them.

Hit the next switch and grab the Homing Missiles. The ledges ahead are too high for the missiles to hit the guards, so just leap on top of them and use the Rip Laser to clear a path.

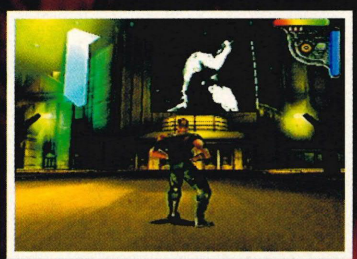
Continue climbing up the platforms. If the guards on the opposite walkway start giving you grief, use the Homing Missiles to pick them off. On reaching the highest platform, a checkpoint will activate. Drop down the platforms that appear and use Homing Missiles to take out the guys on the overhead walkways. Cross to the diagonal platforms and shoot up the last remaining screws before heading into the prison courtyard.

Inside the courtyard there are two watchtowers and a tank. The tank stays at the far end of the arena to start with, as the tower there blocks it in. Grab the Pulse Laser and kill the guard on the first tower. Start laying into the tank with the laser. If you run out of energy, destroy a guard tower and a Pulse Laser will be revealed. Stay at a distance and keep shooting the tank. If it gets too close, use a Smart Bomb to repel it. When the area has been cleared of screws, walk north and mount the jet-bike there.

IN THE CITY...

Run right and grab the Flame-Thrower. A gunship will begin shooting through the window. Leap through the broken glass to the street below, to avoid its rockets. Open up with the Flame-Thrower and cook the police that attempt to apprehend you. Run left and collect the Particle Beam, before jumping over the chasm in the middle of the street.

Ace the shop front at the end of the street to uncover some Health, then turn the corner. Use any Grenades and Rockets you have to blast the guards from the barricades, so that you may continue down the street. In the shop to the left of the barricade is some Health and there is more further down the street. On reaching the end of the street, the gunships will ace one of the buildings and the rubble will block the street. Hang a right when this happens and leap off the bridge to the first checkpoint.



Leap the homing missiles to avoid them. If you dodge from side-to-side, they'll track you down.

Hold your position when you land, as some police gunships are about to do a fly-by on the street in front. Leap over the craters and nail the shop front to get some Health. Run down the next street and jump over the fire to get to the shop on the right. Collect the Particle Beam.



Just like a busy Saturday night in any pub-friendly city...

Shoot the walkway to get to the next street and shoot open the shops on both sides to get more health. Blast the next walkway and quickly roll to the side of the street to avoid an air-strike. Grab the Grenades from the road ahead and lob a couple off the bridge to nail the police below. When they have been liquefied, leap off the bridge to the checkpoint.

AND THERE WAS WAR IN HEAVEN

Sprint towards the video screen at the end of the street and catch some tunes while you take a breather. You get a choice of two routes: the left takes you through a street thick with combat tanks. There are also some gunships in the area that will pick you off if you step into their search lights.

The right path is less well guarded and only contains police. Choose this route if you are low on health. Once at the end of the street, a gunship will drop in more men. Avoid its searchlight and waste the barrier to get some Health.

Pass down the next street and use a Grenade to waste the slow-moving tank that is dropped in. Leap of the bridge at the end of the road and shoot the power units to reveal some Rockets.

As you walk further down this street, two heavy battle tanks will crash through the buildings at either side. Use the Rockets to scrap both of 'em. Then proceed through the wreckage and jump off the bridge on the left.

A slow tank will attack as soon as you land: use a Grenade to take care of it. The heavy battle tank at the end of the street is a tougher adversary. You can't get too close to it as it defends itself with a Flame-Thrower. Use your Machine Gun and carefully sidestep the missiles it fires. Once it is defeated, step off the bridge to reach another checkpoint.

Run right, upon landing, to retrieve some Health, then do battle with the police. Leap the first chasm in the road. Leap the next two chasms and collect the Particle Beam from the shop. Go round the bend and hit the checkpoint.

THE SERPENT CAST OUT

Leap off the left side of the bridge and onto the taxis. Cross the taxis until the lights turn green. Then duck as you are taken through a withering hail of fire. Try and shoot the gunship that is pursuing you or it will knock the taxi from the sky. At the end of the street, the cabby will drop you to a checkpoint.

Walk towards the pit of fire and grab the Homing Missiles. Then walk to building to the north and get the Particle Beam. Leap onto the building, then start to head right. Stay on the top walkway as there are less guards there. At the end of the walkway, drop down to the streets. Shoot the heavy battle tank to proceed to the checkpoint.

The next set of streets collapse when Kincaid enters them. Shoot the guards before jumping across the lava, so they don't blast you out of the air. Proceed cautiously through this section and wait for the roads to collapse before rushing forward. Collect the Health, upon reaching solid ground, and activate the checkpoint.

Push forward to the lab. There are three battle tanks parked outside the entrance. Nail the pillars in the courtyard to uncover Health and Rockets. First of all, blast the two gunships that are giving air support. Wait until they get close before trying to shoot at them. Secondly, scatter the police that are hiding, by blasting away all of the pillars. Finally, to destroy the battle tanks, waste the pillars supporting the lab roof. This will crush them under tons of masonry. Kincaid can now walk safely to the lab entrance.

THE ROOFTOPS

Dodge the gunship and plug the crates to the left. Collect the Particle Beam from the wreckage. Head forwards, to the edge of the building, and leap to the next rooftop. Waste the tanks that attack . Shoot the crates on the left side to uncover a Smart Bomb.

Cross the narrow bridge between the buildings. You'll have to leap across when you get halfway, as someone blows it up. Drop off the building to the left and shoot the gun turret. Blast the reactor near the gun turret to find some Health. Pull the lever to the north. Gun down the bloke guarding the lift and ride it to the top.

Shoot the jet-packers patrolling the building. Blast the barrel to the right to get a Flame-Thrower. Walk north and leap onto the left-hand building, to the checkpoint.

Waste the crates in the centre of the building and grab the Health that is revealed. Now you can either jump and use the rope to cross to the opposite building, or use the bridge. If you use the ropes you can get a some Health on the way over. Once across, leap over to the north rooftop.

Use your Machine Gun to clear away the mines that are dropped. Splash the two gunships patrolling the area so they are prevented from ripping you to pieces with bullets. Shoot the guys manning the turrets and climb the ledge. Blast the crates in the centre to uncover more Health.



Jet-pack troops join the fray. Use your Machine Gun to bring them down.

TWO WINGS OF A GREAT EAGLE

Cross the bridge and hang a left. Climb the building to the left of the video screen and shoot the generators on top. Collect the Extra Life and return to the video screen. Leap onto the building to the left.

Shoot down the gunship and waste the crates on the left to get a Rip Laser. Shoot down the pillar, in the centre of the building, and use it to get to the next rooftop. Pass quickly across the rooftop, so you don't get hit by the searchlight, and leap to the next building.

Walk right and head for the bridge. Take the left pathway and pick up the Homing Missiles. Use the missiles to scratch the jet-packers flying overhead. Leap the gap in the bridge,

continued >

TOP TIP

Pause the game and hold down L1 to input the following codes:
Unlock levels, enable restart points ▲ ⇧, ✕, ⇩
Invincibility ⇩, ⇧, ⇦, ⇦, ▲ ⇧, ⇨, ⇩
All weapons ■, ●, ⇧, ⇩, ✕, ■

DEATH

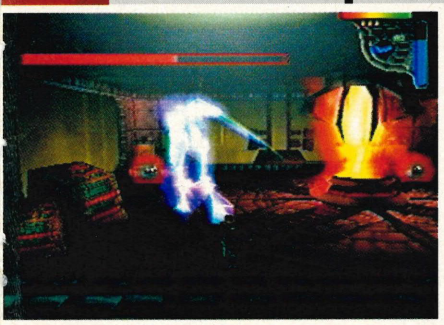
Move as far away from Death as possible and hit him with Machine Gun fire. He is pretty easy to hit, but don't ignore the zombies he creates, as they have a tendency to overwhelm Kincaid.

When Death has lost a third of his energy, the glass on the right of the screen will shatter. Quickly run towards Death and follow him to the reactor — don't worry, he won't hit you. The other part of the lab collapses when Death reaches the reactor. Now he will start firing energy bolts as well as creating zombies. To finish Death off, simply keep running from left to right whilst continuously shooting at him. When he fires bolts at you, quickly tap the jump button to avoid them.

If you get low on energy, there are two lots of Health either side of Death. There are also some Rockets hidden to the left of the screen.









THE GRAVEYARD

Bust through the gates and open up on the zombies. Run right and leap over the railing. Climb the rocks to get to the mausoleum. Walk left, then go south and drop down to the rock below. Grab the Flame-Thrower and return to the mausoleum. Head north and clean out the zombies. Climb the ledge and leap on top of the crypt on the left. Then jump over to the bridge after collecting the Health.

Climb up to the topmost bridge and run along, killing the bad guys. On reaching the end of the bridge, shoot the wooden barrier and collect the health. Jump down and murder the wolves, then cross the rotating platforms to reach the clifftop.

Lay down suppressive fire at the wolves that charge towards you. When they have been downed, go north and dodge the bombs being dropped, to reach the cross at the end. Shoot the bottom of the cross and climb to the next section. Drop into the water pool and move between the whirlpools to reach the far side. Climb up the waterfall on the left. Leap across the rotating platforms and on to the next cliff. Shoot the wolves in this area and walk right to get some Health. Return left and climb on to the walkway.



It's a lonely job, saving the wold, but someone's gotta' do it...



Shoot the wolves and get onto the lift at the end of the walkway. Jump onto the cliff when it stops. Climb onto the nearest rock and shoot the jumping zombie. Hurdle the pit with the wolves and jump onto the rocks to the left. Scale the rock to the right of the cliff face.

HE THAT KILLETH WITH THE SWORD

Enter the catacombs at the top of the cliff. Select the Machine Gun and keep firing as you head north. Doing this will eliminate any of the zombies that rise from the ground. Climb the rocks at the end of the catacombs and sprint down the corridor. Shoot the zombies and make your way to the nightclub.

Run up to the green button and give it a kick to start the doors opening. Stand well back whilst this is occurring, or the security beam will get you. Clothed zombies will leap from the windows of the club and try to shut the doors by pressing the switch. Shoot them before they can do so. When the doors have opened fully, run Kincaid into the club.



continued> then shoot the crates to reveal some Health.

Cross the bridges to reach the next building, picking up the Homing Missiles on the way. Use the Missiles to bring down the patrolling gunship. Then switch to Machine Gun and obliterate the crates to gain an Extra Life. Leap to the next building and activate the checkpoint.

Take the health from the crates on the right. Then proceed across the wire to the north building. Climb up the structure in the centre of the roof and cap the men guarding the stairwell. Scale the building on the right. Use the wire to get across to the helipad. Quickly nail the pilot before he can scramble to the chopper. Make your way round the back of the building and grab onto the wire above the video screen.

Get down to the building below and go round the right path. Go down the next wire and proceed up the central building. Destroy the barrels on top of the building to get an Extra Life. Drop off right and abseil down the wire.

PLAGUE

After a brief meeting, Kincaid discovers that his girlfriend is really Plague, master of disease and death (sounds like most second dates!) The action starts off on the dance floor, where Plague fires green energy rings at Kincaid. Keep shooting at her and jump when the rings get close. Weapons and Health will keep appearing to the sides of the dance floor, so stock up. The best weapons to use against Plague are the Homing Missiles and the Rip Laser. Both of these weapons can quickly home in on Plague's dancing form and blow her away.

When she has taken half damage, the disco ball will drop from the ceiling and attempt to burn Kincaid with its beams. Leap the beams and keep pumping the trigger and Plague will eventually invite you to dance.

Hit her at close range, using the Flame-Thrower or Rockets, and leap over puke trails she leaves. It should be quite easy to finish her off, as she doesn't move very fast.



THE WAR FACTORY

Run forward and cap the two Sentinels. Leap over and through the two laser grids. Hide in the corner and wait for the Sentinels to come into view. Shoot them down. Keep going round the corridor.

Blast the crates ahead to get a Flame-Thrower. Roll under the laser grid and dispatch the next two Sentinels. Continue down the corridor. Leap the gaps and avoid the sliding doors. Be ready to open fire as you land, as Sentinels will drop in on the walkway. Once past the corridor, leap into the pit. Grab the Rip Laser on the way down, being careful to avoid the laser grids.

When Kincaid reaches the bottom of the pit, Sentinels will arrive by travel tube. Grab the Health from the northeast corner. Spin round the hall and waste the Sentinels. When they have all been eradicated, a hatch will appear in the floor below. Drop down it.

Start shooting before Kincaid hits the ground: this will keep the Sentinels off his back. Crack open the crates and grab another Flame-Thrower. Jump over the laser grid. Unleash the Flame-Thrower on the next set of guys and collect the Health from the crates. Clean out the next cul-de-sac with the Flame-Thrower. Grab the Rip Laser. Use it to obliterate the guards that come through the door. Enter the factory.

Walk past the centre of the factory to trip the alarm. Dust the Sentinels that enter. Collect the Health from the crates to the left of the door. Grab the Smart Bomb and step on the block to the right. Leap onto the elevator and activate the Smart Bomb to take care of the guards. Jump over to the walkway.

MAKETH FIRE COME DOWN FROM HEAVEN

Ride the elevators to the top. Get on the blue platform containing the Health and the Flame-Thrower. This will then activate the lift. Select the Flame-Thrower and cook the Sentinels that drop down to the lift. Activate the checkpoint at the top of the shaft.

Kincaid will probably have taken a beating in the lift, so run forward and grab the Health. Blast your way through the guards. Watch out for the dudes hidden behind the wall. Sprint across the moving tiles to get to the end of the corridor. Hit the checkpoint.

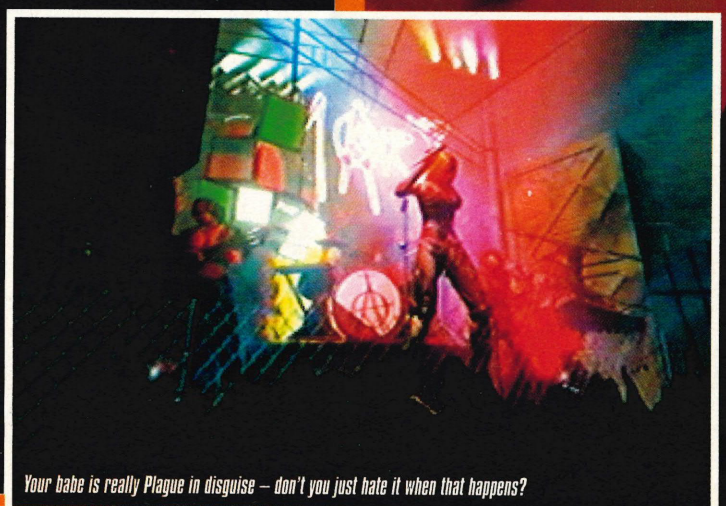
Get on the lift at the end of the corridor. It is a good idea select the Machine Gun here, to take down the flying guards. Hurdle the laser screens in the next corridor. Blast the guards and quickly leap right to grab the Homing Missiles and the Rip Laser. If you have any Smart Bombs, now would be the time to use them. Keep jumping to avoid enemy fire. Leap over to the blue platforms, when the elevator stops, to activate a checkpoint.

Drop down the next gap to drop Kincaid into a lava pit. Grab the Extra Life. Select the Flame-Thrower and burn out the Sentinels. Cross the moving platforms to get to the far side of the smelting pool. Ride the lift up. Hang from the rope and glide down to the platform at the end. Leap across to the platform opposite and scale the rope there. Jump onto the moving platform.

SIX HUNDRED THREESCORE SIX







Your babe is really Plague in disguise – don't you just hate it when that happens?

HOT TIP

WHOOPS APOCALYPSE

To successfully stop the end of the world, you need to know just how to fight the forces of darkness.

SET PIECE

As Kincaid doesn't have to pay for any breakages that occur during his quest, be sure to shoot every object that's on screen. Doing so will unearth valuable weapons and Extra Lives.

JUMP AROUND

Running from left to right isn't the only way to avoid bad-guy bullets. A quick tap of the jump button allows Kincaid to leap over the deadliest military fire power.

SPRAY FIRE

By pressing two or more attack buttons simultaneously, Kincaid can spread his fire diagonally over a wider area. A good trick when facing enemies.





Deadly attack Sentinels drop in through travel tubes. Leap through the floor to escape.

MAKE WAR WITH THE SAINTS

Waste all the crates on top of this building and pick up the health from the right side. Drop down the next wire to the checkpoint. Run north to the bridge and leap across the gap. When you cross the second long bridge, things will start to go pear-shaped. The bridges will begin to collapse beneath Kincaid's weight (lardy git!). Leap, instead of running, to make Kincaid go faster, until you reach solid ground.

Pause a moment to shoot the jet-packers out of the air. Then proceed across the next set of collapsing platforms. At the end of this treacherous terrain is a checkpoint.

Grab the Health from the crates at the right of the checkpoint. Descend via the wire to the next rooftop. Quickly run north and cross the wire there. Stay atop the high ground , on the next rooftop, and snipe at the police below. When they have been cleared out, search the back of the roof to find some Power-Ups. Pull the lever and go down the lift.

Run forward, across the bridge. Kincaid will now be pursued by an armoured gunship. Keep running and shooting the gunship until you reach the next rooftop. Blast the crates on the left side of the building to uncover a Rip Laser. Leap the gunship's laser fire and keep running from left to right. If you need Health, there is some in the crates on the right.

Ride it to the top ledge and shoot the two Sentinels below, with Homing Missiles. Glide down to the platform below. Collect the Health and Homing Missiles. Walk onto the next moving platform. Jump and fire at the Sentinels above. Use a Smart Bomb to clear the area if things get messy. Once Kincaid reaches the far side of the cave, a platform will drop in. Ride this to the top and enter the doorway.

Run to the end of the corridor. Jump onto the centre block and do battle with the Sentinels. Eventually the platforms below will disappear, dropping Kincaid onto an elevator. Now comes the hard part: jet-pack troops will fly in and drop bombs. They appear in such numbers that normal gunfire is useless. Activate a Smart Bomb when they get close. Jump onto the first platform that appears. Collect the Health, then return to the lift. As the lift approaches another platform, jump onto it quickly, otherwise Kincaid's a dead man. The second lift will take Kincaid to the exit.

WAR...

This guy is pure fire power. To start with, shoot the two turrets with your Machine Gun. This will destroy the shuttle and reveal War. He fires two Homing Missiles, which can only be jumped. He also slashes with an unblockable sword, if Kincaid gets too close.

Once a sixth of War's energy has been knocked off, he will try to laser Kincaid. Leap over this beam and keep hopping around until he stops. War will now enlarge himself. Keep shooting him while he metamorphoses. When directional arrows appear at the bottom of the screen, run like fun across the bridge. Collect the Full Health and the Pulse Laser. Keep running. Shoot the yellow barrels at the side of the road as War runs past them. They will explode and knock him down. Don't miss any or he'll catch and squash Kincaid.

At the end the road, War creates a fiery pit. This is Kincaid's last chance to hit him. Expend all remaining Smart Bombs and special weapons to finish the job, or your number's up!





Sure, the whole game looks pretty old fashioned, but it plays pretty dammed well...

WHITE HOUSE

With War defeated, it's off to the White House. Cap the front turrets before the guards rush from their defence posts. Blast the mines in front of the gate and shoot it off its hinges. Do the same in the next section and enter the gardens.

Grab the Grenades from the left and use them to obliterate the turrets. Lob them over the fortifications that conceal guards. Leap over the walls and destroy he last two turrets. Then blast the door to get to the next garden area.



If Kincaid steps into the searchlights, the towers will begin to spew fire at him. Steer clear of the Mysteron-like circles and shoot the towers with your guns. Once through, blast the next set of doors to reach the White House itself.

Cross the stones in the lava and head left. Collect the Smart Bomb. Walk left and leap over to the Extra Life, then proceed to the steps. Follow the balcony right. Grab the Health and leap onto the first walkway. Use the Homing Missiles to destroy the turret opposite. Leap the gap and proceed round the building. Take out the turret there, much the same way as the first, but use the pillars for cover. Gun down

continued >



Hide round the corner and use some Homing missiles against the gunship.





Did we tell you this game's almost too hot to handle? Well we are now...

THE BEAST...

Okay, this guy is real big barst. He has five energy bars, so don't underestimate his power. The battle starts in the oval office. Use Machine Gun fire to waste his weeny energy bar. Leap over his eye beams when he bends down. After the first bar has been depleted, the action switches to the underworld.

The Beast will now be standing on a plateau in the middle of a lava pool. Back off to the edge of the pool and start firing. Move from side to side if he starts chucking fireballs, and hit him with a few Grenades if you have any.

