

INSIDE PLAYSTATION2

In-depth hardware report, plus regular PS2 supplement





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PLAY

プレイステーション

The UK's Best Unofficial PLAYSTATION Magazine!

PlayStation2

Tekken

REVIEWED **Tag Tournament**

The greatest fighting game in the world?

Jedi Power Battles

A fighting force to be reckoned with!
Huge preview feature inside!

Dragon Valor

Could this be the PlayStation's answer to Zelda?

N•Gen Racing

Faster than a speeding bullet?
Find out in our full review!

INSIDE: OVER 700 GAMES RATED

Bond is back on PSX and PS2 – Exclusive preview!
THE WORLD IS NOT ENOUGH

Don't be a donor: the new face of horror
VAMPIRE HUNTER–D

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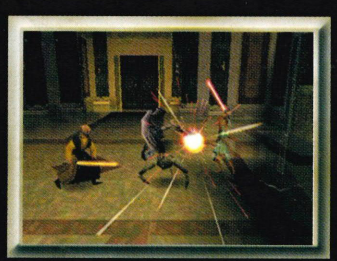
PLAY magazine issue 62 2000 TEKKEN TAG TOURNAMENT MEDIEVIL 2 JEDI POWER BATTLES THE WORLD IS NOT ENOUGH DRAGON VALOR STREET FIGHTER EX2 & 3 AND MORE...

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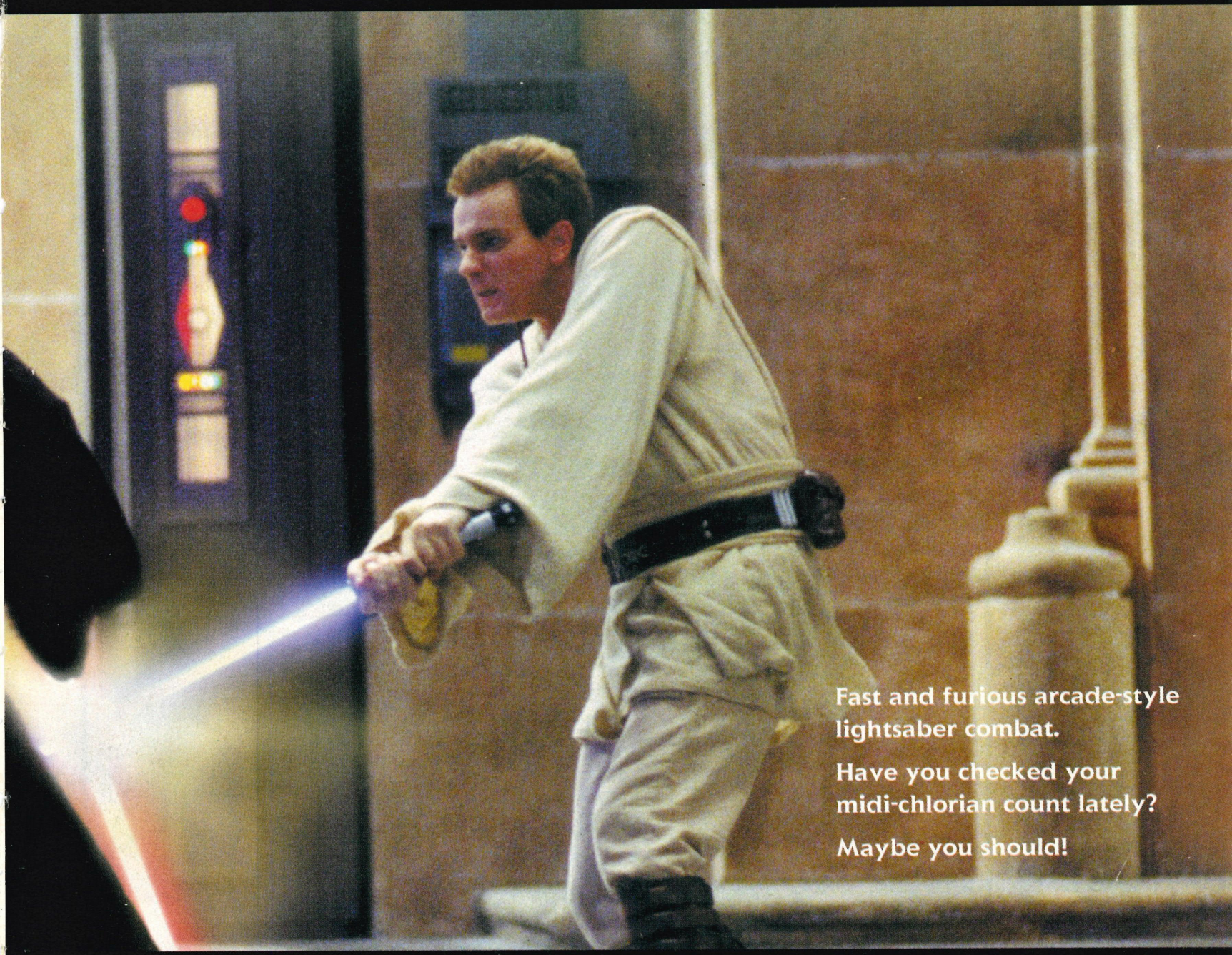




PlayStation

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contacts

(01202) 299900 5-6pm weekdays
fax us on (01202) 299955
letters to PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2JS
email play@paragon.co.uk
home page http://www.paragon.co.uk/play/
subs (01202) 200200

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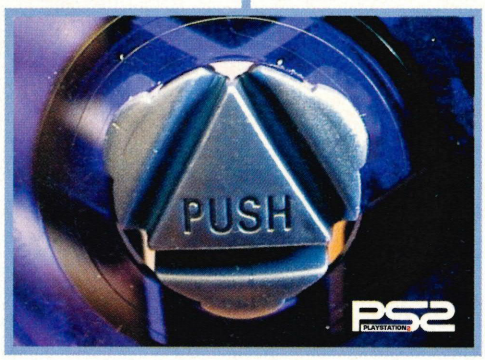


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immediate access

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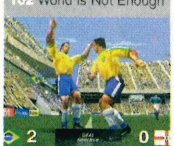
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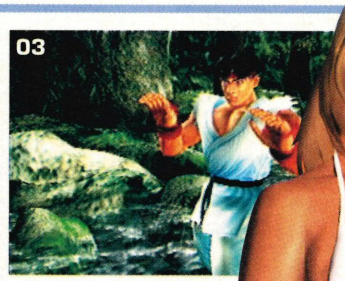


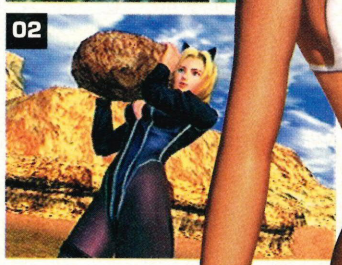
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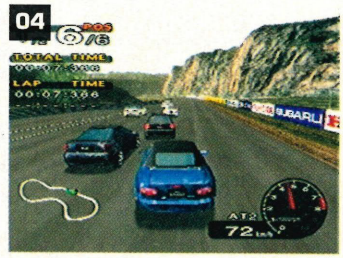
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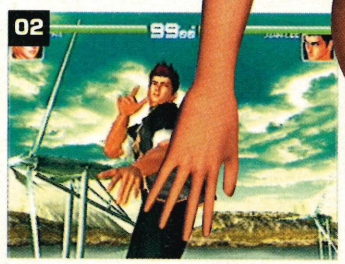












PS2 PLAYSTATION2

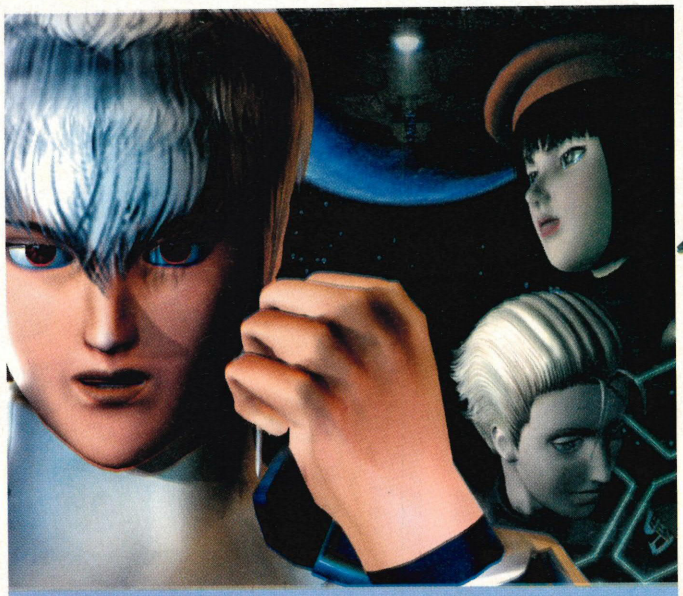
The games are finally arriving, and as well as The Big Game, **Tekken Tag (01)**, we've got reviews of Tecmo's brilliant **Dead Or Alive 2 (02)**, Capcom's new addition to its fighting range, **Street Fighter EX3 (03)** and would-be *GT* beater, **Racing Emotion Type-S (04)**. All this, plus previews of all imminent releases and an exclusive diary of up-coming mega-game, **Dreamland**, straight from the developers...

the hottest reviews

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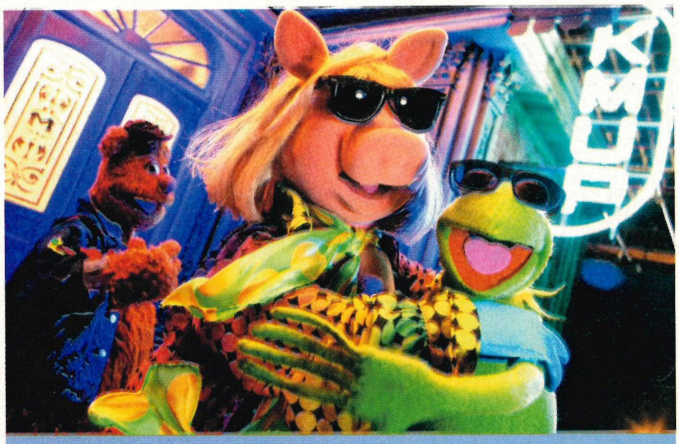
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We raved about it on import, and now we have got our sweaty palms on the PAL version! We light the touch-paper and prepare to bring the house down with Studio 3's **Silent Bomber**! It's explosive!



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We check-out the new super-sonic speed king! Coming from the makers of *Wipeout*, we expect the G-force to be immense...



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So what can a bunch of moth-eaten puppets do for the karting genre? Quite a lot actually! Check out our review, then decide if we've lost it!

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Every PlayStation game rated, and plenty of other essential information at your fingertips!

PLAYSTATION wired

EDITOR'S WORD



When I was rummaging through some teenage belongings of mine recently, a thought came to me. I picked up my tatty old school rucksack plastered with Iron Maiden patches, and I reminisced about the popular long-haired Eighties rock band...

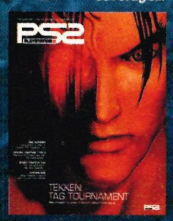
You see, their songs weren't just any old drivel – they were history lessons that you could mosh to! The exploits of Alexander The Great, and the delirious warblings of Samual Taylor Coleridge were all recorded to riffs you could crick your neck to. Then I thought, stuff all this *Teletubbies* crap for edutainment, why not make a good, solid RPG centred around historical events? Youngsters would play it, get into it and then score a jammy mark in their next history exam! Of course, all this comes after playing Namco's *Dragon Valor*, a decent RPG devoid of boring turn-based combat that I have actually started to get immersed in. Me, playing an RPG? It must be good! Anyway, on with the issue. It's been a killer as always, but we hope you enjoy it.

Ryan Butt EDITOR

Mixed Emotions

There are more games... and they're better! PS2 moves on!

RTurn to page 17 now for all our PS2 coverage...



With only *Ridge Racer V* offering any long term appeal from the original line-up of games available at PS2's launch, it was both relieving and enormously exciting to witness the next batch of software as it arrived.

Overall this fresh next-generation entertainment was a blessing, though not all titles were, shall we say, must-buys. For a start, those living legends for whom failure was not an option in the old days, Square, hit us with the deeply distressing *Driving Emotion Type-S*. Touted as the ultimate racing simulation, it handles worse than John Candy's hearse. There was also *Golf Paradise* which, while not nearly so offensive, belongs pretty firmly on the hardware of yesteryear.

The heartache was worth it though, when we set eyes on *Tekken Tag Tournament* and *Dead Or Alive 2*! Suddenly the potential of the new format was in evidence all over the screen, with *Tekken*'s glistening special effects and *DOA2*'s horny CG-quality characters showing off PS2's finer capabilities. These magnificent fightring games have been so good, we've been toasting our PlayStation2 machines by keeping them switched on too long, which means you'll be doing the same thing come September (fingers crossed!).

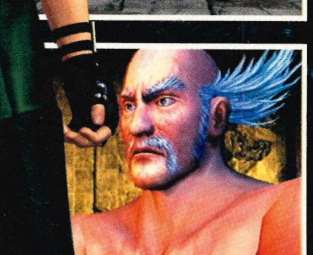
The glories of Tekken Tag Tournament (below and right) gave us some cheer after the horror of Street Fighter EX3 (see our belated review on page 31). For our full, explosive review of Tekken Tag Tournament, turn to page 20.



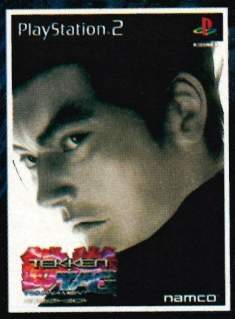




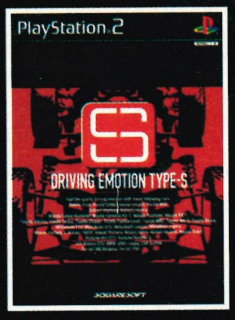








Imagine our delight (on deadline day) when big Nick R turned up all the way from Japan with these beautiful boxes...



Second Round

The PlayStation2 launch titles, part two. The verdict...

Dead Or Alive 2

PlayStation2 Hit! It's brilliant!

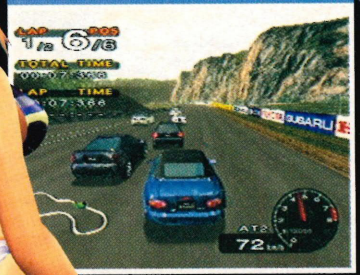
Tecmo stepped on a few toes, bringing this out almost at the same time as the Dreamcast one in Japan. Play it for a while though and you'll forget you even cared about the company's poor brand loyalty. Incredibly impressive graphics, animation, gameplay and concept, this fun fighter wins the day.



Driving Emotion Type-S

PlayStation2 Miss! It's rubbish!

We like a challenge as much as the next, um, best selling unofficial PlayStation magazine. But if that challenge just comes from a driving game having the worst handling a bunch of programmers could dream up, then it's simply not fair. What a nasty game. Do the right thing, wait for Gran Turismo 2000 *to come out!*



Tekken Tag

PlayStation2 Hit! It's brilliant... ish

Everybody knows and loves the Tekken *family of characters, and it's nothing short of breathtaking to see them presented in stunningly deep high-res 3-D. Looking way better than the arcade version,* Tekken Tag's *proven gameplay will keep you at it for ages. There's just a little bit of funny business in the slightly naff backgrounds, that's all.*



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 tidbits that the Sony PlayStation has to offer.

TIME CRISIS, ER, CRISIS

The way things are going we're rapidly giving up hope of seeing Namco's *Time Crisis: Project Titan*. According to SCEE (the game's UK publisher), the game is still at a very early stage, and will undoubtedly slip back to a September release in this Country. Altogether now – ARSE!

VERONICA COMES TO PS2!

It would appear that the only good Dreamcast game is coming to PlayStation2. Capcom's *Resident Evil: Code Veronica* is scheduled for a release next March, and will feature new elements and mini-games not seen in the Dreamcast version.

DINO CRISIS 2 UPDATE...

You now know that *Dino Crisis 2* is coming to PlayStation and not PS2, but rumours have been circulating about the plot of the game. The most popular being that Regina has been sent to a military facility on the mainland where the army has turned the poor dinosaurs into cyborgs. Fact or bullsh*t? Find out next month!

SHADOWMAN RETURNS...

Acclaim is planning a Shadowman sequel for the PlayStation2. With more raw power to play around with, the game should be infinitely better than the pap that appeared on PlayStation last year.

TYPING SCHOOL

You're not going to believe this, but in a bid to help PlayStation2 users brush-up on their touch-typing skills, *Mavis Beacon Teaches Typing* is coming to the system this year!

PSYGNOSIS – BUSY!

UK developer, Psygnosis is already hard at work on a selection of titles for the PlayStation2. Due to be showcased at this year's E3 show, the games currently in the pipeline are a *Wipeout* sequel and another F-1 game.

AND FINALLY...

A third-party peripheral developer has already produced the first transparent replacement covers for the PlayStation2! The shells will come in all the popular iCandy colours, including the new G4 colour. Early reports suggest that a small number of PS2s fitted with the new covers have burst into flames, so it's probably not a good idea to get one, let alone try fitting it yourself!

Cat Bucannon's entertainment USA



Regular monthly reports about the happening events in the land of the free from the PLAY American correspondent **Cat Bucannon**

ARMED AND DEADLY!

Those hungry for some first-person action will be glad to learn that Acclaim's N64 hit, **Armorines**, is coming to PlayStation. The game pits humans against aliens as the oval-headed ones attempt to invade Earth after draining their home planet of resources. It'll take more than a cold to get rid of these intergalactic pests though, which is why you'll be armed to the teeth! Full preview soon.





BMX BANDITS

Also coming from Acclaim soon is **Dave Mirra Freestyle BMX**. After skateboarding has been done to death on PlayStation, the focus has now switched to the next easily accessible extreme sport. Developed by Z-Axis, the team behind the decent *Thrasher: Skate & Destroy*, the game will feature upgradable bikes, death-defying stunts and simultaneous two-player competitions.

MORE MTV SPORTS...

Sounds like we spoke too soon! It would appear that there *is* still room for more PlayStation skating action, which is why THQ is bringing us **MTV Skateboarding**. The game will contain over 20 real-life skateable characters, each with their own signature moves, and over 25 different levels which are prone to all weather conditions. The aim is to compete for money and sponsorship.





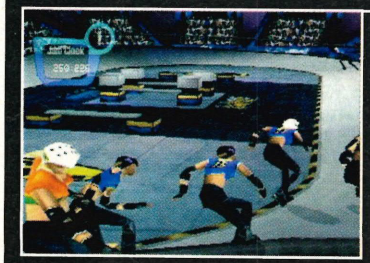
MUSICAL RPG!

Atlus of America is currently busy converting one of its stranger Japanese titles for the US market. The game is called **Rhapsody** and it's a musical adventure. That's right – a musical! This of course means that the key figures break into song at spontaneous moments – hardly the stuff great games are made of, but we'll reserve judgement until we play it. Expect an import review soon!

SOCK IT TO 'EM!

Videogame rookie, Mattel Interactive is taking a nostalgic step back in time to base a game on the popular fighting toys of yesteryear. **Rock 'Em Sock 'Em Robots** is the game, and it is based on the old fighting toys. The game will use the Wu-Tang game engine and players will be able to beef-up their characters by defeating opponents and nicking body parts. Should be interesting.





JAM ROLL!

Electronic Arts is taking inspiration from US television for its next sports title. Based on the popular show of the same name, **Roller Jam** invites players to score points by out-pacing other skaters on a rink, but if you get into difficulty then you can always resort to dirty tactics and wrestle opponents to the ground for additional points. It's all very bizarre, and we'll have more very soon.

EXCLUSIVE

Dreamcast Give-Away!

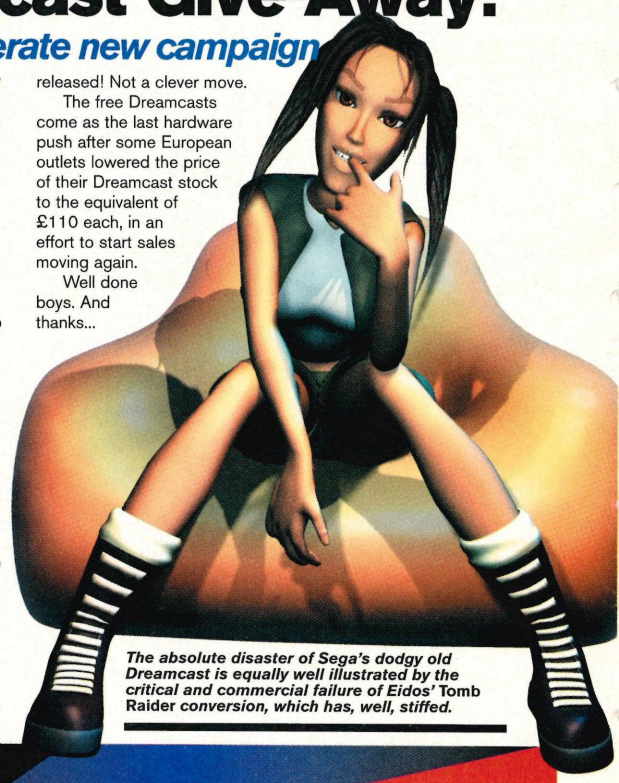
Sega's desperate new campaign

Now they're literally giving them away! In a desperate bid to drum-up consumer support for its new online services, Sega is to let American gamers have Dreamcast consoles free of charge when they subscribe to SegaNet.

The idea is that you buy the machine as normal (currently $199) then sign up for the Internet gaming service, whereupon Sega sends you $200 back! You also receive a free keyboard to make the most of the network. Monthly subscription charges for connection to SegaNet are set at $21.95 and you're tied to it for two years. The most amusing element of the story is that the network will not be up and running until September, so everybody who hears the news is backing off from buying a Dreamcast until then. What Sega has effectively done, unintentionally, is frozen sales of its console until PS2 is released! Not a clever move.

The free Dreamcasts come as the last hardware push after some European outlets lowered the price of their Dreamcast stock to the equivalent of £110 each, in an effort to start sales moving again.

Well done boys. And thanks...



The absolute disaster of Sega's dodgy old Dreamcast is equally well illustrated by the critical and commercial failure of Eidos'* Tomb Raider *conversion, which has, well, stiffed.

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PlayStation

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jap's eye



Regular reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, **Shintaro Kanaoya**

TOKYO, APRIL 2000

This month Play attended the spring Tokyo Game Show. We will provide you with all the in-depth information from the event next month, but let us now just take you briefly through some of the highlights on PlayStation and PlayStation2. First of all, Square shocked show-goers by NOT showcasing **Final Fantasy IX**. Instead it was only seen in passing on a large video wall. Arse!





FIGHTING TALK

Capcom has announced plans to bring its new coin-op game **Final Fight Revenge** to the PlayStation. It will be the first time the game makes a PlayStation appearance after successful stints on the SNES. It is a scrolling beat-'em-up featuring such characters as Cody, Sodom, Rolento, and Guy, who most of you will be familiar with from the recent *Street Fighter* games.

KONAMI PS2 RPG...

Konami had many wares to peddle at the show. The PlayStation line-up was rather thin, but a whole host of titles will be winging their way to PS2 later in the year. The most curious is **Reiselied**, an RPG that combines plenty of romance with sword fighting. The combat system is turn-based (pah!), but it is surprisingly accessible with a very crisp feel about.





A FUNNY OLD GAME!

Atlus was at the Tokyo Game Show showing off its new concept game. It is called **Primal Image** and the idea behind it is to construct your own dream woman and then... photograph her! That's right, from a vast database of features you can construct your own ideal mate, but rather than taking her out on the town, you simply take pictures of her in a skimpy bikini. Whatever next?

CRANE GANG!

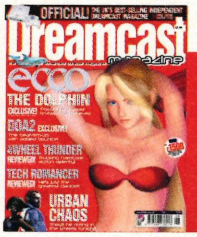
Artdink announced its first PlayStation2 title at the show. It will be called **Buchigire Kongou** and it is a fighting game. Before you write it off though, let us tell you that does away with all the usual bog-standard characters, and instead features bulldozers, cranes and other construction machines as the main combatants. It will be released in May and should raise a few eyebrows.





JIKKYOU GOLF!

Like we mentioned earlier, Konami's PlayStation line-up was thin, but it did tout **Jikkyou Golf Master 2000**. Developed by the same team that brought us the mighty *ISS Pro Evolution*, this golf game is very reminiscent of Sony's *Everybody's Golf* series with big chunky characters and a user-friendly interface. Judging by the popularity of golf games in the UK though, the chances of it coming out here are zilch!



OUT NOW **Dreamcast Magazine (ISSN 1466-2388)** is now available from all good newsagents priced just £2.99! Issue Eight features reviews of **Ecco The Dolphin**, **Dead Or Alive 2**, **4Wheel Thunder**, **Tech Romancer** and **The Nomad Soul**, plus previews of **Gauntlet legends** and **V-Rally 2**. Need to know about Dreamcast? Check this out!

FIRST LOOK

Aching Bacon!

There's nothing rash about Hogs Of War...

Despite suffering some serious set backs and nearly getting the chop, *Hogs Of War* finally streaks our way this summer and it looks sizzling. Much like the old classic, *Worms*, *Hogs Of War* is a turn-based strategy game but it features opposing teams of pork eager for supremacy over Hogworld.

The swines will fight over twenty five missions but unlike their squirmy, mud-munching counterparts, the Hogs will be rendered in 3-D terrains. The slaughtering sausages will also have vehicles at their disposal including tanks, boats and artillery rifles as well as the usual stock of hand grenades, machine guns and flame-throwers. As an added bonus, thanks to the use of 3-D landscapes, you'll also be able to utilise sniper rifles and pick off the porkers from a distance. With six warring factions to choose from and up to six piggies on your side at once, Ginster's Pie Makers has already signed up to produce tie-in snack foods (joke). And, being the death-fuelled, comedy caper that *Hogs Of War* will undoubtedly be, what better person to provide the voice-overs than Mr Filth himself, Rik Mayall. The game will be coming to us courtesy of Infogrames, and so far it has taken over two years to complete. It first captured our attention when we heard that devilish tactics could be utilised in the form of 'hogs of the night' prostitute pigs (aren't they all?) who are used to distract strategically-placed guards, making taking over enemy soil that much easier. Little has changed in the appearance of the game in this time though, and it looks as though *Worms* may be in for some serious competition... but who'd have thought it would come courtesy of legions of pork chops? We'll have a full preview of *Hogs Of War* next month.



(Below) Take command of your Hogs and seize control of the state, like only pigs can...



Rappin' Watch Dog!

PaRappa clock wows the Japanese...

Available only in Japan, PaRappa has become an alarm clock! The six inch model of the famous pop pooch isn't your ordinary alarm clock though! It's like a 3-D replica of the game itself! How cool?

PaRappa has the clock face built into his doggy belly and the snooze button is cunningly disguised as the logo on his hat but when it comes to turning the alarm clock off, the fun really kicks in. Instead of bleeping at you, PaRappa will begin his rendition of 'I Gotta Believe' from his hit PlayStation game. Depending on how good your timing is, PaRappa will then alter his singing. Get your timing spot on and he'll stop, press the snooze button on the wrong beat and he'll just keep singing! Just how much rhythm the average person has in the morning though is debatable, so the chances are that PaRappa could get a nasty punch for his up-beat, morning enthusiasm. Unfortunately there is no news about the PaRappa clock coming over to England, but we'll keep you informed!



GOAL COMP

Goal Of The Month

The official Konami ISS Pro Evolution competition continues...

Welcome once more to the official Konami *ISS Pro Evolution* Goal of the Month competition. Brought to you by PLAY Magazine – the UK's best-selling unofficial PlayStation magazine – in conjunction with Konami Europe and Umbro, we are inviting readers to send us, what they consider to be, their finest goals!

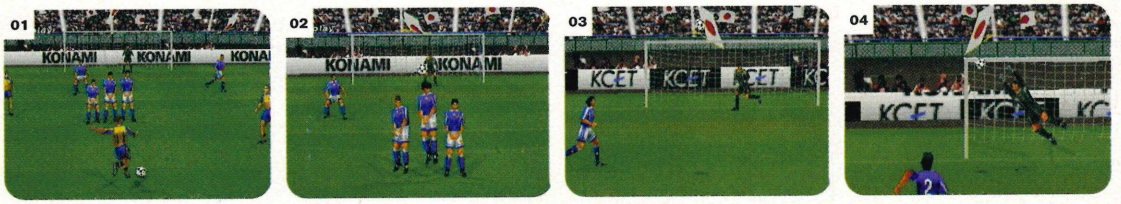
The best goal we receive each month will receive bundles of football-related goodies (including *ISS* balls and towels) and worldwide recognition of course! Using the replay save option, you can either send us your memory cards with your scorching goal replays saved to them or tape them to video cassette. Either is perfectly fine with us, and once we have retrieved all of the information off of them, we will of course return your cards and tapes. The response to the competition so far has been immense, with at least five entries arriving every day. Due to the incredible response, we beg our readers to be patient in awaiting the return of their cards – it takes bloody ages going through every single one!

Only one goal per month will win the competition and the lucky striker will receive the *ISS Pro Evolution* goods and a pair of top-of-the-range Umbro football boots, as worn by Michael Owen! Each monthly winner will eventually be entered into our Goal of the Season competition, with a huge mystery prize up for grabs. So get *ISS Pro Evolution* and get practising, who knows, next month's winner could be you!

This month, the winning goal came from Doug Sharpe from Newport – and as you can see, it is a free kick of thunderous proportions! Such is the quality of the goals we have received that every month from now we will be showing two runners-up goals. So stand up and be counted Steve Thomas from Bath and Brett Steeple from Bolton, you goals were corkers, but were ultimately outclassed by the precision set-piece ability by Doug's Ukraine team. Keep you entries coming, and next month, who knows, the top scorer could be you. Get in there!

Scorchio!

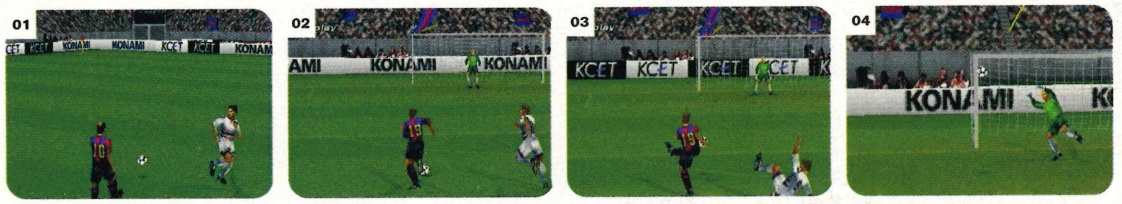
If you think you can do better then send your memory card saves or video evidence to: **Goal of the Month, PLAY Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset BH1 2JS**
Don't worry, all tapes and cards will be returned!



Goal Of The Month 1 *Doug Sharpe* **01** Running up to the stationary ball, the kicker belts it... and hopes. **02** It clears the wall with ease and then begins to swerve like a mother-f***er! **03** The goalie has a job judging the direction. **04** But by then it is too late, the ball drops agonisingly out of his reach into the corner.



Goal Of The Month 1 *Steve Thomas* **01** The French winger out-paces the defender and crosses the ball. **02** It sails high into the box as time appears to stand still. **03** Anelka shapes up for the spectacular overhead... and connects sweetly. **04** Flapping like a kipper, the goalie sees it late and stands no chance!



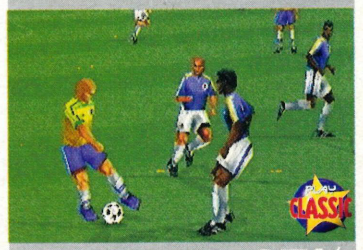
Goal Of The Month 1 *Brett Steeple* **01** Zidane spots Shearer's run and supplies a through-ball into space. **02** Like a whippet, Shearer is on to it with time to weigh-up the options. **03** Stuff it! He shoots first time. **04** The ball is fired straight up into the top corner, made all the sweeter because it was against Man U!

PLAY RECOMMENDS

These are the current best games that money can buy on PlayStation, and ones you should sell your Grandma for!



RE3 Nemesis 90%
A killer action sequel



ISS Pro Evolution 97%
The best football game, ever!



Syphon Filter 2 93%
A sequel to end all sequels!



Gran Turismo 2 93%
Simply the drive of your life!

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SECOND LOOK

Satanic Versus!

Nightmare Creatures 2 – latest developments...

history

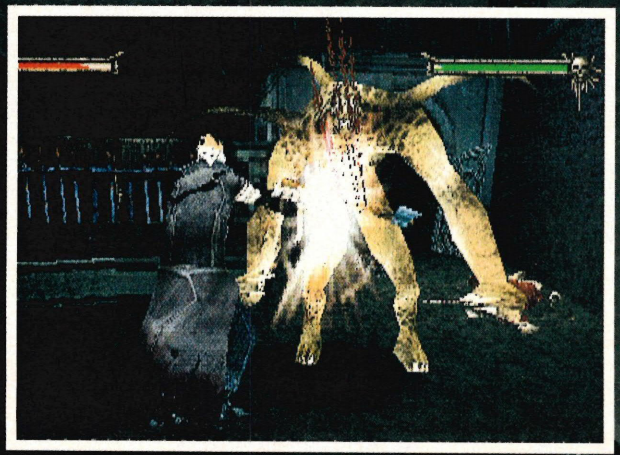
The original *Nightmare Creatures* game was released on PlayStation by SCEE back in 1998. It was a basic scrolling beat-'em-up with players able to choose from two playable characters.

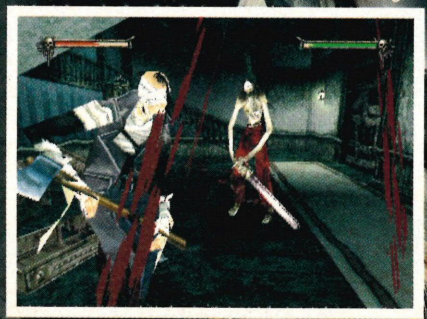
With *Nightmare Creatures 2* cranking up for a PAL release, more startling news is seeping like blood through the woodwork. Developer, Kalisto, has been specific in making *NC2* a fight sim rather than just another hack 'n' slash beat-'em-up. Wallace, the psychotic chainsaw-wielding anti-hero will be able to target precise points of an enemy thanks to some revolutionary damage parameters.

This will mean being able to amputate limbs and deliver splitting headaches at will, rather than just hoping for the best and pounding the attack buttons. The enemies are also single skinned for that added touch of realism... which is handy when you see the spells some demented freako has decided to include.

Crown Of Spines, a somewhat sick little number, covers every enemy in close proximity with top-to-toe stigmata. Nice. Jar Of Flies speaks for itself really because once you cast this baby, the enemy on the receiving end has his head infested with swarms of fat blue-bottles which proceed inside his mouth, nose and ears and eat him from the inside. Nicer. The spookiest has to be Ghost Spirit though. A spell guaranteed to kill almost any foe, Ghost Spirit sends a possessive poltergeist down the throat of a bad guy then rips him open and turning him into shreds of red ribbon. Nicest.

Whether the new adventures, set about one hundred years after the original carnage, really will shock has yet to be seen. There are rumours of BBFC intervention and certification abound but we doubt such meddling will stop *NC2* following in it's predecessors' footsteps and becoming a huge hit. As always, we'll be the ones to make that decision so stay tuned!





(Below) Mucho blood is shed as you tackle a chainsaw-wielding loon. The new magic should make life easier though.



(Below) Marilyn Manson was the undisputed king when it came to multi-directional money-shots. Can we get the cleaners in?

FIRST LOOK

Going for gold!

Eidos' new Olympic sports game limbers-up

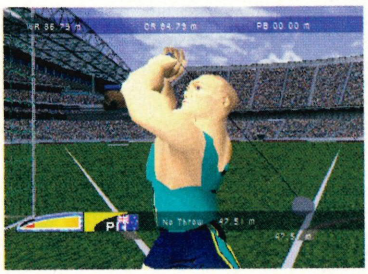
We reported a while ago on how Eidos Interactive had acquired the rights to release a multiplayer sports games based on the forthcoming Sydney Olympics, well now the game is taking shape...

With Konami's *International Track & Field 2* impressive us in recent months, Eidos hopes to take the gold medal in PlayStation sports sims with its new and improved Olympic formula. You may remember that Eidos released a similar sports game to coincide with the last prestigious event, and it was a corker, combining visual appeal with strenuous multiplayer events. *Sydney 2000* is being developed for Eidos by Warick-based developers Attention To Detail (ATD) and will feature the most comprehensive event listing ever seen in a sports game. Events included are 100m Sprint, 110m Hurdles, Hammer, Javalin, Triple Jump, 100m Freestyle Swimming, Cycling, Skeet Shooting, Weight Lifting, Diving and Kayaking. High-resolution graphics and motion-capture technology will bring the athletes to life, and there will also be a special mode whereby you can train-up new athletes and point them towards Olympic gold.

This is where the special 'Virtual Gym" comes into play. Taking control of 12 different athletes, you must vigorously put them through their paces in the gym and help bolster their physical build and mental demeanour – both of which will help improve their stamina, strength and morale when it comes to the main event. Up to eight players will be able to compete against eacg other simultaneously, each representing one of 32 different participating countries. We're now taping-up our thumbs in preparation for the full preview which will be featured in the next issue of PLAY.

(Below) Gun Jack tired of fighting and decided to try his hand at something else... does it suit him though? We think not...





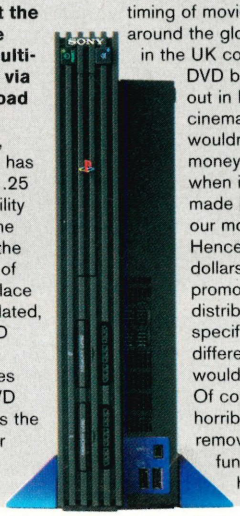
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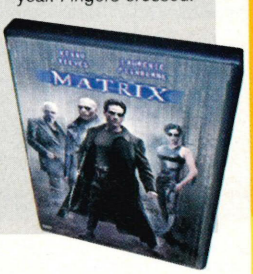
Recalled Nagase 2!

More PlayStation2 problems for Sony...

The Japanese PlayStation2 teething problems continued this month after it was revealed that the new machine could play multi-region DVDs via a simple joypad sequence.

As a result, Sony of Japan has had to recall 1.25 million PS2 utility discs that came bundled with the original batch of PS2s and replace them with updated, protected DVD software. The problems arises from when DVD was chosen as the next consumer format for home video, the big Hollywood studios only agreed to adopt the idea if a region lockout system was devised. This is because of the varied timing of movie releases around the globe: if people in the UK could buy a US DVD before it was out in British cinemas, they wouldn't pay all that money to see it when it eventually made its way into our movie theatres. Hence, millions of dollars spent in promoting and distributing films at specific times in different countries would be wasted. Of course, it's a horrible idea to remove functionality from hardware just to please the bigwigs, and people have been modifying their DVD players for ages to allow discs from anywhere in the world to be played. But rules are rules and Sony is in the process of rectifying the problem and re-issuing the proper software. However, with three PlayStation2s now in the Play office, there's no way we'd willingly hand back our utility discs! Of course, the problem will be fully sorted for the PAL PS2 release later in the year. Fingers crossed.







FIRST LOOK

Football Fever...

Footie Pie

First screens and information on EA's Euro 2000 game!

The official Euro 2000 license will allow EA to use all the proper logos, stadiums and the official mascot from the competition. So the game will definitely look and play the part.



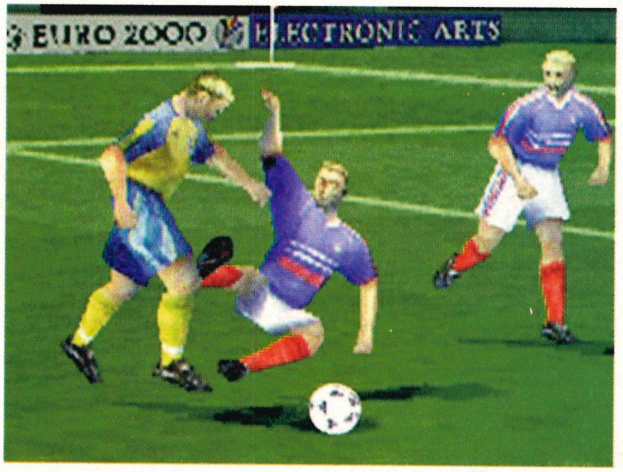
Everyone knows the score, we've seen it all before – EA, like with *World Cup '98*, is taking its popular *FIFA* engine and using it to bring us a new game that'll reflect all the passion and drama of the forthcoming Euro Championships that will take place this summer.

In the game, players will have to qualify for the competition from scratch (perhaps you could do it a little more convincingly than England!). You must then go through an agonising draw before going onward to glory in the finals. Full training modes will be in place for team tweaking, and all 51 competing teams apply the pressure. Expect to see a full preview in the next issue of PLAY.





(Above) The game will utilise a brand-new face texture generator, which should go some way to making every player look different. (Below) All the correct player kits have been meticulously bit-mapped into the game, making Euro 200 look like the most lavish football spectacle to yet grace the PlayStation.





PLAYBOYS For years they have tirelessly toiled on your favourite PlayStation publication, neglecting social lives and duties in favour of bringing you, the readers, the most insightful coverage of the wonderful world of PlayStation. They ask for nothing in return, only the knowledge that their efforts have paid-off, and that you don't end up having to sell your one good kidney on the black market, only to end up blowing the cash on a shite game! Each month, the lads will tackle a burning issue in this very section. This month... disaster struck in the PLAY office. The PS2 simply refused to work, leaving us lot with one huge headache...

Ryan Butt
With the PS2 croaking-it and a massive section of the mag in need of filling, the Ed does what he always does in times of extreme panic... piss-off on holiday. But still, you should have seen his face when he got back and it still wasn't fixed!
ryan@paragon.co.uk



Graeme Nicholson
Rooting out the cause of the PS2's destruction was akin to a massive FBI man-hunt from his point of view. Innocent men were dangled from high windows, suspects snatched in night raids... and then he found out it was a dodgy power supply. Doh!
silencio@paragon.co.uk



Ben Lawrence
When he learnt of the dreadful predicament PLAY found itself in, Ben simply chuckled to himself and put his earphones in. But to be fair, he did write the rest of the mag whilst Ryan and Graeme strangled each other through blind panic!
benl@paragon.co.uk



Writer 'X'
When our nimble games ninja heard of our situation, he promptly jetted straight out to Japan to buy another two PS2s. But once agin he was caught trying to export them without authorisation, and now he faces the death penalty!
writerx@paragon.co.uk

?

FIRST LOOK

Hawk Flies Again!

The king deck-snapper returns in Tony Hawk's Skateboarding 2!

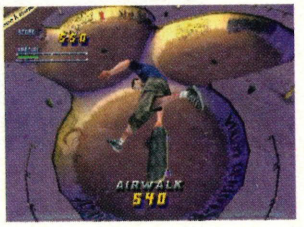


(Above) Aside from decking your skater out in all kinds of outlandish clobber and building your own skate park, you can also get down to business pulling off a selection of cool new grinds and stunts. As you can see, the game is looking better than ever. Another hit for Tony!

Skating games have existed both before and after the Biblical coming of *Tony Hawk Skateboarding*, but none have been anywhere near as good.

Now Tony's perched on the coping for a second time, with news of the blazing sequel. Neversoft aims to include around three times as many moves as the first game had, plus pleasing superficial gimmicks: dress your skater in shoes, hats, trousers and shirts of your own selection. There are also a reported ten times as many possible combinations of moves to be strung together at once – not bad! All this plus the now standard design-a-skatepark facility. *Tony Hawk's Skateboarding 2* will be out in August.







CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Gran Turismo 2	Polyphony Digital	SCEE	92%
2.	Resident Evil 3 Nemesis	Capcom	Eidos	90%
3.	Toy Story 2	Traveller's Tales	Activision	73%
4.	Fear Effect	Kronos	Eidos	70%
5.	ISS Pro Evolution	KCET	Konami	97%
6.	Metal Gear Solid	KCEJ	Platinum	97%
7.	Urban Chaos	Mucky Foot	Eidos	45%
8.	Tomb Raider III	Core Design	Platinum	93%
9.	Crash Bandicoot 3	Naughty Dog	Platinum	91%
10.	A Bug's Life	Traveller's Tales	Platinum	71%

AS VOTED BY THE READER'S MOST WANTED PLAY READERS

Pos	Game	Developer	Publisher
1.	Dragon Valor	Namco	SCEE
2.	Vagrant Story	Square	Square Europe
3.	Colin McRae Rally 2.0	Codemasters	Codemasters
4.	Time Crisis: Project Titan	Namco	SCEE
5.	Chase The Express	Sugar & Rockets	SCEE

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

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PlayStation

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Rating 4/5

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The essential guide to everything PlayStation2

PS2
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We were wrong...

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the next evolution...

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with our exclusive diaries!

TEKKEN TAG TOURNAMENT

They're back! Full review of Namco's make-or-break sequel!

PLAYSTATION2 senses

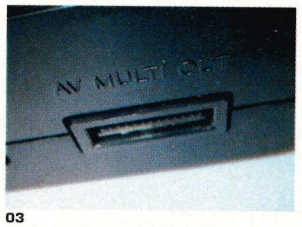
Written & Photographed by **Graeme Nicholson**

PlayStation2 is soon going to be everywhere. Owing to the ground work laid by the first machine, it's going to be an overwhelming cultural invasion. We put the superconsole under the spotlight, examining every detail, taking pictures along the way. Please dig in and familiarise yourself with the results. After all, PS2 is about to change your life.




01

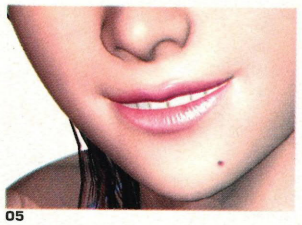

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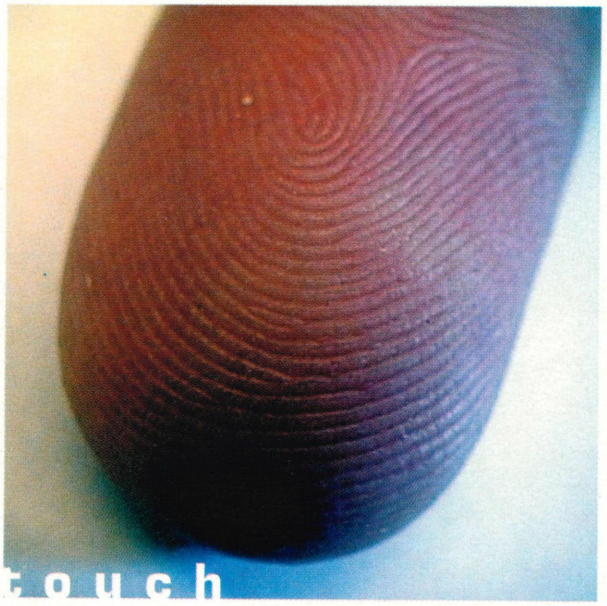

05



06


07

01 The symbol rotates to compliment vertical or horizontal use of your PS2.
02 The new black: the playing surface of a PS2 game disc is coloured like sapphire.
03 All video solutions come from this one port. Composite, S-Video, and component RGB are supported.
04 PS2's mature case design reflects the hi-fi home entertainment plans of Sony.
05 GS chip graphics will blow your mind.
06 Being branded into the hull, that new logo is there forever.
07 The well loved dazzling blue eject light.



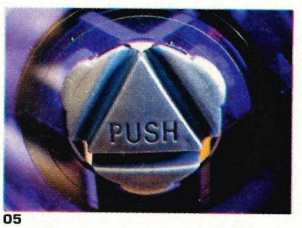

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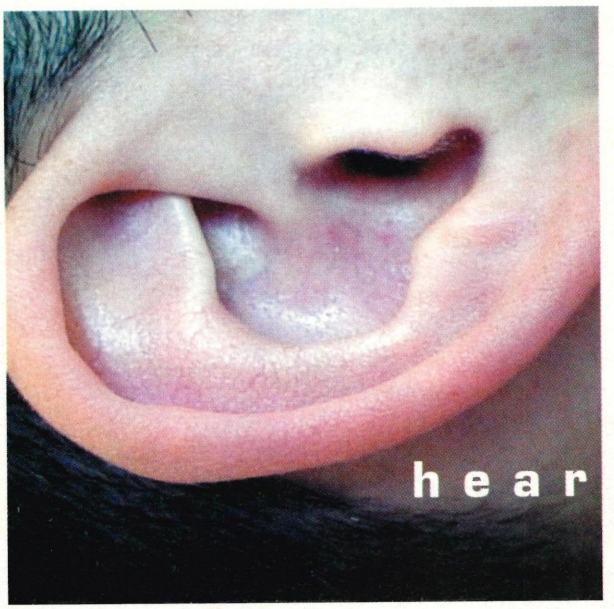

08


09

01 Dual Shock 2's directional pad is entirely sensitive to your applied pressure...
02 ...as are all four trigger buttons.
03 If it wasn't for the little badge, DS2 would look like a regular Dual Shock.
04 Analogue thumbsticks operate as before and hide embedded L3 and R3 buttons.
05 Do as it says: new disc release design by DVD case designers Amaray.
06&07 All the old switches are in familiar positions to ease the transition.
08 These buttons have 256 levels of 'on'.
09 DS2 proves its worth immediately in *RRV*.









01



02



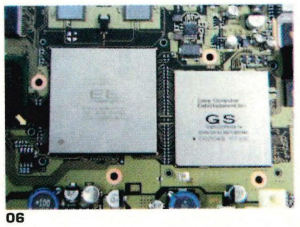
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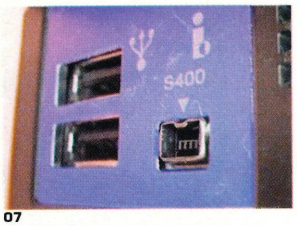
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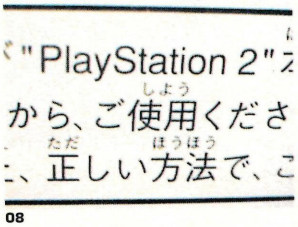


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07

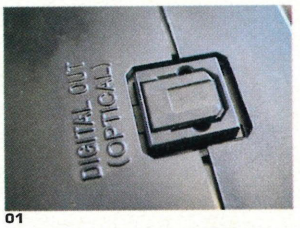
01 PC Card bay. Upgrade and expand by slotting Type 3 PCMCIA cards in here.
02 New memory card: with 8MB of space, game saves can be more complex.
03 GFX test. Hollywood CG is easy for PS2.
04 A massive fan keeps PS2 cool. Finally.
05 If it don't have this plate, it ain't a PS2.
06 Emotion Engine and Graphics Synthsiser.
07 USB and FireWire connections. Hook up to endless peripherals.
08 All software must bear the mark.
09 MagicGate encryption protects your stored data on memory cards.



08

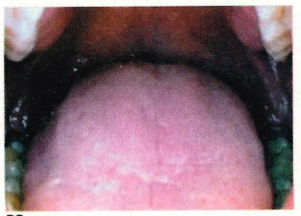


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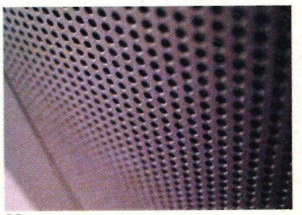


01

01 Optical port. A 'catflap' door gets you access to pure digital sound.
02 Speech recognition? Yes, in 2002.
03 It takes grown-ups' audio equipment to make the most of PS2's powerful sound.
04 Jack in to encoded digital surround sound, which is transported to your own home cinema decoder.
05 Load games, DVD movies, CDs...
06&07 Films come alive with detailed separation in their soundtracks.
08 Dolby Digital and DTS are exported.
09 High grade optical cabling is essential.



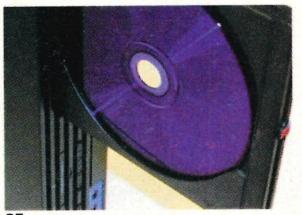
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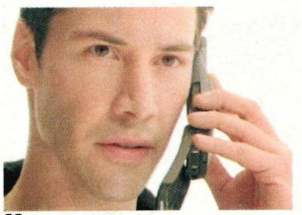
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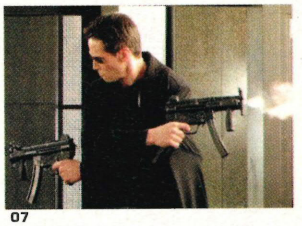
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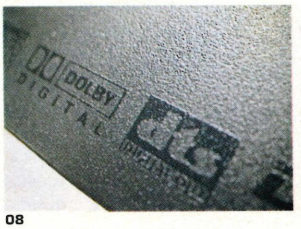
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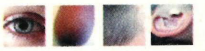
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08



09



body

The biology of the best



GT2000 SCEI
Currently the most visually advanced of the PS2 gaming experiences – heat haze, camera focus, environment mapping – plus astonishing true physics.



Tekken Tag Namco
Know how many polygons it takes to make muscle look like muscle? Namco does. Tekken Tag features the most detailed human models of any videogame.



RRV Namco
A shining example of good next gen graphics melded with a new level of feel and control. The Emotion Engine and Graphics Synthesizer in perfect harmony.



Dark Cloud SCEI
An innovative and intimate God game/RPG cross, Dark Cloud aims to engage the player in emotional terms with its close character contact. We shall see.



Fantavision SCEI
Tendering no soulful investment at all, rather pure visual stimulation delivered by particle effects and intense light sourcing techniques.



Kessen KCEJ
Feel the rush of control, domination of a virtual landscape. However, the sensational will be only be sufficiently powerful when such games move online.

PS2 PLAYSTATION2

Weblink www.namco.com

Written by **Ryan Butt**



TEKKEN TAG TOURNAMENT

Classic beat-'em-up makes the 21st Century...

PLAY CLASSIC

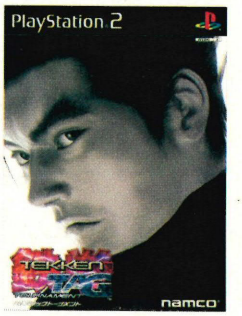
With the first batch of PlayStation2 software proving a disappointment, all eyes were on *Tekken Tag Tournament* to restore a bit of credibility to the fledgling machine. But if first impressions count then *TTT* had better get its coat and sod off back to where it came from, because it failed to turn many heads in the PLAY office! However, as is the case with previous *Tekken* games, the real beauty lies deep below the surface, and only when you put a bit of effort in do the rewards start gushing like a particularly volatile volcano.

TWISTED FIRE-STARTER

The screenshots made the game look much more next-gen than it actually is. Seeing it move for the first time, your gaze wanders from the superbly-rendered main characters to the backgrounds behind, and then the alarm bells start ringing. Don't get us wrong, some of the backgrounds on display are awe-inspiring, combining exceptional light-sourcing effects with whole other scenes taking place independently from the main fighting spectacle (monks chanting, school kids dancing and Mishima guards patrolling, to name but a few). However, the jeering crowds and some of the inanimate objects situated directly outside the fighting area move as you do. It's difficult to explain this parallax

details

one/four-player
dual shock 2
memory card [420KB]
multi-tap



What's **The Story?**

If you thought that the introduction sequence in the coin-op version of *TTT* was impressive, then just wait until you clap eyes on this baby! It is little more than a montage of select characters going about their day-to-day business, but the attention to detail is immense. Take Nina, for example – a girl's gotta look good, and when applying her 'lippy' in the mirror, you can clearly see the pressure exerted on her lips as she smears it across. The coin-op intro is also included, but this new footage is short, and very, very sweet!