The third energy bar is six times as large as the last two. Circle the Beast and hit him with everything you have. If weapons and health get low, retreat to the edge of the arena and collect more. The Beast attacks in three different ways. His fiery breath burns Kincaid when he gets close. He also has fireballs to lob from a distance and a mega-stomp that sends out deadly shockwaves. (Quite why he doesn't just pick Kincaid up and squash him like a bug, we'll never know.)

Hurdle the shockwaves that the beast sends towards you as he tries to defend himself...







Your beast ass is toast! Enjoy a fiery death you horned freak!

HARDWARE

PARTICLE BEAM



This weapon produces a line of pure energy that blast its targets apart. By holding down the fire button, a constant beam can be produced. This clears away lines of enemies easily.

SMART BOMB



This is your standard 'obliterate everything' device. Use it when Kincaid's energy reaches rock bottom, to clear him some breathing space against the bad guys.

HOMING MISSILES



Auto tracking and unlimited range make the Homers essential for taking out aerial units. Against fast-moving infantry, however, they take too long to lock on.

RIP LASER



Now you too can emulate the Ghostbusters with this funky weapon. The Rip Laser annihilates all enemies at close range without having to be aimed.

PULSE LASER



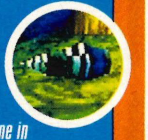
The Pulse Laser combines the accuracy of the machine gun, with the power of a laser. Its shots take out nearly all enemies with a single hit, but it is best saved for the end-of-level guardians.

FLAME-THROWER



Flash-fry groups of enemies is style with this petrochemical device. Mechanical units as well as organic ones are equally vulnerable to its pyrotechnic power.

ROCKETS



Difficult to aim, but rewarding to strike with. These unguided missiles produce a huge blast wave when they hit, which liquefies anyone in the vicinity.

continued> the guards on the next few sections. Use Machine Gun to cap the turrets from a distance. Walk to the front of the White House.

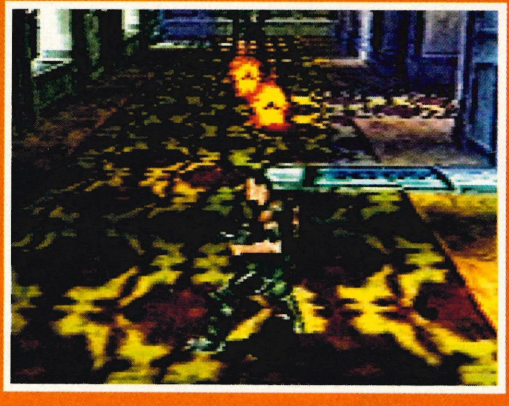
Use a Smart Bomb to destroy the turret. Climb to the roof on the right. Grab the Health and drop the two guards by the barricades. Walk round the back of the building and eliminate enemies.

BLESSED ARE THE DEAD...

Sprint past the gunship at the end of the rooftop. On reaching a green energy field, stop. Shoot the building until it flashes and drop down to the ledge below.

Run down the first corridor, to avoid the shells being fired through the window. Shoot the demons that attack from behind the desks. Enter the next section. Use the screen as cover and shoot the next lot of politicians. Bring down the gunship that attacks and it will crash into the floor, opening up a hole for Kincaid to jump down.

Run forward and dodge the pillars that collapse. Gun down more of the demons. Leap over the pits that form and enter the cavern at the end of the corridor. Head east, across the stones. Then go south when the path splits. Leap over the lethal orange rock. Continue east. Cross over to the cave at the end of the cavern. Walk to the end of the corridor to finish the level.



When the Beast reaches his fourth energy bar, all hell breaks loose. Most of the plateau crumbles and slips beneath the lava, while the Beast himself starts leaping around trying to crush Kincaid. Stay at a distance, when this happens, and jump to the surrounding ledges. Shoot him from there. When he tries to stomp Kincaid, jump to the platform on the left. Keep shooting the Beast, when you reach the next platform. He will try to stomp Kincaid again. Keep jumping left until Kincaid reaches the final platform. Make sure his fourth energy bar has been destroyed by the time you reach the final platform, or it's lights out!

His last energy bar is easy to destroy. Leap his eye beams, as you did with the first bar, and just hack away at the guy until he buys the farm (dies!).



NBA LIVE '99 COMPLETE PLAY GUIDE

SLAM IT, JAM IT AND TOSS IT AROUND, THEN RUB IT DOWN WITH A LITTLE EXPERTISE FROM THOSE HOT-SHOT BALL HANDLERS FROM PLAY.

ONE-ON-ONE

You won't find yourself with a clear run to the basket very often. Most of the time it will require some good one-on-one skills. Use the one-on-one technique when you find yourself in this situation.

1. Dribble away from the basket. The defender will follow you, maintaining roughly the same position in front of you.
2. When you're towards the sideline, either side, spin around and head around the defender toward the basket, adding a little Turbo boost.
3. The defender should be left in your tracks. If there's no-one close to the basket, head in for a lay-up or dunk. If there is someone lurking about, take the open jump shot.

REJECTION

Getting your shot rejected is not only frustrating, it's particularly embarrassing, and doesn't help your percentage points...

Before taking the shot always try to get a gap of about four feet between you and your defender. This will reduce the possibility of rejection. The defenders tend to have the ability to leap towards you from a long way (longer than in real life anyway) so you'll need more space than you might think. If you have a defender on your side or back, he is no threat to you. You can sometimes position the defender on your hip so that your shot cannot be blocked. To do this, move away towards the sideline or the centre-court line from the basket, and then back towards it again.

A 12 foot shot with plenty of space is better than a contested shot close to the hoop, as your player will have more time and space to ensure accuracy. If there is space between you and your defender inside the key, consider shooting now rather than moving in closer to the hoop. It will be easier to get the two points from there, than trying to slam-dunk within a crowd of defenders.

DRIVING ON A FAST BREAK

You can't always depend on the Turbo button to outpace your defender to the basket, unless you have a fast player that is. But there is a way to position yourself so that the defender cannot block your lay-up...

1. When running down the court with the defender by your side, angle in to the defender to slowly push him away from the basket.
2. When you're past the free-throw line, angle in towards the basket. Your body should now be between the defender and the basket, leaving you with a clear run to the hoop.

SLAM 'N' JAM

Despite your player's skill and control, there are two important factors that control which players get to make the earth-shattering dunks...

1. THE PLAYER'S HEIGHT AND JUMPING RATING

These two factors control if the player will be able dunk at all. Quite obviously, Shaquille O'Neal certainly has no problems when it comes to dunking. Standing at 7'1" tall, not many player's would relish the chance of coming up against him.

2. THE PLAYER'S DUNKING RATING

This controls how the player can dunk. A very tall player can execute dunks at any time he's near the hoop; but if the player has a low dunking rating, he'll only be able to throw down basic slams. A medium tall player (such as Michael Jordan at 6'6") with good jumping and dunking ratings will not only have the ability to throw down two-handed, even one-handed, jams but may go off on a 360° helicopter spin before he slams them in.

SHOOTING THE THREE

Successfully shooting a three-pointer largely depends on the player attempting it. Not all players are created equal. Make sure you familiarise yourself with the three-point ratings of all the players on your team. Also, keep these rules in mind.

- The ideal spot from which to shoot seems to be at about 45° from the basket, instead of the top of the key or the side. If you do shoot from the side, you also have to be careful not to step out of bounds, as the strip between the three-point arc and sideline is very narrow.
- As with any other shot, you have a better chance of a successful shot if your feet are set before jumping. But if you're moving toward the basket, you can easily take a shot without stopping and without damaging your percentages too much.
- Never attempt a three-point shot if you're under pressure from a defender. Even the best jumper stands an excellent chance of getting rejected by the smallest of guards. If you decide to go up against a defender, press the Pass button quickly to pass the ball to a team-mate.
- Probably the worst shot would be a very long two-pointer – it has all the risk of a three-pointer but without the bonus point.
- You can always tell if you're touching the three-point line, when your control star or circle is touching the line. If so, you'll only get two points.

PLAYING TO WIN

Most players will want to win the game at all costs, especially if there is a trophy at the end of it. These tactics won't win you the fair play award, but may just put you in the position to win a close game.

THE FORCE OUT

When two players are running almost next to each other, they may become tangled so that one player pulls the other player along. This is frustrating if you are the ball-handler, but you can turn it to your advantage when you're on defence.

- Run next to the ball-handler. Try not to run straight into him otherwise you will body-check instead of pulling him. Now follow a parallel course with him, then ease into him.
- If the ball-handler is near either sideline or baseline, try to slowly push him out of bounds.
- If the ball-handler is attempting to shoot a three-pointer, guide him inside the three-point line – maybe further outside if you don't mind giving up the opportunity for three points in exchange for increased shot difficulty.
- If you try to body-check or Turbo-sprint into your opponent when trying the force-out, you'll give away a foul. It would be better to steal if you can't move their offensive player, but you can't beat a cheap foul.
- Now, if you can push another offensive player into the ball-handler, you should get away with the foul.

SHOOTING & SCORING

The most important aspect in the NBA is the ability to shoot, otherwise you ain't gonna score many baskets! Most of you will already know this, but for the few who don't, here are the two most important rules in shooting...

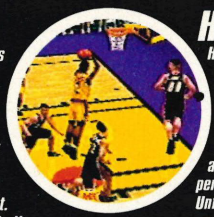
Rule 1: Always take the open shot, as you will have a greater chance of scoring than if someone is all over you.
Rule 2: Release the ball at the top of your jump, as this will increase your chance of a successful shot.

FOUR BASIC SHOTS

There are four basic shot types for you to use in basketball. The type of shot is determined by the player's abilities and where he is positioned on the court. For example, when shooting from outside the key, the player will always try a jump shot. If he is closer in, he may try a hook shot. But when he is within dunking range he'll try one from a variety of slams (assuming he can) or lay-ups, depending on his size and skill.

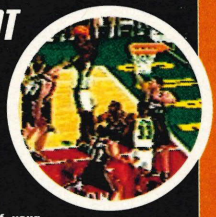
JUMP SHOT

The most common shot in basketball is the jump shot. These are used for all medium or longer shot attempts (three-point in particular). In a standard jump shot, the player jumps straight up with both feet off the floor and releases the ball towards the basket at the height of his jump. As the player's weak hand guides the ball, his strong hand will follow through towards the basket. If the player has his back to the basket – usually when he's keeping the ball as far away from his marker as possible – he will turn towards the basket as he jumps and then shoots.



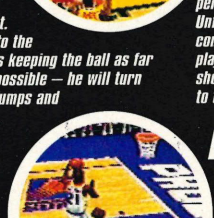
HOOK SHOT

Hook shots tend to be launched by larger players from short range. The hook shot is practically impossible to stop and has a high percentage of success. Unfortunately you can't control when, or even if, your player will shoot a hook shot, except that he should be stationary at the low post and quite close to the basket.



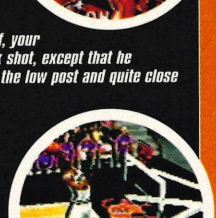
LAY UP

The lay-up is the short man's equivalent of the dunk and is performed close to the hoop whilst on the run. It is launched with a one-hand release (usually the hand furthest from the basket) off one foot. In the game, lay-ups may fly straight into the basket or bounce in off the backboard.



DUNK

There is nothing better than slamming home a dunk right over your opponent, except maybe a three-pointer. Only a player with good height (Shaquille O'Neal) and/or a high jumping rating (Michael Jordan) is capable of dunking so know your team!.





RIDGE RACER TYPE 4

CHEATS CODES & TIPS

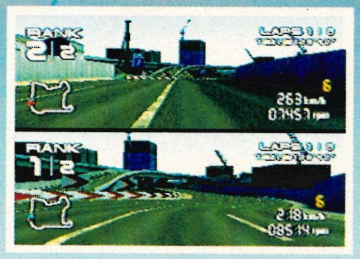
MOTION BLUR

A unique feature that some of you are still oblivious too. This novelty feature can be used during a 'Demonstration', in the 'Music Player' (located within the options menu) or during replays. By simply pressing ▲ whilst watching your/CPU cars thrashing around the circuit you'll activate the motion blur effect, just for fun....

TIME ATTACK

Time attack mode enables you to set record times, test out the various cars from your garage and even play the tracks in reverse. Only four tracks are available at first: Helter skelter, Wonderhill, Edge of the earth and Out of blue. Once you have won a GP season (any team, any manufacturer) you will open up the other four tracks: Phantomile, Brightest nite, Heaven and hell and Shooting Hoops. Finally, with all the tracks available, you can then race around on the reverse tracks.

VS BATTLE



Possibly the most addictive and long term element to R4 is this multiplayer mode. Not only can you have two-player split-screen, but you also can link two PlayStations together to produce three and four-player multiplayer action. However, in order for all four players (applies to one, two or three players also) to choose a car other than the preset ones, you must have a memory card in each slot; with the cars you wish to use already in your garage (except the preset cars). Swapping memory card(s) between players is not recommended.

MULTI-GARAGE

Player one must have a memory card in slot one on the master link PlayStation.
Player two must have a memory card in slot two on the master link PlayStation.
Player three must have a memory card in slot one of the slave link PlayStation.
Player four must have a memory card in slot two of the slave link PlayStation.
If you don't have a save game file on any of the memory cards, then just copy the save game file across from one

GRAND PRIX

You will have already noticed that there are literally hundreds of cars hidden within the recesses of that lovely yellow CD – hidden very well in fact. But as you may or may not have figured out by now, the cars awarded to you depend your performance throughout the GP season. As you progress throughout each of the eight stages, your finishing position is taken into account when it's time for you to receive a new car. So to clarify just what you have to do to receive these cars, we've compiled a table with the heat, finishing position and car number (located in the garage) that you receive.

1st – Heat	2nd – Heat	Final GP	Car number (Stage 1-4)
R1 ► R2	R3 ► R4	R5 ► R6 ► R7 ► R8	
3 ► 3	2 ► 2	1 ► 1 ► 1 ► 1	1, 2, 6, 13
3 ► 3	2 ► 1	1 ► 1 ► 1 ► 1	1, 2, 8, 15
3 ► 3	1 ► 1	1 ► 1 ► 1 ► 1	1, 2, 9, 16
2 ► 2	2 ► 2	1 ► 1 ► 1 ► 1	1, 3, 7, 14
2 ► 2	1 ► 1	1 ► 1 ► 1 ► 1	1, 3, 10, 17
2 ► 1	1 ► 1	1 ► 1 ► 1 ► 1	1, 4, 11, 18
1 ► 1	1 ► 1	1 ► 1 ► 1 ► 1	1, 5, 12, 19

Note: Subsequent completion's of the Grand Prix season will add 1-3 additional cars to your already bulging garage. This also means that you have to complete the GP season seven times, both for each team and manufacturer.

IDEAL GARAGE

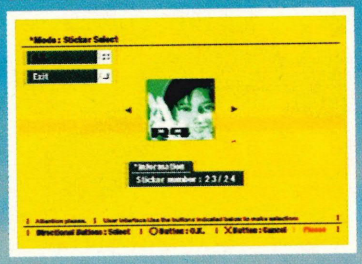
As there are only a few spaces available for your favourite cars, you have the difficult job of selecting the eight best ones – out of 320 no less! So here are a few suggestions to get you started:

Team	Maker	Car	Stage	Max Speed	Type
P.R.C.	Assoluto	Estasi	04	317Km/h	Drift
P.R.C.	Lizard	Cataract	04	317Km/h	Drift
P.R.C.	Terrazi	Destroyer	04	319Km/h	Grip
P.R.C.	Agesole	Sorciere	04	315Km/h	Grip
R.T.S.	Assoluto	Fatalita	03	226Km/h	Drift
R.T.S.	Lizard	Ignition	03	239Km/h	Drift
R.T.S.	Terrazi	Starlight	03	239Km/h	Grip
R.T.S.	Agesolo	Licorne	03	239Km/h	Grip



card to another within the PlayStation Memory Card Manager. If you don't have enough memory cards for all the players involved, then the preset cars will have to be used.

GARAGE



The garage is where you keep your personal collection of cars that you have earned throughout your Grand Prix seasons. You can hold a total of eight of your choice. These can be chosen when racing in Time Trial, Vs Battle and Extra Trial modes. If you want to change a car in your garage, simply just select the unwanted car and select the 'Change' option.

To change the colour and/or add a sticker select the 'Design' option. Within this mode you can alter the car's appearance. There are 16 different colours to choose from, as well as 24 stickers.

You can even design your own sticker (located at the garage, sticker edit menu).

CORNERING

If you don't learn to take the corners effectively then you'll never win a race on the higher difficulty levels. So here is a run-down on the technique for both the drift and grip cars. Both require the same racing line entry into a corner.

DRIFT TECHNIQUES



This method of cornering remains the classic technique throughout all of R4's predecessors. It involves using a tail slide to effectively make a turn in tight corners.

As you approach a corner, turn in towards the inside of the corner and briefly release the accelerator. Press the accelerator again and the car's tail will begin to slide. The longer you turn into the bend and release the accelerator the stronger the tail slide. After a tail slide, turn out towards the outside of the corner and when the end of the corner comes into view, release the steering wheel/D-pad and accelerate out of the bend.

GRIP



This method of cornering is not recommended for use with drift cars. Before entering a corner, release the accelerator to increase road grip to do a quick cornering. As the end of the corner comes into view, press the accelerator down to increase speed and exit the corner.



CODES

If you're too impatient to unlock all the cars yourself, or just too crap, then these excellent cheat cartridge codes are the answer to all of your woes.

Unlock Extra Trial
800F3754 0001
Complete Extra Trial
800F375C 0101
800F375E 0101
800F3710 FFFF
800F3712 FFFF
800F3714 FFFF

Unlock All Team Dig Racing Team (DRT) — Cars
800F3716 FFFF
800F3718 FFFF
800F371A FFFF
800F371C FFFF
800F371E FFFF
800F3720 FFFF
800F3722 FFFF
800F3724 FFFF

Unlock All Team R.C. MicroMouseMappy (MMM) — Cars
800F3726 FFFF
800F3728 FFFF
800F372A FFFF
800F372C FFFF
800F372E FFFF
800F3730 FFFF
800F3732 FFFF
800F3734 FFFF
Unlock All Team Pac Racing Club (PRC) — Cars
800F3736 FFFF
800F3738 FFFF
800F373A FFFF
800F373C FFFF
800F373E FFFF
800F3740 FFFF
800F3742 FFFF
800F3744 FFFF

Unlock All Team Racing Team Solvalou — Cars
800F3746 FFFF
800F3748 FFFF
800F374A FFFF
800F374C FFFF
800F374E FFFF
Note: Above codes can be used with the Action Replay, Game Shark and Explorer cheat cartridges.

EXTRA TRIAL

The extra trial is a option that appears at the bottom of the menu when you have successfully completed a Grand Prix season. It consists solely of the four manufacturers: Assoluto, Lizard, Terrazi and Agesolo. For each trial you must use a car from that manufacturer, which are taken from your garage. So if you don't have a Terrazi car in your garage, you cannot enter that trial.

The prize for winning the extra trial is the car that you're racing against.

Trial	Car Name	Stage	Max Speed	Type
Assoluto	Vulcano	04	358Km/h	Drift
Lizard	Nightmare	04	353Km/h	Drift
Terrazi	Utopia	04	399Km/h	Grip
Agesolo	Ecureuil	04	294Km/h	Grip

The car will appear in the manufacturers listing of cars as #20. Each team has a different colour version of this manufacturer's super car.

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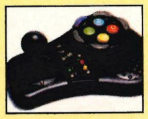


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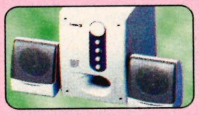
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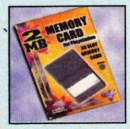


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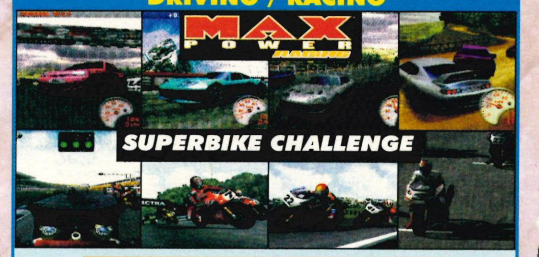




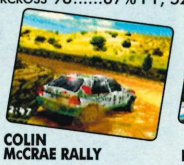
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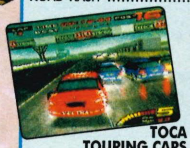
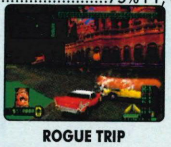


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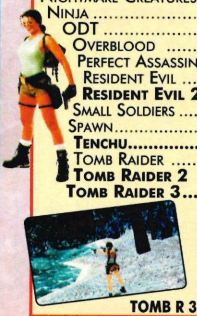





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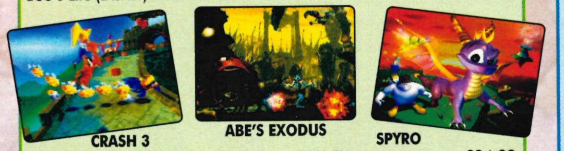
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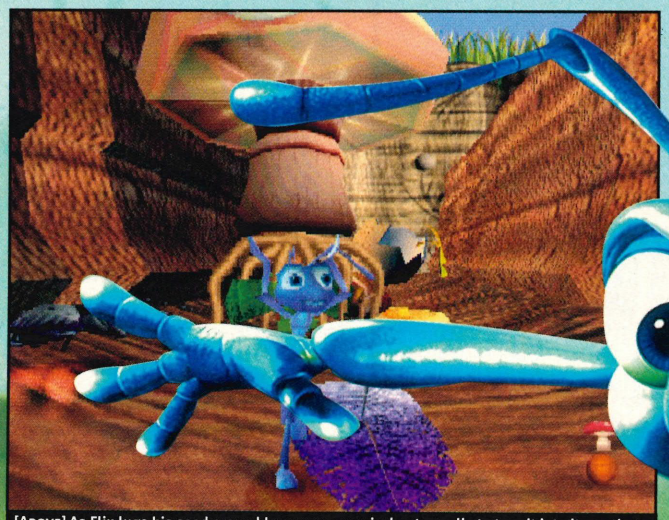
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[Above] Seen the action figures yet? They're great. get me one?