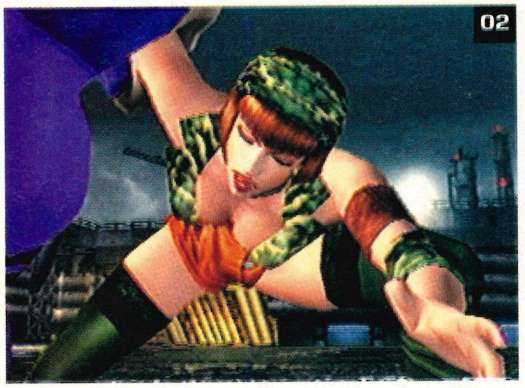






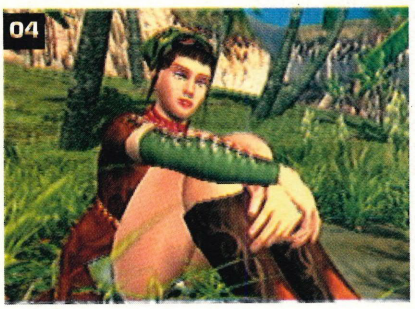
ⓘ Publisher **Namco** Developer **Namco** Release date **Available now (Japanese import)**

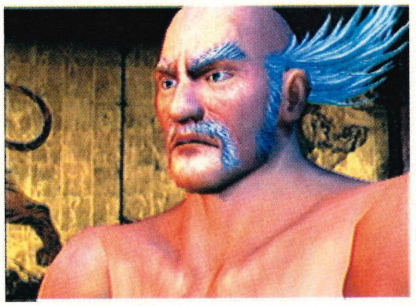


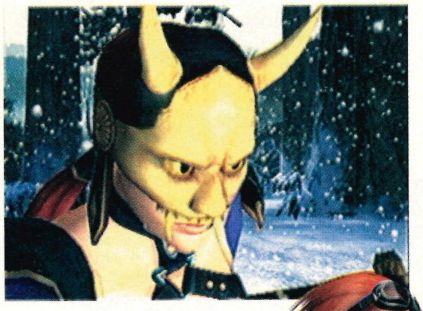


01 Stealth assassin, Kunimitsu, outwits the so-called super-cop!
02 Well, from what we understand, Anna always liked it rough!
03 This game teaches you that size doesn't always matter...









04 These three screenshots were taken from the character endings. As you can see, they use the in-game graphics engine, but it gives you a chance to see some of the close-up detail.

School **Girls!**

As always, Namco has included a vast wardrobe for each of the characters. The Japanese are mad for alternate costumes, and each character has at least four. Pictured here is Ling Xiaoyu's hidden fifth schoolgirl outfit; you access it by pressing START.



error, but it's like imagining that the fights take place on a revolving disc, and some of the elements in shot have no business being on that disc. Honestly, when you see this glaring error occur the first few times, it makes you feel slightly nauseous! This is some indication of the urgency we sense Namco had to get this game out onto the shelves as quickly as possible, but before too long our nerves were settled and *TTT* began to attract attention for all the right reasons – like because of some bloody good, neck-breaking fighting action!

DEVIL MAY CARE

The system works much better in *Dead Or Alive 2*...

The impact of *TTT* was probably dampened by the arrival of Tecmo's *Dead Or Alive 2* because it seems that every new PS2 fighting game has got to have a tag feature. The problem is, though, that the system seems to work much better in *DOA2*, because the characters combine a lot better to work as a team, jointly putting noses out of joint and fattening lips. It can also, however, be argued that *DOA2* is more of the mindless, button-bashing school of fighting than the respected Dojo of *Tekken*. Indeed, the combat in *TTT* is still as deeply rewarding to master as it always was – novices can pick it up and play, looking good in the process, and experts can excel in the new tag combo stakes. Apart from the bottom shoulder buttons being assigned to bringing your secondary character into play, it's pretty much business as usual as far as the controls go, and everyone should know them by now.

Aside from the minor graphical glitches, *TTT* is a very beautiful game. The characters are expertly animated, their shadows cast on the rain-soaked cobble stones are the best we've ever seen and their personalities are heightened by some canny new in-game facial animations and reactions. We particularly liked the way folk on the receiving end of a vicious jab or flick-kick go down holding their face. There's still no blood, but such is the convincing ferocity at which ⏭

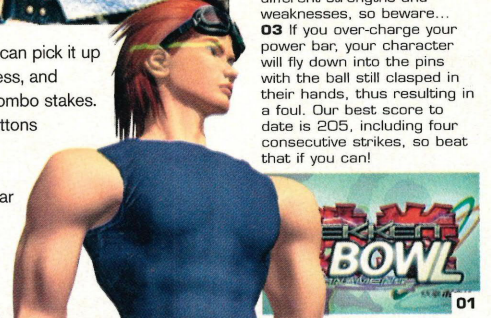
Bowled **Over**

Strange sub-games have become synonymous with the *Tekken* series, and *TTT* has another one – *Tekken Bowling Tournament*!

01 When you have unlocked it, you will be able to select to play the game from the main menu. Check out its funky loading screen!

02 Choosing from any in-game character, you take it in turns with your tag partner to try and knock down ten pins. Each character has different strengths and weaknesses, so beware...

03 If you over-charge your power bar, your character will fly down into the pins with the ball still clasped in their hands, thus resulting in a foul. Our best score to date is 205, including four consecutive strikes, so beat that if you can!







CAN'T WAIT?
PlayStation titles to keep you occupied until then...

TEKKEN 3
PLAY 34 Rated 97%
The two could almost have been separated at birth. Almost.

WWF SMACKDOWN
PLAY 61 Rated 92%
Well, why not? It has got tagging in it after all. And King's a wrestler!





02 When characters are clad in reflective clobber, the lighting effects bouncing off their frame are superb...







01 The reflections in the puddles are impressive – even if the actual characters aren't reflected in them. **03** The shadows that the characters cast on the ground are jaw-dropping... **04** Entirely different scenes play out in the background, like this school yard where kids dance and a panda larks... **05** In the grassy stages, you can actually see the blades of grass swaying in the wind.

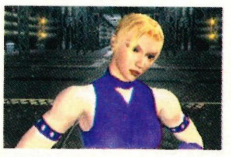
these guys connect that you don't really need it. The game contains more fighters than ever – 34 to be exact, and they range from folk missing in action since *Tekken 2* to the cream of *Tekken 3*. There is also an extra bonus figure in the form of Unknown – a dark-eyed female who has been possessed by a demonic wolf. We would certainly like to know more about her background, but it would seem that all elements of a flowing story line have been done away with in this game, which was probably the easy option rather than explaining away how the likes of Jun Kazama have come back from the grave.

Each character has their own ending, and in some cases several, but they tend to be more of the tongue-in-cheek variety rather than a serious parting shot. They are mostly all rendered using in-game graphics, acting as a fabulous showcase to show what the new hardware can do. For the bonus character, Unknown, Namco hasn't been able to lift an ending from the coin-op and so a new one has been made from scratch – and it's amazing. If, when you load up *TTT*, you think the introduction sequence is a bit special, then wait until you see this stunning cinematic sequence!

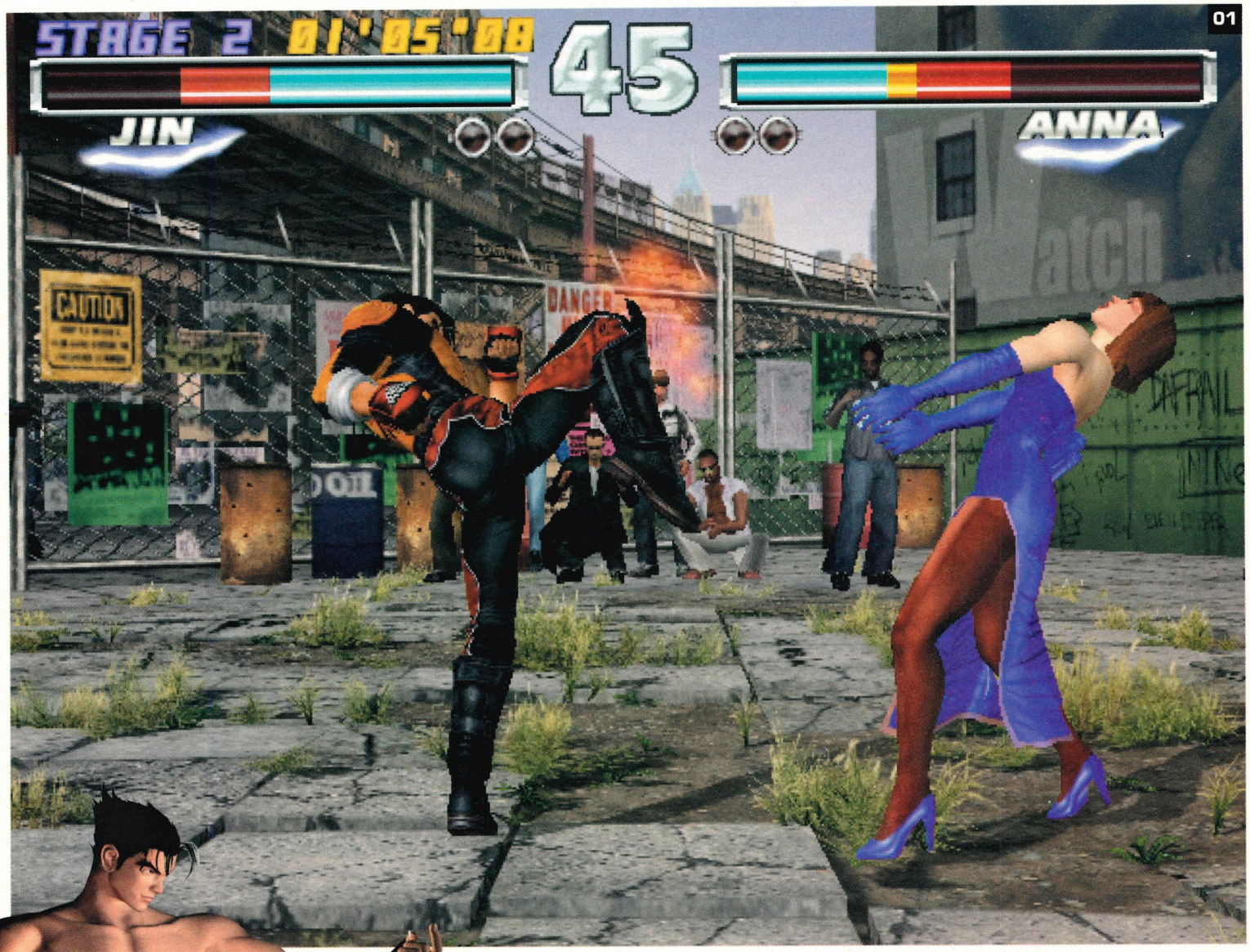
The fact that Namco managed to get this game out within nine months of starting the

Girl Power

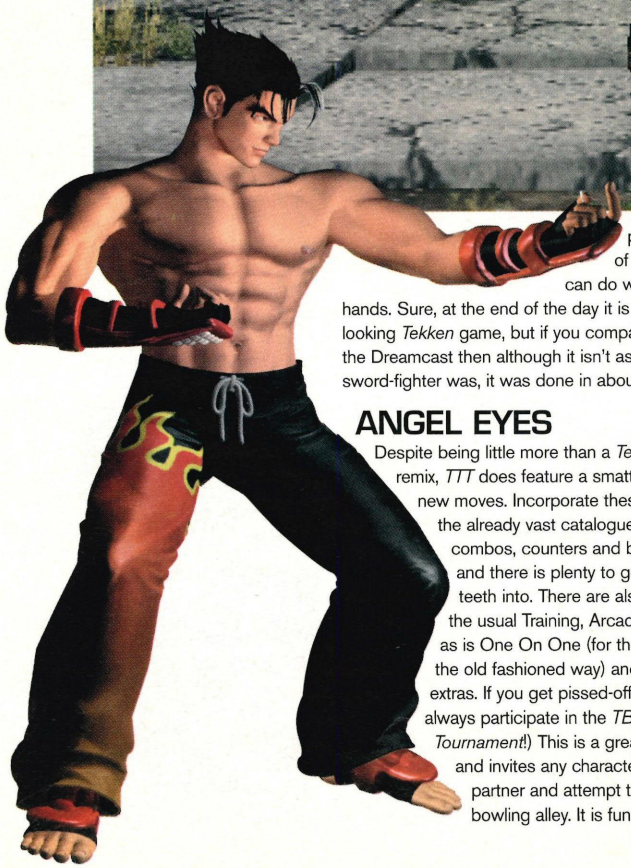
Tekken Tag Tournament Vs *Dead Or Alive 2* **(reviewed on page 28)** – which is the winner? Well, *DOA2* certainly looks like the next-generation article. The tagging works better and the way in which you can punch opponents through windows adds a certain something. The deciding factor, as far as salivating blokes goes, must surely be the ample-breasted vixens in *DOA2*, whose charms bounce with each judder. As much as we like Nina and co, they can hardly compete with the sheer Russ Meyer-ness of Tecmo's saucy fighting game.







01 Facial animations and reactions to blows make *TTT* grow on you... in time.



project is a good indication of what the Japanese giant can do with more time on its hands. Sure, at the end of the day it is essentially just a very nice looking *Tekken* game, but if you compare it to *Soul Calibur* on the Dreamcast then although it isn't as initially impressive as the sword-fighter was, it was done in about half the time!

ANGEL EYES

Despite being little more than a *Tekken 3* remix, *TTT* does feature a smattering of new moves. Incorporate these into the already vast catalogue of combos, counters and breaks and there is plenty to get your teeth into. There are also game modes aplenty. All the usual Training, Arcade and Vs modes are here, as is One On One (for those who just want to play the old fashioned way) and a multitude of hidden extras. If you get pissed-off with fighting, then you can always participate in the *TBT* (*Tekken Bowling Tournament*!) This is a great sub-game distraction and invites any character to team up with a partner and attempt to knock down pins in a bowling alley. It is fun and addictive to play and contains some great special effects, such as Jack's cyborg vision when aiming! A Theatre mode can also be unlocked for repeated viewing of the character endings, as well as a music player to sample all of the in-game tunes, which are as excellent as ever.

The backgrounds give the game its next-generation lease of life...

As a showcase for the PlayStation2, *TTT* will leave you feeling slightly cold, yet very optimistic about what the future holds for the machine. There are hints of genius here, but the fact is that it's essentially rehashed *Tekken 3* with knobs on. Also, controlling the characters doesn't feel as smooth or unhindered as the fantastic animation may lead you to believe. As a result, they feel slightly cardboard at times. It is the backgrounds that really give the game its next-gen lease of life, and subtle rainbow effects, distant fogging and of course the reflective water effects all make the game look the part. Okay, so the actual characters aren't reflected in the puddles, but we can't have it all this early, right?

Get over your initial disappointments and *TTT* is as good a fighting game as you'll currently find. The depth within blows the likes of *Street Fighter EX3* and *Dead Or Alive 2* out of the picture. But like the first wave of PS2 games, the rushed aspect of it makes you turn once again to the titles further down the line, and then hope against hope that you're finally going to be stunned into silence by something radically new.

Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Dead Or Alive 2 **93%**
- Street Fighter EX3 **33%**

92%

The fighting dynasty lives on in style

Written by **Julian Gollop and Stuart Wynne**



01 A Squaddie takes aim with a Rocket Propelled Grenade. As the game progresses, human scientists will rework alien technology allowing the troops to deploy for more advanced firepower in the fight for Earth.

THE DREAMLAND CHRONICLES

THE MAKING OF A PS2 MEGA-GAME

The world's most advanced console is on its way and British developer Mythos Games is planning a revolution...

The Dreamland Chronicles: Freedom Ridge is a sci-fi epic which we will be following month after month, from design to launch. Lead designer Julian Gollops explains what it's like developing for the Sony super-console...

The Dreamland Chronicles: Freedom Ridge is the most ambitious project yet for Mythos Games. Previously known for our PC strategy games, our first *X-Com* title was converted to the PlayStation back in 1994 and it sold surprisingly well for an awkward PC conversion without any 3-D graphics. *Dreamland*, however, is different.

Dreamland is designed specifically for PlayStation2, and will use all the potential of this extremely powerful and complex machine. This means that a sophisticated strategy game will, for the first time, be presented totally in glorious 3-D. And this is not the end of the story; the PS2 is powerful enough to simulate advanced physics systems, both 'rigid body' dynamics and 'soft body' dynamics – but more on that later.

STORYTELLER

The first decisions we needed to make were about the type of game we wanted, along with the setting and the story line. *Dreamland* is a multi-level strategy game set on earth in the near future. An alien race, known as the Saurans, have invaded earth, destroying most of human civilisation. A few isolated human territories survive, along with small groups of resistance fighters.

The player controls one of these groups, the Terran Liberation Army, with the objective of building a fighting force capable of overthrowing the aliens. The player controls the game on two different levels. On the strategic level, they can build bases, recruit personnel, research alien technology, manufacture equipment and intercept alien craft or bases with a variety of vehicles. On the tactical level, meanwhile, the player must control a squad of soldiers in a bitter conflict against enemy forces.

The tactical scenarios are generated from the strategic game. For example, a Chinook full of squaddies dispatched to a crashed alien craft in the middle of a forest will result in a tactical combat, also set in forested terrain against the survivors of the crashed craft. The results of tactical battles feed back in the strategic level. If the squaddies are successful, alien corpses and technology might be taken back to base for research and analysis.

Synthesising A 3-D World

In *Dreamland* everything uses NetImmerse – even the text is displayed as rendered polygons within a 3-D environment. One of NetImmerse's strengths is its flexibility. It is suited for developing any style of game, whether a first-person shooter or adventure game. In our case, however, we were attracted by some of the more advanced features...

Normally in 3-D games objects are described by sets of 3-D points (vertices) which are joined together, three at a time, to create a flat triangular polygon. Curved surfaces are described by 'control points' which are joined to other control points. Instead of creating one large triangle between three control points the engine will generate a number of smaller polygons to describe the 'curved surface'. The greater the number of 'steps', the more realistic the curved surface looks. This may sound like cheating, since the surface is not curved at all, it merely consists of a larger number of small, flat polygons. However, the Graphics Synthesiser (GS) in the PlayStation2 can only render flat polygons, albeit at a phenomenal rate. The GS works this way for reasons of speed and cost -- it is simpler and faster to render lots of small flat polygons than to have an elaborate, costly rendering



The alien creatures shown above both use exactly the same data, but the top model is calculated using more steps.

TOTAL GAMES NETWORK

Further Reading

PLAY Magazine's Dreamland Diary is an edited version of the exclusive weekly column on Paragon Publishing's multi-format games Web site (http://www.totalgames.net) The Total Games Network is the UK's most comprehensive gaming resource with daily updated news, plus extensive reviews, previews and playing tips for all the main formats, including PlayStation2.

The Dreamland Chronicles: Freedom Ridge will be published for PlayStation2 by Virgin Interactive.



ⓘ Publisher **Virgin Interactive** Developer **Mythos Games** Release date **Q1 2001**

engine which directly handles curved surfaces.

The PlayStation2 has been designed this way for good reasons. The use of control points for curved surfaces is very memory efficient. A small amount of data can be used to describe complex, organic shapes, which will stretch the 32Mb of main RAM a lot further. The other advantage comes from optimising the scene rendering by using more polygons in the curved surface for larger, closer objects and less for distant, small objects. The downside for curved surfaces is that they require a lot of computation. Fortunately, the PlayStation2 is blessed with two high performance floating point processors (the vector units) as well as a main processor. The vector units can compute geometry and throw it at the Graphics Synthesiser for rendering.

NetImmerse has all the facilities of curved surfaces built in, plus some extra cool features such as 'Continuous Level Of Detail' (CLOD) and 'Character Skinning.' The CLOD system allows a 3-D object to adjust its level of detail according to distance from the camera, so that close-up the object will look smooth, but far away it will use less polygons. This means that the scene is using the optimum number of polygons for best effect, both maintaining the frame rate and maximising the visual effect.

Character Skinning is a system that allows joints in limbs (or other organic shapes) to bend in a realistic manner. All the animator needs to do is simply attach the 'bones' of the skeleton to the character model and, as the joints bend, the skin of the character will bend and deform realistically. I will be showing you some of the characters from *Dreamland* later on, along with some explanations as to how they animate and what they can do in the game environment.



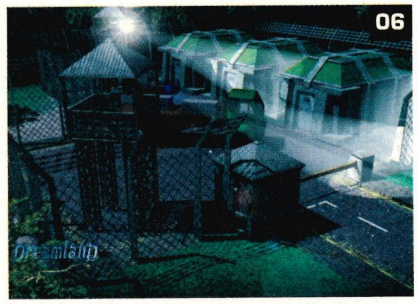




01 TLA squaddies (and tank!) take aim at an alien intruder. These aren't pre-rendered FMV, but genuine in-game graphics developed for the PS2 development kit. Players can use either third-person or first-person perspective. **02** Explosions in *Dreamland* use real physics, with damage dynamically calculated according to the weapon and its precise impact point. **03** A Sauran battlecruiser. **04** A Bell Huey chopper swoops into the battle zone with a cabin full of squaddies eager to get into action. **05** The squaddies take aim – the PS2's graphic engine means practically every detail of the squaddies' rifles is perfectly replicated. **06** This Terran Liberation Army base demonstrates the fantastic level of detail which the PlayStation2 can produce.







COOL STUFF

When we produced the initial design for the game we wanted a set of cool features that would enhance the gameplay. The core of the game is the tactical combat system – this is where the player will be spending the most time. We wanted the environments to be randomly generated, but also highly interactive.

Buildings and vehicles should be destructible in a convincing manner, particularly in response to explosive munitions. Objects within the environments should collapse, fall or tumble and roll, whilst those in realistically-modelled water should sink or float. They should also be destroyed appropriately in response to various types of munitions, including fire.

Considerable attention would be paid to character design and animation. We wanted the characters in the game to respond realistically to the environment and combat situations. Characters should be able to run, crouch, crawl, sidestep, jump and be thrown like a 'rag doll' when hit by a powerful weapon.

We were very excited about the prospects for doing impressive technical stuff on the PlayStation2, but when we started planning last July, we did not know how we were going to implement them. Also, we had no development kits for the PlayStation2, so it seemed that we could do nothing.

We made a very important strategic decision at that stage, which was to license a 3-D engine from NDL called NetImmerse. This was available for the PC, but was also being developed for the Playstation2 as part of Sony's 'middleware' programme. This allowed us to develop our prototypes on the PC, before moving our code over to PlayStation2 once we had the kits.

All the cool features in the world do not, in themselves, make a game. We also had to make some very important decisions about the gameplay. Perhaps the most controversial decision was to make the tactical combat turn-based rather than real-time. This may seem retrogressive to many of you, but we had good reasons. Firstly, it is very awkward to control many units in real-time. *Dreamland* is not like a typical PC-based RTS with an overhead view and lots of tiny little sprites. The turn-based system provides more intimacy, atmosphere and suspense. I will be explaining how the turn-based system works in the future.

For now I will leave you with a couple of screenshots (above) which prototype our terrain destruction system. The 'before' and 'after' screenshots show the effects of a couple of explosions on some buildings within a human settlement. Such a sophisticated level of terrain deformation has never been seen before in a 3-D rendered environment, and this is only the start...

Next **Month**

Julian Gollop will cover the people behind the game, introducing all the members of the team and what they do. There will also be an insight into creature design, with initial sketches and fully 3-D modelled versions of the fearsome alien monsters. Don't miss the next installment!

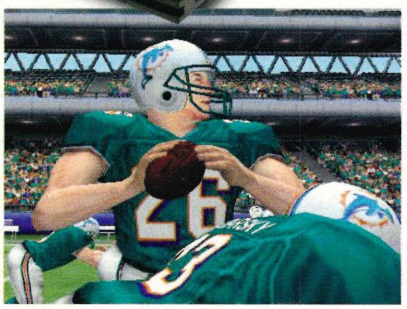




incoming

IMMINENT RELEASES FOR PS2

With more and more software jamming up the release schedules for PS2, this is the bit where we keep you abreast of all the latest developments. So what's hot in production this month?



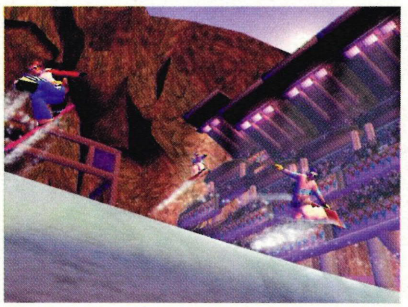
Madden 2001

ⓘ Publisher **EA** Developer **EA Sports**
Release date **TBA**

Dusty potato-headed relic John Madden is to be wheeled out in front of an inexhaustibly enthusiastic American audience once again, as one of the world's longest running sports franchises spreads like a disease to the fresh new flesh of PlayStation2.

A 3-D stadium field that has to be filled with lifelike motion-captured players is the sort of thing PS2 takes in its stride, so at least this will be one update to the series where the benefits of upgrading are in any way tangible. Normally tricky things like diving catches can be calculated easily, so it all looks so much better. Yawn.

anticipation ★★★★★



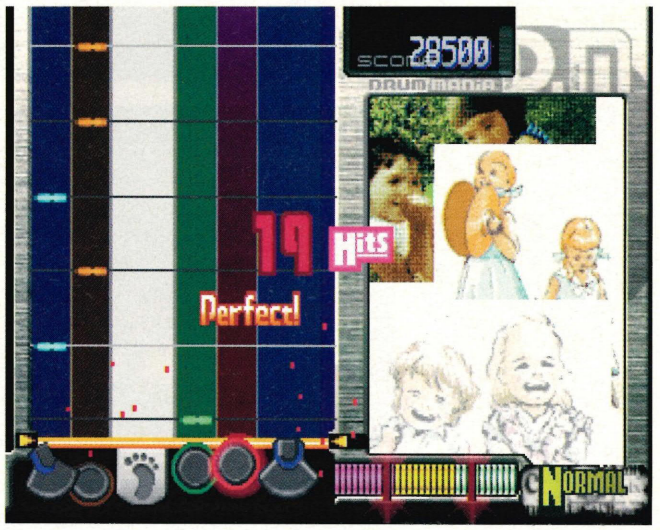
Snowboard Supercross

ⓘ Publisher **EA** Developer **EA**
Release date **TBA**

Apparently based on the factual rich kid pursuit of 'boardercross', *Snowboard Supercross* (*SSX* to those who know) is in some ways historic as it is the first game developed especially for PlayStation2 by US heavyweight Electronic Arts.

Fantasy downhill mountain courses feature jumps, tunnels and peculiar mogul sections to negotiate, while fending off seven mean competitors. In the Adventure mode you participate in the rather childish collection of big shiny snowflakes over a large area, but there's a long-lasting serious side: you need to train for a Circuit Licence to compete in the big boys' season.

anticipation ★★★★★



Drum Mania

ⓘ Publisher **Konami** Developer **Konami**
Release date **Out now (Japanese import)**

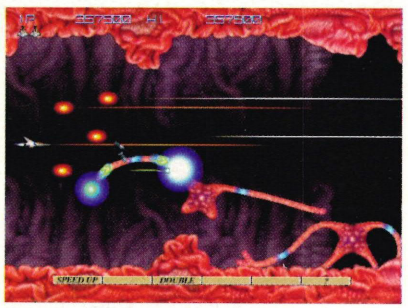
Graphics have long been the enemy of the *Beat Mania* games, but the gameplay makes up for it.

The 'Bemani' (*Beat Mania*) series of games so beautifully constructed by Konami have enjoyed great success in Japan. Playing some of the best titles, such as *Guitar Freaks*, it's easy to see why – they're abnormally addictive tests of your co-ordination and timing skills. It was no surprise to see a new game, *Drum Mania*, selling happily along with the likes of *Ridge Racer V* on PS2's launch day. And in typically overstated style, the drumming game came with a massive custom peripheral, basically a full size electric drum kit that plugs into your PS2! At an equivalent cost of around £80 for the whole package, you'd expect some serious fun, which is exactly what you'll get. Turn up the sound, bash your way along to the noisy beats and even get in a friend with the *Guitar Freaks* guitar to play along! Though its success cannot possibly be as great when it arrives in Europe, *Drum Mania* is both hilarious and challenging, and deserves attention.

anticipation ★★★★★



Many vertically challenged Japanese had to stagger into streets and subways with this massive add-on during the morning of 4 March 2000.



Gradius III & IV

ⓘ Publisher **Konami** Developer **Konami**
Release date **May 2000**

All things considered, this isn't the first box you'd grab off the shelves for your mind-blasting new über-console. Contained herein is the last half of the classic Eighties shoot-'em-up series, *Gradius*, not new games continuing the legacy. As you'd expect, these are the sorts of games PS2 can play with its power cord unplugged, and they are nothing less than perfect translations of the two shooters. Hardcore retro gamers will spot slightly retouched graphics making up some sprites, while less observant players will easily notice new pre-rendered intro sequences. But why aren't *Gradius* and *Gradius II* included? Nuts.

anticipation ★★★★★



ISS 2000

ⓘ Publisher **Konami** Developer **Major-A**
Release date **May 2000**

The danger bells are sounding like a particularly grating car alarm over this one. It would appear to be *ISS* in name only, as the unbeatable 'think like a footballer' gameplay of the PlayStation1 games has been replaced by mindless, *FIFA*-style twaddle. The actual players look and move convincingly, but in the version we've seen the crowd are insultingly bad (2-D cartoon sprites bouncing up and down with all of two frames of animation!) The game is being developed by the team that produced the N64 versions. Big mistake we say, get the KCET team on board and do it properly, Konami! We predict it doing extreme damage.

anticipation ★★★★★

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

Wake Up and smell the canvas.