A BUG'S LIFE

SIX LEGS? BLUE SKIN? OVER-ACTIVE? YOU MUST BE A BUG!



[Above] As Flix lugs his seed around he can use magical anty spells to turn it into items that will help him. This magic mushroom will have him floating high in the air in no time!



PUBLISHER:	SONY
GENRE:	Platform
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	MARCH

The movie *Antz* was a sly move by Dreamworks. They released their microscopic family feast ahead of Disney and duly reaped the rewards. They haven't got a computer game out though, have they? No! *A Bug's Life* is the name both of the new Disney film and this forthcoming kiddies' game. There will probably be a McDonald's Happy meal tie-in too. Mark our words.

Starring Flix the ant, it is your job to help him free his precious ant colony from the repugnant grasshoppers who have given up their contented world of knee rubbing and grass chewing to become oppressive dictators over Flix and his identical anty brethren.

Viewed in a third-person perspective, *A Bug's Life* is clearly being aimed at the younger audience with fairly simple, linear gameplay but with enough puzzles and elements to keep them interested. Flix will be able to collect seeds which he can use to grow vines to climb up, mushrooms to bounce on and berries to throw. He can also collect grain to restock his colony's supplies and golden letters that spell his name to give extra lives.

The path the game takes is riddled with dangers that Flix must overcome. There will be times when he is required to float high above the ground riding thermals on a dandelion, and we mustn't forget he'll be engaging in battles to the death with the evil grasshoppers themselves. We never knew ants led such exciting lives! For every child-at-heart out there who wants to own a piece of Disney's latest creation, there are cut-scenes during the game which will be taken directly from the movie allowing players to experience parts of the film from the comfort of their own home! As soon as we get a review copy we'll scurry around to give you the tastiest review.



[Above] Here Flix finds a handy way of moving around. With a little breeze he's away over the colony.

MODERN RETRO FUTURE BLASTER TAKES US BACK TO THE FUTURE! ER...

RETRO FORCE

The future is looking grim (well doesn't it always). An evil alien called Kyati is successfully taking over the Earth and it's up to you to stop him. This guy is so bad, his pores weep pure evil and he probably has a penchant for rubber and high heels. You know the type. Naughty little alien dude!

Choosing from one of four playable characters with daft names, you have to climb into your craft and launch into a good old blast-'em-up in and attempt at freeing the known world. The fighters are Paris Tetsuo, Hawtin Raydar, Pi-3 (a three-foot-tall blue cat) and a robot called Sinclair. Why can't Earth just send a massively powerful arsenal into space, rather than a bunch of misfits with a cat? Will we ever learn?

Don't fret though because if you're really popular you can gather three mates around the goggle-box and you can all play a four-player blaster to send those aliens scattering. Who needs an all powerful army now, eh?

Retro Force features 15 massive levels set over four worlds in different stages of Earth's evolution. It also features craft packed with six permanent weapons including three air-to-surface missiles and bombs. These weapons can also be enhanced with an additional 20 power-ups to guarantee those pesky aliens disappear to Uranus, never to be seen again!

Though set in a 3-D world, *Retro Force* is still essentially a 2-D blaster, scrolling up-screen but still offering enough shrapnel-shattering surprises to get our juices flowing. What we have seen of the game suggests it's got potential but we would like to see a bit more variety added to the final copy just to meet our ever growing demand for bigger and better games. Can you do it Psygnosis? Of course you can! There will be more news as soon as we get it!



[Above] The first boss. He's big, he's metal and he causes a right mess when he's scattered everywhere!

PUBLISHER:	Psygnosis
GENRE:	Shoot-'em-up
PLAYERS:	1-4
% COMPLETE:	85%
RELEASE DATE:	March

PRAISE BE! SUNDAY MORNINGS, BBC2, IT'S TRIBAL WARFARE!

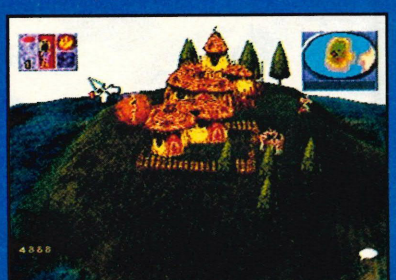
POPULOUS
THE BEGINNING

Every computer-owning, living, breathing, biped should have sampled *Populous* in one of its many guises and now (it's about time too) the PlayStation is getting a version! Praise Sony!

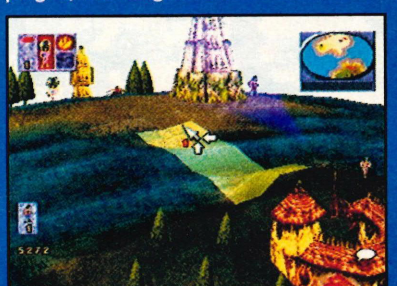
You will play a god in charge of a primitive tribe who worship you mindlessly, almost as if you were Robbie Williams. They will build houses to live in, shrines to bow and scrape at, and they'll raise merry hell if anyone gets in their way. Guess what! Somebody gets in their way.

You must delicately balance your worship quota with healthy amounts of organising battles, casting spells to destroy rival villages, spreading the plague, wrecking havoc in the form of hurricanes and earthquakes, causing floods, erecting castles, planting trees, stealing land and on top of all that you've got to monopolise the globe.

We are glad to see that *Populous* retains the elements we so loved in its predecessors, but will it perform quite as well? Rumours abound say that it will, and we hope to some ancient demi-god that it does! Find out soon with our full review complete with the entrails of a sacrificial goat. Yummy.



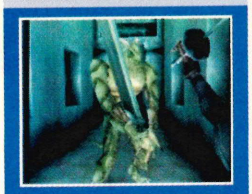
[Above] Stuck on an island with nobody but natives to keep you company? Get a god and worship him!



[Above] Or you could get the natives together to build a bridge to the next island where women await you!

PUBLISHER:	EA
GENRE:	Strategy
PLAYERS:	1-2
% COMPLETE:	85%
RELEASE DATE:	Spring

SHADOW TOWER



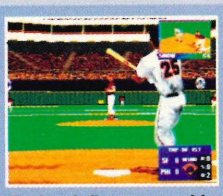
From the makers of King's Field comes this unofficial sequel. An RPG of epic qualities containing a nigh impossible mission against nigh invincible enemies. You'll be able to collect all manner of spells to help you on your quest so things aren't looking that bleak. Ah, we love the smell of a challenge first thing in the morning!

ERETZVAJU



A beat-'em-up along the lines of Destrega. Tonnes of warriors, large battle arenas, special moves, and combos to snap your thumbs. Maybe. Whether this one can find a place for itself in the market we'll have to wait and see. Tekken 3 has yet to be beaten! We'll have more on this one as soon as we've learned to pronounce the name correctly.

HARDBALL '99



The baseball season must be taking off in America again because Hardball '99 is due for release. Featuring all the favourites from the Baseball association, Hardball looks like an arcade experience rather than a serious baseball sim. This will probably appeal to wannabe fans of the game and may make baseball a mainstream game on the PlayStation. Who knows?

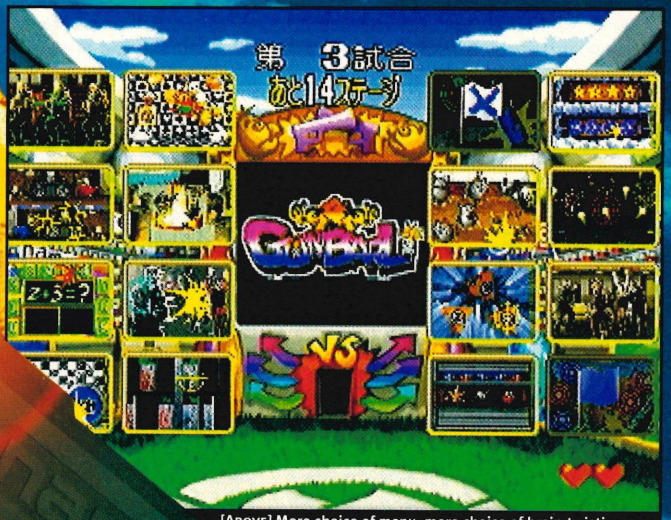


THE GOOD DOCTORS DON AND DAN ARE COMING BACK...

POINT BLANK 2

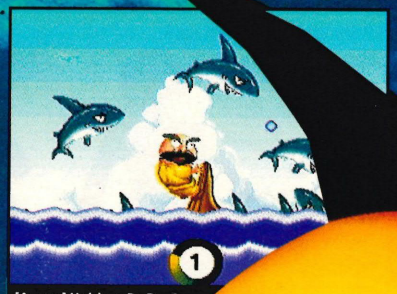


[Above] Can you see the bombs? You won't when they're flying!



[Above] More choice of menu, more choice of brain-twisting gameplay. Dust off those guns people and get ready to rock!

PUBLISHER:	SONY
GENRE:	Shoot-'em-up
PLAYERS:	1-8
% COMPLETE:	90%
RELEASE DATE:	Spring



[Above] Hold on Dr Dan! They're very hungry!

If you've finished with *Time Crisis* and are fed up with *Point Blank's* piranha popping, the Guncon that felt so right in the palm of your hand is probably sat waiting patiently on the bottom shelf for it's resurrection. That time is almost upon us.

The sequel to *Point Blank* was knocking around some time ago in the form of *Gunbarl* (the Japanese release title) but now us PAL owners are getting what's coming to us, the official UK release.

Basically *Point Blank 2* could be described as a very welcome add-on to the first game. The style of gaming is going to be exactly the same and will involve shooting targets, terrorists and the occasional sheep. You'll be rewarded for marksman-like aiming and punished with the loss of a life should your bullet stray and hit a Doctor or an innocent fuzzy animal. Up to eight players can take part during the Team Play mode, so this looks to be a stunning little party game.

Although this game will hail to be a sequel, as you could tell from our import review in issue 40, it will be more of the same. That's no bad thing when a game such as this would have you blowing all your wages within a few hours at the arcade! As soon as we've dusted off our Guncon's again we'll get on with blasting a review your way very soon!

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G-POLICE 2



Set almost immediately after the end of the first game, rebel factions of the destroyed corporation have been scattered throughout Kalisto and are proving to be a serious terrorist threat. Get in a collection of new vehicles, pump up the new improved weaponry and get out there once again. Looking very fine this one.

SPECIAL OPS



A first-person stealth shoot-'em-up! Sneak around dozens of high security enemy encampments and carry out your missions with the latest high-tech weaponry. Plant mines, garrotte guards, and save the world. Sounds like this month's Rainbow Six!

CRASH MEETS FIGHTING FORCE IN ORIENTAL FIGHTER!

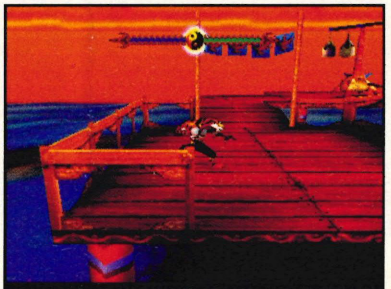
TAI FU

Here comes a game that mixes violence with animals. Sound controversial? Yup! *Tai Fu* isn't anything for the RSPCA to worry about though, because these animals won't be getting hurt, they'll be the ones dealing out the pain!

Featuring a kung fu half-tiger you will be in control of guiding him around a total of 22 levels kicking furry foes into shape. The game is being aimed at a younger age group than that of *Fighting Force* so there'll be no weapons to collect, instead the idea is to "basically to kick ass throughout the entire game." Doesn't sound too bad!

You will also be able to take on up to five enemies at once and give them a hiding Jackie Chan-style. As well as karate chopping your way about mindlessly, your feline friend will gradually learn to master the forces of Chi to help him perform special moves. He'll be extremely versatile, learning more and more moves as the game progresses and so being able to take on harder and more ferocious bad guys.

Using the engine from *The Lost World*, developer Dreamworks Interactive has also made the graphics sharper and the character movement greater to maximise the gameplay. Fast, slick and full of oriental mystique – Could *Tai Fu* be a winning brew?



[Above] Treading the boards tiger style. An enemy could be lurking anywhere so watch out for them!



[Above] Our tiger hero. Money has been placed on betting his name is going to be Tony. Or Sheila.



[Above] Light sourcing will give Tai-Fu a real sense of atmosphere and excitement. Can't be bad can it!

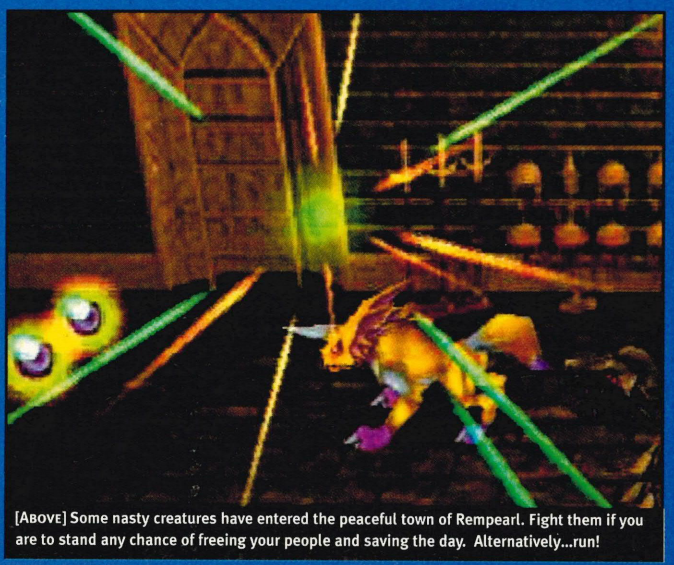


[Above] Attack the bad guys with a tiger's strength. It shouldn't be too hard to beat them in that case!

PUBLISHER:	Activision
GENRE:	Beat-'em-up
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	April

FERTILISER, WATER AND A POUND OF FLESH... NOW GROW YOUR OWN

MONSTER SEED

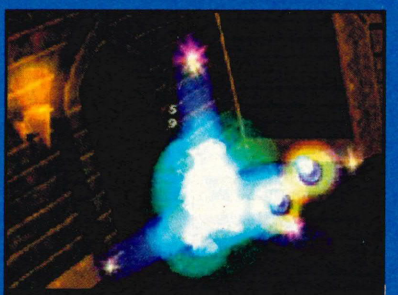


[Above] Some nasty creatures have entered the peaceful town of Rempearl. Fight them if you are to stand any chance of freeing your people and saving the day. Alternatively...run!

After a collection of valuable seeds were found under Mount Jedis, the town of Rempearl went mad. These seeds aren't your garden variety Geraniums though, because once planted they grow into fearsome little monsters. With teeth.

Many people came to Rempearl to claim their own seed but soon the place was overcome with the scum of the role-playing world and it fell into disarray. This is where you come in, you lucky devil! Taking part as a distinctively 2-D lad, you set about your quest to raise your own übermonster and use it to bring order to the town again.

Featuring classic RPG elements, turn-based combat and enough puzzles to fill *Carol Vorderman's Puzzle Challenge* (at all good stockists) *Monster Seed* looks like pleasing a broad spectrum of RPG fans. With a lot of emphasis being put on monster-rearing it could well be a cross between an RPG and the likes of *Monster Rancher*. This means that those people with a doubtful disposition to monster games will be able to experience it at the same time as doing something more 'worth while' – like saving the world!



[Above] Cast magic spells to get rid of your enemies. Has this one gone wrong or something?

PUBLISHER:	Sunsoft
GENRE:	RPG
PLAYERS:	1
% COMPLETE:	80%
RELEASE DATE:	Spring

BLOOD, GIMMIE BLOOD! GIMMIE IT NOW WITH FRIES!

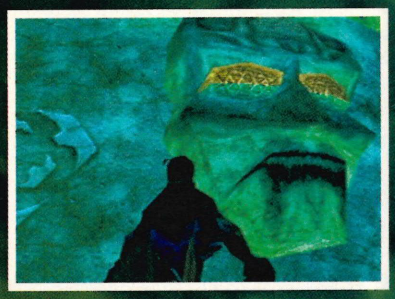
Dead? Problems making friends? Then become a vampire! It's easy! Sign on the dotted line and join Kain's undead army. Kain needs YOU!

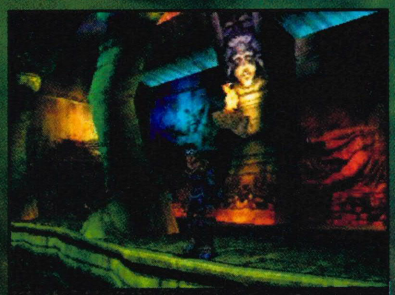
Well, that's what Raziel thought when he signed up to become a denizen of the evil Kain. There was a problem though: Raziel evolved to grow wings which meant he'd become a more powerful vampire than Kain. Boy were there problems! Kain only went and pulled Raziel's newly sprouted wings off! Bully.

Soul Reaver is the sequel to *Blood Omen* and this is going to be big. No question. Featuring Raziel's struggle to get revenge on Kain he will be seen travelling through some of the most exquisitely macabre scenery in the PlayStation's history. Set in one huge sculptured level divided into 16 distinctive areas, Raziel will face hoards of vampires all out to stop him from taking Kain's throne and they'll be doing it with gusto! From skin-stealing vampires to holy vampire hunters, they'll all be after your neck to put you back six feet under. Little do they know, you can't die! Phew! Instead you are dragged down to the spirit zone whereby you have to claw your way back to the Earth to carry on.

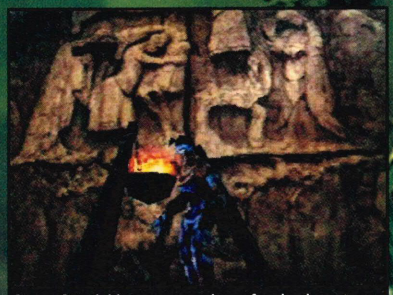
Luckily for Raziel, in his quest for vengeance he can morph between these plains seamlessly to access hidden areas and treasures that will prove invaluable. This will effectively mean that the gaming area is doubled. With secret areas, weapons, interactive objects, character evolution, 12 bosses and over 20 other devilish bad guys we can't help but sound optimistic!

The game will also run very smoothly. The data is constantly streaming off the disc so the game runs without a hitch. There are no loading times and no breaks between areas. People, we'll say this again, this should be huge!





[Above] Atmosphere drips from the very walls. Look at the colours, the animation, ooh, baby!



[Above] Raziel is one mean piece of undead meat. Could this be the best anti-hero on the PlayStation?



[Above] Are you feeling lucky punk? Well, are ya'?



[Above] Magic, light sourcing, and death by the bucket-load. Corr!



[Above] Wave your arms in the air like you just don't care!

PUBLISHER:	Eidos
GENRE:	Action/adventure
PLAYERS:	1
% COMPLETE:	90%
RELEASE DATE:	Spring

LEGACY OF KAIN SOUL REAVER

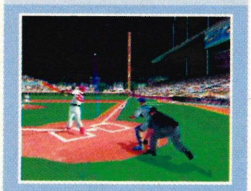
QUAKE II

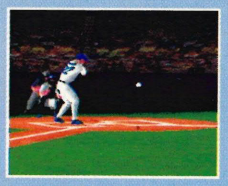


They said it couldn't be done. They said the PlayStation was doomed to continue without the presence of a Quake game. They were wrong. Soon to arrive is this napalm-pounding, heart-thumping, gun-pumping, brain-exploding, pant-wetting, vein-throbbing beast of a game. It runs smooth, it runs fast and it looks mighty fine!



TRIPLE PLAY 2000





It's a baseball game! What more can we say? The Americans love it, we don't care, but we still have the occasional one pop on to our shelves. Look out for more news if we can find room for it amongst the good stuff.