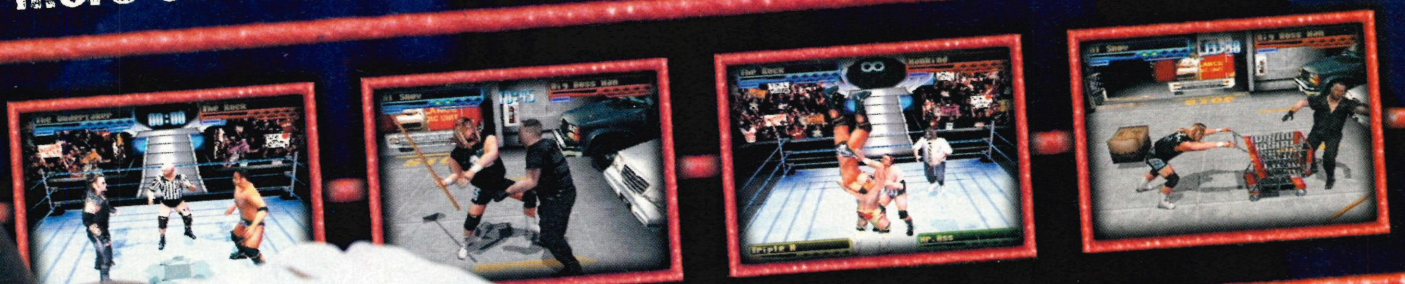
Bang up to date
updated line-up • video entrances • spectacular graphics • facial expressions • realistic lighting

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

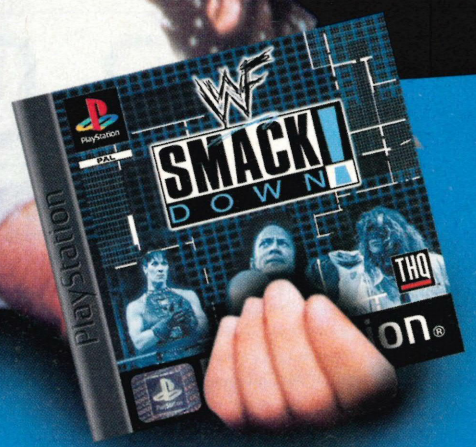
Backstage
fight out of the ring • hallways • boiler room • loading docks • parking bays • kitchen • backstage weapons

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

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



WWF SMACK! DOWN!™



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

LAYETH THE SMACKETH DOWN!

JAKKS INTERACTIVE www.jakkspacific.com
PlayStation
THQ www.thq.com/wwf

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PS2 PLAYSTATION2

Weblink **www.tecmo.co.jp**

Written by **Graeme Nicholson**





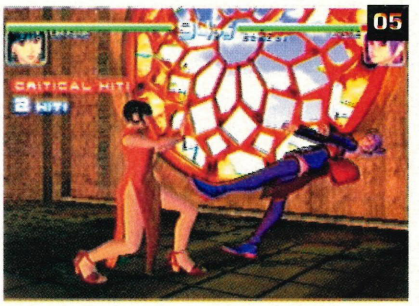
01 Since when did Hollywood Hogan sign up for the part?
02 If anyone's worthy of being an idol, it's Kasumi.



04 Tina is the most generously proportioned girl in the game, God bless her. **05** Break the window and start fighting outside.







DEAD OR ALIVE 2

Did you think *Tekken Tag* would go unchallenged?

Those of you watching the import scene may have had your interest in *Dead Or Alive 2* partially diminished when you saw it get a Dreamcast release shortly before the PS2 version was put out. After all, what's the point in this killer system if other lesser consoles are getting the same games at the same time? Well, get over it, because you'd be mad not to own this game. Anyway, knowing that early-adopting console owners need to be made to feel special (superior) Tecmo sneaked in lots of little treats that are specific to the PlayStation2 version! Feel better now? We do.

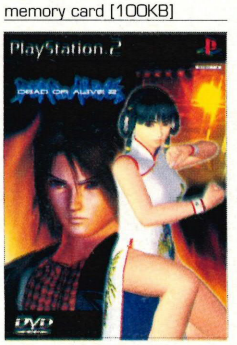
As if high-resolution girls with realistic bouncing bits weren't enough, you indeed have the incentive of owning a version that's better than the superb Dreamcast one. From the small-but-appreciated touches of added lighting effects and additional fighting moves to the more substantial bounty of added arenas and supplementary costumes, we're talking the ultimate in close quarter combat. Okay, with the possible exception of *Tekken Tag Tournament*, but both are so good it seems likely a jealously fought debate of their opposing merits will continue until the emergence of their sequels.

Ascertaining a victor between the two is made even more difficult by the fact that they even share the same slight flaw. That is, an all round lack of anti-aliasing – a smoothing graphics effect that would tone down the glittering edges of high contrast on the fighters. Still, it's probably for the best. Nintendo commendably took on this problem during the N64's hardware design stage, but rather overdid it, which is why the majority of N64 games appear to be viewed through a lens coated in petroleum jelly.

PLAY CLASSIC

details

one/two-player
dual shock 2
memory card [100KB]



ⓘ Publisher **Tecmo** Developer **Tecmo** Release date **Available now [Japanese import]**





Tag **Mode**

The fanatically-led battle between *Tekken Tag Tournament* and *Dead Or Alive 2* becomes even more closely fought with the realisation that both games feature that popular new gimmick, the Tag Team mode, which is well implemented in both cases. Still can't decide? Buy both.







01 After unlocking her black leather fetish outfit, it becomes curiously difficult to concentrate on the troublesome business of punching and kicking with Tina. **02** That's entertainment. Even if you don't go out of your way to set them up, the most delightful surprises continue to crop up. **03** A winner indeed. It's definitely the kinky kitten ears accessory that sets it off so well. **04** A fine punch for sending enemies out of the ring altogether, courtesy of Lei-Fang. **05** You can force your opponent off a 40 foot drop to dent their pride and their energy bar. **06** A tad better than the girl fights at school, wouldn't you agree?









Block**buster**

With the in-game graphics being so damn good, Tecmo has employed them in scripted interludes for the characters as they progress. A mixture of slapstick comedy and touching drama, they're all very compelling...





07 Moving hair, flowing clothes, perfect facial features, top notch lighting, next-gen arenas. *Dead Or Alive 2* is one of the best advertisements for PS2.

BITCH SLAP

Save for the relatively unintrusive instances of the occasional jagged edge, *Dead Or Alive 2* is visually striking. Character design is not of the hyper-realistic style as in *Tekken Tag*, where every muscle is extruded to catch the light on its apex, suggesting real flesh and mass underneath. *DOA2* instead favours the improbably perfect physical attributes of the fictional Japanese idol, the type drawn in the pages of Manga, animated in the cells of anime or computer-generated in countless TV and print advertisements. In the past, high quality CG idols such as Kyoko Date could only be passively admired, yet they were popular to the point of mania. Now they can be actively controlled. Winning a tournament in *DOA2* doesn't save a princess, nor does it end the evil reign of an implausibly comical despot, but instead adds scintillating fantasy costumes to the virtual wardrobe of the game's stars. A moan of relishing anticipation can be heard across the Pacific from the collective mouth of the Japanese.

Great splendour is evident in the game's locations too. Arenas are of generous but limited size, so the fighting floor doesn't need to be faked as an endlessly expanding disc like it does in *TTT*. You can get somebody up against a wall and give them a duffing that's pleasingly difficult to escape from, or even force them out of the immediate surroundings altogether, crashing through a stained glass window or off the edge of glacier to continue the bout wherever you both end up. Though depictions of organic backgrounds, like gnarled old trees, appear too geometrically-based to be convincing, there are some breathtaking moments. Of particular note is the snow-covered White Storm level: a fierce wind blasts the fighters throughout the battle, actually catching the powder-like top snow being dislodged by the feet of the combatants and rushing it away. Such a complex particle effect was unthinkable on the previous generation of hardware. On the downside, water and grass are not as well represented as they are in *Tekken Tag*. There is also generally less stuff around to be seen, especially when compared with the size and detail of something like *TTT's* fabulous Lei Wulong Hong Kong level. But *DOA2* features altogether more authentic perspective and doesn't suffer from *Tekken's* curiously audacious flat bitmap cheats that tend to stick out of the backdrop like a sore thumb.

Nothing else available makes PS2 more appealing...

If you felt, as many did, that the first wave of super-duper PS2 software was somewhat anti-climactic, one glimpse of this game will change all that. It is true that much more ambitious, less formulaic 'entertainment experiences' are planned that will hopefully be instrumental in simultaneously demonstrating the astonishing capabilities of this new system, whilst destroying such rigidly confining definitions as 'beat-'em-up'. Right here, right now, however, there is nothing on the market that makes the invasion of PS2 more appealing. Don't pick up a machine without it.

Knocking **Shop**

It was positively lovely of Tecmo to go to all the trouble of including new bits and pieces for the PlayStation2 version of *DOA2*. However, you don't get any new characters, just moves, levels and the odd special effect. Still, with such solid identifiable fighters to choose from, we couldn't really ask for more.



Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Tekken Tag Tournament **92%**
- Street Fighter EX3 **33%**

93%

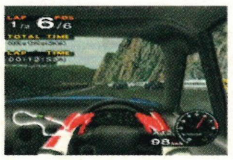
A truly outstanding fighting game

PS2 PLAYSTATION2

Weblink **www.escape.co.jp**

Written by **Graeme Nicholson** Publisher **Square** Developer **Escape** Release date **Available now [Japanese import]**

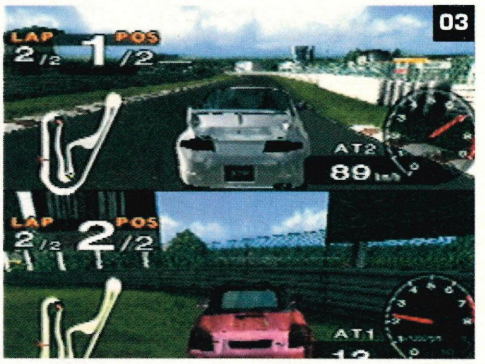
Inner Strength
Finally, a racing game with fully-detailed cockpit views, complete with working needles. However, the effort was wasted, because somebody got a bit too excited at the prospect of using the new focus-shifting effects that are possible with PlayStation2 and subsequently smothered the internal view with them.







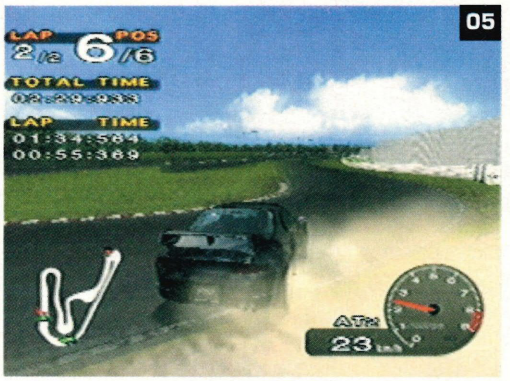
01 The urban city level is the best feature, as it's filled with working neon and street lights. **02** Sixth place again.



03 There are only two cars on the track in split-screen mode and you're not allowed to have cockpits. **04** Choose from several uncontrollable death traps. **05** Get used to the sand traps, you'll be seeing a lot of them. **06** The visual aspects improve on the evening course.



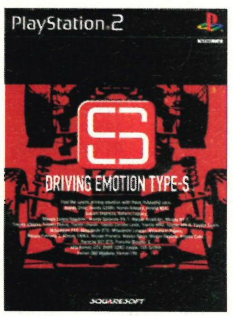




DRIVING EMOTION TYPE-S

Square's first turkey comes to roost on PlayStation2.

details
one/two-player
dual shock 2
memory card [90KB]
split-screen



Having struck upon the faultless blend of high class presentation, character development and clever combat that makes up the world's best-selling RPG series, Square is not the company you would have expected to mess up at this delicate early stage in the PS2's life. The truth remains: *Driving Emotion* is a stinker.

Luckily, it was unproven developer Escape, not Square, that put this strange thing together, with Square just lending its name to the project and taking care of the publishing. Presumably nobody there had time to play it before they signed the contract.

Since juicing up our imaginations with the pre-release promotion of *Driving Emotion*, our hopes were high for a uniquely realistic racer. A game that would take some getting used to, sure, due to the complicated automotive simulation apparently lurking within, but a rewarding experience akin to *Gran Turismo*. Within minutes of its arrival, however, people who played it were coming up with the most unsavoury speculations as to the meaning of the letter 'S' in *Driving Emotion Type-S*, though all of these are unprintable.

What was meant to be the most authentic representation of production car driving, calling into service a record-breaking number of real world physics algorithms, feels precisely the opposite. Cars may handle like hippos on ice skates in Japan, in which case they've managed to get it just right, but for the rest of us it's impossible to comprehend what in hell the developers were thinking. The first major problem is that you have to gingerly tap at the controls as if they were red hot, just to avoid violently criss-crossing the road, because the steering on every car is absolutely bonkers. It doesn't help when trying to get used to this incredibly alien system that the steering wheel on-screen can return to centre on many occasions when the car's wheels in contact with the road remain turned at an acute angle. How can you judge bends like that? It's most off-putting, but the only way to avoid it is to switch to the external view, whereupon the handling can be likened to having anvils for back wheels and blocks of ice for the front.

Cars handle like hippos on ice skates!

As a fitting finishing touch, the whole dashboard, steering wheel and driver's hands are swimming with a crazy psychedelic blurring effect, while the road and scenery are pin sharp. This is meant to represent the focus of the driver's eyes, with his gaze being fixed on the road ahead, but it's gone horribly wrong. The only way someone would see like this is if they hung around with Timothy Leary a bit too often in the Sixties, or fought exclusively in Agent Orange blackspots during the Vietnam war. From beginning to end, a bad idea. We can only hope *GT2000* will resolve the situation very soon!

Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives
■ GT2000 **May**
■ Ridge Racer V **93%**

58%

Upsettingly dull racer with hideous handling

Written by **Graeme Nicholson**

Publisher **Capcom** Developer **Arika** Release date **Available now [Japanese import]**

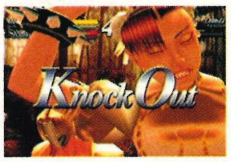




01 Punch the other guy more than he punches you for assured victory. **02** Not nearly as sexy as *DOA2*.

Heads **Up**

One neat feature: you can smack your opponents so hard that the camera doesn't have time to get out of the way and their face crashes into the lens. Kinda like the *Bug's Life* outtakes, only not as funny.







03 Two brothers share the same striking Herman Munster physique. **04** All the old cronies have shown up for the project. **05** Okay, we've still got a soft spot for Chun-Li, but the rest of them can go to hell. **06** The character models are as subtle as the Honey Monster.

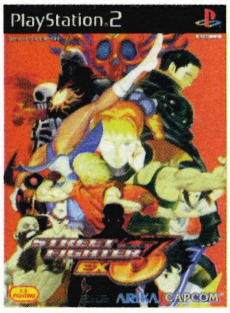




STREET FIGHTER EX3

PS2's first beat-'em-up kindly left room for improvement.

details
one/four-player
dual shock 2
memory card [16KB]



The latest in a line of far too many Street Fighter games simply proves how much the technology has overtaken the capabilities of the SF team. It's difficult to imagine anything other than acute embarrassment filling the Capcom offices when they saw the competition. *Tekken Tag Tournament* embraces the new-found power of PlayStation2 with its extraordinary speed and expensive looking special effects, not to mention a cast of characters which is infinitely better designed than Street Fighter's tired old band of moronic automatons. *Dead Or Alive 2* is polished throughout, features cool new elements like breaking through bits of the set and has women you'd surrender limbs to be with. A bunch of antique comic book goofs mindlessly duplicating the same daft moves seems even less appealing in the current highly competitive beat-'em-up climate.

Features the same old band of moronic automatons...

Street Fighter EX3's lacking allure is not just down to the weary format of the series. *EX3* is also one of the worst-looking games on PlayStation2 and the fact that it was one of very few titles available at the launch of the console can't have done anything but damage to everyone's impressions of the new system's strength.

The characters are clumsy, stocky crash test dummies, with squared off heads that look as though they belong on totem poles, not on the shoulders of fighting legends. Worst of all, though, are the backgrounds. Yes, they're sort of in 3-D, but they all move horribly. There are about five horizontal layers to the background of each stage and they all move at the wrong speed in relation to one another, which is something your eye can never get used to.

Considering that the all important four-fighters-on-screen idea fails, predictably, because everyone is still forced to move on a traditional two-dimensional plane, there's not much left. All that's of any use is Edit mode, which lets you earn experience points from each fight, then trade them for new moves from a provided list, resulting in a customised character of your own making. One good idea cannot cancel out the several bad ones that make up this game however, and it's safe to say that the world would be a better place without *Street Fighter EX3* out there.

Overall

looks	
audio	
gameplay	
long term	
value	

Alternatives

- Tekken Tag Tournament **92%**
- Dead Or Alive 2 **93%**

33%

Time to call it quits for this old dog!

CAN'T WAIT?
PlayStation titles to keep you occupied until then...

TEKKEN 3
PLAY 34 Rated 97%
Without doubt the best beat-'em-up available on the old PlayStation.

STREET FIGHTER ZERO 3
PLAY 45 Rated 93%
To be remembered as the last time Street Fighter was any good.

dial A game™

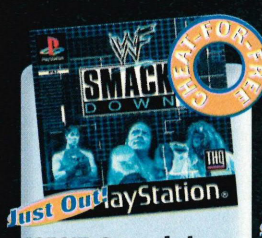
A Good Call...

HERE'S HOW IT WORKS!!

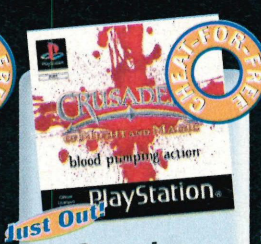
It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

BONUS CHEAT CARD!!

When ordering any product marked with the 'cheat for free' symbol we'll send you a £20 cheat card for absolutely nothing!



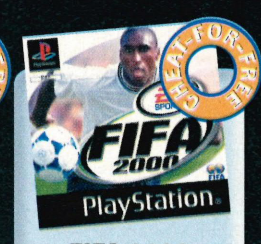
WWF Smackdown
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Crusaders
0906 2223031



Jedi Power Battles
0906 2223032



FIFA 2000
0906 2223003



Silent Hill
0906 22233011



Star Wars
0906 2223009



Gran Turismo 2
0906 2223000



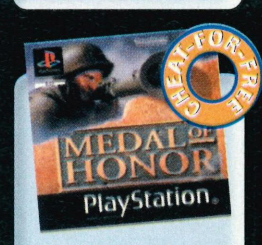
Final Fantasy VIII
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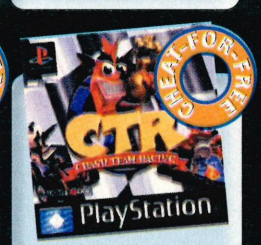
Dino Crisis
0906 2223002



Spyro the Dragon
0906 2223303



Medal of Honor
0906 2223005



Crash Team Racing
0906 2223006



Saga Frontier 2
0906 2223007



Colin McRae Rally
0906 2223307



Colony Wars Red Sun
0906 2223308



Fear Effect
0906 2223008



Carmageddon
0906 2223009



Time Crisis
0906 2223010



Resident Evil 2
0906 2223303



UEFA Champions League 2000
0906 2223011



Metal Gear Solid Platinum
0906 2223012



Medievil
0906 2223013



Spyro 2
0906 2223014

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This wickedly priced wheel boasts many programmable features - including wheel-mounted F1 style gear shifter and Dual-Shock force feed-back.

16 Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.

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DELIVERY IN THREE DAYS!!



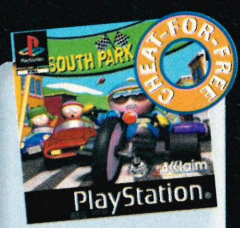
Just Out!

Coolboarders 4
0906 2223035



Just Out!

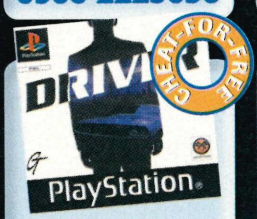
Ehrgeiz
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South Park Rally
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Final Fantasy VII
0906 2223309



Driver
0906 2223015



Gran Turismo
0906 2223304



Quake 2
0906 2223016



Just Out!

Crash Bandicoot 3 Platinum
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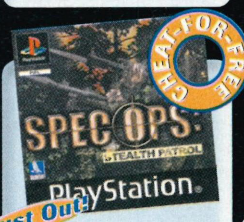


Just Out!

Player Manager 2000
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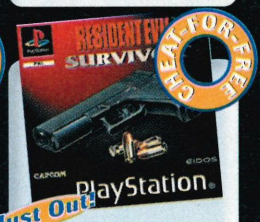


Tekken 3
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Just Out!

Spec Ops Stealth Patrol
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Just Out!

Resident Evil Survivor
0906 2223019



Toy Story 2
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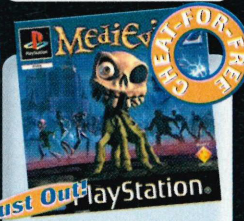
Mickey's Wild Adventure
0906 2223021



Metal Gear Solid Special Missions
0906 2223306



Music 2000
0906 2223022

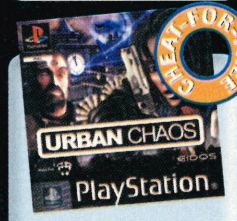


Just Out!

Medievil 2
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Ridge Racer Type 4
0906 2223307

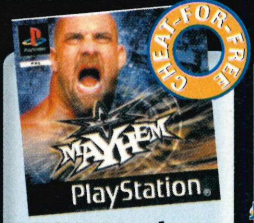


Urban Chaos
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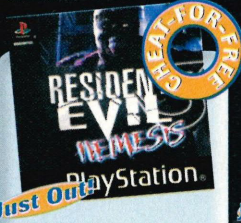


Just Out!

Syphon Filter 2
0906 2223026

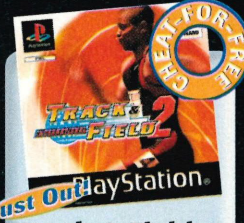


WCW Mayhem
0906 2223028



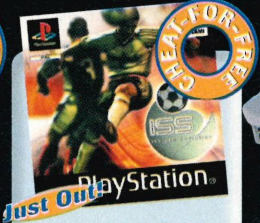
Just Out!

Resident Evil Nemesis
0906 2223030



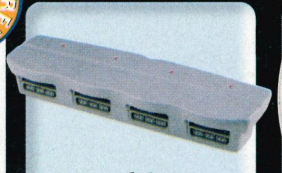
Just Out!

Track & Field 2
0906 2223031



Just Out!

ISS Pro Evolution
0906 2223032



Multitap
0906 2223310



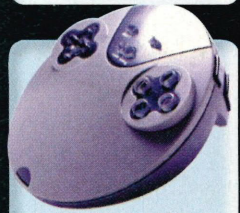
Dual Shock & 1 Meg Memory Card
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Colour Shell
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Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



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0906 2223318



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Unique Motion Reflex Technology responds to every movement - now you can lean into bends and twist your way out of trouble.



24 Meg Memory Card
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Win



A PlayStation2

& Tekken Tag Tournament

QUESTION

Which of the following software companies developed the Tekken series?

A Square **B** Capcom **C** Namco

One lucky reader will be selected by our computer to win a PlayStation2 **and a copy of** Tekken Tag Tournament **in September when Sony's dream machine finally arrives at our shores.**

All you have to do to be in with a chance of being the envy of your mates, is call our hotline number above, and answer the question. Good luck!

Competition closes at midnight on May 25, 2000.



the games

The greatest guide to PlayStation games in the world

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%.

91-100

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

85-90

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. Well worth considering.

51-75

These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

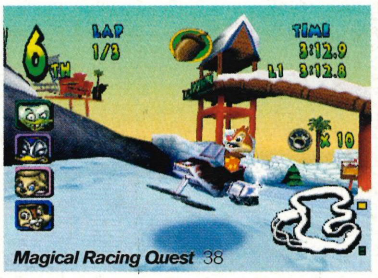
36-50

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

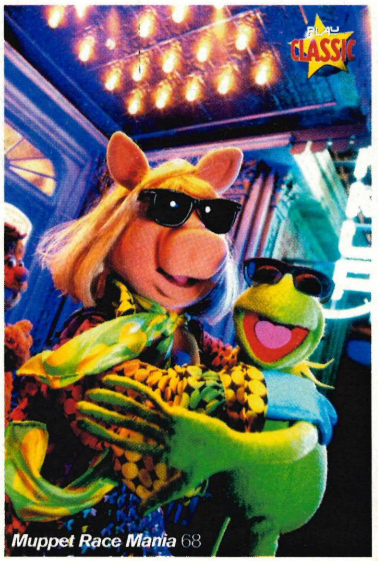
0-35

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

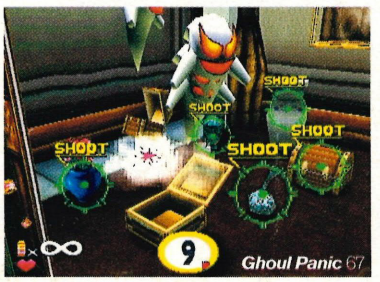












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Our regular dive into the development world to view what's going to be the next big thing. Check out these in-depth reports...

036 Jedi Power Battles
038 Magical Racing Quest
040 Dragon Valor

044 Review Section

Thinking of buying a game? WAIT... at least until you read what we've got to say about it first. Here is what's on offer this month...

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The rest of this month's official releases with at-a-glance opinions from our panel of experts.

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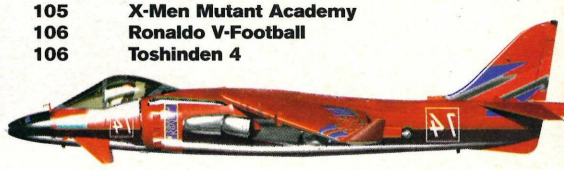
Obscure delights from the wonderful world of NTSC gaming all compacted for your pleasure!

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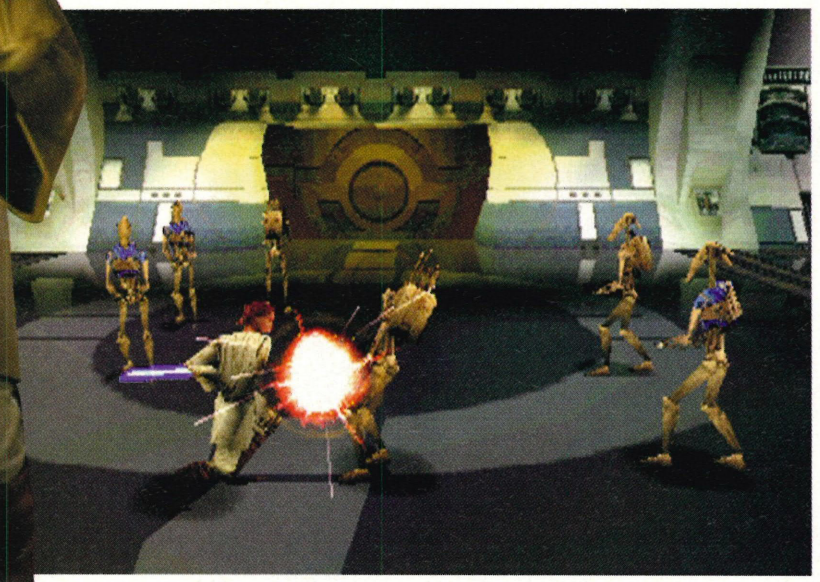
Writer Ben Lawrence



Star Wars Episode One

Jedi Power Battles

It was a time of unrest in the galaxy. Two unsuccessful attempts by Emperor Lucas had failed to make an impact on the resilient PlayStation, but now the Emperor had a new weapon of destruction...



After the *Disasters Of Teras Kasi* and a glitchy, somewhat disappointing saunter around Naboo courtesy of *Episode One*, it seems that LucasArts has realised the importance of dedicating as much time to computer games as it does to its blockbusting space opera.