RETURN FIRE 2



It's about time too! The war game that makes the whole gruesome experience look like orgasmic fun. There will be greater weapons, more vehicles and more missions. The graphics have been improved and the levels have been made more far more engrossing. This means there will be more blood – lots more blood. Hoorah!

WE NEED ANOTHER FOOTIE GAME. NO HONESTLY, WE DO...

UEFA CHAMPION'S LEAGUE

Football, the game of gods, the game for all the family, the game released the most often on the PlayStation! Now, with the imminent release of Eidos' new footie game coming around the corner you can expect some good things. The whole UEFA kit and caboodle is here, whether you want to play as Man United or that well respected team, Kaiserlauten, the choice is yours you lucky things!

Featuring the hottest players, top teams, silky smooth player dynamics, an ultra-fast frame rate, motion-captured players, management decisions, championship matches, friendlies, tournaments and a veritable pick 'n' mix of other national teams (some hidden), this looks like it could well climb those charts in leaps and bounds. We thought that by now, everyone who would want a footie game on the PSX would probably have one sat pride of place next to their console, but with the up and coming release of this and a few more in the pipeline, virtual football just keeps going from strength to strength.



[Above] He shoots, and he scores! If any of us were in goal that would have never gone in! Never!



[Above] The players come on to play and the crowd goes wild. Imagine if they scored a goal!



The stats on this game also make it look like it could be one step ahead of the field. We'll have a full review as soon as possible but by then another dozen football games would have already been released! Probably.

PUBLISHER:	Eidos
GENRE:	Sports sim
PLAYERS:	1-4
% COMPLETE:	80%
RELEASE DATE:	Spring

WELL IT CAN'T BE ANY WORSE THAN F1 '98. CAN IT?

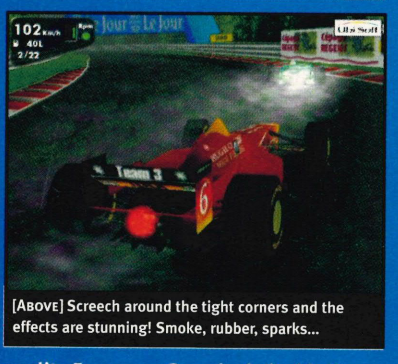
MONACO GRAND PRIX

Murray Walker's going to have a heart attack if this game shapes up to be what we're expecting. Where *F1 '98* fell flat on it's face in good old-fashioned Formula One style, it was taken over and now resides well and truly in the pits. The game doing the over-taking now is this young whipper-snapper, but will it hold it's position or fall back after a few laps? The specs on *Monaco Grand Prix* suggest the former.

Featuring whopping realism, the player will be able to dive head first into the world of F1. All 16 famous F1 circuits are present, single races, seasons, weather conditions, smoking engines, car tuning – the list goes on – four-player link-up, damage, team politics and enough spark flying antics to start a warehouse fire.

MGP could be hailed as the new way to do things when it comes down to producing quality F1 games. Somebody had better start preparing a bed in intensive care for Murray...





[Above] Screech around the tight corners and the effects are stunning! Smoke, rubber, sparks...

PUBLISHER:	Ubisoft
GENRE:	Racing Sim
PLAYERS:	1-4
% COMPLETE:	80%
RELEASE DATE:	Easter

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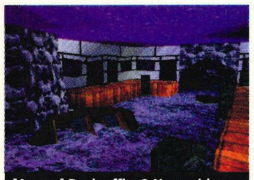
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RAINBOW SIX



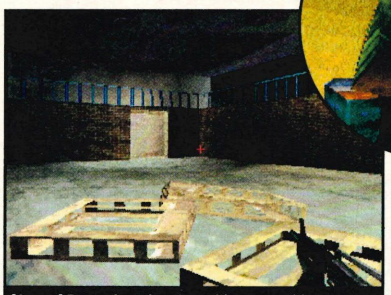
[Above] Dark office? No problem with some infrared head gear.

Normally we like to stay as far away as possible from those cumbersome, user-hostile PCs, but in the case of *Rainbow Six* we made a special exception. The news that this stunner is PlayStation bound is extremely welcome, because we've played the PC version for up to five hours in a stretch and it's utterly brilliant.



[Above] You really don't want to miss this chap. If the bullet goes over his head, he'll hear your gun and turn on you. Without a decent kevlar vest it'll be game over!

More than just a first-person shoot-'em-up, *Rainbow Six* takes you deep into the world of a crack special ops team with an unmatched level of true-to-life detail. After plotting the planned routes for your men into, say, an embassy where there's a hostage situation, you equip them with the latest goodies in the field of weaponry. Silenced Socom pistols, MP5-K sub machine guns, AR-15 A2s, the lot. Then it's picking locks, deactivating security systems and sneaking up on night time targets using infrared goggles before getting into the rapid fire combat, where a single shot from a terrorist's assault rifle can kill you off.

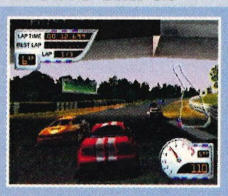


[Above] Even when there's nothing around in a room, you have to stay vigilant in *Rainbow Six*.

All we hope is that they don't dumb it down for a console audience, as the detail and realism is what makes the game. A link-up option for co-operative missions would be very much appreciated too.

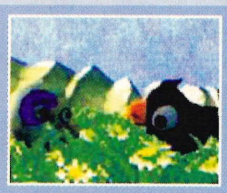
PUBLISHER:	Take 2 Interactive
GENRE:	Shoot-'em-up
PLAYERS:	1
% COMPLETE:	50%
RELEASE DATE:	Summer

SPORTS CAR GT



This was snapped up by EA along with Thrill Kill when Virgin decided to get rid of them. This one survived and boasts over 50 sports cars, massive levels and a multi-player link up. Ah yes, but is it going to be any good? If it's full of sports cars it can't be anything but good. Better than NFS Road Challenge though?

STRAY SHEEP



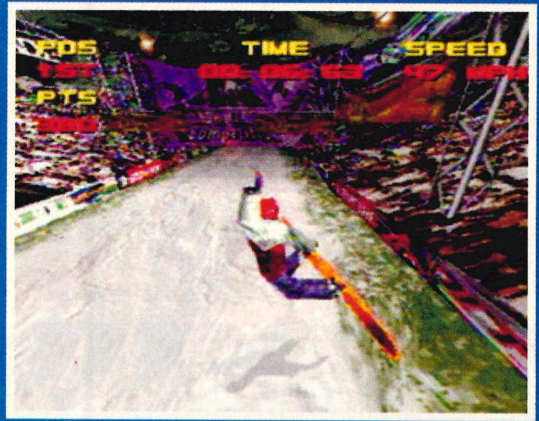
You're a sheep farmer whose flock has gone AWOL and it's getting near shearing time! Rescue the mindless gonks and stop them from falling into traps and other sheep killing machinery. Lemmings 3D anybody?

SNOW, SLOPES, SUN AND SNOWBOARDING. BIG FAT SNORE?

BIG AIR

Coolboarders currently holds the crown of the funked-out slopes of the world. No one has come near to beating its track record – until now. *Big Air* looks to pack in the goodies until it bursts. It boasts over 80 licensed boards for you boarders to get to grips with and approximately 30 courses from around the world. Just knowing this makes us rub our palms together.





There's more though: five professional snowboarders have been signed on to give it credibility and Accolade have reworked the *Test Drive* engine for the job, adding a few mountains here and there! Let's hope the boarders don't have wheels then.

Bands have also been signed up to provide the soundtrack and these include Diesel Boy, Caustic Notions, Limp, Monkey and Leatherface... if anybody has heard of these groups then all answers on a postcard please!

We'll have more news for you just as soon as we get over the headache given to us by this month's snowboarding game.



[Above] Plummet down a slope and pray to heaven you don't break your insane head open!

PUBLISHER:	EA
GENRE:	Sports sim
PLAYERS:	1-2
% COMPLETE:	75%
RELEASE DATE:	May

SOMETHING BIG IS COMING... PREPARE YOURSELVES FOR SPEED...

RIDGE RACER TYPE 4

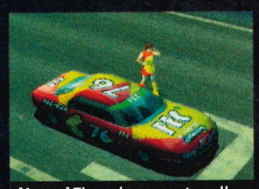
Ridge Racer Type 4 has done the lap of honour in Japan already, with thousands upon thousands being sold as soon as they hit the shelves by shop assistants cowering from the oncoming stampede. A few plucky Westerners (including us PLAYBoys) were ever so fortunate to taste it's distinctively oriental nectar and boy did we lick our lips! Now, as the seconds drag themselves around the clock, *R4* is getting ready to do it all again in England. Prepare to be amazed.

Featuring the most sumptuous visuals since *Gran Turismo*, *R4* is almost guaranteed to become a top seller. Hundreds of unique and staggeringly beautiful cars will race around some of the most breath-taking scenery, handling like a dream and giving the player that rare quality that can only be described as bliss.

The major differences between this instalment and previous R-Racers is the added realism given to both the car's aesthetics and mechanics. Gone are the cartoony graphics, having now given over to sleek beasties of the highest order. Gone too are any doubts. We've gazed in awe at the Japanese version and it made our trousers twitch.

Whether the PAL version will be dramatically slower than the NTSC we have yet to see. How could it be though, when such love and attention has produced an *R4* of this quality? Will the super-model looks be tampered with? Hopefully not. With the exception of the obvious language changes we hope to high heaven that it remains perfectly preserved as we so deliriously saw it on import.

Multiplayer modes, compatibility with the voluptuous Jogcon, frame rates to burst the eyeballs and that bird in the short skirt. Go and form a queue outside a games store. And do it now.



[ABOVE] The only reason to pull over is if you see lovely Reiko!



[ABOVE] `The scenery all whips by at an impressive rate of knots...

PUBLISHER:	Sony
GENRE:	Racing
PLAYERS:	1-4
% COMPLETE:	85%
RELEASE DATE:	April



[ABOVE] Soon you'll be experiencing the amazing joys of *Ridge Racer Type 4* for yourself, with the release of the English language PAL version. Then you'll see why we like it so much!



[ABOVE] Hundreds of cars are available from the various team and constructor combinations...



[ABOVE] ...and they get more and more insane the better you do in your racing career. What *is* this?

MARCH MADNESS '99



Another basketball game. You know what it's going to be about. You're going to run up and down a court trying to throw a stupid ball through a stupid hoop. It sends shivers down our spines.
All the NBA teams will be included, with motion-captured players, team stats and management decisions will also be there to add as much depth as possible.

JIMMY WHITE'S CUEBALL 2



Snooker loopy! Soon to arrive on the PlayStation this game could be the snooker game serious aficionados are looking for. Wearing a pair of white gloves you can then use them to navigate around the table and play some superb shots. With tricks shots, practice mode, two-player mode and a huge wad more it looks a cracker. In fact, this game is reported to have everything a snooker hall has, apart from the cloying smell of cigarettes and fat men leaning over a pool table. But Jimmy White wearing white gloves though? As if!

COULD THIS BE THE STRANGEST RACER YET? GET A WIDE LOAD OF

TANK RACER

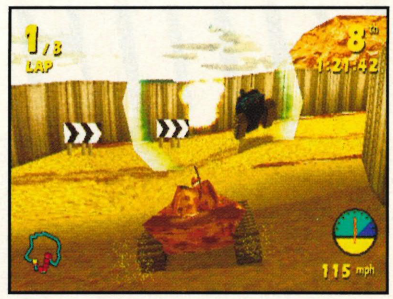
Racing games, racing games, racing games! They are everywhere and some pretty bog-standard ones are lurking on the shelves out there as we speak. This racer is slightly different though, because you are required to sit inside one mutha of a tank, drive it around and shoot as many opponents as possible with an array of insane weapons. Doesn't sound too bad, does it?

Tank Racer features 15 tanks to race, each possessing the ability to do some serious damage. You can even drive through buildings if they get in your way! Simply bash and blast your way around and knock out everyone who stands in your way.



[Above] Losing? Everyone creeping ahead of you in the race? Then fire a homing missile ahead of you to slow them down a bit. If not a lot.

Weapons are scattered around liberally to help you get across the finish line first, and they come in some weird and wonderful designs too. There are homing missiles, mines, disrupter beams and even a weapon that makes opponents get abducted by a flying saucer! Of course. You can even enter an arena and fight *Twisted Metal*-style until the last intact tank wins – in our books that gets a big thumbs up!



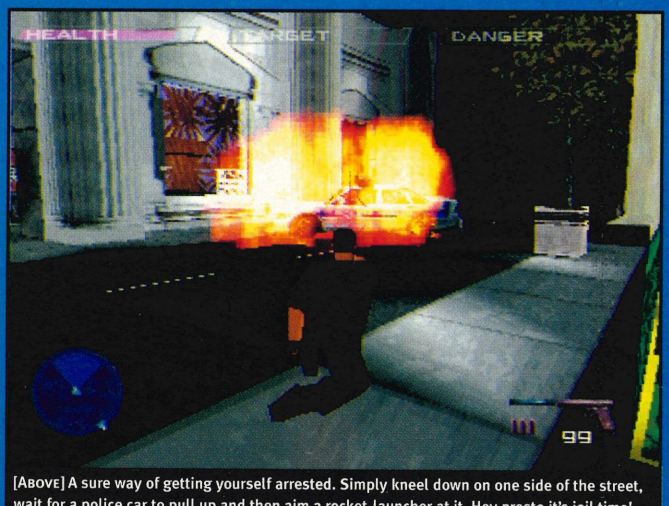
The guys at Grolier told us, "This is the sort of game you play with your mates after coming back from the pub." Can you imagine the carnage? Groups of drunken slobs crowded around a screen not only trying to race each other to death but trying to blow each other up as they do it! Sounds better all the time. We'll have a full review as soon as we've learned how to control our caterpillar tracks.

PUBLISHER:	Grolier Interactive
GENRE:	Racing
PLAYERS:	1-2
% COMPLETE:	90%
RELEASE DATE:	Easter

A CASE OF 'METAL GEAR SYPHON'? WE SHALL SEE...

SYPHON FILTER

The world is being taken over by an evil conglomerate hell-bent on launching biological weapons all over the USA. You are Logan, a dark and mysterious killer working for the government and you must undertake a covert operation deep within enemy territory to stop them making continued strikes against your country. You will be able to call upon all manner of weapons to aid you in your quest including silenced pistols, infrared sniper rifles and ever faithful shotguns. Stealth is as integral as action and you will be forced into making split-second decisions that will effect the welfare of the whole world. Logan will be viewed in a third-person perspective, and he'll also be able to interact with his backgrounds to make sure that the realism is a continued trend throughout.



[Above] A sure way of getting yourself arrested. Simply kneel down on one side of the street, wait for a police car to pull up and then aim a rocket-launcher at it. Hey presto it's jail time!



[Above] This could be a scene straight out of *Metal Gear Solid*. The green screen, the crosshairs. Umm...



Don't be surprised to see Psycho Mantis the way this game seems to be going! *Syphon Filter* does sound a tad like *MGS* but being viewed in the third person could mean a cross between *MGS* and *Tomb Raider* and that would be interesting! We'll delve deeper and have a review soon!

PUBLISHER:	Sony
GENRE:	Adventure
PLAYERS:	1
% COMPLETE:	75%
RELEASE DATE:	Spring

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Dreamcast

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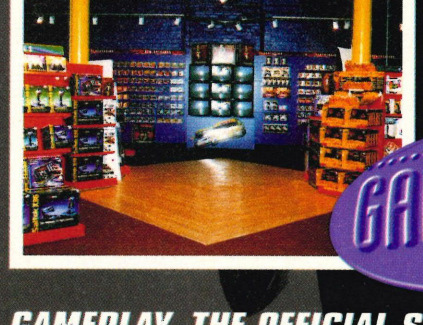
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GAMEplay

GAMEPLAY, THE OFFICIAL SPONSOR OF arena IS AWARDING A VOUCHER WORTH £150 TO SPEND WITH THE GAMEPLAY MAIL ORDER CHAIN FOR THE BEST LETTER OF THE MONTH. IT IS EVEN AWARDING A £50 VOUCHER TO THE RUNNER-UP. NOT BAD! THE ADDRESS IS: ARENA, PLAY MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS. OR EMAIL US AT: PLAY@PARAGON.CO.UK.

R4 ART THOU

Dear Play,

I would like to have a say in that I think publishers are making too many sequels! I have to admit they are good games, but they should start thinking about making new types of game. For instance, we have had Tomb Raider, *we then had* Tomb Raider 2 *out in the shops, and now a third! Also, I think* Ridge Racer *has had its day, and maybe with* Ridge Racer Type 4 *they could have turned*





it into something a little bit new. Tekken 3 *is now out, but why buy that at £44.99 when you can get* Tekken 2 *on Platinum, with nearly all the same characters?*

I would like them to try and make some new types of game for 1999 and 2000 as the PSX will still be top. I'd also like to see some better movie licensed games around, based on better films.

Keep informing people about all the latest sequels and that some are a waste of time.

TIM STEPHENS, BRISTOL

Originality is at a minimum right now on the Western PlayStation front. Any successful idea is drained by sequels as well as clones from other companies who want a piece of the action. While saving 25 pounds by purchasing* Tekken 2 *instead of* Tekken 3 *because the characters are mostly the same is a little bit tight, though you do make a valid point.

XMAS CRACKER

Dear Play,

This Christmas after much convincing I got my parents to buy me a PlayStation. I have got nine games for it. They are Gran Turismo, Tekken 1, 2 *and* 3, Toshinden 1 *and* 2, Soul Blade, Need For Speed 3 *and* Grand Theft Auto.

"I THINK THAT *RIDGE RACER* HAS HAD ITS DAY, AND MAYBE THEY COULD HAVE TURNED *RIDGE RACER TYPE 4* INTO SOMETHING A LITTLE NEW..." TIM STEPHENS

GAMEPLAY A GUARDIAN ANGEL

Dear Play,

Just a quick letter to warn youngsters of possible daylight robbery!

Earlier today I was sitting in my car in the city centre waiting for my partner, when I noticed two youths (16-18) picking on a youngster aged about 11 or 12. At first I thought they were just messing about, but when one of the youths punched and knocked the youngster to the ground I had to intervene.

As I opened the car door, one of the youths ran past me and I managed to grab him. He dropped the bag that he had just stolen off the youngster and slipped out of my grasp and ran off. My concern was for the youngster, so I returned his bag to him.

He was rather shaken, and close to tears, so I asked him where he was going, or if his parents were around. It seems he was taking his PlayStation to a friend's house, and that's what was contained in the bag that the youths were trying to steal. I then noticed the PlayStation logo on the bag – an advertisement to any bag snatchers. See, it's not just old ladies who have their bags snatched!

So just keep your wits about you, when transporting your games console in those trendy carry cases. You may be the proud owner of a PlayStation, but don't let your carry case advertise the fact to potential thieves.

Anyway, the youngster was going to the railway station, so I said I'd escort him there. Ten minutes later I returned to my car... to be greeted by the sight of a traffic warden fixing a parking ticket to my car! D'oh!

Right that's it... I'm off to create another musical gem on my Music *game before my girlfriend wants to play* Tomb Raider III.

GARY ALLAN, LIVERPOOL

We all like to have matching things, but if you think about it, custom carry cases are a bad idea, especially if you're strolling through a major city!

There are other examples such as the Apple logo on Apple Computer's laptop case, which conveniently tells thieves that you are lugging three and a half grand's worth of Californian computing with you rather than just a few boring papers and some cheese and onion crisps. Just the word Musicman on a guitar case is all it takes to hint that the instrument inside is worth 12 times that of the regular tat most people would be carrying around too. Unless you're a bit handy at close quarter combat, it's probably best to go 'unmarked' when heading off to a link-up session.

WINS £150 VOUCHER FROM GAMEPLAY



RETURN TO SENDER

We now get so many letters here at Play that we found it impossible to offer feed-back without extending Arena to fill half the magazine. So now any questions relating to purchases, release dates and all other small matters will now be dealt with in this regular column.

Please find and send details of a decent shoot-'em-up game and a weapon for old Cat-Baloo who's been out of touch for far too long. Something maybe like a 12-bore and decent targets, flying or not. Preferably not humanoid, but still something I can blast into the middle of next week.

CAT, OLDHAM

■ ***When we saw a letter signed 'Cat' we had rather hoped that MTV's delightful young star Cat Deeley had sent us a letter. Still, not wanting to disappoint, we'll look into the possibility of covermounting a SPAS-12 Combat shotgun and targets next issue.***

I have only recently purchased a PlayStation and issue 43 of your magazine was the first one I bought. I was very impressed with what I read. I will definitely buy it again.