Jedi Power Battles is the low-key title in development, boasting no convenient film tie-in (unless of course you count the video release way back at the beginning of April) no flashy plot structure and most importantly of all, no wince-inducing 'Mannequin' Skywalker. This is big boys' stuff. Taking its inspiration from the classic *Super Star Wars* SNES games, *Jedi*

APRIL 2000

PUBLISHER Activision

DEVELOPER LucasArts

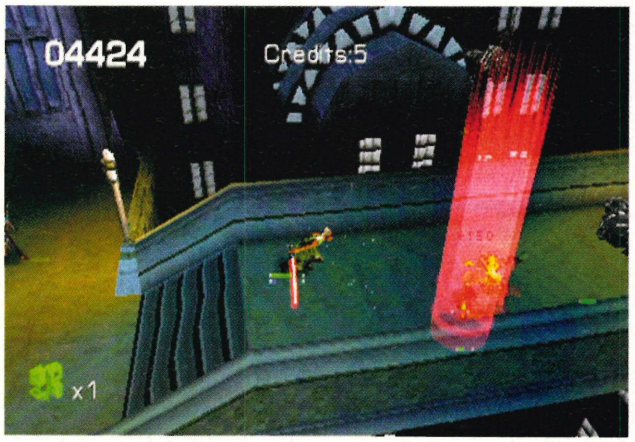
1-2 Players

90% Complete

Anticipation

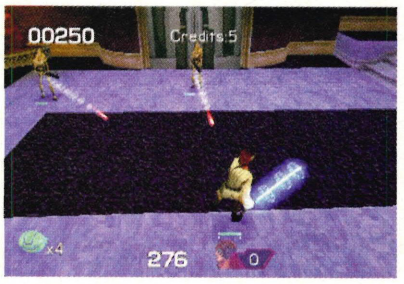
★★★☆☆

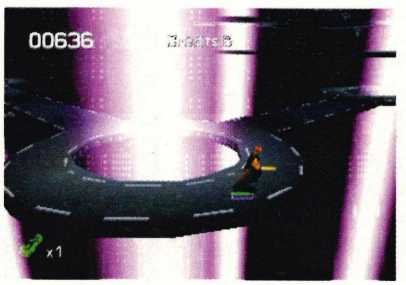
Above **Obi-Wan teaches some droids a lesson.** Below **Plo Koon ambles around the Queens palace and destroys some domestic droids. Nasty Jedi blokey!** Right **Running and jumping? This isn't exactly next generation stuff...**

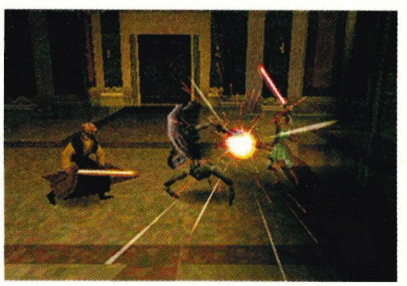




Right **The final fight between Obi-Wan and Darth Maul will be represented in full. You can even see bits of Qui-Gon if you look close enough.**

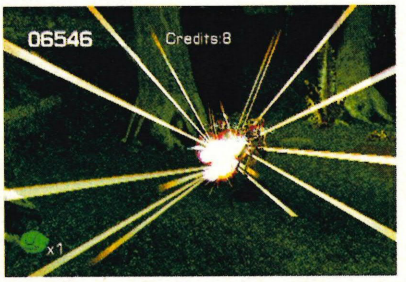








Left **Mace Windu and Qui-Gon attack aliens that weren't actually in the film!** Below **Some nasty surprises wait in store for the poor old Jedis...**



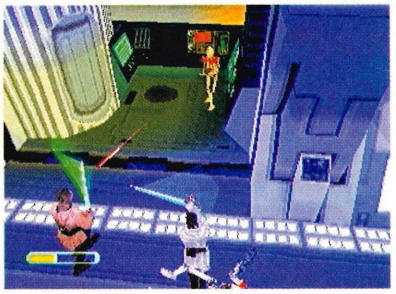
softography

LucasArts US

Dark Forces
Rebel Assault 2
Masters Of Teras Kasi
Star Episode One

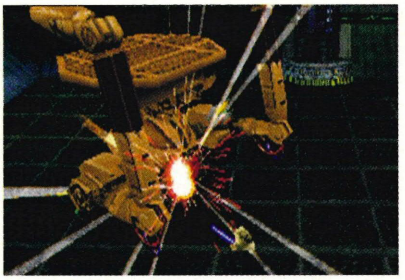
Second Time Lucky

THE PHANTOM FIASCO!



Many saw the *Episode One* game as nothing more than a shameless cash-in. The Jedis were often seen carrying gurt big rocket-launchers and, for some bizarre reason, it was a bad thing to shoot Jar Jar Binks. Hopefully the new game will redress the balance and allow us hours of lightsabre-related gameplay, the likes of which could have only been dreamt about in the *Episode One* game. Fingers crossed *Star Wars* fans, this truly could be the new hope!





Power Battles takes place at the beginning of the recent film. Chosen by the high orders of the Jedi council, you will take the role of one of five Jedis: Obi-Wan, Qui-Gon, Mace Windu, Plo Koon [bless you – Ed] or Adi Gallia. Each of the five Jedis is gifted with differing skills and weaknesses, much like the characters in the arcade classic, *Gauntlet*. Some will be dextrous with the light sabre, others like Plo Koon will be deft with the force.

Many of the ten individual levels we've already come across are packed with creatures from the movie that have a tendency to attack in packs. This is where a co-operative two-player mode comes in handy, but if single-player options appeal to you then the dozens of power-ups available should aid you in your quest to free Naboo. We're fairly sceptical about the validity of powerful weapons in *JPB*, mainly because it failed so miserably in the *Episode One* game. Qui-Gon with a rocket launcher? We don't think so!

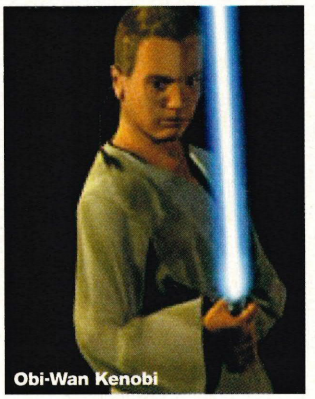
The gameplay is as simple as *Golen Axe*, the characters as varied as *Gauntlet*... but all dressed up in *Star Wars* clobber...

This, unlike *Episode One*, has been in production for a long time. The gameplay is as simple as the likes of *Golden Axe*, the characters are as varied as the aforementioned *Gauntlet*... but it's all dressed up in some serious *Star Wars* clobber. That's a sure indication of chart success if ever was one.

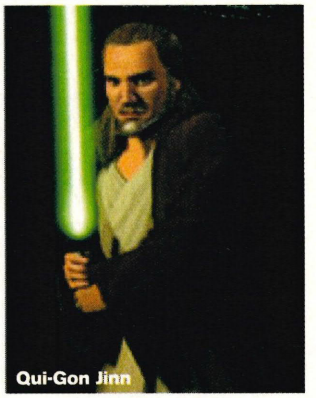
May The Force Be With Who?

THE NEW LINE UP OF CHARACTERS

As well as the two Jedi Heroes from the film (and Mace Windu), Jedi Power Battles also features two little known knights from the Jedi council. Here's the lowdown on Obi-Wan, Qui-Gon and the two new heroes. May the force be with you... you'll need it.



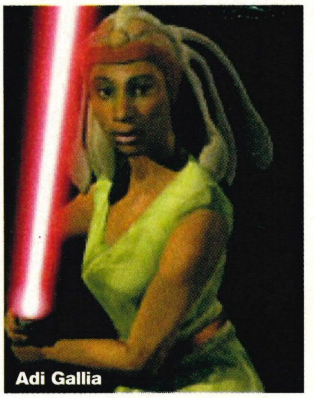
Hailing from the distant planet of Scotland, young Obi-Wan is a headstrong Jedi apprentice with a love and passion for the force, as well as his master Qui-Gon Jinn. Obi-Wan is still struggling to grasp the force in its entirety but he will have to learn quickly because his destiny will help shape the galaxy. And flog a few toys.



A rebellious, yet respected Jedi Knight, Qui-Gon Jinn has an amazing grasp of the force. Being a 'neutral' Jedi means Qui-Gon is only too aware of the dark-side yet this doesn't stop him from taking young 'Vader-to-be' under his wing. A brave Jedi, Qui-gon will eventually turn his life over in order to defeat the darkside.



Despite looking like a cockroach with a gas mask on and possessing a rare yellow lightsaber, Plo Koon comes from a long line of Jedi Masters. Plo Koon is a Kel Dor from the planet Dorin and has highly developed ESP. His ESP, combined with his fearsome knowledge and grasp of the Force, makes him a deadly opponent. So we've heard.



The daughter of two high-ranking Corellian diplomats, Adi Gallia was born into political struggle. Delighting in the complex Corellian political system, she made important political allies. Being the most politically active Jedi she was the first to learn about the planned invasion of Naboo. Adi Gallia relies on speed during attack rather than strength.

Writer Graeme Nicholson

Walt Disney World Quest

Magical Racing Tour

It didn't catch on in France, but maybe it will work on PlayStation. What are we on about? The magic of Disney of course!

It's unlikely that another game will come along within a couple of months that will beat *Muppet Race Mania* (see page 68 for our review) as a wacky, childish racing romp. Still, a new hopeful is already approaching the starting grid in the form of *Walt Disney World Quest: Magical Racing Tour*, Eidos Interactive's front runner in the kiddie karting league.

As with most karting games, many elements of *MRT* are influenced by reigning king *Mario Kart*. The cunningly similar apparatus of a spaced-out arsenal is in evidence here, from homing acorns to tea cup mines, making lively gameplay immediately possible for seasoned kart drivers.

Magical Racing Tour has a look of its own though, courtesy of a massive Disney tie-in. All tracks in the game are based around the world famous tourist attractions found at Disney World in Orlando. Those who've paid repeated visits to the cheapest resort in America will cast a fond eye over expanded 3-D realisations of Space Mountain, Haunted Mansion, Typhoon Lagoon and of course Pirates Of The

APRIL 2000

PUBLISHER Eidos

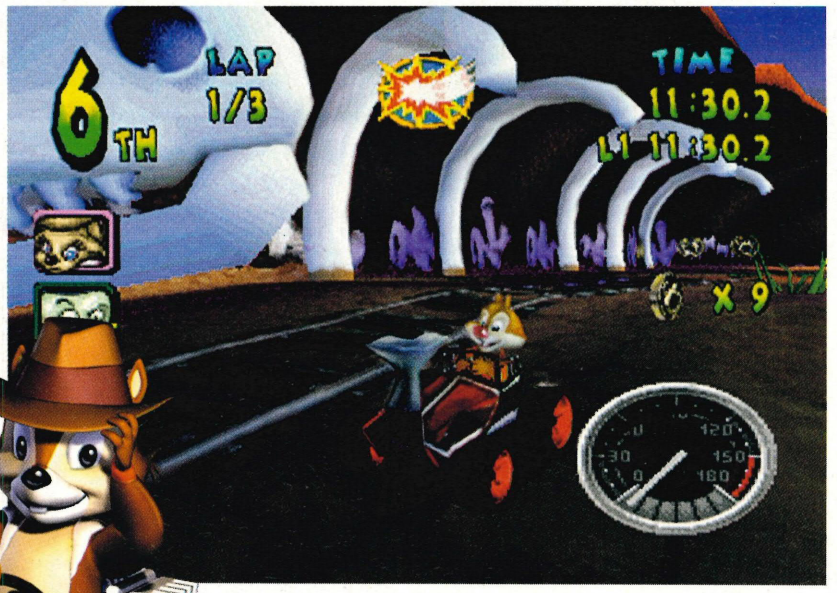
DEVELOPER Crystal Dynamics

1-2 Players

95% Complete

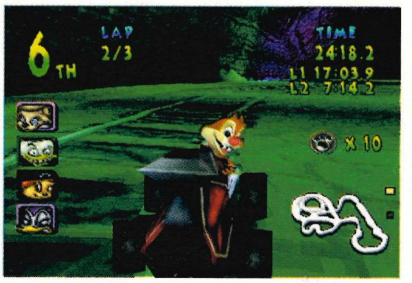
Anticipation

★★☆☆☆



Right **There's little originality to distinguish this new karting game, but maybe sheer force of personality will win the day.**
Below **Here's Chip. Or maybe it's Dale, we can never tell the difference.**





This has a look of its own, courtesy of a massive Disney tie-in... tracks are based around attractions at Disney World in Orlando...



Caribbean. Everything is themed as it is at the Disney park, but if you can keep your eyes on the road for a while, you're bound to find one of several sneaky extra routes that help you shave some distance off the lap. You can't expect to breeze through in first place just because this is perceived as a kid's game. These cartoon characters have been fighting the TV ratings war for years – a race around Big Thunder Mountain doesn't scare them!

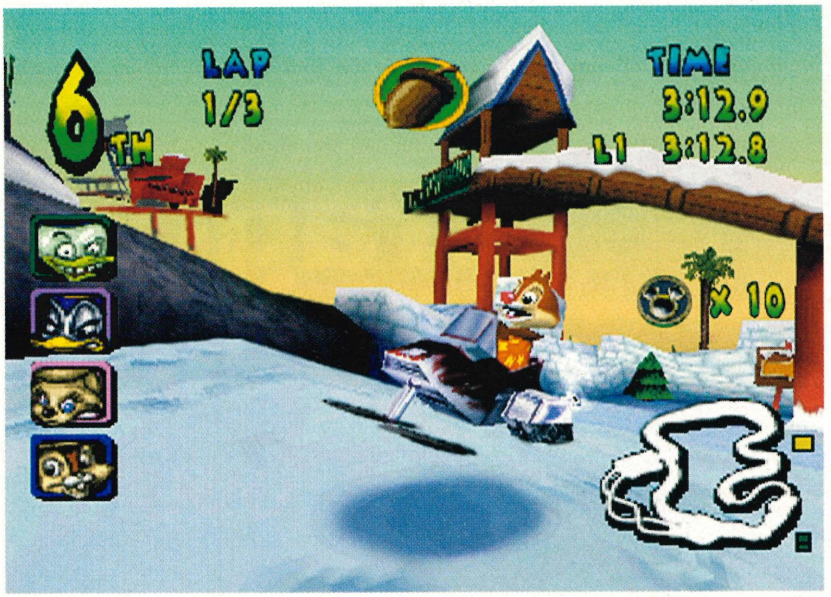
Personally, we found the Muppets so nostalgically endearing in their triumphant breakthrough *Muppet Race Mania*, the chance of anything else coming close seems pretty remote. As a direct contender with that splendid game, it's difficult to see where this cartoon karting caper fits in, especially as it too offers only two-player split-screen racing. We'll soon deliver holy judgement!

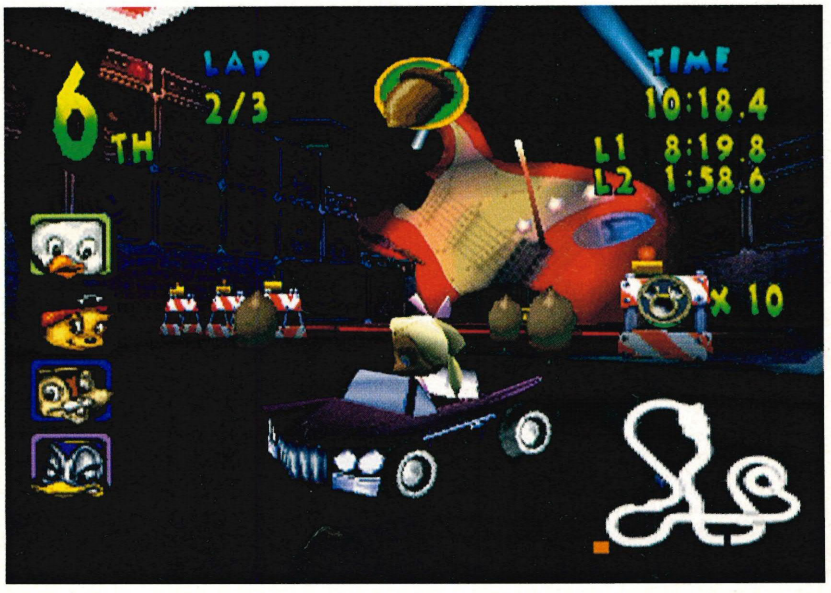
Back Of The Pack

MUPPETS GET THERE FIRST



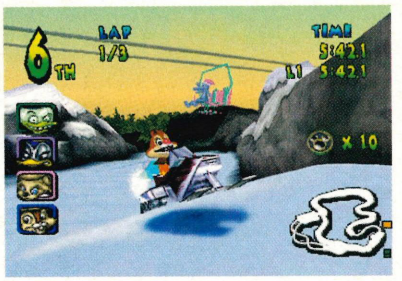
We were caught off guard by the quality of *Muppet Race Mania* this month. Not only does it feature lovingly-reproduced characters that you grew up with, but it's smooth, well-executed and enormously entertaining. Can *MRT* really compete?







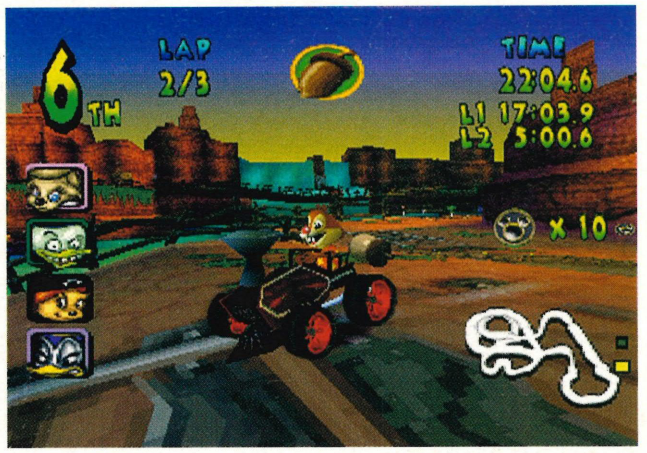
Below **Those loveable little cartoon rascals get to ride different types of transport depending on the track conditions.**



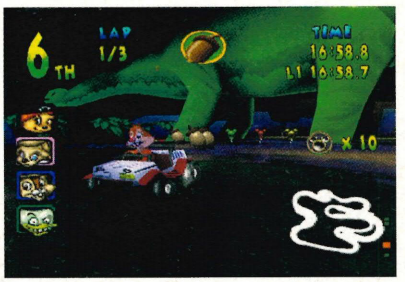
softography

Crystal Dynamics US

3-D Baseball
Akuji The Heartless
Blazing Dragons
Gex
Gex 2: Enter the Gecko
Gex 3: Deep Cover Gecko
Legacy of Kain: Soul Reaver
Pandemonium
Pandemonium 2
The Unholy War



Below **The crafty chipmunk is packing a heat-seeking acorn on his steam-powered kart, but he'd still die if you didn't fill his water bottle.**



Left **Tiny *Jurassic Park*-inspired jeeps provide the finishing touch for the inevitable prehistoric themed track.**



Writer Ryan Butt



Dragon Valor

At last! An RPG for people who don't like RPGs! Has Namco got the fire in its belly to breathe new life into the genre? We decided to find out...

If it is possible to have a game of *Zelda*'s magnitude on the humble PlayStation, then it is also possible that *Dragon Valor* could be that game!

Battle Of The Sexes
WHO'S THE TOUGHEST?



In *Dragon Valor*, you get to play as male and female characters. However, we could spot no differences between the two other than the pitch of their groans and battle cries. Each character can be beefed-up by gaining experience points and using special items bought from the trader's shop.

If it is possible to have a game of *Zelda*'s magnitude on the humble PlayStation, then it is also possible that *Dragon Valor* could be that game. We've been playing it to death this month to discover if it breaks any new frontiers in gaming...

This game has been Namco's trump card for the past two years. Secretly, skilled coders have been working like mad at the Japanese HQ, trying to devise and develop a game that could go some way to establishing Namco's full deck of games that push their respective genres to the limit. With fighting, driving and shooting (not to mention its successful platform games) already in the bag, the RPG is now firmly in its sights. *Dragon Valor* comes on two discs and spans across numerous generations of warrior. It is essentially side-scrolling for the duration, but an effective use of 3-D brings a wider, and much more varied playing area than you would imagine.

The gameplay itself is cunning in its simplicity – you simply travel to locations via a world map, and then destroy and rob anything that gets in your way. The onus is very much on the use of magic. Eight different types can be obtained, and then powered-up at a later time and they range from fireballs to ice-rays, and enemy-absorbing vortexes to mines.

You will often have to use certain types of magic to trigger doors and make platforms accessible, the refreshing thing though is that it isn't overly and unnecessarily complicated to use. Whereas the turn-based fighting system favoured by Square's best-selling *Final Fantasy* series can be very daunting, Namco has done a superb job of making this game draw you in slowly, gradually drip-feed you new skills and abilities, and ⏭

JUNE 2000

PUBLISHER SCEE

DEVELOPER Namco

1 Player

75% Complete

Anticipation
★★★★☆



softography

Namco Japan

Tekken (all)
Ace Combat (all)
Ridge Racer (all)
Time Crisis

Below **Every dragon has a weak spot, and you'll no doubt die trying to find it the first time you face them. We did.**



Above **Each dragon has its own unique methods of attack. You will have to observe their movements and then hit them on the counter. Hard to perfect, but worth it...**

⏭ then making you feel as though you're accomplishing something with every hack of your trusty sword.

The theme in the game is dragons, and every warrior will have to face one sooner or later. Tough buggers they are as well. They usually come just before the cross-over point, when one warrior settles down, rolls in the hay with a local wench and then spawns an offspring to continue the fight. There are some good plot-twists in amongst it all though, none better than when one ex-warrior goes a bit mad and disappears into the wilderness for a while – only to confront his son in combat later on! Make no mistake, this game is very linear and there is the danger of some players finding the repetitive nature of it all a bit of a turn-off. We just couldn't stop playing it though, and it was only the closing of the first disc and a hearty slap round the face that brought us out of our zombie-like state. This is still only preview code, and we did pick-out a few annoyances. The prime example being the tediously slow conversation times. We also missed out on much of the intricate plot details simply because we couldn't be arsed to wait for the cast to rattle-off their mundane dialogue. But then we're not the most patient of gamers!

This game is very linear and there is the danger that the repetitive nature of it all could be a bit of a turn-off...

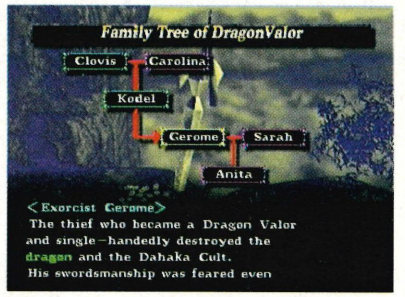
So, will this game be the PlayStation equivalent of *Zelda*? Probably not, but it will help the RPG cause by placing good ol' videogame values (by which we mean fun, easy-access and enjoyment for all) back into genre that was in serious danger of becoming extremely stagnant. We'll have the full review next month!

Right **The heroes of this game are no angels. In fact, they are little more than common pirates on the rob. The gold you collect can be used to buy objects from a shop to help improve your stats.**

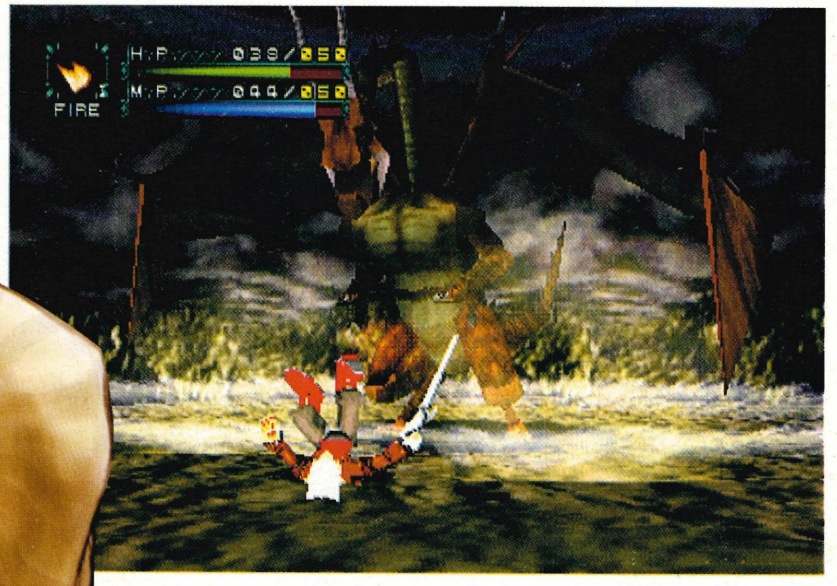




Dragon Generations...
BLOODLINES RUN DEEP



Dragon Valor **is essentially one big story broken down into chapters. Each chapter ends with a warrior doing battle with a dragon before retiring, and each new one begins with the previous warrior's offspring carrying on the fight. So far we have fought with three different characters, and the family tree (pictured above) shows exactly where the bloodlines flow. Of course, women aren't adverse to a spot of dragon-slaying either, as demonstrated by the third descendant!**



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Writer Ben Lawrence Available 07/05/2000

N•Gen Racing

Coming from the makers of *Wipeout*, you would expect this game to go like the clappers... and it doesn't disappoint!



PLAY info

Publisher
Infogrames

Contact ✆
0161 8278000

Price
£34.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock
Split-Screen

Those magnificent men in their flying machines have come a long way since Icarus and his disastrous wax 'n' feathers palaver. They've flown with the birds, fought hundreds of miles above the Earth and, bizarrely enough, they've painted bi-planes to look like a Crunchie bar and made people stand on the wings.

In the near future planes aren't just the playthings of the rich and famous or a wonderful way of transporting livestock a vast distance in a short space of time. Leagues of people have turned the art of flying into an F1 experience. Dozens of planes from hi-spec, highly classified jet-fighters down to the lowly balsa-wood-plank-with-wings converge together to burn the skies in the quest for glory. And it's all courtesy of the *WipEout* team!

Boeing 2097

WipEout's influences are clearly apparent from the outset. The now compulsory clubby tunes come in torrents and literally tumble over each other to force their way into your ears. Such musical consideration has always helped fast-paced futuristic racers, but none so much as *N•Gen*. The tunes compliment the roaring action perfectly. As you soar through canyons, clinging to the sandy cliff sides, then race inches above glassy lakes of ice at breakneck speeds, the music just flows through you. Yes, we know we're sounding rather over exuberant about the whole 'musical' issue but it really is that special. It particularly helps during the earlier levels when the panache of racing is tarnished because all the planes consist of motorised seagulls and the occasional aerofoiled brick.

Nothing more than an airborne *WipEout* with rough edges

You'll draw comparisons between this and the canned *Plane Crazy* at first because of the unusual handling and concept, but soon such an insulting thought is banished entirely. During a race you are pretty much confined to a racing line. If you stray too far either side of the designated course for too long, the autopilot kicks in and escorts you back on course at an ⏭

did you know?

•The chance of you surviving a fatal air crash is 0%.
• Sitting in the middle of the plane is the safest place. Although it is nearest the fuel-packed wings, when the plane crashes it is more likely to land on the nose or tail.
• If you board a plane with Wesley Snipes on board then immediately fake a fit and get escorted off.



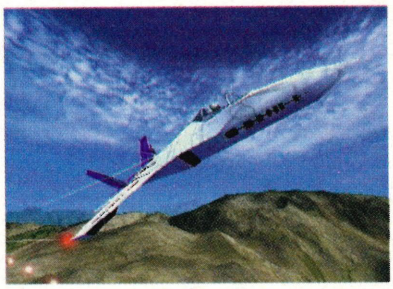
Two Birds – One Hand

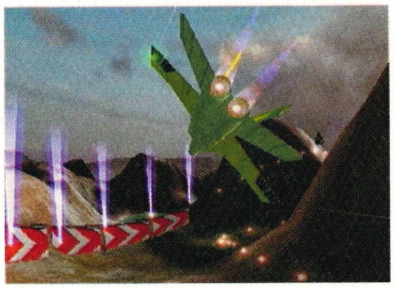
■ Two players can race each other at once but you can also take a joint free flight across the terrain. There is also a football section where you have to try and catch a floating globe and fly it into your opponent's net. It's mindless nonsense but it gives the game a little boost and will kill a few minutes. The best moments come when you're shooting one another out of the sky, it's like the Gulf War all over again!