RICHARD ANDERSON, NOTTS

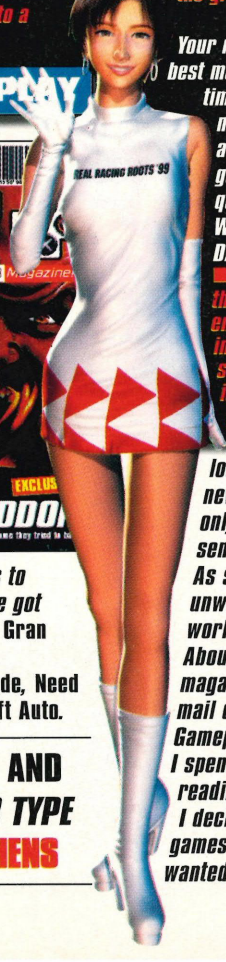
■ ***The main thing is that you let us know. Thanks, Richard, you're the greatest.***

Your magazine is already the best magazine (I buy it every time) but I think you could make it a lot better by adding puzzles. Like games, crosswords or quizzes?

What do you think?

DARRELL TANSLEY, 14, EMAIL

■ ***What do we think? We think that if you were close enough, we'd slap you and insist you come to your senses immediately. This isn't the Sunday paper you great twonk.***



looking around a newsagents. I noticed it was only €2.95 so I did the sensible thing and bought it. As soon as I got home I unwrapped it and found a vast world of PlayStation gaming. About halfway through the magazine I found a six page mail order advert called Gameplay.

I spent almost half an hour reading the advert. Afterwards I decided to make a list of games and accessories that I wanted to get from the continued>

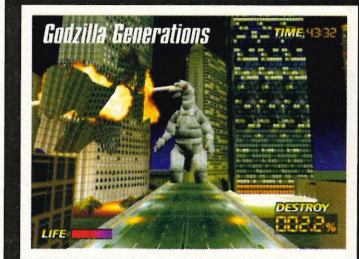
PLAY PONDERS... DREAMCAST

Console battles are more than a little childish, it has to be said. Characterising the Eighties era of Sega versus Nintendo, it's bloody old, too. Yet the news of the Dreamcast's launch in Japan has shaken you, dear reader, to your very core, judging by the load of hateful, anti-Sega letters pouring in. We got ourselves a Dreamcast, to find out if it's all that bad...

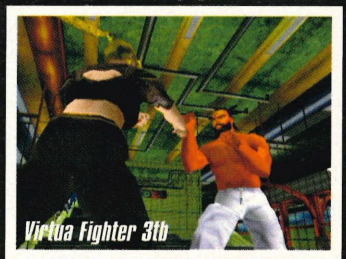
There are three main games available, each of which we've got hold of for the office Dreamcast. Sonic Adventures is strikingly beautiful, but the gameplay's running on empty.



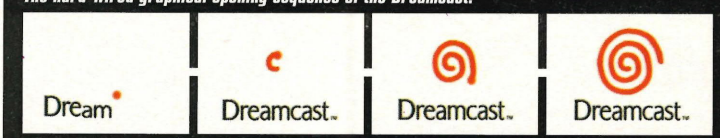
Godzilla Generations is an exercise in novelty for hardcore Gojira nuts only.



Virtua Fighter 3tb is an almost flawless conversion, but it don't play like Tekken 3.



The hard-wired graphical opening sequence of the Dreamcast.



Even the styling of the physical machine came under heavy fire from you lot.



PocketStation or Sega VMS – who's PDA will be better?

continued> *advert. The list totalled £240. I also had some games that were not in the advert, like* Metal Gear Solid, Tomorrow Never Dies, Ridge Racer Type 4, Soul Calibur, Time Crisis 2, *and* Gran Turismo 2 *written on my list.*



As you may be able to tell I really need the £150 voucher from Gameplay. Every month from now on I will look forward to getting Play *magazine and reading it from cover to cover. I can only say that I hope you do not change your magazine one little bit.*

SIMON BARNES, CAMBRIDGESHIRE

It's nice to see that a great number of youngsters joined forces at Christmas time to pressurise and terrorise their parents into submission over the PlayStation matter. Being neatly tucked under the £100 mark, not many mums and dads were able to offer much resistance to the 12 week conditioning period forced on them by TV commercials and their children.

THE PLAY DEBATE

WHERE THE READERS DECIDE

CHRIMBO LIMBO

Nobody out there wanted to wait for the great day to pass to tell all about the pros and cons of a PlayStation Christmas. Instead, a shed load of you wrote in just days before 25 December desperately seeking advice on what games to ask for and which ones to buy with the obligatory cash gifts – forgetting of course that magazine lead times would prevent us from answering your pleas until it was far too late! Get your Easter queries in NOW!

OBSESSION FOR MEN

Do you think you're overdoing it? How many hours in a day or a week do you spend pounding your pad? Do your friends and parents say you love it too much? Have you skipped work or school to spend quality time with a new game? Or are you trading sleep time for screen time? Spill the beans in the strictest confidence – it's just us, you, and many thousand others.

FIRE IT UP

Dear Play,

I have just bought Crash 2 *and thought it would provide a suitable challenge for me. I rushed home and spent two hours, 17 minutes on it. After that I had completed it. The whole thing took just two and a half hours to complete. I think after paying £30 for this game I should get a lot more than 160 minutes out of it. I also have* Final Fantasy VII, *which I've spent 15 hours on and I'm only on the first disc.*

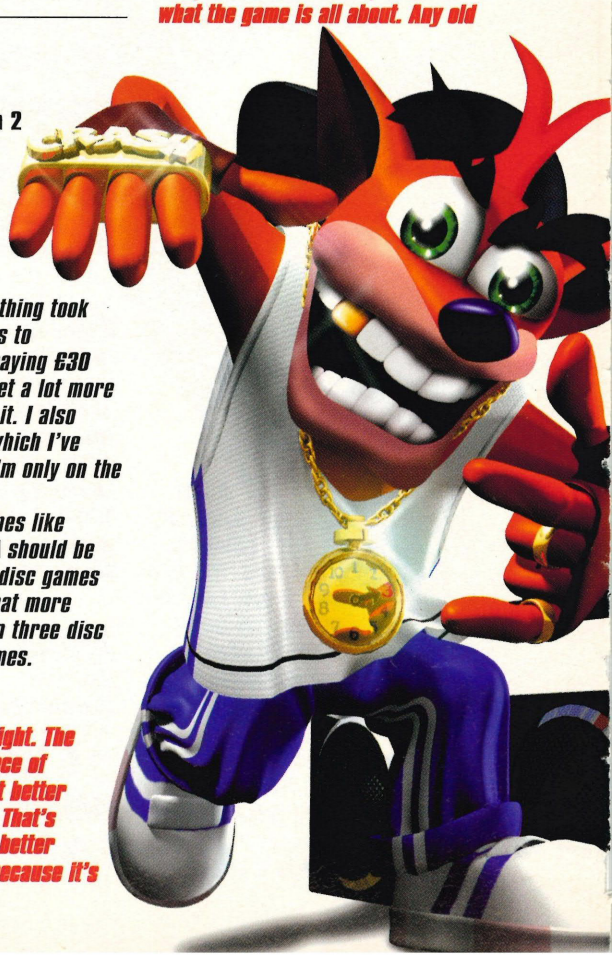
Two or three disc games like Resident Evil 2 *and* FFVII *should be priced higher, or single disc games lower, as it is obvious that more gameplay is presented in three disc games than one disc games.*

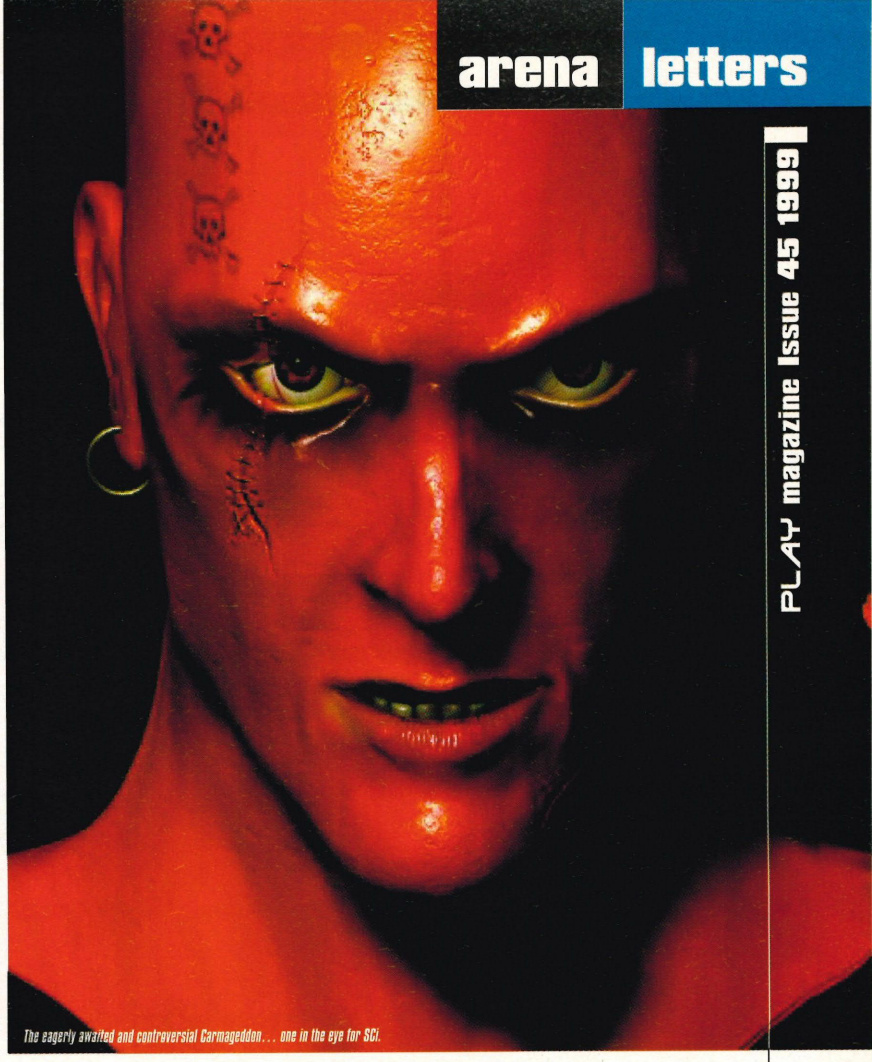
Luv the magazine!

T BAKER, NEWCASTLE

Let's get something straight. The sheer size of a large piece of software doesn't make it better just because it's so big. That's like saying* Cleopatra *is better than* Star Wars *simply because it's twice as long! And two and a half hours is 150 minutes.

As for* Crash 2, *we bet you didn't complete all 100% of it, which is what the game is all about. Any old





The eagerly awaited and controversial Carmageddon... one in the eye for SCi.

GAMEplay BENT EURO CASH...

Dear PLAY,
I would like to express my opinion on computer game prices. Now, I know that we Brits are overcharged for almost everything over here, but computer games must be one of the worst areas.

First of all, you must remember that whatever price a product is sold at, it cost less than that to make. The difference is called profit, kiddies. Now, we pay the new, recently 'lowered' price of £99.99 for the privilege of owning a Sony PlayStation. Our American cousins pay about 78 quid and that is still at a great profit. The manufacturers must think they have found the goose that lays the golden egg!

It is a stereotype of Brits (and sadly one that has some truth behind it) that the majority of us will never complain about something in public. Sure, if we buy an ace game (Duke Nukem: Time To Kill) and find out it doesn't work, we'll take it back and get it replaced. That's about it. We don't complain about the price, and if we do, it's not to the right people.

When the PSX 2 comes out soon it will undoubtedly cost about 150 quid upwards will be pure profit. This will carry on for as long as the big companies (Nintendo, Sega, Sony) can get away with it. The only way to stop them picking our pockets is to stand up. Only when we have made ourselves heard will it change.
NEIL, EMAIL

The unqualified prices of PAL consoles and games is something we have ranted about before, it just doesn't seem fair in any way. A rumour about the Dreamcast's European release is that it will launch at a dirt cheap price to quickly establish a massive user base, unlike the £400 Saturn. Hopefully Sony are thinking along similar lines. £100 for PlayBase? I'll take two!



Sony – making a killing out of hesitant Brits?

WINS £50 VOUCHER FROM GAMEPLAY!

plonker can breeze through the levels as quickly as possible without seeing all the secret bits.

ITCHY & SCRATCHY

Dear PLAY,
I thought I would write in to tell you about a problem I had with a scratched PlayStation disc.

I bought F1'98 from a local game shop on a Saturday afternoon but didn't get the chance to play the game until Sunday evening. On opening the game I noticed that there was a deep scratch on the black side of the disc. I went on to play the game and noticed that the commentary was glitchy or non-existent.

On the Monday I took the disc back to the shop and explained this to the shop manager. He said that once you leave the shop with the disc it's not his problem. Well, I was quite annoyed with his attitude as I only wanted a replacement, I mean £44 is a lot of money to throw away.

So I wrote to Psygnosis and told them of my problem. No messing around by them, six days later I had a letter through the door asking me to send the faulty disc in and they would replace it, and six days after I sent the disc in I received the replacement. Absolute first class customer relations.

So to other readers, beware of unscrupulous games shops. I would also like to say a big thank you to Psygnosis.
MR S EDWARDS, GLASTONBURY

This is a problem. Independent game stores often have a some cheaper titles as they don't need to stick to the RRP, they have imports and normally a good selection of used software – but they're less worried about annoying the customer. If you are paying the full retail price, it's safer to buy from one of the big chains. Well done Psygnosis for offering such a quick solution!

THE DEX FILES

Dear PLAY,
In the States there is an add-on peripheral for the PlayStation called a Dex Drive, which enables you to transfer files from your memory card to a PC. From here they can be backed up, emailed etc. There are even Web sites which have save game files for downloading.

Do you know if this handy little device will be available in the UK?
K MULLARKEY, MANCHESTER

The Dex Drive was launched in May of 1998 in the US, selling for a reasonable $39.99 (roughly £25) to the die-hard breed of gamers. The tiny size of the save game files makes it easy for Web sites to host hundreds of them for free download, and comparatively enormous size of PC hard drives to memory cards means you can store more save files than you will ever need, without ever having to buy another card. Manufacturers Interact has definite plans to bring the Dex to Britain, but when and for how much is guesswork at the moment.

BAD CARMA

Dear PLAY,
I just heard on the radio that the makers of Carmageddon won the right not to have the BBFC stick their pompous ideals in the way of the game's production. I'd like to offer my congratulations to SCi – let's hope more companies have the same fortune!
SAM, EMAIL

Yes, we heard that too. If they let the other folks know exactly how they pulled that one off, the censors could be finished!

arena

We reserve the right to edit your letters and regret that we cannot reply personally. If you want us to print your email address, please give specific permission.

PLAY magazine Issue 45 1999

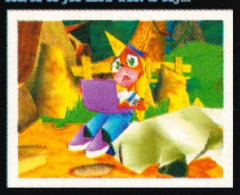
PLAYLIST

THE ULTIMATE PLAYSTATION BUYER'S GUIDE



UPDATED EVERY MONTH

PLAYBACK TOP 10'S 105
The very best of every genre listed and scored so you know what to buy...



LONG-TERM TESTS 108
Blasts from the past are dusted down and re-evaluated.



GROOVY GADGETS 110
All the latest PlayStation peripherals reviewed and rated on performance!



ALL THE HEROES & ALL THE VILLIANS

Who to save and who to kill: the ultimate guide to videogame charcaters 125

INSIDE OVER 300 GAMES REVIEWED & RATED!

STREET FIGHTER ZERO 3 VS TEKKEN 3 106

As another new beat-'em-up enters the fray, we see how it measures up against the king!

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
4-4-2	1-2	●									26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●									19	52%	Tedious multi sports effort – fading fast.
3D Lemmings	1	●					●				01	69%	Famous puzzle game, now in 3D! Average.
CLASSIC Abe's Oddysee	1	●									26	90%	The most addictive platform game on the PSX!
CLASSIC Abe's Exoddus	1	●									41	92%	Supersedes Oddysee as the must-have platformer!
Ace Combat*	1-2	●									01	81%	Slightly repetitive flight sim.
Ace Combat 2*	1	●								●	23	84%	Far better graphically and playability wise.
A-Train*	1	●					●				09	62%	Complex resource management with trains.
Actua Golf	1-4	●	●								10	88%	Best golf game on PSX so far (until Golf2).
Actua Golf 2	1-4	●									23	80%	Not as good graphically, but still great fun.
Actua Golf 3	1-4	●								●	41	76%	The best Actua Golf game to date, by jingo.
Actua Ice Hockey	1-4	●	●							●	32	70%	A worthwhile stab at the sport, but flawed faults.
Actua Soccer	1-2	●									04	79%	Slick looking footie sim, now dated.
Actua Soccer: Club Edition	1-2	●									22	62%	Cynical re-badged version of above.
CLASSIC Actua Soccer 2	1-4	●	●							●	28	90%	Great at first, but the appeal soon evaporates.
CLASSIC Actua Soccer 3	1-4	●	●							●	42	92%	Top arcade style, simplistic football.
Actua Tennis	1-4	●	●							●	41	76%	Not quite an ace, but still hits the spot.
Adidas Power Soccer	1-4	●	●								06	74%	Great then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●								19	52%	Same game, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	●							●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra, The	1	●									34	86%	Engrossing and enchanting RPG.
Agile Warrior:F111X	1	●									03	79%	Simple brainless shoot-'em-up from Virgin.
Air Race	1-2	●									27	68%	Humdrum racer offering short-term appeal.
Akuji The Heartless	1	●								●	44	78%	Atmospheric arcade adventure, but very repetitive.
CLASSIC Alien Trilogy	1	●									06	91%	Deeply scary space shoot-'em-up. Great fun.
Allied General	1-2	●									19	51%	Hexagonal strategy for bores and generals.
All-Star Soccer	1-8	●	●								24	80%	Superb comic commentary, not bad footie !
All-Star Tennis	1-4	●	●							●	43	70%	Puts an all-new spin on the tennis ball!
Alone in the Dark 2	1	●									04	77%	Intriguing French 3-D adventure based on PC.
Andretti Racing '97	1-2	●		●	●			●			11	74%	Average split screen American racer.
Apocalypse	1	●								●	43	65%	Big on thrills, low on lasting gameplay.
Aquanaut's Holiday	1-2	●									10	58%	Impenetrable and dull underwater guff.
Area 51	1-2						●		●		21	68%	Rough coin-op conversion using light gun.
Armoured Core	1-2	●									35	69%	Fun, but linear robot beat-'em-up.
Assault	1-2	●								●	40	80%	A nostalgic B-movie bug blaster.
Assault Rigs	1-2	●		●							03	81%	Tron-like tank blasting game. Good link-up.
Asteroids	1-2	●								●	43	70%	Loses the divine simplicity of true Asteroids.
Atari Collection, The	1	●									21	81%	Many classics. Best: Missile Command, Asteroids.
Auto Destruct	1	●									29	84%	Ultra-violent Armageddon on wheels!
Ayrton Senna's Kart Duel	1-2	●		●				●			14	71%	Ropey racing engine, jerky action.
Azure Dreams*	1	●									40	70%	Weird. Odd. Strange. Bizarre. And quite good!
B-Movie	1	●								●	42	86%	Spaced out Space Invaders... great 3-D fun!
Baby Universe	1	●									39	22%	A trippy pattern maker that just doesn't belong.
Ballblazer Champions*	1-2	●			●						22	69%	Dull as dishwater futuristic sports.
Batman & Robin	1	●								●	37	78%	Half decent movie spin off with a lasting challenge.
Batman Forever	1-2	●									15	41%	Bloody awful film license – avoid!
Battle Stations	1-2	●									25	51%	Flat and unconvincing naval strategy...
Bedlam	1	●					●				25	78%	Muggy and complicated Syndicate wannabe.
Beast Wars Transformers*	1	●									30	65%	Transforming fun that's far from easy.
Beat Mania	1-2	●								●	42	60%	Arcade-style head-to-head music making.
Big Hurt Baseball*	1-2	●									09	81%	Moderately successful sports conversion.
Biofreaks	1-2	●									41	78%	Mutated, mangled, muddled, mayhem.
Black Dawn	1	●									15	76%	Average helicopter shoot-'em-up.
BLAM! Machinehead	1	●									12	79%	Graphical masterpiece, but no depth at all.
Blast Chamber	1-4	●	●								15	82%	Clever puzzles with rotating rooms.
Blast Radius	1-4	●		●						●	38	72%	To similar to Colony Wars, hand on for Vengeance!
Blasto	1	●								●	38	60%	Playable, yet simple looking platform shooter.
Blaze & Blade	1-4	●	●							●	42	73%	Interesting four-player RPG, but it looks dire.
Blood Omen: LOK	1	●									18	81%	Be a vampire – top bloody fun.

PLAY ICONS

These symbols tell you about the number of players and whether or not you can use a specific device with the game. PSX steering wheel or the Negcon joypad come under steering/analogue.

- **Mouse compatible** eg *Theme Park*
- **One Player Only** eg *Resident Evil 2*
- **Multiple Players** eg *World Cup '98*
- **Steering/ Analogue** eg *Gran Turismo*
- **Multi-Tap compatible** eg *Micro Machines V3*
- **Uses A Memory Card** (for save games)
- **Split-Screen Mode** eg *Bust-A-Move 2*
- **Link Cable Compatible** eg *Formula 1/Wipeout*
- **Light Gun Compatible** eg *Time Crisis*
- **Dual Analogue Compatible** eg *Tekken 3*

PLAYBACK

PLAY'S TOP 10...

These are our very own top tens for each category and do not conform to the rating they were originally given. It's simply what the team feels are the best games on PlayStation at the moment.

ARCADE-STYLE SHOOT-'EM UPS



1. CW:Vengeance	92%
2. Vigilante 8	94%
3. Time Crisis	90%
4. Future Cop:	94%
5. Point Blank	90%
6. Colony Wars	92%
7. MDK	90%
8. Die Hard	93%
9. Twisted Metal 2	88%
10. DN: Time To Kill	87%

SPORT'S SIMULATIONS



1. FIFA '99	91%
2. ISS Pro '98	92%
3. WLS '99	93%
4. World Cup '98	86%
5. Smash Tennis	86%
6. Prem Manager '98	89%
7. Everybody's Golf	85%
8. Total NBA '98	93%
9. Actua Soccer 3	92%
10. Actua Golf	88%

STRATEGY & ADVENTURE



1. Metal Gear Solid	96%
2. Resident Evil 2	96%
3. Final Fantasy VII	93%
4. Parasite Eve	87%
5. Tomb Raider II	95%
6. FF Tactics	90%
7. Alundra	86%
8. C&C: Red Alert	90%
9. Broken Sword II	90%
10. Resident Evil	95%

PLAYBACK

PLAY'S TOP 10...

PUZZLE & PARTY GAMES



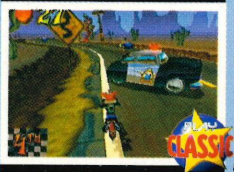
1. Bust-A-Groove	89%
2. Music	90%
3. Bomberman World	85%
4. Devil Dice	84%
5. Bust-A-Move 4	89%
6. Puzzle Fighter	90%
7. Worms	92%
8. Kurushi	88%
9. Micro Machines V3	88%
10. PaRappa	82%

RACING GAMES



1. Gran Turismo	97%
2. TOCA 2	94%
3. Ridge Racer Type 4	91%
4. Colin McRae Rally	93%
5. Need For Speed 3	87%
6. TOCA Touring Car	94%
7. Rage Racer	94%
8. Formula One '97	90%
9. Moto Racer 2	87%
10. Wipeout 2097	93%

PLATFORM TITLES



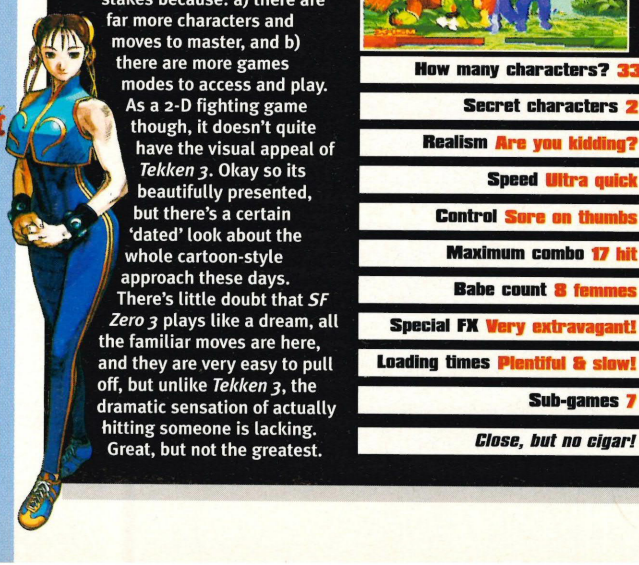
1. Crash 3	91%
2. Abe's Exoddus	92%
3. Spyro	88%
4. Jersey Devil	83%
5. Klonoa	83%
6. Gex 3-D	92%
7. Abe's Oddysee	90%
8. Crash 2	86%
9. Jumping Flash 2	86%
10. Dracula X	84%

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Bloody Roar	1-2	●								34	85%	A fine quality beat-'em-up.
Bomberman World*	1-5	●	●							33	85%	A fun-fuelled party game to blow you away!
Brahma Force	1	●								31	85%	Stompingly good mech-warrior action.
Brave Fencer Musashiden*	1	●								44	68%	A hotch-potch of gaming styles thrown together...
Breath Of Fire III	1	●								38	80%	Enormous and absorbing, but looks dated.
Brian Lara Cricket	1-4	●	●						●	43	78%	The indoor alternative, and it's not bad!
Broken Helix*	1	●								24	75%	Absorbing 3-D adventure, but bad graphically.
Broken Sword	1	●				●				14	84%	Slick point 'n' click adventure.
Broken Sword 2	1	●				●				28	90%	Beautifully intuitive point 'n' clicker.
Bubble Bobble	1-2	●								11	85%	Arcade fun from the early Eighties.
Bubsy 3D	1-4									15	82%	Passable 3-D cartoon romp.
Burning Road	1-2	●		●			●			12	76%	Turbo nutter action with big trucks.
Bushido Blade*	1-2	●		●			●			20	94%	Stylish and brutal sword-fighting.
Bushido Blade 2*	1-2	●		●						35	80%	Very disappointing sequel.
Bust-a-Groove	1-2	●								41	89%	Platform wearing party gaming!
Bust-a-Move 2	1-2	●			●					08	88%	Simple, yet totally addictive puzzler.
Bust-a-Move 3DX*	1-2	●								30	88%	Once you pop, you can't stop!
Bust-a-Move 4	1-2	●							●	43	86%	The series just gets better...
Buster Bros Collection*	1-2	●								22	86%	Pang gets the 32-bit treatment.
Capcom Generations 2*	1-2	●							●	41	85%	This pack features Ghost 'N' Goblins. Quite Fab!
Capcom Generations 4*	1-2	●							●	43	68%	This pack features Commando. Not really worth it!
Cardinal Syn	1-2	●							●	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	●								23	57%	Dull robot strategy adventure on the moon.
Casper	1	●								12	65%	Plain and unimaginative film game.
Cheesy	1	●								15	50%	It certainly is...
Chessmaster 3D	1-2	●								08	68%	Chess. On PlayStation. Hmm...
Chill	1-2	●							●	33	56%	Uninspired and jerky snowboarding game.
Choro Q*	1	●								11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●		●			22	85%	More cars, big miniature fun.
Chronicles of the Sword	1	●				●				18	43%	Tedious adventure – avoid!
Circuit Breakers	1-4	●	●						●	35	81%	Great fun, but very limited in areas.
City of Lost Children	1	●								18	78%	Slow moving French 3-D adventure.
Clock Tower	1	●				●				27	83%	Stylish, and utterly chilling murder mystery!
Colin McRae Rally	1-2	●			●		●		●	37	93%	Rally gaming at its best!
Colony Wars	1	●							●	27	92%	Gorgeous, totally playable space blasting.
Colony Wars: Vengeance	1	●							●	42	93%	Improves greatly on the first. An epic!
Command & Conquer	1									16	79%	PSX version slow and sorely lacking.
C&C: Red Alert*	1-2	●		●		●				29	90%	The last word in real-time wargames.
C&C: Retaliation	1-2	●		●		●				41	91%	Er... the 'new' last word in real-time war games!
Contra: Legacy of War	1-2	●								16	62%	Scrappy arcade shoot-'em-up from Konami.
Constructor	1	●				●				44	81%	Very addictive tongue-in-cheek sim game.

HEAD-TO-HEAD

STREET FIGHTER ZERO 3 vs TEKKEN 3

THE NEW 2-D FIGHTER TAKES ON THE MASTER!



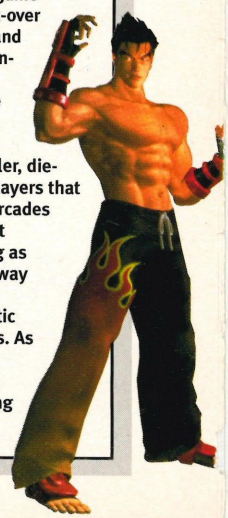
To compare these two games, you would have to resort back to the age-old argument of which is better, 2-D or 3-D fighters? *Street Fighter Zero 3* is definitely best in the long-term playability stakes because: a) there are far more characters and moves to master, and b) there are more games modes to access and play. As a 2-D fighting game though, it doesn't quite have the visual appeal of *Tekken 3*. Okay so its beautifully presented, but there's a certain 'dated' look about the whole cartoon-style approach these days. There's little doubt that *SF Zero 3* plays like a dream, all the familiar moves are here, and they are very easy to pull off, but unlike *Tekken 3*, the dramatic sensation of actually hitting someone is lacking. Great, but not the greatest.





How many characters? 33	21	How many characters?
Secret characters 2	2	Secret characters
Realism Are you kidding?	Feel the blows!	Realism
Speed Ultra quick	Relatively slow	Speed
Control Sore on thumbs	Smooth and easy	Control
Maximum combo 17 hit	8 hit	Maximum Combo
Babe count 8 femmes	4 lovelies	Babe count
Special FX Very extravagant!	Subtle & stylish	Special FX
Loading times Plentiful & slow!	Quite quick	Loading times
Sub-games 7	2	Sub-games
Close, but no cigar!	*Still the fighting king of the ring!*	

The master steps up once more to defend its crown... but there is little doubt that *Tekken 3* will remain the bench-mark of all beat-'em-ups for some time to come. The biggest advantage it has of *SF Zero 3* is the next-generation look. This game looks like a direct port-over from the fast-moving and incredibly detailed coin-op machine, and as a result it will always be the one that turns the heads. *SF Zero 3* will appeal more to a smaller, die-hard group of gamesplayers that regularly swamp the arcades searching for the latest fighting games. Seeing as *Tekken 4* is still some way off, naturally *SF Zero 3* would curb their sadistic skull-smashing desires. As an easy to pick-up and play spectacle though, *Tekken 3* is still the king of the ring!



GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
Contra Adventure, The*	1	●								●	42	49%	A truly bad sequel to a 16-Bit classic.
Coolboarders	1	●									16	82%	High speed stunts on a snowboard.
Coolboarders 2*	1-2	●			●	●				●	26	81%	The definitive snowboarding game.
Coolboarders 3	1-2	●			●	●				●	42	84%	The best snowboarding game on the PlayStation!
Courier Crisis	1	●									30	54%	Bring back the old Paperboy!
Crash Bandicoot	1	●									13	84%	Technically brilliant platformer.
Crash Bandicoot 2	1	●								●	29	86%	Crash returns in style!
CLASSIC Crash Bandicoot 3: Warped	1	●								●	43	91%	The best platform game on the PlayStation.
Crime Killer	1	●								●	37	78%	A bit samey, but delivers action thick and fast.
Crisis Beat*	1-2	●								●	40	45%	A rather arthritic *Fighting Force*.
Critical Depth	1-2	●				●				●	32	72%	Above average underwater blaster.
Criticom	1-2	●									04	87%	Early average beat-'em-up. Now forgotten.
Croc: Legend of the Gobbos	1	●								●	26	78%	It's intellectual theft, but fun nonetheless!
Crow: City of Angels	1	●									21	21%	Absolute shite!
Crusader: No Remorse	1	●									18	80%	Decent shoot-'em-up from the PC.
Crypt Killer	1-2								●		18	38%	Blocky, dreary, shoddy shooter.
Cyberia	1	●									04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●				●					01	55%	Vivid colours, but ultimately dull.
CyberSpeed	1	●									02	65%	Putrid futuristic Hi-Octane-style racer
D	1	●									06	69%	Mediocre 3-D adventure – slow.
Dark Forces	1										17	75%	Appalling Star Wars conversion.
Darklight Conflict	1										22	79%	Fantastic looking, but sadly boring.
Dark Omen	1	●					●				33	85%	Polished action/strategy simulation.
Darkstalkers*	1-2										10	88%	Very playable beat-'em-up from a coin-op.
Darkstalkers 3*	1-2	●								●	43	89%	A superb, scary sequel that's very impressive.
Dead Ball Zone	1-2	●								●	35	84%	Very playable futuristic mutilation mayhem!
CLASSIC Dead Or Alive*	1-2	●								●	34	91%	The breast beat-'em-up in ages!
Deathtrap Dungeon	1	●									33	88%	A compelling high-drama dungeon adventure.
Defcon 5	1	●									03	88%	Run-of-the-mill space adventure. Slow.
Descent	1-2	●			●						06	85%	Was good, now utter cack!
Descent 2	1-2	●			●						24	63%	Almost the same game. Not that fun to play.
Destruction Derby	1-2	●			●						01	86%	PSX showpiece and good two player.
Destruction Derby 2	1	●									14	82%	Better, but lacks link-up – bah!
Devil's Deception	1-2	●									32	68%	Intriguing and challenging, but looks a bit dodgy.
Devil's Dice	1-5	●	●								43	84%	Devilishly difficult, but fiendishly fun!
Diablo	1-2	●									34	74%	Fun, but repetitive arcade role player.
CLASSIC Die Hard Trilogy	1	●					●	●	●		11	92%	Utterly brilliant three film games in one.
Discworld	1	●					●				01	74%	Unfunny cartoon adventure.
Discworld II	1	●					●				28	80%	Humourous off-the-wall adventuring...
Disruptor	1	●									14	87%	Impressive 3-D Doom clone.
Dodgem Arena	1-4	●			●	●				●	43	50%	Unsuccessful future sports fusion.
CLASSIC Doom	1-2				●						03	93%	Top link-up, but now looking dated.
Dracula X*	1	●									21	84%	Japanese vampire platformer.
Dragon Ball Z GT: Final Bout*	1-2	●									29	39%	Dismal beat-'em-up.
CLASSIC Duke Nukem	1	●			●					●	29	90%	Fantastically playable shoot-'em-up.
Duke Nukem: Time To Kill	1	●				●					39	87%	Duke cuts it convincingly in a third-person romp.
Dynasty Warriors*	1-2	●									25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Earthworm Jim 2	1	●									12	69%	16-bit fun, but joke is wearing thin.
CLASSIC Einhander*	1	●									31	90%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●									19	71%	Slow and boring disease adventure.
ESPN Extreme Games	1-2	●									02	73%	Tiresome sports, no fun at all!
Everybody's Golf	1-4	●									36	85%	Highly enjoyable, fast-paced party golf game.
Excalibur 2555 AD	1	●									19	86%	Imaginative and lush RPG.
Exhumed	1	●									25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●			●			●			25	82%	Quick and playable racing, but not all new.
Extreme Pinball	1-2	●									07	54%	Miserable pinball sim with bad physics.
Extreme Snow Break	1	●									34	09%	Extremely crap.
CLASSIC Fade To Black	1	●									09	90%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●								26	69%	Hardly fantastic, but playable.
FIFA '96	1-4	●	●								03	81%	Unexceptional footie flannel.
FIFA '97	1-4	●	●								15	70%	Graphically better, but plays worse
CLASSIC FIFA '99	1-8	●	●							●	42	91%	The best FIFA game ever!
CLASSIC FIFA: Road to World Cup 98	1-8	●	●							●	29	91%	One of the best all-round football game yet!
Fifth Element (The)	1	●								●	40	50%	Thoroughly disappointing – rent the movie instead!
Fighter's Impact*	1-2	●									23	76%	Dated and blocky 3-D beat-'em-up. Buy Tekken2.
Fighting Force	1-4	●								●	27	89%	Brutally destructive two-player action.
Final Doom	1-2				●		●				13	82%	New levels, but otherwise the same.
CLASSIC Final Fantasy VII	1	●									27	93%	The final word in adventure!
CLASSIC Final Fantasy Tactics*	1	●									32	90%	Epic and engrossing strategy/RPG challenge.
Firemen, The*	1	●									05	78%	16-bit looking fire-fighting action game.

PLAYBACK

PLAY'S TOP 10...

PLATINUM RANGE TITLES



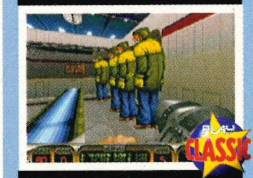
1. Time Crisis	90%
2. Tomb Raider	94%
3. Tekken 2	95%
4. Resident Evil	95%
5. Die Hard Trilogy	92%
6. TOCA	92%
7. Micro Machines V3	92%
8. V-Rally	87%
9. ISS Pro	84%
10. V-Rally	87%

BEAT-'EM-UPS



1. Tekken 3	97%
2. Rival Schools	96%
3. Darkstalkers 3	89%
4. Dead Or Alive	91%
5. Soul Blade	96%
6. SF EX Plus	91%
7. Bushido Blade	94%
8. Tobal 2	92%
9. SF Zero 2	94%
10. Tekken 2	95%

FIRST-PERSON SHOOT-'EM-UPS



1. Duke Nukem	90%
2. Forsaken	92%
3. Doom/Final	82%
4. Tenka	86%
5. Mechwarrior 2	91%
6. Exhumed	84%
7. Alien Trilogy	91%
8. Disruptor	87%
9. Doom	93%
10. Tunnel B1	87%

LONG-TERM

THE TEST OF TIME

GRAN TURISMO

REVIEWED PLAY 31



Once the unbeatable king of console racing, how does the biggest game on PlayStation look a year after we first unwrapped the Japanese copy? No worries – it's still an absolute corker!

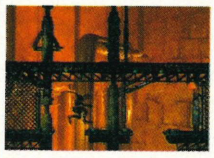
The tracks were the earliest part to get boring and the game could really have done with the dynamic courses of something like R4, but otherwise there are no complaints you could make about this heavyweight title. It is the depth of the upgrading and tuning system that keeps your interest even now, and an obsessive compulsion to drive and own every single car. Even if it does take three memory cards to hold them all!

Even with GT2 looming in the near future, your money's safe with this driving masterpiece.

replay value

ABE'S ODDYSEE

REVIEWED PLAY 28



We loved this when it first hit the shelves and now with the release of Abe's second odd adventure this corking little beauty just had to be pulled out of the PLAY vaults to be sampled again.

Although Abe's speech is narrowed down slightly to nothing more than a few farts and giggles, the appeal of Oddysee is still just as apparent. In fact, many die-hard lovers of Abe (including PLAY's very own Graeme) claim that Oddysee is more of a challenge because of the lack of speech. One thing's for certain, it definitely has lasting appeal!