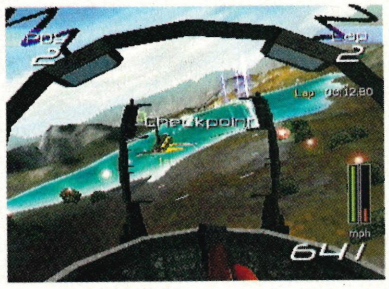
Below **Racing through a rainy canyon at over 500mph is a sure way to get yourself killed. The ultra-slick look of the *WipEout* games isn't present, sadly.**

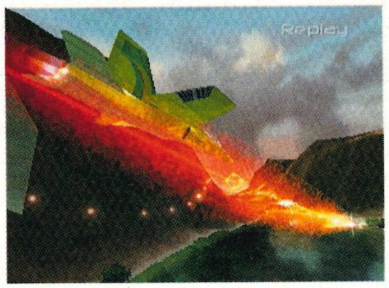
Above **This is the area you want to head towards during a race. It's the finishing post and only the best are able to get through in first place!**





Below **Inside the cockpit you get a clearer picture of the planes around you, it's also easier to shoot them from here! Some of the atmosphere is lost, however.**

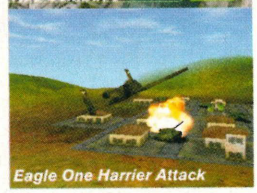


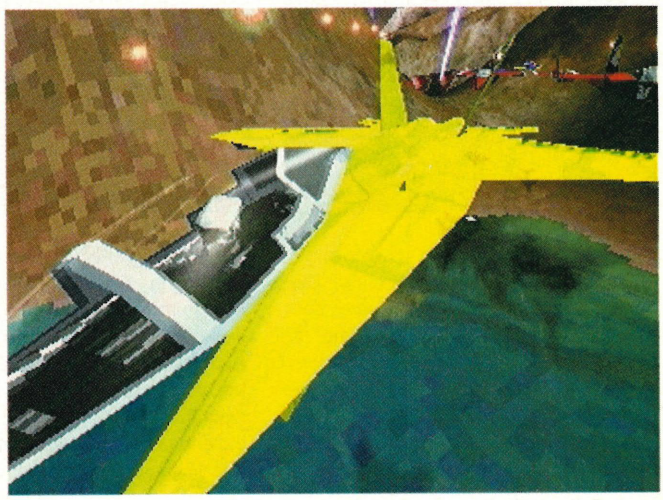


Flying For Fun

■ Whilst recent flight combat sims *Ace Combat 3* and *Eagle One Harrier Attack* have shared mixed fortunes lately, with far too much navigation and not enough thrills, *N·Gen Racing* has precisely no attributes of real piloting to master, except navigating a fast plane at low speed, and is all the more fun for it.







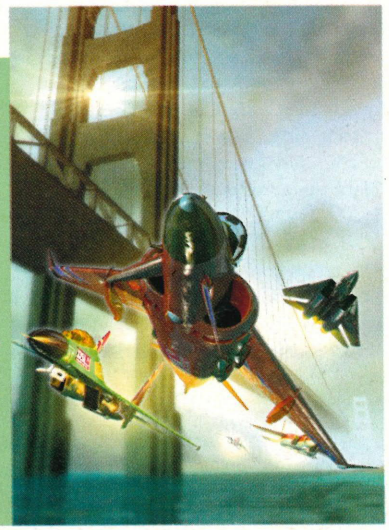


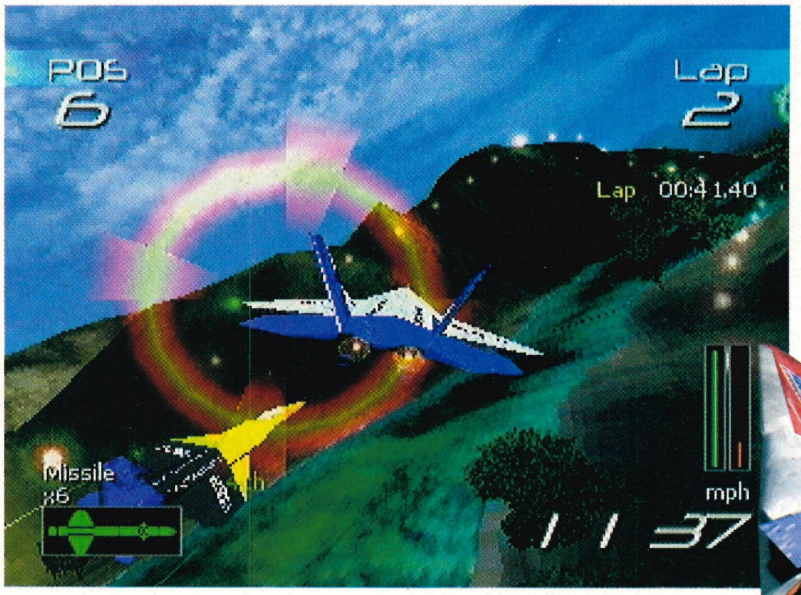
Crash If You're Lucky

■ So, you've been a lucky SoB and you've come down in the middle of the wreckage without a scratch, but it ain't over yet!

• John Coaster of Flint, Michigan was the unluckiest man alive. Having survived a plane crash which killed everybody else onboard, he stumbled in a daze onto a busy highway, where he was run over by a lorry delivering plane life-jackets. His body was then flown back to relatives in New York, but the plane was struck by lightning and crashed, killing all passengers and crew onboard.

• Linda Morgan was just 14 when her father's private plane crashed into a jungle, killing everyone except herself. For days she waited by the wreckage to be rescued but to no avail. Using her initiative she followed a nearby river downstream, looking for help, but was eaten alive. Blowflies had laid so many eggs in her numerous cuts, maggots infested her skin and she fainted, never to regain consciousness.





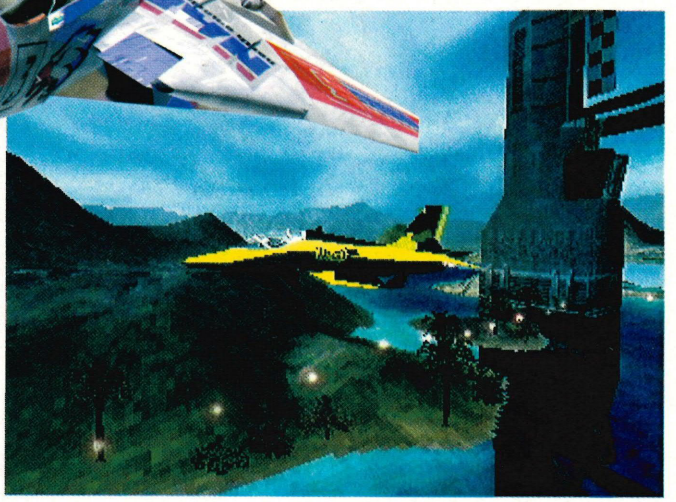




Above **If you have problems keeping up with the rest of the pack, then try and fly through one of these beauties, they're afterburner power-up rings that act like the speed-up arrows on the floor in *WipEout*.** Below left **Try and keep as near to the ground as possible, this way you'll go so much faster!**







Above **Isn't the scenery nice? It's like a day trip in the sky! Fly-by replays are decent enough, but it's no *Gran Turismo*...**

It's Sick!

Every airline has its own inimitable style of 'Motion Discomfort Waste Bag' and if you really can't wait to see what they all look like log on at www.vomitorium.co.uk, a site described as 'bags of fun dedicated to the colourful world of international airsickness'. Here you will be able to witness these vomit-catching receptacles in all their unsullied glory and even learn how to pronounce them in foreign languages! Did you know, the humble sick bag in Japanese is called the 'Etiquette Bukuro'!



⏭ agonisingly slow speed (incentive enough not to take short cuts really). Go too high and your plane gets slower, so the only chance you stand of winning races is to hug the ground and corkscrew through mountain passes. Having to keep so close to terra firma almost defeats the object of racing with planes, but at least it means your craft can race in all dimensions unlike WipEout craft which are bound by left, right and forward motions. The dynamics of each plane react like liquid silk and when you're tumbling through the sky with two gargantuan J-33-A Turbo jet engines blazing either side of you and a bogey ripping through your tail with slivers of hot steel, the adrenaline begins flowing.

Fight Recorder!

The problem with *N•Gen Racing* is the freaked-out learning curve thrown at you. If you're not 'oo-ing' and 'aahing' at the breathtaking scenery as you delicately amble through the clouds, you're ricocheting off canyon walls as hellfire consumes you from all sides. Either be an expert racing gamer or forget it. Pop-up also hinders you when rocketing across the sky, because you have so little time to react there are moments you've reached the end of the track before the CPU has had time to build it. Glitching and tearing are also major contributors to the game's short-falling of the swanky prodigal *WipEout*. At times the game walks a fine line, nearly failing to make any kind of positive visual impact at all.

The dynamics of each plane react like liquid silk

The *Gran Turismo*-style trade-ins and upgrades all help bolster the longevity of *N•Gen Racing*, but again this stumbles on occasion. Firstly, you can repeatedly replay an easy tournament in order to fill your wallet and secondly... who has ever aspired to owning the seldom celebrated JAS-39 Gripen jet-fighter when *Gran Turismo* offers Porsches and Aston Martins?

N•Gen Racing, despite being nothing more than an airborne *WipEout* with rough edges, has its class moments. The planes all handle like a dream, the weapons available in later stages do one hell of a lot of damage and the whirring, G-Force-fuelled spectacle of slamming planes into rock faces and searing through checkpoints is satisfying. It's only when you step back and view *N•Gen* from afar that you realise that, although from the same stable as *WipEout*, doesn't manage to reproduce the exhilaration. It may be no groundbreaker, but it's a sturdy, playable and original title.



PLAY rated

looks	
sounds	
gameplay	
long term	
value	

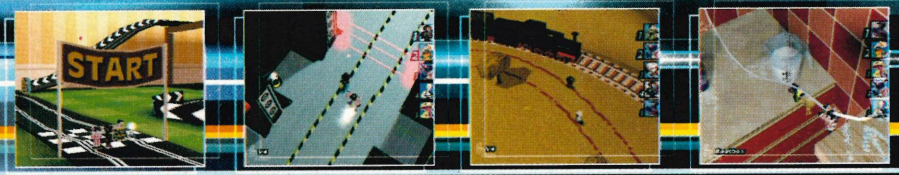
Alternatives
- Air Race **68%**
- Wip3out **94%**

83%

Very slick but flawed air racing action...

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GENIUS AT PLAY

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Writer Graeme Nicholson **Available** Now



Above **Jutah is a fun-loving pyromaniac with a good sense of humour and easy access to industrial explosives. Seeks fiery redhead to get on 'like a house on fire.'**

Silent Bomber

Hurl high explosives around like a child with fireworks in this finger burning frolic. Will it explode onto the charts or bomb?

Having prior knowledge of *Silent Bomber* via the Japanese import that made a lasting impression on us in issue 57, we were pleased to see a UK publisher taking a chance on it. Slightly kooky games from the Far East have a reputation for losing their credibility when torn out of their natural habitat. Happily, *Silent Bomber* does not suffer this degrading fate, primarily because there's something universally appealing about its rather pure gameplay.

In the same way that *Bomberman* is simply a good idea that most people are happy to play with, *Silent Bomber* is just as instantly likeable and uncomplicated. In fact, if *Bomberman* had grown up and done a few years training at military school, it would have become *Silent Bomber*.

The premise is mercifully easy to grasp: you can lay bombs. That's all you can do. No matter what challenge rises to face you amidst the flustering setting of billowing flames and multicoloured laser fire, you can only solve it by correctly selecting, placing and detonating bombs. Critically, this is all you need to know before you can jump in and start blowing stuff up.

Hot Stuff

The basic lure of constantly gratifying fiery destruction is powerful – it'll keep you plugged in for hours – but still the game continues to build steadily as each level passes, coaxing more advanced combative and tactical performance from its player. It is possible to reach out with a conical laser target that dispatches a bomb to wherever you point it, which is ever so handy for nailing airborne droids or irritable automated gun turrets. Burning wreckage will often harbour specialised secondary bombs

did you know?

• Detailed instructions allowing for highly successful domestic creation of explosives can be found easily on the Internet.

• The amusing legend "I am a bomb technician. If you see me running, try to keep up," can be seen printed on the backs of many US bomb technicians' T-shirts. Sound advice indeed.

PLAY info

Publisher
Studio 3

Contact
0171 8493080

Price
£29.99

Version tested
UK Official

Peripherals
1 Player
Memory Card
Dual Shock

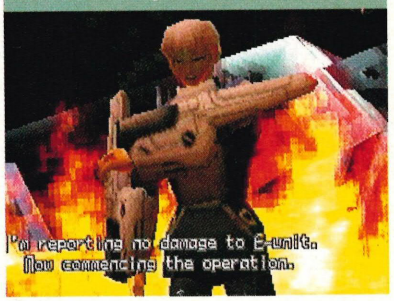


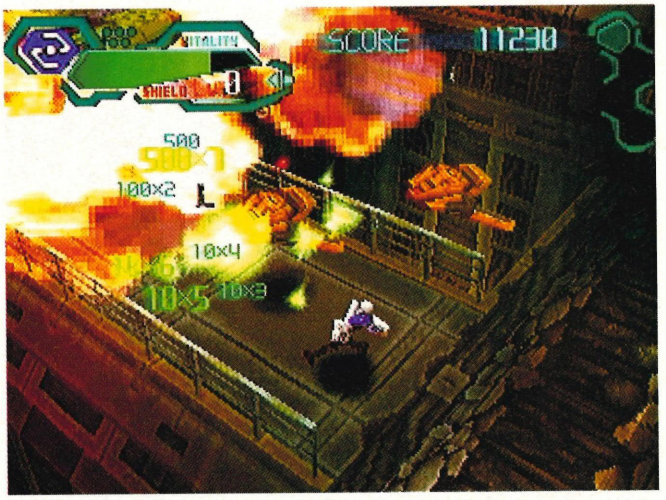


Below **Points are awarded for catching enemy projectiles in your own explosions.**

Transcending Borders

■ Most of *Silent Bomber* came through the Japanese-to-American transition relatively unscathed. Thankfully you don't even need to go through the training level before starting the game anymore. However, the voice of Jutah, the main character, has turned from 'suitably dramatic throaty Japanese warrior' to 'irritatingly feminine nasal shrieking' which was quite upsetting, but not fatal. Try harder next time.





Above **Levels are littered with tactically testing sub-bosses, for which the right explosives routine must be discovered to ensure level completion...**

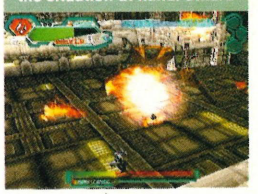


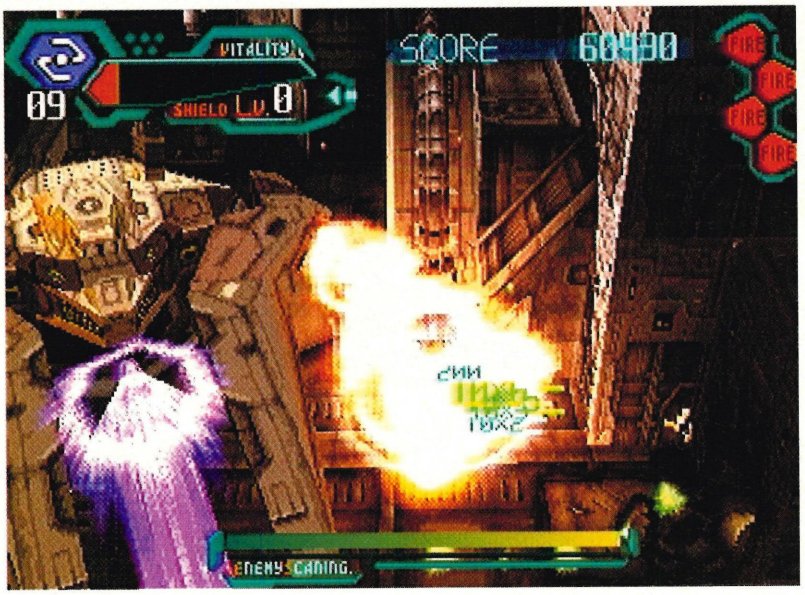


Above **A paralysing electrical charge shuts down most enemies for a few seconds.**

Power On

■ One of *Silent Bomber's* best features is its power-up system. The E-Chips you collect throughout the game give you extra power, but you can choose to apply these to three individual areas: bombs, range and shields. They can quickly be juggled around to adjust to the situation at hand. Smart.





that must be used much more sparingly than the infinitely available explosive devices you begin with. These can create instant black holes to suck in and crush your enemies, or send a jolt of electronically disruptive energy through the air in order to momentarily cripple any mechanised assailant, or, your friend and mine, good old napalm, which forms a long lasting bed of drone-toasting flame.

Burnt Out

Learning to identify the best of these weapons for use on the many hefty sub-boss characters is very rewarding, especially when you usually have to think quickly whilst noisily obliterating hordes of agile robots at the same time. Some way into the game it becomes important to protect yourself by neutralising enemy fire as it approaches, by placing charges in its path and hitting the detonation switch at just the right moment. Suddenly you're playing *Missile Command* on the fly!

There's something universally appealing about its pure gameplay...

A great player-manageable power-up system allows the distribution of collected power between your character's attributes. When paused, for example, you could take some power from the shield and use it to increase targeting range, or to up the number of bombs that can be set to go off at once. If you find you keep dying at a certain overpowering point, some logical use of this fantastic tool can raise the chances of survival considerably.

The beauty of it all is that none of this detail gets in the way of *Silent Bomber's* honest, raw gameplay. You cause big droids and massive chunks of scenery to violently explode, and it feels good. There ends the concept. Pick it up and we can promise you won't put it down until you've thoroughly beaten it! Go on. Light blue touch paper and stand well back.

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

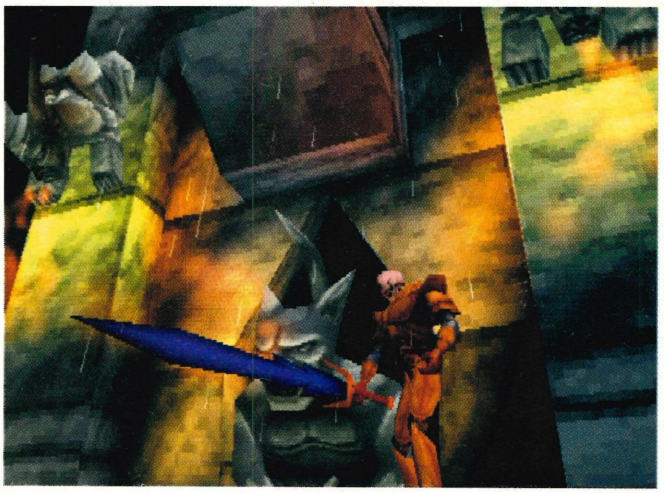
Alternatives
■ Bomberman World **85%**
■ Blast Chamber **82%**

87%

Explosive, old school bombing action!

Writer Ben Lawrence **Available** 14/04/2000

Medievil 2





Above **Did Dan just hear that gargoyle growl or was it just his imagination? We'll go with the latter and keep our fingers crossed.**



Above **If you find yourself in a mansion surrounded by coffins then push them into the sunlight. The inhabitants will soon start to burn!**

Take a pinch of originality, a squeeze of insanity and a whole cauldron of fun, then chant the words, "Hubble bubble, Sir Dan's back in trouble!" Now, sit back and enjoy...

PLAY info

Publisher SCEE

Contact 0881 505505

Price £29.99

Version tested UK Official

Peripherals *1 Player Memory Card Dual Shock*

Dead Again

Here is the team behind *Medievil II*! Give them a round of applause folks, if it wasn't for these folks beavering away hard in sunny Cambridge then Sir Daniel Fortesque would never have been born. One question though: Who the hell decided to call him 'Fortesque'?



It was a long time ago in Earth's history that the land of Gallowmere existed. Tim Burton was their resident interior decorator and the plant life had a habit of eating cattle. It was your usual fog-shrouded, backward little pit of a village complete with its own resident maniac in the shape of Zarok. He was a wizard who had a taste for resurrecting corpses and boiling babies. Pretty odd even by evil conjurer standards.

Well, Zarok possessed a spell book. A very nasty, spit-in-the-face-of-a-nun kind of spell book. Written in blood on parched human skin, it held the key to a thousand and one plagues, but when a reluctant skeletal hero put an end to its baby boiling owner the book simply vanished...

Eye Of Newt

Five hundred years and considerable amounts of concrete later, London pops up. Lord Palethorn, an evil aristocrat that looks like a toad dipped in treacle, has some pages of a mysterious spell book. You just know that some serious excrement and a fan are about to collide. Dan wakes up, the living turn into zombies and all of a sudden it's business as usual.

Ye Olde London Towne retains the look of the original *Medievil* perfectly. Rickety old buildings lean at impossible angles, the cobbled streets crack open as corpses slither from under them and misty alleyways throw out all kinds of hideous, cackling monstrosities. As the levels progress through haunted freak shows, vampire-infested mansions, pumpkin-filled greenhouses, sewers and eventually the gothic spires of a storm-worn cathedral you come to realise just how much time and consideration has been spent creating Dan's world. The appearance of the inhabitants has also been perfectly executed (obese, tutu wearing, bearded women anyone?) but it's the puzzles that make *Medievil 2* glisten that little bit brighter than everything else.

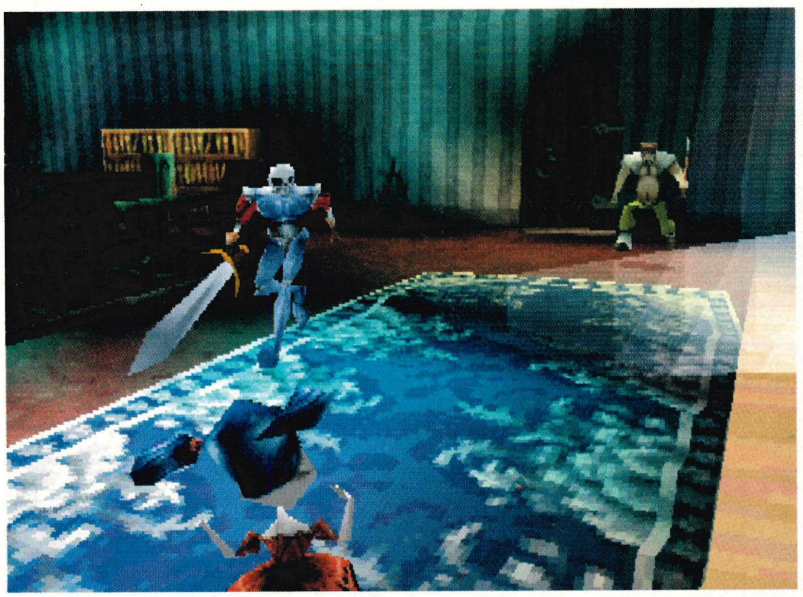
The puzzles make this glisten that little bit brighter than everything else...

Wart Of Bat

Thanks to a ravenous seagull, Dan has his head removed, an incident that, although distressing for poor old Dan at first, proves to be very handy. By removing ⏭

did you know?

- Humans have as many bones in their necks as giraffes.
- Birds bones are filled with thousands of holes which makes them light enough to fly.
- Sharks don't have bones. Instead their innards are made up of a combination of unleavened bread and small Spanish women.



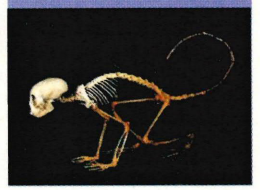
Below **After convincing a small tribe of weirdos that you are a goblin king (hence the daft head-wear) you then have to travel back in time to fight Jack The Ripper. Nice!**





Competition

■ Want to win a copy of *Medievil 2*? Well, we've got ten to give away. All you've got to do is tell us what animal this skeleton belongs to and send your answers to: "What a gruesome idea for a competition" competition, PLAY, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

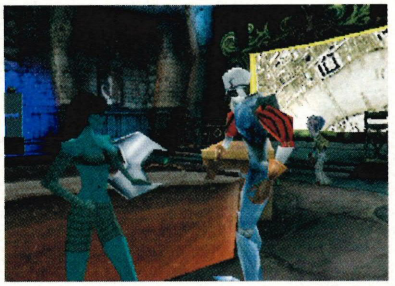


Dead Weight Boxing

■ At one point during the game Lord Palethorn spontaneously decides to hold a boxing match. It's completely out of context with the rest of the game but it is extremely funny. Not only do you have to rob corpses of body parts to equip yourself but if you lose any of your limbs during a bout you have to chase imps around and win them back. To find your bum you also have to beat up a fart powered train! Odd!



Above **After being reunited with your head you then have to escape a haunted mansion infested with vampire children! Losing your head is a common experience.**







Below **Hidden deep under the streets of Olde London, poor old Dan finds himself exiled and mending a broken heart... but why? Now, that would be telling.**

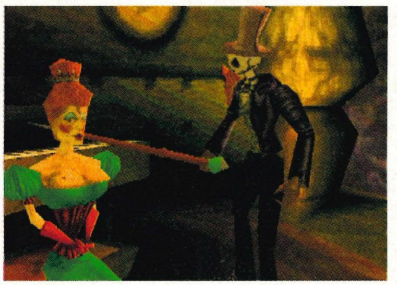


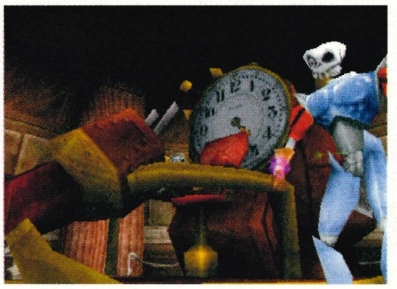
Original Sin

■ So, Sir Daniel is back again and back to his old self... but something has changed. Not only has Dan got himself a girlfriend in the form of a rotten Egyptian corpse (ahh...) but he is also gifted with the power of speech. Unlike the first game where he did nothing but mumble in low, inaudible tones, now Dan speaks! His voice is very much like Mr Bean talking through a road cone and it really helps bring the old sack of bones to life. Dear old Phil King on our sister mag *PowerStation*, was so amazed at his personal vocal similarity to Dan that he now hires himself out at children's parties. Poor kids.



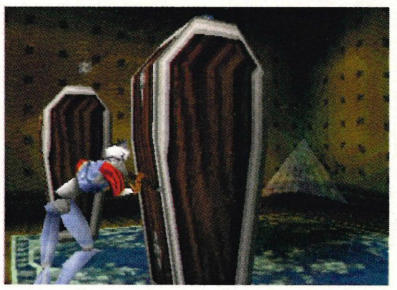






Above **One of the first weapons Dan comes across is this dapper gentleman's cane. Wave it around your head menacingly to scare the zombies away!** Below left **If you hit someone and they have stars around their head it's a bad sign. They're good guys!**







Above **Okay then, you think you're so hard, I'll take the lot of you on. Battles are fast and furious.**

Dead Again

■ If you a particularly skilled gamer (like us of course) you will be able to unlock Dan's golden armour and huge gatling gun. With these you are nearly indestructible... but wait until you reach the final boss. You won't stand a chance unless you're nimble with your fingers, he's one tough beast! Good luck!



⏭ his head at will, our brave sack of worm chow can then stick it on one of the numerous Addams Family-style hands that wander around, then guide it into nooks and crannies that would otherwise be inaccessible. Thankfully the idea is used wisely; it would have been so easy to repeatedly show it off, but by using the DanHand ability sparsely it remains refreshing and doesn't detract from the abundant gameplay... unlike the cast who are as welcome as a particularly wet fart at a funeral.



Winston, a 'cheeky chappy' Cockney ghost is the most nauseating thing this side of Ruby Wax. Not only does he pop up at inopportune moments to squawk inane Artful Dodger gibberish at you but he has a tendency to help far too much, giving clues away when they are clearly not wanted.

Palethorn is also a poor successor to Zarok's silent menace. He may look vaguely frightening but we've seen acts on *Stars In Their Eyes* that are more terrifying. Professor Hamilton Kift, a metal-armed scholar that takes Dan under his wing, is also a pain. The charm with the original was a result of Dan being forced to fight on his own, to redeem his name. Now that he's surrounded by goofs, the charm has been tarnished a little.