Having been released on Platinum, Oddysee still looks just as good as it ever did and we reckon that if you can't afford to splash out 40 quid for the latest adventure of our stitch-mouthed friend, then this one at half the price would do just as well. Abe's Oddysee – as good as it ever was and a bargain to boot!

replay value

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Fluid	1	●							●	38	78%	Fleeting but interesting diversion.
Formation Soccer*	1-2	●								24	58%	Expensive and dated-looking footie guff!
Formula 1	1-2	●		●			●			11	84%	Exhilarating and glorious F1 sim!
CLASSIC Formula 1 '97	1-2	●			●		●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●		●		●	41	68%	Enormously disappointing – get F1 '97 instead!
Formula Karts: SE	1-2	●			●		●			28	75%	Too simplistic for mass appeal.
CLASSIC Forsaken	1-2	●			●				●	35	92%	A stunning achievement. Totally breathtaking.
Frenzy	1	●							●	36	73%	Fun, but short-lived arcade hokum.
Frogger	1-4	●	●							27	69%	Genuinely disappointing frog-'em-up.
CLASSIC Future Cop LAPD	1-2	●			●				●	40	94%	The best isometric blaster we've ever seen!
G-Darius	1-2	●							●	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	●							●	27	84%	Atmospheric, pulse-raising 3-D arcade thrills!
Galaxian 3*	1-4	●	●			●				10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
CLASSIC Gex 3-D: Enter the Gecko	1	●							●	33	92%	Compulsive & classy, the best platformer around!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Granstream Saga, The*	1	●								38	76%	Absorbing, but a bit on the easy side.
CLASSIC Gran Turismo*	1-2	●			●		●		●	31	97%	The best racing game ever made!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Gunbarl*	1-2	●						●		40	83%	Addictive shooting sequel to *Point Blank*.
Gun Bullet*	1-2	●						●		26	85%	A real blast for one or two players...
Gunship	1	●								08	68%	Has not stood the test of time...
Hard Boiled	1	●								25	29%	A disastrously wasted license...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Heart Of Darkness	1	●								38	81%	Very playable, but short-lived platform puzzler.
Hebereke's Popitto	1-2	●								02	43%	Why bother with this when Puzzle Fighter exists?
Herc's Adventures*	1-2	●								25	70%	Cute-looking run-of-the-mill adventure.
Hercules*	1	●								24	63%	Sweet and innocent, but simple and dull.
Hermie Hopperhead*	1	●								02	53%	Worthless cartoon platform banality.
Hexen	1	●								21	35%	One of the PSX's worst ever games!
Hi-Octane	1-2	●			●					03	80%	Reasonable Bullfrog racer.
Horned Owl*	1-2	●						●		05	73%	Poor excuse for a light gun game.
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	87%	Good then, now utter tripe!
Incredible Hulk, The	1	●								17	45%	Nothing 'incredible' about it. Poor.
Independence Day*	1-2	●		●	●					21	47%	Wretched film-inspired nonsense!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
Int Superstar Soccer Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
Int Superstar Soccer Pro	1-2	●								22	84%	One of the best football games on PSX!
CLASSIC ISS Pro '98*	1-2	●								38	92%	Nearly as good as the N64 version. Brilliant!
Int Track & Field	1-4	●	●							09	85%	Superb multi-player sports special!
In The Hunt*	1-2	●								04	69%	Miserable sub shoot-'em-up. Tosh!
Iron & Blood	1-2	●								17	75%	Passable medieval beat-'em-up.
Iron Man & Manowar	1-2									16	47%	As much fun as genital surgery!
Iznogoud	1									33	34%	An exceptionally bad platformer.
Jeremy McGrath Super Cross '98	1-2	●			●					37	70%	Plenty of options, but not as good as Moto Racer.
Jersey Devil	1	●							●	30	83%	Devilish gameplay, well worth a look!
Jet Rider	1-2	●								18	85%	Super-fast jetbikes, poor graphics.
Jet Rider 2*	1-2	●			●				●	31	78%	Fun, but essentially more of the same.
Johnny Bazookatone	1	●								04	85%	He's supposed to be cool. He's not.
Jonah Lomu Rugby	1-2	●	●							20	86%	Accurate and enjoyable rugby sim.
Judge Dredd	1-2	●						●		28	62%	Fantastic license, disappointing game.
Jumping Flash	1	●								01	87%	Highly imaginative first person platformer.
Jumping Flash 2*	1	●								08	86%	Psychedelic sequel to above (only better).
Kick Off '97	1-2	●								25	68%	Doesn't do the name justice!
Kick Off World	1-4	●	●							36	77%	An average game replete with great options.
Kileak The Blood	1	●								01	57%	Sparse Doom clone that lacks any kind of thrill.
Kileak The Blood 2	1	●								05	65%	The same only with a '2' at the end.
Killing Zone*	1-2									08	57%	Contemptible beat-'em-up. Avoid.
King Bowling	1-4	●								02	37%	Uninspiring cartoon bowling sim. Duff.
King's Field	1	●								06	61%	Long lasting RPG, looks crap though.
King Of Fighters '95*	1-2	●								11	62%	Utterly pointless 2-D beat-'em-up!
King Of Fighters '96*	1-2	●								24	59%	Rips off every fighting game. Still crap though.
Klonoa: Door to Phantomile*	1	●								30	83%	Fast and loveable Japanese platformer.
Knockout Kings	1-2	●							●	43	88%	Simply the best boxing game on the PlayStation!

* Indicates an import review

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE											PLAY ISSUE	SCORE	WE SAY...
Konami Antiques Vol. 1	1-2	●									31	58%	Varied, but dogged with too much rubbish!
Krazy Ivan	1	●									04	61%	Good when it came out, but it has dated badly since.
Kula World	1-2	●									35	83%	Innovative puzzle fun with balls!
Kurushi	1	●									27	88%	Ultra high quality puzzler.
Last Report, The	1	●									33	27%	An utterly awful, unrewarding point and click!
Legend	1-2	●									41	79%	Hack 'n' Slash as it used to be.
Lemmings (Oh No...)	1-2	●									43	81%	Re-released mind-bending puzzler!
Libero Grande	1-2	●				●				●	42	67%	Interesting footie sim, but confusing to follow!
Lifeforce Tenka	1	●									20	86%	Grisly polygonal Doom clone – flashy.
Little Big Adventure	1	●									19	83%	Outstanding graphical adventure!
Loaded	1-2	●									01	85%	Gutsy and mindless, but repetitive.
Lomax in Lemmingland	1										14	70%	Dull as dishwater platform game.
Lone Soldier	1	●									02	43%	Overrated Rambo rubbish!
Lost Vikings 2, The	1-2										23	72%	Playable platform strategy. Looks old though.
Lost World, The	1	●									25	79%	Stunning-looking platformer, but shallow.
CLASSIC MDK	1	●									27	90%	Brilliantly conceived 3-D shooter.
Machine Hunter	1-2					●					22	72%	Decent Paradroid-inspired shooter.
Madden '97	1-4	●	●								12	81%	Solid and playable US football sim.
Madden '98	1-8	●	●								29	82%	A fine, albeit rough-looking Gridiron game.
Madden NFL '99	1-8	●	●							●	39	89%	The best NFL game on the PlayStation.
Marvel Super Heroes*	1-2	●									30	87%	A highly playable beat-'em-up.
Magic Carpet	1	●									06	57%	Badly dated by today's standards.
Mass Destruction*	1	●									30	80%	Enjoyable, destructive tank romp...
Maximum Force	1-2								●		32	37%	Pales into insignificance beside Time Crisis!
CLASSIC Mechwarrior 2	1	●									19	91%	Top class big robot shoot-'em-up!
Medievil	1	●								●	40	86%	Death has never looked so appealing.
Mega Man 8*	1	●									21	82%	Playable and colourful, but ultimately shallow.
Men In Black	1	●									37	35%	Painfully unplayable movie tie-in.
CLASSIC Metal Gear Solid*	1	●								●	42	96%	The English-language version is stunning to behold!
Metal Slug*	1-2	●									26	74%	Top maiming action, but not enough of it.
CLASSIC Michael Owen's WLS '99	1-4	●	●							●	43	93%	Young Michael scores a blinder on his debut!
Mickey's Wild Adventure	1	●									12	79%	Standard cartoon platformer. Yawn!
CLASSIC Micro Machines V3	1-8	●	●								19	92%	Blistering racing game. Fantastic!
Midnight Run	1	●									31	60%	Hum-drum racer with short-term appeal.
Monopoly	1-4	●	●				●				28	75%	A fun and faithful conversion of the original.
Monster Rancher*	1-2	●									37	68%	Short-lived virtual pet novelty.
Monster Trucks	1	●									18	74%	Competent, but dull off-roader.
CLASSIC Mortal Kombat 3	1-2	●									01	93%	Don't buy this, get MK Trilogy instead.
Mortal Kombat 4	1-2	●								●	38	87%	Homocidal battery at its best.
MK Mythologies	1	●									29	71%	Blood-soaked, but mundane platformer.
CLASSIC Mortal Kombat Trilogy	1-2										14	92%	Gory orgy of 16-bit gameplay. Not bad.
Moto Racer	1-2	●								●	26	86%	A seat-of-the-pants roller coaster ride.
Moto Racer 2	1-2	●				●				●	40	87%	A superb sequel that's huge entertainment.
Motorhead	1-2	●				●				●	34	79%	A turbo-charged, albeit short-lived racer.
Motor Toon GP 2*	1-2	●		●			●				10	79%	Highly playable cartoon racer.
Mr Domino	1	●									37	72%	Original, but lacks a lasting challenge.
CLASSIC Music	1	●									41	90%	The very last word in music making!
Myst	1	●									07	68%	Humdrum static screen adventure. Sad.
N2O	1-2	●				●				●	37	70%	Frantic shooter, but gets very repetitive.
Nagano Winter Olympics*	1-4	●	●	●						●	31	83%	Excellent multi-player winter challenge.
Namco Encore*	1	●									29	79%	Catching up fast – best: Rolling Thunder.
Namco Museum 1*	1-2	●									04	70%	Retro collection – best: Pac-man and Galaga.
Namco Museum 2*	1-2	●									06	70%	Worse than Vol 1 – best: Xevious.
Namco Museum 3*	1-2	●									13	73%	Decent retro fix – best: Pole Position II.
Namco Museum 4	1-2	●									23	79%	Some cool games – best: Pac-land.
Nanotek Warrior*	1										22	76%	Tired shoot-'em-up set at molecular level.
Nascar Racing '96	1	●					●				15	80%	Comprehensive racing simulation – a bit jerky.
Nascar Racing '98	1-2	●				●	●			●	28	82%	The complete Nascar package.
Nascar Racing '99	1-2	●				●	●			●	41	83%	The definitive Nascar experience.
NBA Hang Time	1-4	●	●								31	60%	Slightly dated arcade basketball...
NBA In The Zone	1-2	●									05	79%	Solid sports sim, not as good as Total NBA.
NBA Jam Extreme	1-2	●									15	79%	Over exaggerated arcade port-over. Numb.
NBA Jam:TE	1-4	●	●								01	77%	Two-on-two multi-player mayhem. Good fun.
NBA Live '96	1-4	●									07	82%	Stale and lifeless basketball sim. Not much cop.
NBA Live '97	1-8	●	●								16	89%	All the latest stats and players – better engine.
NBA Live '99	1-8	●	●							●	43	83%	More impressive basketball antics!
NBA Pro '98	1-8	●	●								33	78%	Good, but not as good as the competition.
Need For Speed, The	1-2	●		●		●	●				06	84%	Classic supercar OTT racing. Superb link-up!
CLASSIC Need For Speed 2, The	1-2	●				●	●				21	90%	Rough looking, but actually more fun – long term.
Need For Speed 3, The	1-2	●				●	●			●	33	87%	Blindingly fast, but without some of the magic.

HEROES
THE ONE'S WE LOVE

REIKO NAGASE
RIDGE RACER TYPE 4



This stunning virtual babe is the coolest girl to grace the PlayStation!

LARA CROFT
TOMB RAIDER III



The buxom-bosomed heroine wooed the crowds over Xmas, despite the bugs!

COCO BANDICOOT
CRASH 3: WARPED



Lacking big hooters, she still inhabits some of the coolest levels in Crash 3!

CRASH BANDICOOT
CRASH 3: WARPED



A very successful Christmas for the agile rodent. Still the platform king!

DUKE NUKEM
DN: A TIME TO KILL



The wise-cracking, dead-pan slayer of aliens will always be in our hearts!

& VILLAINS
THOSE WE HATE

CARTMAN & CO
SOUTH PARK



These foul-mouthed degenerates top our hate list simply because the game just isn't happening!

THE DEVIL
DEVIL DICE



This freakish thing scrapes into our hate list because it looks too much like a sodding Teletubby!

CAPTAIN BLASTO
BLASTO



If you thought Rosco was a bad, limp-wristed hero, wait until you get a load of this guy!

DR NEO CORTEX
CRASH 3: WARPED



We're totally sick of the sight of this bearded swine... and that annoying laugh, aaarrgghhhh!

MICHAEL OWEN
WLS '99

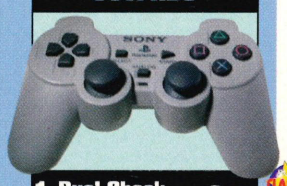


The youngster made another cheesy cameo when we completed a season!

HARDWARE

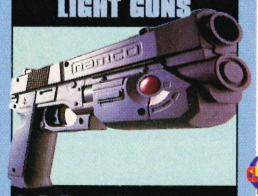
TOP 5 PERIPHERALS

JOYPADS



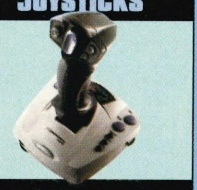
1. Dual Shock	Sony
2. Dual Analogue	Sony
3. Analogue +	Joytech
4. PSX 1	LMP
5. Station Master	Logic 3

LIGHT GUNS



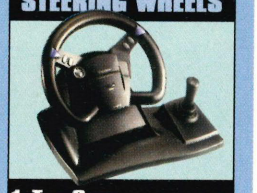
1. G-Con 45	Sony
2. Scorpion	Fire
3. Erazer	Fire
4. Predator	Logic 3
5. PSX Light Gun	LMP

JOYSTICKS



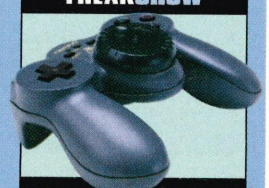
1. Dominator	Logic 3
2. Pro Arcade 2	Fire
3. EagleMax	Act Labs
4. Arcade Stick	Namco
5. PS Arcade	Interact

STEERING WHEELS



1. Top Gear	Logic 3
2. RS Racing System	Act Labs
3. Rumble Force	LMP
4. NegCon	Sony
5. Jordan GP	Joy Tech

FREAKSHOW



1. Jog Con — Namco

Undoubtedly the freakiest-looking device ever seen!

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Newman Haas Racing	1-2	●			●		●		●	33	74%	Very similar to F1'97, which is better.
NFL Blitz	1-2	●							●	42	87%	A serious *Madden* contender!
NFL Game Day	1-2	●								04	73%	American football – who cares?
NFL Xtreme	1-2	●							●	41	61%	There's nothing Xtreme about it.
NHL '97	1-8	●	●							15	86%	Intense ice hockey action – smooth and fast.
NHL '98	1-8	●								27	71%	Cool graphics, slushy gameplay.
NHL '99	1-8	●							●	41	81%	Smooth, hard, fast and very cool
NHL Face Off	1-2	●								04	78%	Admirable attempt, but a bit cumbersome.
NHL Face Off '98	1-8	●	●						●	32	80%	The best ice hockey game on the PlayStation.
NHL Open Ice	1-4	●	●							32	40%	Outdated and obsolete hockey for £40!
CLASSIC Nightmare Creatures	1	●							●	27	90%	A fantastic, full-on splatter flick!
Ninja: Shadow Of Darkness	1	●								39	78%	Looks good, but gets repetitive too soon.
Note, The	1	●								28	72%	Above average first person adventure.
Novastorm	1	●								01	38%	Contemptible FMV-spooled shoot-'em-up arse!
Nuclear Strike	1	●								26	88%	Better looking and bigger than Soviet Strike.
CLASSIC ODT	1	●							●	42	91%	Masterful, unforgiving mutant mayhem!
Off World Interceptor	1-2	●			●					02	77%	Jerky 3-D buggy battling disgrace. Avoid.
Olympic Games	1-8	●	●							09	89%	Utterly fantastic multiplayer event.
Olympic Soccer	1-2	●								09	84%	Highly playable footie game, basic graphics.
One	1	●								30	86%	The most destructive game ever!
Onside Soccer	1-2	●								12	76%	Uninspiring footie with management aspects.
Overblood	1	●								22	86%	Atmospheric, innovative 3-D space adventure.
Overboard	1-5	●	●						●	27	75%	Fun, repetitive and simple beat-'em-up.
CLASSIC Pandemonium	1									15	90%	Enjoyable platform game, but too restrictive.
Pandemonium 2	1	●								28	72%	Linear, but lovely-looking platformer.
Panzer General	1-2	●				●				05	73%	Strategy war game for dedicated anoraks.
PaRappa the Rapper	1	●								24	87%	Tap the buttons, sing the rhyme. Brilliant!
Parasite Eve*	1	●							●	41	89%	Slick and disgusting horror adventure!
Peak Performance*	1-2	●			●		●			21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Weapon	1	●								19	65%	Slothful 3-D adventure, lacking visual flair.
Pet In TV	1	●								40	77%	The best virtual pet in the land!
PGA Tour '96	1-8	●								02	86%	Well, it's golf innit. Buy the updated version.
PGA Tour '97	1-4	●								13	81%	Extremely able golfing sim. It's got the lot.
PGA Tour '98	1-4	●	●							28	63%	Best-looking golf, yet hampered gameplay.
Phat Air Extreme Snowboarding	1-2	●			●					35	22%	Very shoddy game in a saturated market.
Philosoma	1	●								02	85%	Great looking shoot-'em-up, but badly dated.
Pitball	1-4	●	●							15	66%	Rough and confusing futuristic sports.
Pitfall: Beyond the Jungle	1	●								33	70%	An above average 3-D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	1									07	87%	Scrappy Doom clone, meant to be humerus.

GROOVY GADGETS

A few new bits and bobs from the bizarre world of PlayStation peripherals. This month we drive, scratch and break!

Beatmania Turntable

Supplied by: ASCII
Price: £39.99
Best for: A-rubbin' and a-scratchin' on Konami's hip-tastic *Beatmania* game. If you've ever tried playing *Beatmania* with this add-on, you'll appreciate how much this would actually add to the overall experience. It basically makes hitting those notes and scratching those records much easier. It looks mighty fine as well!
Downside: Forking out 40 quid for a device that can only be used on one game... and not a particularly brilliant one at that. For pure gimmick value, this is tops, but once you've got pig-sick of *Beatmania*, which you will, this device is about as welcome as a fart in a space-suit.



OVERALL: ★★★★★

Shockhammer

Supplied by: Thrustmaster
Price: £19.99
Best for: Originality. Third-party pads come... and they go, but once in a while, somebody creates something not only original, but good too. There is no mistaking the unique design that sets this blue beauty out from most other third-party joypads on the market. All the usual bits, bobs and gadgets can be found here, with a turbo and slow button thrown in for good measure too. The Dual Shock compatible feature doesn't harm this pad's good intentions either, due to the two



vibration motors inside. The grips on the sides prevent it slipping through your palms, and the rubberised analog control sticks keep your fingers on the pulse.
Downside: Durability. If this underwent our 'Iron-Man' test, it would crumble in minutes. We ripped one side of it off straight away, but that was only because it was a prototype version, apparently!

OVERALL: ★★★★★

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
CLASSIC Point Blank	1-2	●						●		36	90%	Addictive gun fun... and it's legal.
Pool Hustler	1-2	●							●	44	83%	Very playable, but not as authentic as *Pool Shark*.
Pool Shark	1-8	●	●			●			●	42	85%	The most realistic pool simulation on any format!
Porsche Challenge	1-2	●			●		●		●	20	82%	Superb looking, technically brilliant. Too slow.
Power Instinct 2*	1-2	●								03	52%	Cheap and nasty beat-'em-up – stay well clear.
Powermove Pro Wrestling	1-2	●								16	51%	Men, in tights, absolutely awful game.
Powerplay Hockey '97	1-4	●	●							08	82%	Yet another hockey game, actually quite good.
Power Soccer 2	1-4	●	●						●	29	63%	Basically, not much fun at all!
Poy Poy	1-4	●	●							33	84%	Original and odd multiplayer shenanigans!
Premier Manager '98	1-4	●				●			●	36	89%	The best football management game to date.
Primal Rage	1-2	●								04	85%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	●								02	62%	Very average sprite based footie. Worse than FIFA.
CLASSIC Pro Pinball: The Web	1-2	●								10	90%	Was the best pinballer around, but now there's...
CLASSIC Pro Pinball: Timeshock	1-2	●								34	90%	...This baby! Tommy would go nuts for this!
Project Overkill	1	●								13	89%	Violent, bloody, but repetitive and no two player!
Psybadek	1	●							●	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	1	●								06	75%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2									21	73%	Unusual floating beat-'em-up. Nothing special.
Puyo Puyo Sun*	1-2	●			●					31	87%	Hugely addictive party fun!
Quarterback Club '96	1-8	●	●							04	80%	Yet again, who cares?
CLASSIC R-Type Delta*	1	●							●	43	90%	Pure adrenaline-pumping shooting perfection!
Raiden Project, The	1-2	●								01	68%	Dazzling, but ultimately weak shoot-'em-up.
CLASSIC Rage Racer	1	●					●			16	94%	Super fast, varied, playable racer. Get it now!
Raging Skies	1-2	●		●			●			12	73%	Adequate flight shoot-'em-up, but linkable!
Rally Cross*	1-4	●	●		●		●		●	19	89%	First class off-road antics. Two and four player!
Rampage World Tour	1-3		●							29	77%	Flawed in places, but enjoyable.
Rapid Racer	1-2	●			●		●		●	26	87%	Powerful and glossy, but repetitive...
Rapid Reload	1	●								01	71%	Cutesy side-on cartoon shoot-'em-up. Dated.
Rascal	1	●							●	33	77%	Accomplished platformer, good for the kids!
Rayman	1	●								01	87%	Colourful platform game, now looking tired.
Ray Storm*	1-2									19	75%	Overwhelming two player space shoot-'em-up.
Ray Tracers	1	●								23	74%	Super fast Chase HQ-style racer. A bit basic.
Re-Loaded	1-2	●								17	61%	Actually worse than the original. Sloppy.
Rebel Assault 2*	1	●								18	60%	Star Wars shoot-'em-up. Boring and repetitive.
Reboot	1	●							●	33	68%	Easy on the eye, short-term fun.
CLASSIC Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Marginally better than RE, but dated.
CLASSIC Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
CLASSIC Ridge Racer	1	●					●			01	93%	Launch game, now looking very sad indeed.
CLASSIC Ridge Racer Revolution	1-2	●		●			●			04	90%	A better game, with link-up and nicer cars.
CLASSIC Ridge Racer Type 4*	1-4	●		●	●		●		●	44	91%	Stunning! But it does lack one-player appeal.
Riot	1-2	●								18	72%	Moribund futuristic sports – like Rollerball.
Rise 2: Resurrection	1-2	●								05	88%	Hideous robot beat-'em-up. A bad date.
Risk	1-4	●	●		●					29	35%	Boardgame – there's no contest.
Rival Schools	1-8	●							●	44	89%	Not as fast and fluid as the Japanese version.
Road Rage	1-2	●					●			17	24%	Detestable and trashy shoebox sim. Ugh!
Road Rash	1-2	●								05	75%	Dodgy visuals, but fast and fun. Now cheap.
Road Rash 3-D	1	●								36	76%	Disappointing sequel with no guts.
Robopit	1-2	●			●					12	55%	Abominable robot beat-'em-up.
Robotron X	1-2	●								15	85%	Classic gameplay, very fast, we prefer original.
Rock & Roll Racing 2	1-2	●					●			31	55%	Banal blaster with some two-player appeal.
Rockman Battle & Chase*	1-2	●			●					21	41%	Basic and unrewarding cartoon racer.
Rockman Dash*	1	●								31	80%	Enjoyable 3-D adventure. For smash get Dash!
CLASSIC Rogue Trip	1-2	●							●	41	92%	Motoring madness with knobs on.
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
CLASSIC Sampras Extreme	1-4	●	●							09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called Samurai Slowdown!
San Fransisco Rush	1-2	●		●					●	41	45%	Not quite the worst racing game of all time.
S.C.A.R.S.	1-8	●	●							29	82%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	1-2	●								44	52%	A pointless, almost sacriligeous release.
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●				●				39	62%	Rough-looking and very repetitive strategy game.
Shadow Master	1	●							●	29	79%	Nice try, but lacks variety...
Shellshock	1	●								06	85%	Passable tank game, now looks basic.
ShockWave Assault	1	●								03	87%	Limited surface-based shoot-'em-up. Dull.
Side by Side Special*	1	●					●			30	63%	Uninspiring, run-of-the-mill racer.

COIN-OPS

PLAY'S TOP 5...

Here are the top five arcade machines that the PLAY staff regularly churn their hard-earned pennies into. If you've played a corking coin-op recently, let us know about it and we'll include it in our list.

STAR WARS TRILOGY

Show those evil imperial scum who's the true Jedi master in this fantastic and utterly compelling shoot-'em-up!



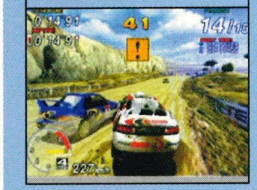
TIME CRISIS 2

Still great two-player perp-maiming action. Although there's no more news on the PSX version... it's gonna happen!



SEGA RALLY 2

The best driving game currently gracing the arcades. Time for Namco to retort?



SOUL CALIBUR

Still the only arcade beat-'em-up worth playing at the moment. How can you possibly resist the grinding metal?



HOUSE OF THE DEAD 2

The second limb-blasting installment features enhanced graphics and loads more baddies!



IMPORT RELEASES

IN ASSOCIATION WITH

NO. 1 FOR MAIL ORDER!! Department

GOLDEN GOAL SOCCER
US Version ■ Feb 20
Net-ripping action endorsed by Alexi Lalas – ginger rocker!
ANTICIPATION ★★★★★

QUAKE II
US Version ■ Feb 16
Time to paint the walls red! A real belter no doubt!
ANTICIPATION ★★★★★

SILENT HILL
US Version ■ Feb 25
Strange goings on in a sleepy backwater town. Scary stuff!
ANTICIPATION ★★★★★

MARVEL VS SF EX
JP Version ■ Feb 25
More blistered thumbs to look forward to. Smashing!
ANTICIPATION ★★★★★

STAR IXION
JP Version ■ Feb 16
We're curious, mainly because Sony are releasing it here.
ANTICIPATION ★★★★★

STREET SK8TER
US Version ■ Feb 10
We like skateboarding, so this should be a right laff!
ANTICIPATION ★★★★★

TAI-FU
US Version ■ Feb 20
Call us cynical, but a game named after a make of tea?
ANTICIPATION ★★★★★

TENCHU: SHINOBI
JP Version ■ Jan 25
Could this be a sequel or a totally different game?
ANTICIPATION ★★★★★

SYPHON FILTER
US Version ■ Feb 16
A potential MGS-beater, or maybe not as the case may be!
ANTICIPATION ★★★★★

RAYMAN 2
US Version ■ May 31
The original PSX platform hero is back... but is it too late?
ANTICIPATION ★★★★★

XENA
US Version ■ Mar 20
The warrior princess with the big baps comes to PlayStation!
ANTICIPATION ★★★★★

X-MEN
US Version ■ Mar 20
3-D fighting game featuring the popular comic heroes!
ANTICIPATION ★★★★★

WARHAWK 2
US Version ■ Feb 20
How have we lived without this sequel for so long?
ANTICIPATION ★★★★★

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Sim City 2000	1	●				●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1									10	56%	Grotesque import beat-'em-up.
SkullMonkeys	1	●								31	83%	Pleasurable plasticine playability.
Small Soldiers	1-2	●			●				●	42	78%	Not small on action. Bad film, good game!
Smash Court Tennis	1-4	●	●							16	86%	Supremely playable, addictive cartoon tennis.
Smash Court Tennis 2*	1-4	●	●						●	44	82%	Entertaining, but not too dissimilar from the last!
Snow Racer	1-2	●			●					35	50%	Nice-looking, yet disappointing alpine racer.
Soccer '97	1-4	●	●							20	82%	UK teams version of Olympic – very playable!
CLASSIC Soul Blade*	1-2	●								17	96%	The best weapons-based beat-'em-up on PSX!
Soviet Strike	1	●								14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Hulk	1	●								10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●							21	39%	Pants cartoon basketball game, based on film.
Spawn: The Eternal	1	●								34	49%	Dull and imaginative adventure from hell!
Speedster	1-2	●			●		●			20	80%	Overhead racer with okay handling, but slow.
Spice World (with Geri)	1	●								37	25%	Total waste of Spice... cheap though!
Spider*	1	●								20	75%	'On rails' arachnid platformer. Can get boring.
Spot Goes to Hollywood*	1	●								20	72%	Uninspiring cartoon platform game. Yawn.
Spyro The Dragon	1	●							●	41	88%	A polished platformer, but devoid of challenge.
Stahlfeder*	1	●								06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●								16	88%	Competent beat-'em-up from Capcom.
Starblade Alpha	1	●								02	68%	Lots of blasting action, no control at all...
Starfighter 3000	1									08	85%	A decent stab at a sci-fi shooter/strategy.
Star Wars: Masters of Teras Kasi*	1-2	●								30	74%	A great license, but somewhat wasted.
Starwinder	1	●								13	77%	Linear space-based racer. Lacks excitement.
Steel Harbinger	1	●								13	80%	Controlling a violent nympho isn't much fun.
Steel Reign	1-2	●			●				●	30	58%	One to rent, not to buy!
Streak	1-2	●		●					●	42	59%	Pretty bad hoverboarding game...
CLASSIC Street Fighter Alpha	1-2	●								07	93%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●								29	67%	Some stones are best left unturned!
CLASSIC Street Fighter Ex Plus	1-2	●								25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●								01	35%	The original PLAY score was a misprint! Crap!
CLASSIC Street Fighter Zero 2*	1-2	●								12	94%	Simple, colourful graphics – total gameplay!
Street Racer	1-8	●	●		●					14	84%	Childish Mario Kart wannabe, good multi-player.
Strikepoint*	1-2	●			●					14	54%	Shoddy and unconvincing helicopter sim.
Striker '96	1-4	●	●							01	73%	Extremely playable, but now extremely dated.
Suikoden	1	●								16	80%	Endearing and lasting Manga RPG.
CLASSIC Super Puzzle Fighter 2*	1-2	●								18	90%	Fan-bloody-tastic Japanese puzzler!
CLASSIC Supersonic Racers	1-8	●	●							11	91%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●								21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●			●				22	85%	I love the smell of napalm in the morning!
Tail Of The Sun*	1	●								22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	●								42	77%	Endearing Japanese role-playing hokum.
Tekken	1-2	●								01	84%	Was the ultimate 3-D beat-'em-up, still decent.
CLASSIC Tekken 2*	1-2	●								07	95%	Ultimate 3-D beat-'em-up – essential purchase!
CLASSIC Tekken 3*	1-2	●							●	34	97%	Undoubtedly the greatest beat-'em-up around.
Tempest X3	1-2	●								16	86%	Ancient coin-op brought up-to-date. Good fun.
Tenchu	1	●							●	40	77%	Dark and deadly assassination action.
Tennis Arena	1-4	●	●							28	84%	Slick, addictive and playable...
Ten Pin Ally	1-6									18	60%	Dismal and utterly pointless bowling sim.
Test Drive Off-Road	1-2	●			●					24	35%	A turkey! Tarnishes the Test Drive name.
Test Drive 4X4	1	●							●	42	54%	Pointless entry into a saturated market.
Test Drive 4	1-2	●		●			●			28	86%	Enough to blow your gasket!
Test Drive 5	1-2	●		●			●		●	42	75%	Pipped at the post by the opposition.
Tetris Plus	1-2	●								30	81%	Addictive, but antiquated puzzler.
Theme Hospital	1	●								32	88%	More fun than a hospital could ever be!
Theme Park	1	●								01	86%	Build your own Alton Towers – very in-depth.
Three Lions	1-2	●								35	80%	Pretty, but sluggish to play. Not worth the hype!
Tiger Shark	1									23	62%	Decent water and aerial shoot-'em-up. Rough.
Time Commando	1									11	78%	Restrictive, but graphically impressive adventure.
CLASSIC Time Crisis*	1	●						●		24	90%	Stupendous light gun shooting action. Top.
CLASSIC Tobal No. 1*	1-2	●								12	94%	Cracking high res beat-'em-up with quest mode.
CLASSIC Tobal 2*	1-2	●					●		●	22	92%	Highly advanced sequel. More of everything!
Tokyo Highway Battle	1	●								20	73%	Great concept, let down by low overall speed.
Tomba*	1	●								31	56%	Unrewarding, dated platformer/RPG.
CLASSIC Tomb Raider	1	●								14	94%	Superb Indiana Jones-style 3-D adventure.
CLASSIC Tomb Raider II	1	●							●	28	95%	A fine sequel that easily surpasses the first.
CLASSIC Tomb Raider III	1	●							●	43	93%	Lara's best outing... but it's wearing a bit thin now!
Tommi Mäkinen Rally	1-2	●			●		●		●	37	39%	The turkey of rallying games!
Top Gun: Fire at Will	1	●								09	76%	Lack-lustre combat flight sim based on the film.
Toshinden	1-2	●								01	76%	First Tekken rival, graphically fantastic. Dated.

* Indicates an import review

arcade shoot-'em up | beat-'em-up | first person shooter | party/puzzler | platformer | racing game | sports title | strategy/adventure

GAME TITLE										PLAY ISSUE	SCORE	WE SAY...
Toshinden 2*	1-2	●								05	74%	Far worse than the original. Avoid like plague.
Toshinden 3	1-2	●								25	78%	An average beat-'em-up. Nothing more.
Total Drivin'	1-4	●		●	●		●		●	26	84%	Thrilling racing with excellent variation.
Total Eclipse Turbo	1	●								02	69%	Poor third person shoot-'em-up. From 3DO.
CLASSIC Total NBA '96	1-8	●	●							05	94%	The best basketball game on PSX, until...
CLASSIC Total NBA '97	1-8	●	●							20	92%	The most advanced basketball game ever!
CLASSIC Total NBA '98	1-8	●	●						●	36	93%	So good it walks on water, the best bar none!
CLASSIC TOCA: Touring Car	1-2	●			●		●		●	27	92%	Really fast, really fun, really racing!
CLASSIC TOCA: Touring Car 2	1-2	●		●	●		●		●	42	94%	Non-stop clutch burning bliss!
Transport Tycoon	1	●				●				24	78%	Absorbing strategy about transport networks.
Trash It	1-4	●	●							24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	●							●	27	83%	Atmospheric underwater adventure.
True Pinball	1									05	65%	Highly overrated pinball tosh. No save game!
Tunnel B1	1-2	●								10	87%	Glitzy graphical showpiece. Short lived.
Twinbee Deluxe Pack*	1-2	●								02	65%	Vivid Japanese cartoon shoot-'em-up. Naff.
Twisted Metal	1-2	●			●					02	78%	Visually scrappy, but paved the path for...
Twisted Metal 2 (World Tour)*	1-2	●			●					16	88%	Remarkably compelling two player blast-a-thon!
Twisted Metal 3	1-2	●			●				●	43	69%	Not nearly twisted enough!
Unholy War (The)	1-2	●			●				●	41	70%	Flawed, but offers pretty exciting two-player combat.
V2000	1	●							●	40	82%	Uncompromising, thinking man's shoot-'em-up.
V-Ball Beach Volley Heroes	1-2	●								35	30%	A game that won't let you play it!
Vandal-Hearts*	1	●								22	81%	Very Japanese fantasy strategy RPG. Bloody.
CLASSIC Victory Boxing	1-2	●								13	90%	Fast and smooth rendition of the 'sport.'
CLASSIC Victory Boxing 2	1-2	●							●	40	90%	Frantic flying fist action in a corking sequel.
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
CLASSIC Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Virtual Golf	1-4	●								09	61%	Drab golf sim, Actua Golf 2 is much better.
Virtual Pool	1-2	●				●				17	68%	Great PC game, awkward and slow on PSX.
VMX Racing	1-2	●			●					35	45%	Dodgy-looking and , frankly, unplayable racer,
V-Rally	1-4	●			●		●			23	87%	Fast and accurate rally sim with great split screen.
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Viper	1	●							●	38	46%	Dark and linear helicopter shoot-'em-up.
Vs	1-2	●								36	72%	Slick, but simplistic street fighting.
V-Tennis	1-2	●								21	75%	Bland tennis game. Get Sampras or Smash Court.
Warcraft 2: The Dark Saga	1	●								24	86%	Utterly compelling medieval strategy fest!
Wargames	1-2	●			●				●	37	60%	Limited tactical warfare sim.
Warhammer: SOTHR	1	●								14	82%	Unbelievably complex, but rewarding war game.
Warhawk	1	●								03	68%	Distinctly average helicopter shoot-'em-up.
WCW Nitro	1-2	●								35	80%	The best wrestling game on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Best wrestling game on PSX, until the next one.
WCW/NWO Thunder	1-2	●							●	44	85%	The best so far, but still room for improvement.
Wild 9	1	●							●	39	72%	A decent platformer, but we've seen it all before.
Wild Arms*	1	●								24	85%	Hugely enjoyable RPG with serious challenge.
Williams' Arcade's Greatest	1-2	●								08	84%	Decent retro pack. Best: Robotron, Defender.
Wing Commander III	1	●								06	82%	Expensive space opera, involving plot.
Wing Commander IV	1	●								22	67%	Even more costly, but minus originality.
Wing Over	1-2	●		●			●			27	50%	Dated airborne shoot-'em-up.
Wipeout	1-2	●		●						01	89%	A state-of-the-art pop culture racer. Now weary.
CLASSIC Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout – a stunning game.
World Cup '98	1-8	●	●						●	36	86%	Captures the hype of the event... but it's all over now!
World Cup Golf	1-8	●								05	71%	Wholly rendered golf sim. Better than average.
CLASSIC World League Soccer	1-4	●							●	35	90%	Very playable, but lacking in long term challenge.
CLASSIC Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
WWF Warzone	1-4	●	●							39	85%	The best wrestling game on the PlayStation.
X2	1-2									15	77%	Amazing looking shoot-'em-up, but too hard!
X-Com: Enemy Unknown	1	●				●				06	82%	Compelling turn based strategy adventure.
X-Com: Terror from the Deep	1	●				●				15	88%	Deeply involving underwater strategy game.
Xenocracy	1	●							●	37	70%	Not an epic, but fun and engrossing.
X-Men Vs Street Fighter*	1-2	●								34	82%	Flashy and vibrant, but the Saturn wins this time!
Xevious 3D/G*	1-2	●								23	72%	Collection of every Xevious game. Not bad.
Yusha	1-2	●								30	60%	Nice-looking, but dated in gameplay.
Z	1-2	●		●		●				29	85%	Hard as hell, but intensely rewarding.
Zeitgeist*	1	●								01	51%	Incredibly slow shoot-'em-up. Worthless.
Zero Divide 2	1-2	●								41	53%	For die-hard robot wars fans only!

THE DEFINITIVE GUIDE TO EVERY PLAYSTATION GAME

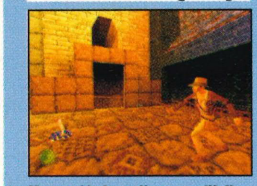
WANTED

FINAL FANTASY VIII
TBA 1999 (PAL)



It didn't make the intended Xmas release in Japan, so expect big delays on a PAL version!

INDIANA JONES
JUNE 1999 (PAL)



Move aside Lara, the man with the hat is back to reclaim his place as the greatest adventurer!

GRAN TURISMO 2
JULY (PAL)



The first remains the greatest racing game we've ever seen... the second could be even better.

QUAKE II
FEBRUARY (PAL)



Not long to go now before the ultimate in blood-soaked shooters comes to PlayStation.

MARVEL VS SF
MARCH (JAP)



More extravagant 2-D combo action with the cream of the comic world coupled with the familiarity of SF!

TIME CRISIS 2
TBA 1999 (JAP)



Still no exact release date, but keep watching this space for updates!

PLAYED OUT...

NEXT MONTH IN PLAY

ROLLCAGE

Psygnosis' frantically-paced racing extravaganza gets reviewed!

QUAKE II

We've been saying it for ages, but after lengthy delays, we finally get to lock and load and squash alien brains in one of the most eagerly awaited games of the year!

POCKETSTATION

After the long wait, we grab hold of Sony's latest PlayStation spin-off!

FREE TIPS BOOK!

As always, we'll be handing out a free tips book containing complete guides to the latest PlayStation games!

LOK: SOUL REAVER

We bring you the first blood-drenched review of Crystal Dynamics' vampire-skewering adventure fest. Will it be the prince of darkness or the dead of night?

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PLAY

Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS England
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 200217

play@paragon.co.uk

http://www.paragon.co.uk/play

Managing Editor Damian Butt
gecko@paragon.co.uk
Editor Ryan Butt
ryan@paragon.co.uk
Senior Staff Writer
Graeme Nicholson
silencio@paragon.co.uk
Staff Writer Tom Sargent
tomsargent@paragon.co.uk
Staff Writer Ben Lawrence
benl@paragon.co.uk
Contributors Paul Morgan, Dave Roberts, Martin Klipp
News Editor
Stuart Taylor
staylor@paragon.co.uk
Production Editor Louise Wells
Art Editor Mark Wynne
Online Editor Stuart Wynne
ssw@paragon.co.uk
Advertising Manager
Felicity Mead
Direct line (01202 200224)
felicity@paragon.co.uk
Ad Sales Executive Daniel Russell
Direct line (01202 200223)
danruss@paragon.co.uk
Ad Production Dave Osborne, Jo James, Ross Thornley, Clare Hayton
Senior Production Manager
Jane Hawkins
Systems Manager Alan Russell
Bureau Manager Chris Rees
Scanning/Prepress Liam O'Hara
International Licensing
Catherine Blackman
Tel: +44 (0)1202 200205
Fax: +44 (0)1202 200235
cathb@paragon.co.uk
Art Director Mark Kendrick
mkendrick@paragon.co.uk
Sales Director Trevor Bedford
trevorb@paragon.co.uk
Jt Managing Directors
Di Bedford
dibedford@paragon.co.uk
Richard Monteiro
richardm@paragon.co.uk
Subs & Circulation Manager Tim Harris
subs@paragon.co.uk
Tel: +44 (0)1202 200200
Fax: +44 (0)1202 200217
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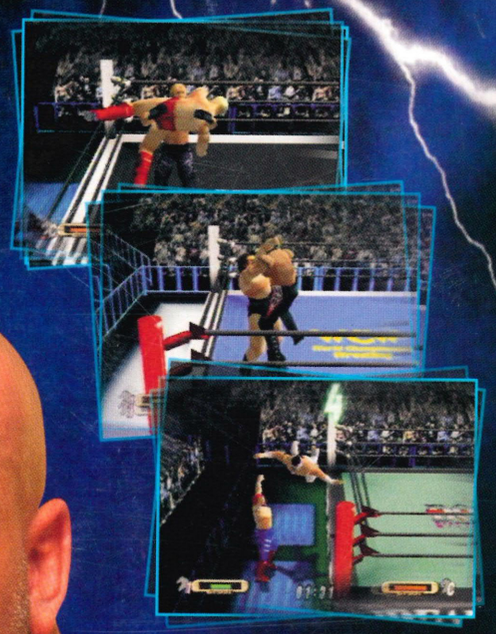
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