Finger Of Fudge

What *Medievil 2* lacks in originality, it makes up for in just about every other department, most noticeably the weapons Dan carries. Many old weapons are revisited, but the moment you find yourself stalking the streets with a steam powered gatling gun strapped to your back you thank the developers for setting *Medievil 2* five hundred years after the original. The industrial touches such as steam trains and scuppered war ships are also indications as to how far the sequel has come in terms of looks. Texture warping is still common, as is the occasional bit of close-up tearing, but despite this *Medievil 2* is still leaps and bounds over the first.

Now he's surrounded by goofs, the charm has been tarnished a little...

Now that Sir Daniel Fortesque is well on his way to becoming an established character we could soon see him indulge in all manner of daring, undead shenanigans, but he needs the right environments surrounding him to do so. The abnormal old setting of Gallowmere would have ideally made a reappearance rather than factual London, and maybe calling in the warped inspirations of Tim Burton a little more would have been to the game's advantage. Regardless of the nit-picking though, *Medievil 2* is a blissfully dark chunk of fun and, as with the first, it acts as a refreshing tonic to the sugar-coated crap on the market at the moment. We look forward to Dan's next resurrection. Let's hope it doesn't take another five hundred years!

PLAY rated

looks
sounds
gameplay
long term
value

Alternatives
■ Medievil 86%
■ Spyro 2 90%

89%

A darker, funnier side of platforming

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

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

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

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



Writer Ben Lawrence **Available** May (TBC)





Above **Darun thinks he's hard, but he's not. We hate his guts, the big idiot!**



Street Fighter EX2 Plus

The grandaddy of beat-'em-ups returns, but would it be happier in front of the fire wearing a pair of tartan slippers?

PLAY info

Publisher
Virgin Interactive

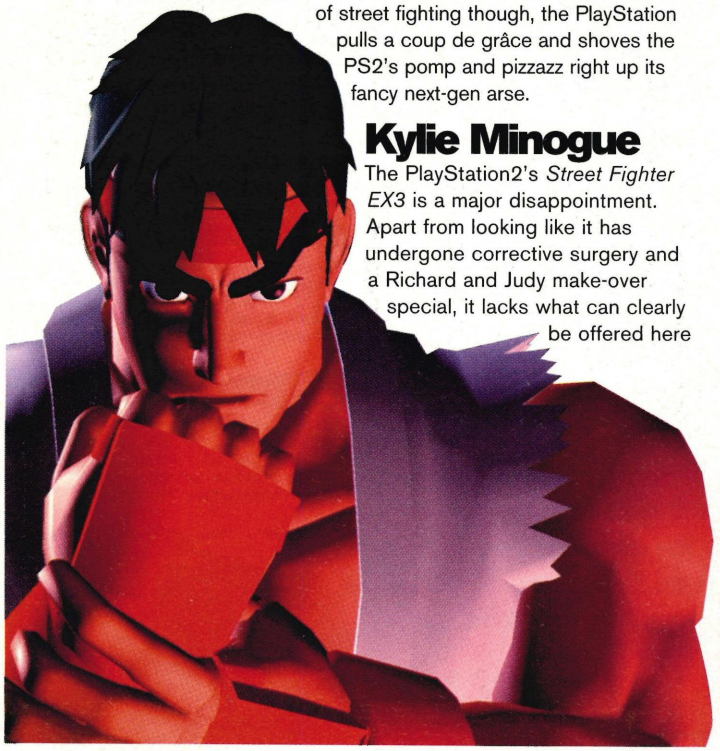
Contact
0171 55 10000

Price
£29.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock

With its bigger brother muscling in on the scene, the PlayStation is finding it increasingly hard to bring us games with the necessary 'oomph'. When it comes to the ancient art of street fighting though, the PlayStation pulls a coup de grâce and shoves the PS2's pomp and pizzazz right up its fancy next-gen arse.



Kylie Minogue

The PlayStation2's *Street Fighter EX3* is a major disappointment. Apart from looking like it has undergone corrective surgery and a Richard and Judy make-over special, it lacks what can clearly be offered here and now in the form of *Street Fighter EX2 Plus*. Excuse us if we start getting you all confused here, but *SFEX2* isn't a particularly stunning title either. The return of polygon characters as opposed to the 2-D rendered fighters is welcome, but between this latest title and the original, our beloved contenders have been feasting on pies. "What's happened to Bison?" we shouted in unison as a despotic red beachball rolled into view. Ryu, Chun-Li and various others all look as if they've been locked in the same pantry too and it's not pleasing. Boarders on the PAL version are also horrendously thick, cutting out a good quarter of the potential action. If you happen to play this on a widescreen TV then the problem is only compounded and it's like playing the game through a (small) letterbox.

The other niggle was that, although the characters are animated in 3-D, they still move in the same 2-D dimensions and never utilise the arena the way their *Tekken* counterparts would do so satisfyingly. Let's cut to the chase though: what does it play like?

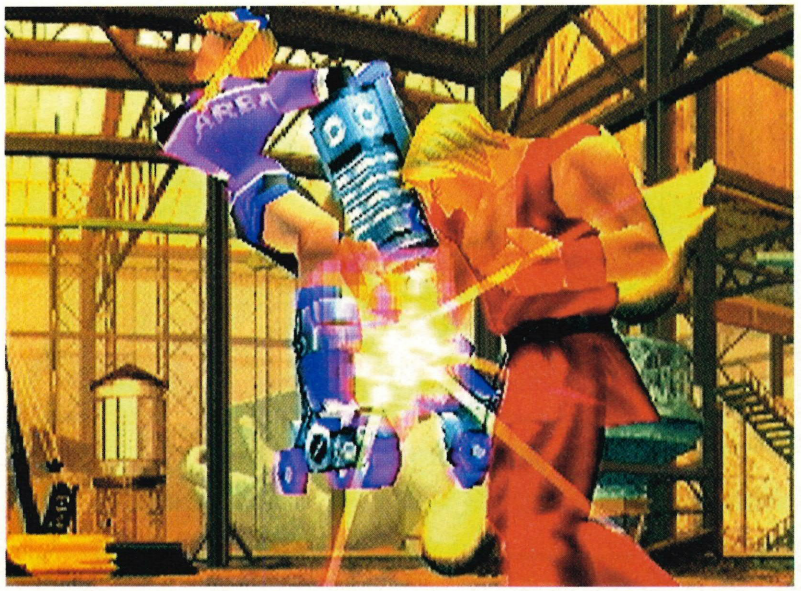
did you know?

- In the very first *Street Fighter* the main bad guy was Sagat. Big jessie!
- Capcom was forced to make *Street Fighter* bigger, harder and faster after pirates stole a copy of *Street Fighter II* and reprogrammed the characters to have multiple combos and super moves.

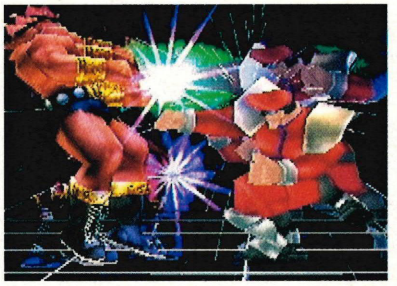


Bigger, Faster, Better

The most disappointing launch game for the PlayStation2 was undoubtedly *Street Fighter EX3*. The handling was lethargic and it was seen by many in the office as a bit of a step backwards. With *Tekken* and *Dead Or Alive 2* heading towards to PS2 we can only hope that they provide the beat-'em-up fix that we so desperately need. We'll just have to wait to see whether the next *SF* is any better!



Below **If you manage to power-up your Excel meter then decide to unleash it, the whole screen goes black and all your characters become a blur of colour. Very fancy but hard to control all those kicks and punches!**





New Blood

■ Firstly we have Area, the daughter of an inventor who is field testing rollerskates. Then we have Vulcano Rosso, an icecream out for revenge after his lover was killed by one of the *SF* contestants. She was the flake to his 99 if you like.



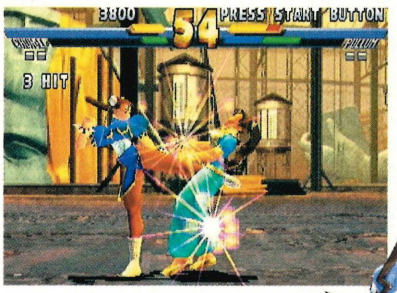


The Greatest Legacy?

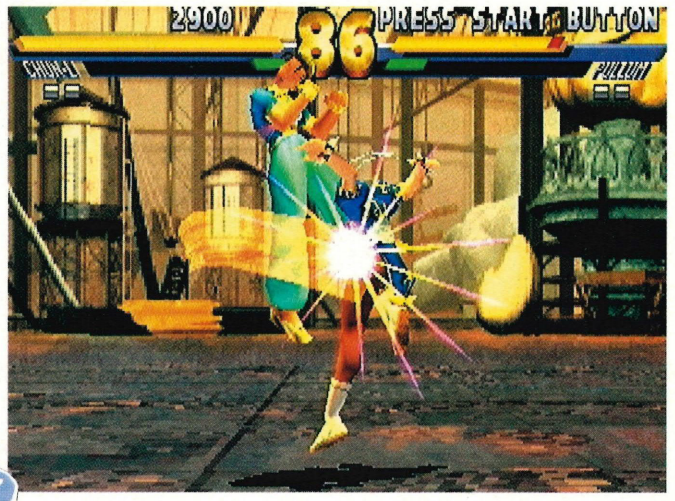
■ When *Street Fighter EX2* is released on PlayStation this May, it will be the game's 20th console appearance! Starting on home computers, a *SF* game has appeared on SNES, Mega Drive, 3DO, Saturn, PlayStation and Dreamcast platforms through the ages. It shows no signs of letting up either, especially as *Street Fighter EX3* has just been released for PlayStation2! We are all so used to the *Street Fighter* series appearing in 2-D, some of the magic has been lost lately but we're confident the PS2 will change all that!

Above **Area maybe the new girl and she may have a gun for an arm but it doesn't stop Ken from smacking her up good and proper. Ha!**









Raul Julia

SFEX2 Plus certainly isn't the nimblest beat-'em-up on the shelves (a darn sight nimbler than *SF EX3* mind you) and many a clout across the chops is dampened by the treacly speed of gameplay. Thankfully the saving grace comes in the form of repetitive, uninterrupted, near endless moves and combos. After building up your Excel gauge you can unleash torrents of fury upon your opponent that rip across the screen in great flashes of colour. *SF EX2 Plus* is also one hefty monster. The characters (yes, they are a bit fatter) are sturdy beyond belief and collision detection is nigh on perfect. Walloping great thuds and thumps rattle around your skull as each blow makes contact, a luxury which increases in pleasure when a rival is on the receiving end of a string of combos. It's a wonder they manage to climb back to their feet. The new guys introduced also add a fresh perspective to the series and come in the form of Area and Vulcano Rosso. One wears rollerblades, the other looks like a wasp with an icecream on his head. Go figure.

The new guys, Area and Vulcano, add a fresh perspective to the series...



Thankfully there are another 18 instantly selectable characters, so if wasps and rollerblades aren't your bag you're still in safe hands.

The *SF* series has come so far, continuously striving to become bigger and better than each previous incarnation, but at this sticky juncture where the PS2 is finding its feet and the PS is beginning to kick up its heels, the series has been left treading water. It's an accomplished game, no qualms about that, but you get the distinct impression that *EX2 Plus* is nothing more than a stop-gap until the *SF* series sets us alight again.

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives

■ Street Fighter EX Plus **91%**
■ Tekken 3 **97%**

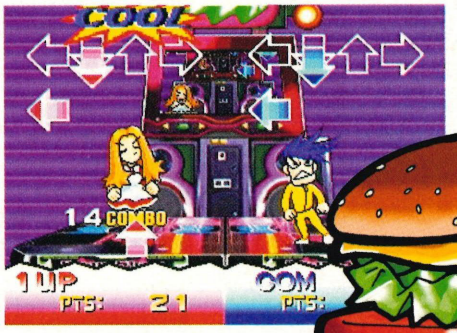
82%

Another solid, dependable beat-'em-up!

Writer Ben Lawrence **Available** 21/04/2000

Bishi Bashi Special

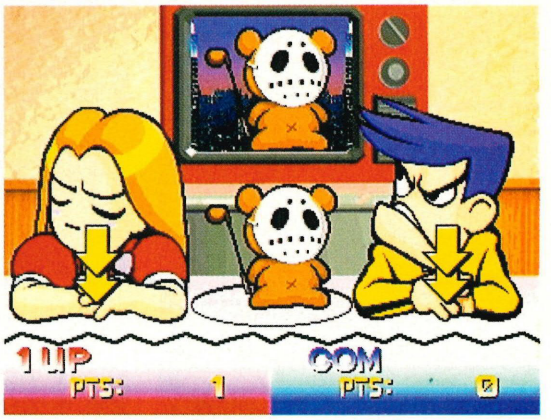






Right **Just obey the directions. Duck or punch... or get a black eye and lose a life. Ha!**





Above **This could be *Friday the 13th part XII: Jason Turns Into A Teddy.* Almost...**

PLAY info

Publisher Konami

Contact ✆ 020 85825573

Price £29.99

Version tested UK Official

Peripherals 1-2 Players, Memory Card, Dual Shock

At last we've unearthed it, at last we've unearthed the party game of the century! *Bishi Bashi Special* is as mad as a bucket of fish, unbelievably playable, a continuous kaleidoscope of stupid, darn right ridiculous games and a juggernaut of pure gameplay.

Prepare to meet thy maker *Point Blank*. Prepare to crumble to dust *Bust-A-Move*... a new boy's in town!

Buy This!

It's hard to describe *Bishi Bashi* without making ourselves seem like we've just escaped from a loony bin. Basically, you have to play a series of games that revolve around your dextrous use of the D-Pad, symbol buttons, analogue sticks (if you possess one and dual shock pad) and the shoulder buttons. Some games use Konami's *Mania* series as inspiration, requiring precision timing, some just need frantic button bashing, some depend on hand-to-eye co-ordination, but the majority are absolutely and positively insane. If you're not trying to feed a fat man jumping beans or racing dragsters powered by soda then you're throwing pies in the faces of a church congregation or dancing at a disco in order to make your outlandish Seventies afro expand.

PLAY CLASSIC

As you can well imagine, *Bishi Bashi* is made to be played by two people. It is, put simply, the best two-player game the trusty PlayStation has ever seen.

It is simply the best two-player game the trusty PlayStation has seen!

Unlike *Point Blank*, where you have seen the majority of the games after a couple of hours, *Bishi Bashi* features hundreds of unique, mind-boggling games that'll have you and a mate playing on well into the early hours. You'll switch from thumb-numbing boxing matches to deranged puzzles in a split second then back again. It's like taking your fingers and brain out for the day and strapping them in the worlds largest roller coaster. You'll love it, we promise.

Somebody has suddenly woken up in the game industry and decided that a game should feature nothing other than unadulterated fun with a lick of rainbow-coloured paint, and that is exactly what you get for your money. Ignore the off-putting name and track down a copy at all costs, it's a whole bag of fun and no gamer can afford to miss it. Cracking!

did you know?

- Before coming to the PlayStation, *Bishi Bashi* was a number one arcade game in Japan for 36 years!
- The words 'Bishi' and 'Bashi' mean 'Halibut' and 'Elasticated' in the native Japan tongue.

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives

- Point Blank 90%
- Bust-A-Move 4 86%

92%

As good as it gets for two-player games!







Below **Four on one is hardly fair but don't worry, most of them are ridiculously easy to beat so you should have absolutely no problem killing them!**

Gekido

Strap on your glass covered gloves and take a trip down the high street looking for grannies to beat up!



Right **Smack some strangers up in the street! Apparently this is a form of entertainment.**





PLAY info

Publisher Infogrames

Contact 0161 8278000

Price £29.99

Version tested UK Official

Peripherals 1-2 Players, Memory Card, Dual Shock

The PlayStation has never been able to recreate the thrill of classics such as *Double Dragon*, *Streets Of Rage* or even granddaddy *Renegade*, but by Kutaragi it's tried!

Fighting Force and the stagnant *Crisis Beat* have both made attempts, but they've never captured the essence of skull-cracking skullduggery like those old beauties did and neither does *Gekido*.

White Belt

Here, four freshly laid caricatures of the beat-'em-up genre walk the streets and duff people up. You've got a beret-sporting Cammy wannabe and a big bloke who, like all big blokes in beat-'em-ups, is strong yet slow. Oh the shame of it! Then you've got the two lads with similar fighting properties, the pair having been 'bound by blood' or something equally trite. And the story or motive behind all this illegal street brawling nonsense? Who cares?

All you need to know is that *Gekido* looks average, plays average and will remain average. The control system is the most intuitive feature, constantly evolving throughout the game. The longer you manage to remain on your feet, the more you are rewarded with combos and special moves, but to be honest, the game is so frenetic the myriad of special moves is lost in the blaze of lighting effects and AI deficient bad guys.

Weapons are available to aid you, ranging from standard pistols to the terribly exciting machine gun. They last a few minutes, then they're disposed of – much like the game itself. The only decent thing on offer here is a couple of choice Fatboy Slim grooves, as *Gekido* is a bit of a non-game really, never stretching itself to impress, just heading for the well-trodden middle ground.

This looks average, plays average and will remain average!

Above **Power up... then explode, killing everyone around. Highly effective.**

Meet The Gang



■ 01 Travis **Ex-nun expelled for stealing communal sprouts, now undergoing a sex change. A professional weight-lifter.**
Special Moves **Handbag Slap.**
■ 02 Michelle **Public school, rebellious troubled life, blah, blah, blah...**
Special Moves **Anything involving her looking like Cammy.**
■ 03 Ushi **Very secretive. Likes to put 'unknown' on all his job application forms because he thinks it makes him more mysterious.**
Special Moves **Anything with those big, oversized hands of his.**
■ 04 Tetsuo **Blah, blah, blah, rhubarb, rhubarb, rhubarb.**
Special Moves **Blah, blah, blah... Look, do we really care anymore?**

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
■ Fighting Force **89%**
■ Crisis Beat **45%**

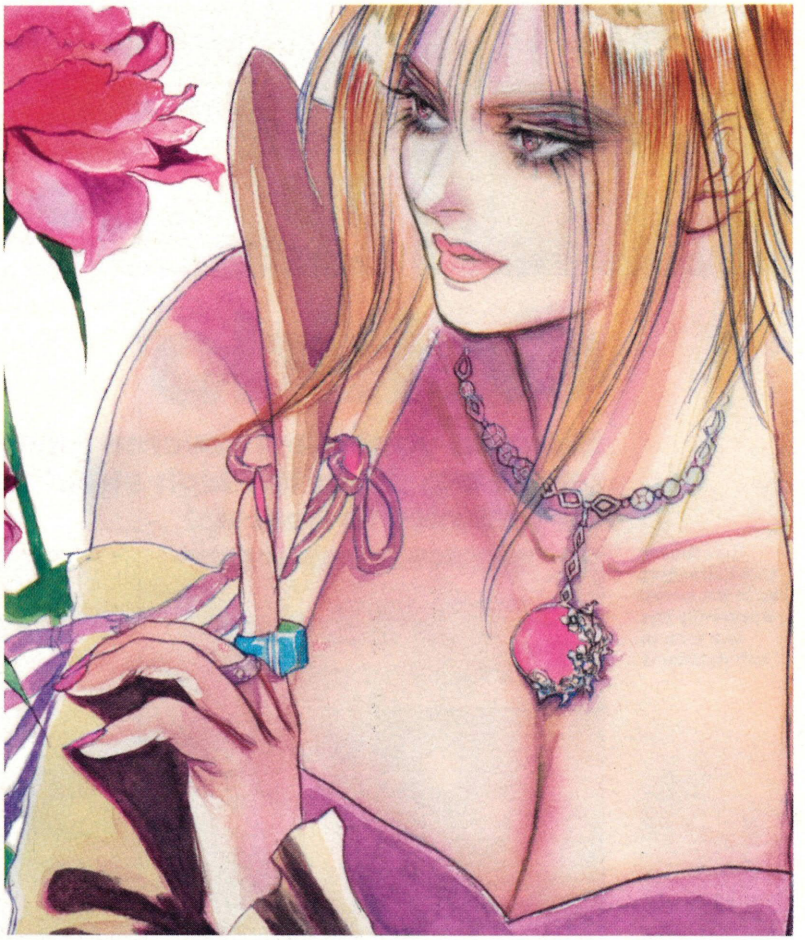
65%

Another run of the mill beat-'em-up

Writer Adam Boussada **Available** Now

Saga Frontier 2





Above **Stitch that you poor Sonic imitator. Even camp looking vegetables are no match for flared trousers and a sword.**



Square unleashes yet another RPG. But the only thing final about this fantasy game will be the one time you play it.

PLAY info

Publisher
Square Europe

Contact
0207 2915100

Price
£39.99

Version tested
UK Official

Peripherals
1 Player
Memory Card
Dual Shock

The Future

■ Final Fantasy IX?
Who needs friends and hundreds of pages of rules, when you can just whack a disc into your 'Station and press a few buttons. With the recent downtrend in conventional board games and regular RPGs, games like *Final Fantasy* may well have sounded the death knell for polyhedron manufacturers everywhere.



Hearing of another RPG from the company that crafted the *Final Fantasy* series is enough to send a shudder down the most avid role-player's spine. Yet when you first load up your copy of *Saga Frontier 2*, you'd be forgiven for thinking you've fallen into a timewarp.

In keeping with the original game the graphics are in 2-D, with dodgy pastel colouring. The animation is pretty spot on and some of the special attacks are really nicely drawn, but nothing really catches the eye. There are a choice of multiple routes, with which to pursue the destiny of the two main characters in the game. You can either select Wil the digger, in his quest to find Quells, or Gustave, an exiled heir, looking to recover his throne.

You get to lead a maximum of four characters around the fantastic locations in the game. Each has special skills that can be learned by fighting monsters in one-on-one combat. Skills are based round the various weapons each character carries. During single combat, by trying different moves, you get to learn special attacks. The idea of gaining character skills based on equipment is pretty original and it does make you want to have a go at the heaviest armed goblin warlord, just to see what strange and wonderful attacks you can pull out of the bag. Sounds good in practice, but each weapon your team carries has a finite amount of hit points. When these are expended, by using special and regular attacks, the weapon is destroyed, rendering the skills useless and the character unarmed. Not good when you are fighting for your life deep within an enemy stronghold!

RPG players have come to expect more than a monotonous 2-D slapfest...

did you know?

- One hundred sided dice are available to buy. They are called zocahedrons.
- Top Santanist and goth rocker Marilyn Manson used to play Dungeons and Dragons.
- Getting a dragon to fit inside a dungeon is no mean feat. It takes a fleet of navies to get it through the door.

Life Line

The programmers have kindly included a 'save anywhere' option, which does go some way towards removing the game, albeit a one-sided massacre (kinda like *Quake*, but with enemies that couldn't fight back).

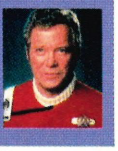
Pushing Nothing

■ **In *Saga Frontier 2*, not many frontiers are effectively explored. Here are two frontiers that would have been far better converted to PSX.**

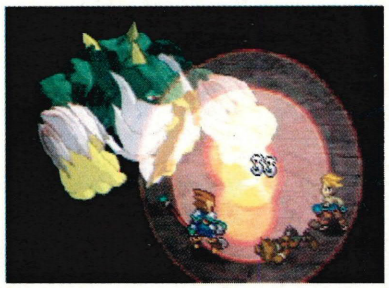
King Of The Wild Frontier
Davy Crockett was the ranger that fought Indians and bears, paving the way for puritan settlers to wipe out buffalo and scalp the Indian population, for profit and land. Would have made an interesting



The Final Frontier
James T Kirk is the ultimate frontiersman. He explored loads of planets containing English speaking aliens, whose cultures mysteriously mirrored Sixties America. The game would need to have an infinite supply of dudes in red T-shirts and really bad dialogue. Bald aliens and big ears would be a must, too.

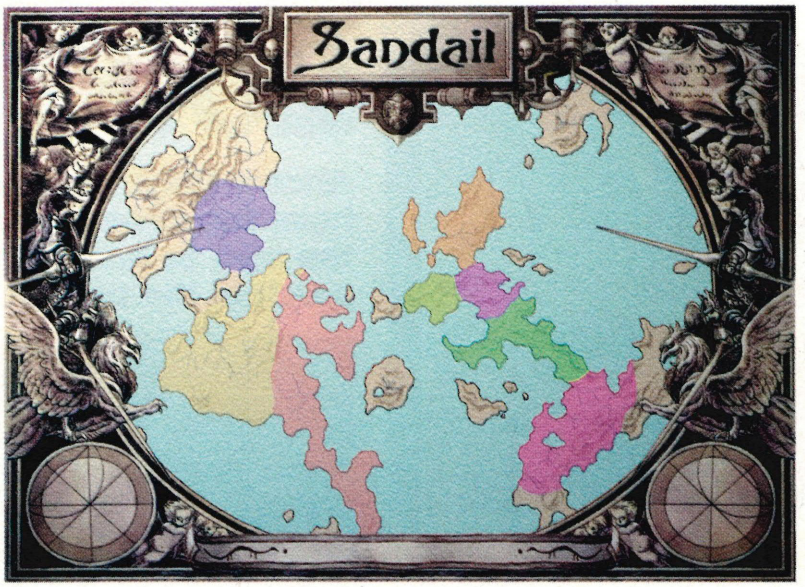






Above **"Ha ha, behold my magical power." It's a pity that whatever the flashy effect of your tricks, they don't stop Jack s**t.**

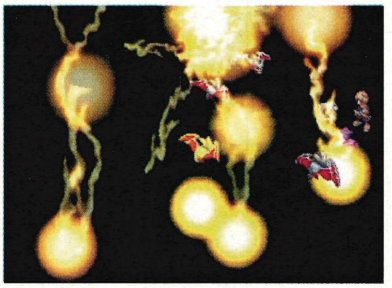
Below **The world map is used to select which adventures you'll undertake...**



Cleavage Count

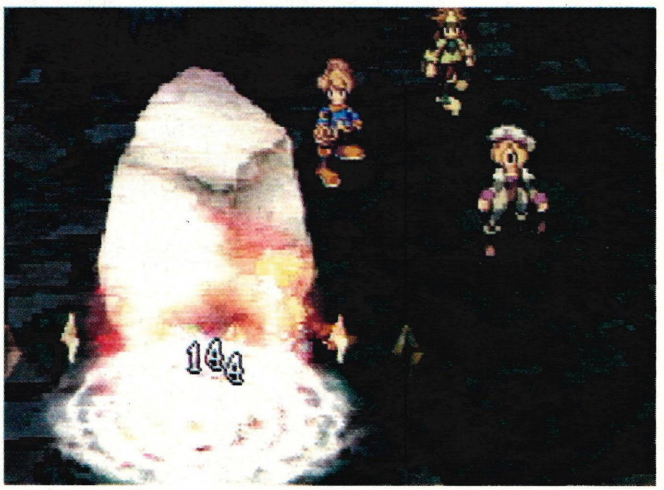
As with many fantasy games, the babe count is measured in D cups. The strategic value of a well placed bra shot is enough to cause one-handed play, amongst most RPG fans. Quite how these battle babes take on monsters, without getting a set of black eyes, is beyond us, but as long as we get to look down their cleavages during combat, then we're not complaining!







Left **If you see a green target appear above your head then somebody has you in their sights.** Below **It all gets very samey very quickly, with none of the variety or sheer ambition of Square's legendary *FF* series...**



The Past

The Seventies – D&D
Get yourself some mates, a few weird dice, some nerd to read the 200-page rule book and you've got yourself a game! Many bi-spectacled teenagers succumbed to the lure of gold and dragon-slaying, forever damning them to lives as bachelors. Sad but true!



The Eighties – RS Talsorian's Cyberpunk
Riding on the back of the incredibly successful novel *Neuromancer*, the cold bleak future was portrayed in this high tech RPG. Who wants to be an axe wielding guy in a loin cloth, when you can be a bloodthirsty armoured cyborg, packing enough hardware to level a city block, and the attitude to make it look good?

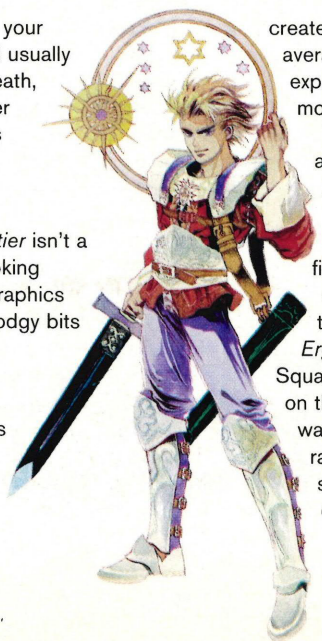
frustration of instant death. But reloading your game, every time a monster wipes out your entire party with contemptuous ease, does take its toll.

Combat is the meat and potatoes of any RPG. Without a decent combat system even the nicest looking game becomes laborious to play. Unfortunately this is where *Saga Frontier 2* falls flat. The combat system, whilst nicely detailed, necessitates overlong battles, drawing out every one-on-one fight to an atrocious five minute ordeal. Though this may be acceptable when you are fighting an end-of-level guardian, being stopped for five minutes every time you encounter a bunch of low end monsters gets a bit much. You'll soon end up avoiding fights altogether, which doesn't help your character stats and usually results in a swift death, when you encounter something with lots of teeth

Eye Sore

Overall, *Saga Frontier* isn't a particularly nice looking RPG, with rough graphics and occasionally dodgy bits of animation which damage the atmosphere. Nor, more crucially, does it play very well. Square set the standard when it created *Final Fantasy VII* and your average RPG player has come to expect more than this monotonous slapfest.

With multiple routes, alternative quests and a bag load of skills to learn, there's loads to do. But does anyone really have the patience for a five minute punch up with a corpse, every few steps? With the release of the equally poor *Ergheiz* last month, maybe Square should start putting titles on the shelves that people actually want (*Parasite Eve 2*, hint, hint), rather than cash-in on the success of their greatest RPG ever. This isn't good enough.



PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
- Grandia 87%
- Vandal Hearts II 82%

70%

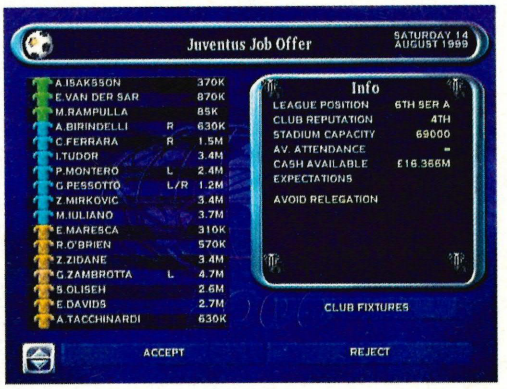
Too dull, even for a role-playing game!

Writer Paul Morgan **Available** 14/04/2000

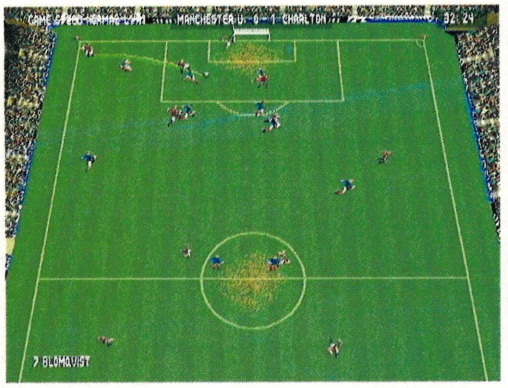
Player Manager 2000



Anco's *Player Manager 2000* looks to have the strength and depth needed for the task to knock *LMA Manager* off its perch in the top soccer sim spot.



Left **A job offer from Juventus? It's the best deal around for now...**







From The Side

Another optional delight that *PM 2000* offers is the choice of viewing the game as it happens in one of three ways. If you opt for Commentary you will be presented with a high resolution screen displaying a mini scanner, team line-ups, possession and various changing stats. Scanner is a miniature top-down view (think miniaturised horizontal *Sensible Soccer*) where you can track the movements of each player. The final method of soccer voyeurism is the 3-D Game, where you can watch using the actual player-manager game angle or a faster top-down 3-D view. Whichever way you choose to watch your players perform, you always have updates of the player's ratings, game statistics and many essential details.

PLAY info

Publisher 3DO

Contact 0171 7619300

Price £29.99

Version tested UK Official

Peripherals *1-2 Players Memory Card Dual Shock*

Unlike your *Ridge Racers*, *Street Fighters* and *Tomb Raiders*, there is no instant fulfilment that can be obtained from management simulations – especially of the football sort. However, gratification comes in droves when you finally lead your team to Championship glory, or the eleventh-hour survival that prevents an inconsolable fate of life in a lower less-glamourous division.

As the saying goes: "Variety is the spice of life." To keep the life of a manager from becoming stale, there are four countries available for any budding Alex Ferguson. England offers four divisions with a variety of cup competitions; Scotland again consists of four divisions, along with domestic and European competitions; Italy is a technique festival of four divisions also, including one domestic and two European cups; Germany, like the other countries, offers a contrast of management and football intertwined within six divisions and various cup competitions. There's loads here then!

Road To Glory

Behind the in-depth statistics, refined options and superb interface – which is simplistic in nature, but contains all the complex ingredients of an excellent management system – one of the most intricate and rewarding aspects is the transfer system. The thought of Christian Vieri, Maldini or Rivaldo (or all three!) playing their football at Old Trafford is only a bargaining table away. Yet every one of the 30,000 plus players worldwide has 18 visible skills to look out for, including Passing, Stamina and Agility, along with 22 invisible statistics such as Mental health, Ego and Climate Adjustment.

Contains all the complex ingredients of an excellent management system...

To gauge every detail required the developers spent countless hours badgering Coventry City's Gordon Strachan, West Ham United's Harry Redknapp, Derby County's Jim Smith, Watford's Graham Taylor, Ex-Fulham's Paul Bracewell and Aston Villa's John Gregory in order to provide the most complete and authentic football management simulation on the PlayStation. And without knowing just what little resources were left in the single disc, it's fair to say that the majority of ideas have been utilised extremely well.

Glory, Glory...

Squad selection, training, fixtures, league standings and so much more are easily accessed. But the search engine for the transfer market is an absolute delight to be marvelled at, as it sets the highest standard for future management sims: the ability to home in on players, positions, and specific attributes is a resounding success. The tactics designer is equally impressive and provides enough for even the most enthusiastic tacticians amongst you.

Post match statistics, realistic player profiles, club records, staff appointments, week-by-week hotshots/all stars and honours all combine to make this one hell of a management ride. Throbbing neck veins not included!

PLAY rated

looks
sounds
gameplay
long term
value

Alternatives

- LMA Manager **94%**
- Premier Manager 2000 **85%**

92%

The best soccer sim of the century (So far)!

"Fast cars, hard cash and gambling. What more could you want?"

OFFICIAL PLAYSTATION MAGAZINE

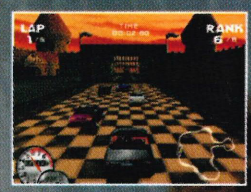
"Fast, frantic, frenetic fun"
PlayStation PRO



"You cannot help but appreciate the stupendous handling of the cars as you thrash them about"
PLAY



"Top Stuff"
Planet PlayStation





"Roadsters – a white-knuckle ride of a game. Pure arcade racing at impressive levels of speed. Over 30 cars, including licensed convertibles TVR Chimaera, Lotus Elise and Alfa Romeo Spider, to throw around 10 different tracks that test your endurance as well as your driving skill. Completing a tournament can take days, even weeks of practice. Learning the tracks will help, as does customising your vehicle. But just one slip and you've blown it. And you won't want to blow it when you've got cash riding on the outcome! You think this is another jaunt about town? Want a bet?

ROADSTERS

smart dog

TITUS

PlayStation

www.titusgames.com

Also available on Dreamcast, Nintendo 64 and Gameboy Colour (features may vary)

Dreamcast

NINTENDO 64

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Writer Ben Lawrence Available 14/04/2000

Urban Chaos

Below **Suddenly, and quite unexpectedly, a whole mountain range appears in the middle of the city. Why's that then?**





The sirens are blazing, the streets littered with bodies and the Antichrist is on his way. Can you stop the decay and save the day?

PLAY info

Publisher Eidos

Contact ✆ **0181 6363000**

Price £29.99

Version tested UK Official

Peripherals *1-2 Players Memory Card Dual Shock*

Oh dear, oh dear, oh dear. This game had us in stitches. Having clawed its way through numerous delays and speculation of 'will-it-won't-it', *Urban Chaos* finally retches itself upon us like a huge gooey bag of bile. This game is so abysmally bad, so shockingly atrocious, so mind-blowingly appalling that all you can do when faced with it is let out a deep, roaring laugh and mop the streams of tears from your eyes. Why? Let us enlighten you...

Keystone Cops

D'arci is a rookie cop. Street wise and upbeat, she knows her turf and takes great pleasure in dealing justice out to the likes of Crack Sucking Susan, a two-bit whore who prowls the streets of Union City. D'arci is unaware of her destiny though, one that will lead her on a journey to prevent the coming of the Antichrist and save mankind. She's also unaware of how to run in a straight line. Forever running at a slight slant, you need to constantly zigzag her direction in order to get her from 'A' to 'B'. It's like getting a wino to walk a tightrope. When the poor cow eventually stumbles across a bunch of no-gooders, things get decidedly more difficult. Intent on hammering their brains in, D'arci locks on to the nearest generic offender and won't leave him alone for love nor money.

A catastrophe from beginning to end, but one of the funniest games we've ever seen!

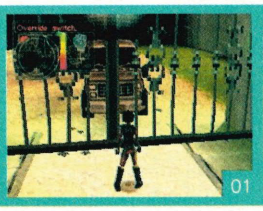
As the camera swirls and vibrates sickeningly around you are supposed to engage one of these boneheads in combat with kicks and slaps. Fair enough, but when you've downed him and decide to get on with your mission, if he isn't dead, you can't leave! D'arci remains locked on and simply scuttles around him like a demented crab waiting for him to get up. Try running backwards and she even reverses like a car. You

did you know?

- There are more than 100,000 unsolved murders in New York City alone.
- *Urban Chaos* features more swearing than any other PlayStation game. But we all know it's not big and it's not clever.
- The game is set in 1999, an indication to just how long the game was in development perhaps?

Some Mistake?

■ 01 **Now you see it...** ■ 02 **Now you don't!** ■ 03 **Look closely. You will see a policeman standing inside a police car. His feet poke out from under the engine and his head is on the bonnet! Maybe Paul Daniels has something to do with the game...** ■ 04 **Just how is D'arci able to shoot the bad guys? Where's her gun gone for crying out loud?**


01

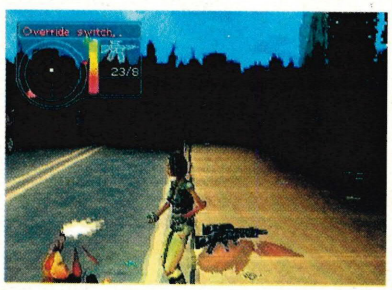

02


03


04



Above **After nearly twenty levels of shooting wibbly little humans, completely out of context to the rest of the game, a huge fiery monster appears. Rubbish!**







Above **Navigate around Union City with the help of this map. It's so much fun we could wet ourselves, we really could!**

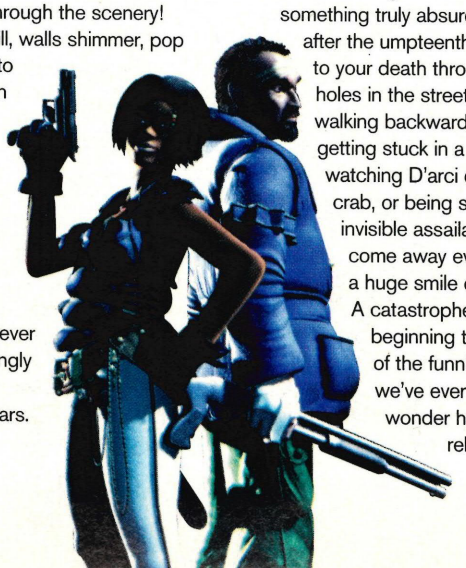


either have to arrest the bum laying in a pool of his own blood or kill him outright. Unfortunately, because of some ridiculous AI the bad guys aren't that easy to avoid either. Oh, the AI. That really hurts.

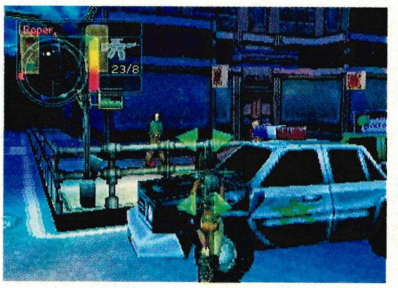
Police Academy

Picture it. There's one of these goons on the other side of the street and he wants a fight. The quickest way to get to you is through a pool of burning petrol. He wouldn't be that daft surely? Yes he would, and now he's dead. This 'living, breathing' city, besides being almost completely devoid of human life, also has the worst drivers on record. If they come to the end of a road they'll simply mount the pavement and try driving into a wall. Throughout the streets, car alarms are going off because people are trying to drive through houses or around lampposts. They'll crash into anything, but thanks to some truly awful collision detection it doesn't matter too much. You can walk through the scenery! Gates disappear at will, walls shimmer, pop up, pop down, melt into other walls, police men possess the ability to walk through cars and the piece de resistance is when D'arci fires her gun without actually possessing one. Pure magic.

Honestly, you will never witness such a shockingly awful game in all your PlayStation-owning years. Fortunately, it is so criminally bad it becomes hilariously yet unintentionally funny. There is never a moment where the game fails to deliver something truly absurd and even after the umpteenth time of falling to your death through gaping holes in the streets' polygons or walking backwards into walls, or getting stuck in a cop car, or watching D'arci dance like a crab, or being shot at by invisible assailants, you'll come away every time with a huge smile on your chops. A catastrophe from beginning to end, but one of the funniest games we've ever seen. It's a wonder how it was ever released.



Below **If you see a green target appear above your head then somebody has you in their sights. You'll probably be dead by the time you figure out where they are.**



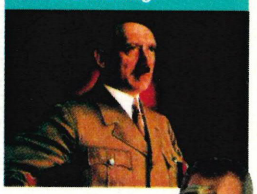


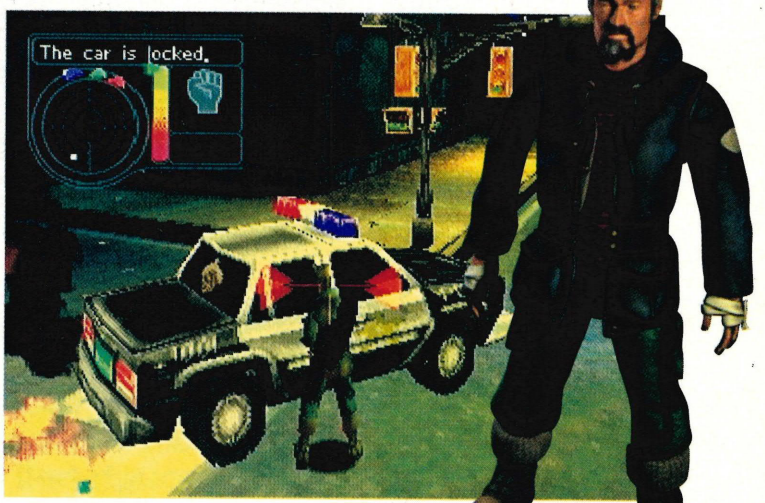
Crystal Balls

■ The whole game is based around a prediction made by Nostrodamus. Apparently, to paraphrase the bearded loon, "In the year 1999 a great evil will descend from the sky." Thankfully Mr 'Oh, I'm clever me, I can see into the future' was way off, but here is one spooky premonition that came true!

The Birth of Hitler

Beasts ferocious with hunger will cross the rivers,
The greater part of the battlefield will be against Hister.
Into a cage of iron will the great one be drawn,
When the child of Germany observes nothing.





PLAY rated

looks	
sounds	
gameplay	
long term	
value	

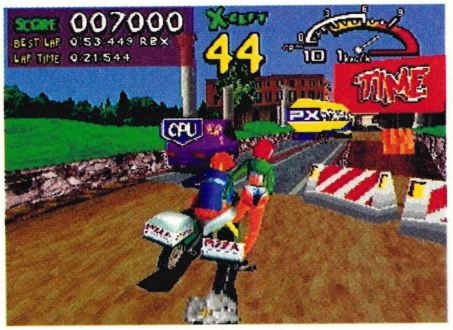
Alternatives

■ Star Wars: Episode One **70%**
■ ODT **89%**

40%

Unintentionally amusing, dreadful rubbish

Writer Ben Lawrence **Available** 14/05/2000





Above **If you meet your rival then you can beat each other up *Road Rash* style!**



PLAY info

Publisher
Infogrames

Contact ✆
0161 8278000

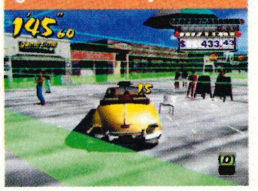
Price
£29.99

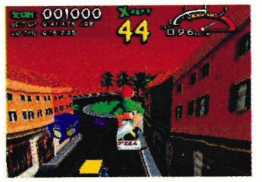
Version tested
UK Official

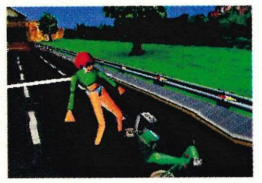
Peripherals
1-2 Players
Memory Card
Dual Shock
Split-Screen

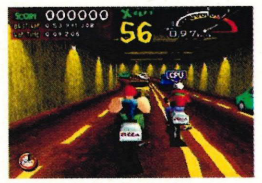
Better Fare...

■ We're not ones to go on about how good the Dreamcast is but if you want a top-notch comic racing game, check out *Crazy Taxi*. It's got no pizzas but a hell of a lot of fun and *Dreamcast Mag* gave it 94%. Sadly, it's one of the only decent games on the system...









Above **All manner of courses await you... like tunnels and a few roads.**

Radikal Bikers

Spare a thought next time you heartlessly order a pizza, the poor delivery boy goes through hell to get it there!

This simply has to be cool! Anyone who substitutes the letter 'c' for a crazy kicking 'k' just has to be hip! Wow, we couldn't wait to dive into this mozzarella-coated mishmash of dangerous driving hi-jinx and fast food delivery! Fast food delivery we tells ya! It doesn't get more profoundly groundbreaking than that!

Radikal Bikers is *Felony 11-79* on two wheels instead of four. Racing from one side of a city to the other within a time limit is the crux of what is happening. Of course, you'll race against a rival pizza deliverer to up the 'thrill' factor and be called upon to collect various pizza ingredients scattered randomly throughout the city. There's ham, there's cheese, why there's even a chilli pepper for your gaming delectation!

Margarita!

The bikers are thrown around on their 50cc, rust encrusted, petrol leaking mopeds, but thankfully they never have the disadvantage of falling off. To have done so would have been disastrous as you spend an insane amount of time crashing into oncoming vehicles, barraging your way through stacks of conveniently empty cardboard boxes and jumping wonky ramps. It's all rather contrived to be honest, and the sooner someone realises that crashing through boxes isn't entertaining, the better.

Any sane gamer would regard this with nothing more than a shrug...

Aesthetically the game is a bit of a flatliner too. Any sane gamer would regard *Radikal Bikers* with nothing more than a passing shrug. The polygon count for the main characters is outnumbered by the amount of fingers on your hands, the buildings have a worrying tendency to become semi-solid and if you're unfortunate enough to take particular corners too sharply you'll find yourself hurtling straight through the scenery. This isn't helped by a control system that treats brakes with total disregard. God forbid accidentally driving into a barrier, you'll be there for five minutes ramming into a wall.

There is no way this can possibly contend with other racing games. It marginally succeeds as a quick arcade fix, but beyond that its destiny is firmly rooted in that of a bargain bucket status.

did you know?

- Pizza Hut was sued a couple of years ago by a woman who found a baked cockroach on her pizza.
- They charged her 75p for an extra topping.

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
■ Road Rash 3-D **76%**
■ No Fear Mountain Biking **76%**

56%

Piffle on two wheels... very, very dull!

gameplay at full tilt

airpad CORPORATION



The Airpad Corporation is on a mission to take gaming to the masses; its secret weapon: a controller so intuitive, a monkey could use it. The revolutionary new Airpad is now available in a limited edition, featuring transparent casing and a blue chrome ID Clip. Get ready for gameplay at full tilt...

PlayStation® COMPATIBLE



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MRT TECHNOLOGY

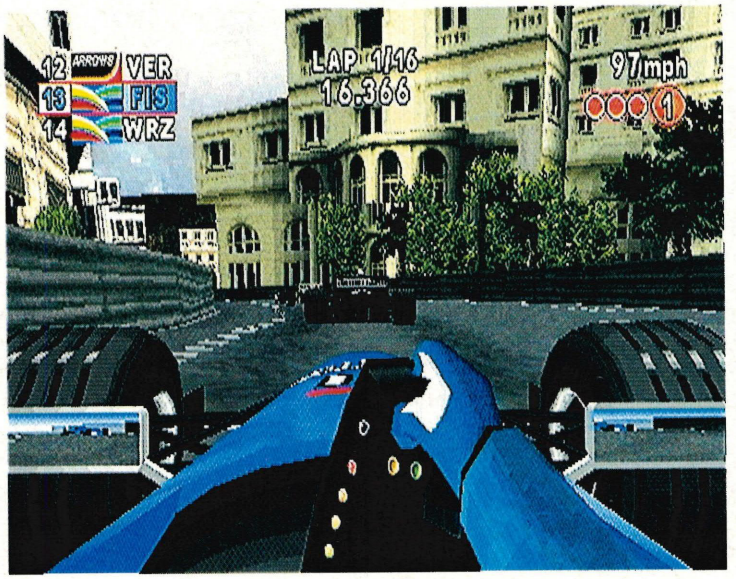
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www.airpad.com

Writer Paul Morgan **Available** Now

F1 2000

After three years of official Formula One racing under the Psygnosis banner, EA has nipped in to obtain the 2000 licence. But can it go the distance?



Right **The Monaco Grand Prix provides a welcome change in scenery...**





PLAY info

Publisher
Electronic Arts

Contact
01753 549442

Price
£29.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock

Millions of intoxicated audience members worldwide tune in their television sets to the F1 World Championship for its bi-weekly cocktail of speed, danger, glamour and rivalry. Household names such as Schumacher, Hakkinen and Hill have provided their fair share of controversy and entertainment during the past few years. But whilst the latter no longer competes in the greatest racing event in the world, the sour crout and flying Finn are still going strong.

With the last F1 effort from Psygnosis failing to set the racing genre alight, EA Sports has been working all-out to create the pinnacle Formula One experience for the PlayStation.



The Need...

Those who have played the *Need For Speed* series will find the exact mix of arcade and simulation within *F1 2000* – right down to the handling of the cars. The simulation ingredients are primarily found within the events, rules and features surrounding the actual race itself. Full driving assistance and car set-up options are included, along with realistic computer driver errors and car failures. The racing weekend format is also adhered to, with weather forecasts and race strategies to add authenticity to your championship experience.

This is the pinnacle Formula One experience for the PlayStation!

Where *F1 2000* out performs previous efforts is out on the track. Glorious graphics, fine sound and superb speed enrich your enjoyment of the game, while extensive pit-to-car radio commentary creates a new feel to that of F1 licences of the past. Realistic weather, race strategies, out laps, pit stops, fuel injections and telemetry data from test days all help to enliven the first F1 game out of the EA Sports garage.

did you know?

- Jenson Button is from the small town of Frome, near Swindon.
- Schumacher broke his leg at Silverstone last season, but he's come back in spectacular form.
- Alien technology has been used to engineer Ferrari's new tires.

For Speed

F1 2000's handling and opponents' reactions to bumps and scrapes is enjoyable, however, the cars seem to handle a little too well, and throwing them around corners without due care or attention tends to incorrectly recreate the *Need For Speed* feeling, rather than the unique characteristics synonymous with a 200mph F1 car.

Although the more serious racing fan will require more car behaviour realism than perhaps *F1 2000* provides, this will undoubtedly appeal to those previously fed up with crashing, spinning and failing every five minutes.

The pick-up-and-play aspect of the game is most certainly there, whilst providing enough difficulty modes to keep the Schumacher's and Hakkinen's of the gaming world content. As you'd expect, the two-player mode is significantly slower, however, compared to past Psygnosis efforts it's positively lightning. Unlike previous Formula One progressions, *F1 2000* will be setting the pace for others to follow.

Above **Screaming down the long straights, the need for concentration is of the upmost importance. Unfortunately, the Ferrari not only lost its grip, the bloody front wheel went flying off, too!**

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
- Formula 1 '99 **92%**
- Monaco GP **88%**

91%

The best F1 experience available...







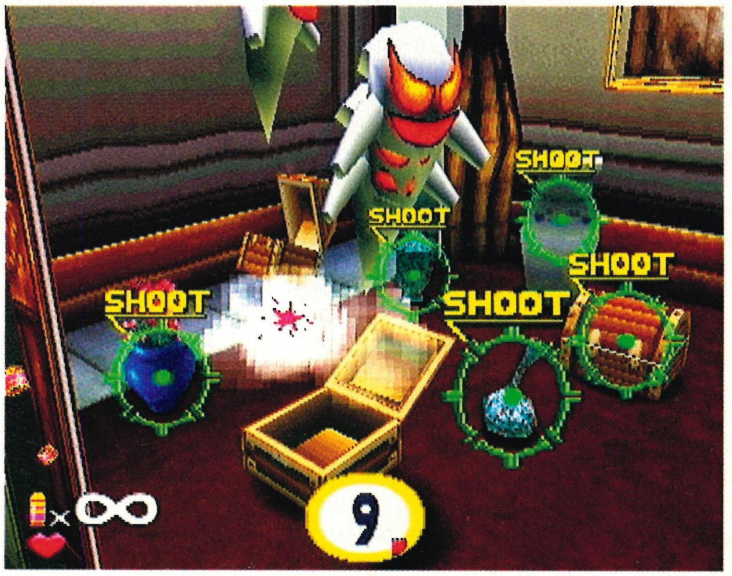
Middle left **Think they are next-gen graphics showcase of *Fantavision*? You're wrong!**
Below **Blast those foul denizens of the afterlife back to hell.**

Ghoul Panic

You've shot down cardboard ninjas and wild animals. Now it's time to teach the neighbourhood spooks a thing or two!



Right **Every object's a bit of a lucky dip. You never know what you'll get.**

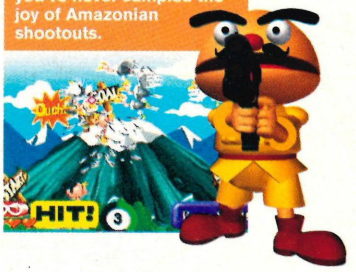






Still Champ

■ Bringing high calibre firearms to the whole family, the first party shooting game on PlayStation was *Point Blank*. Be sure to try it if you've never sampled the joy of Amazonian shootouts.



PLAY info

Publisher
SCEE

Contact
0881 505505

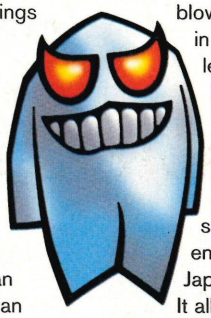
Price
£29.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock
Guncon

It's *Point Blank* with ghosts. The description alone may not be sufficiently embellished to constitute a review in the traditional sense, but it is the truth of the matter. Take the safari explorers and stuffed toys out of *Point Blank*, replace them with little white ghosts and you end up with *Ghoul Panic*.

This isn't in fact the blatant copyright-infringing idea-cloning situation that it may seem, because *Ghoul Panic* is made by Namco, developer of the *Point Blank* games. It is however a little more difficult to qualify the identical structure that this latest offering shares with both previous *PB* titles. Still, good lightgun games are too few and far between, which is a crying shame when presented with the concept's triumphs in the past – *Time Crisis*, *Point Blank* of course, one third of *Die Hard Trilogy* – so should we be so picky? *Ghoul Panic* brings little innovation to the genre, but it looks cute and it's as much a test of your trigger-finger reflexes as any other game of this type.



Top Slide

Many logos, symbols and displays are recycled, along with the gameplay. You and an optional hominid take part in an uncountable number of cartoonish bite-size scenarios, designed to test your shooting skills in different ways. Generally there are bad things to shoot and good things to avoid shooting, a favourite being when you have to blow away every flea in a room without letting one stray bullet strike the cat they have infested! As always the levels are short and sweet, with an endearing, bizarre Japanese inclination to them.

Good lightgun games are few and far between, so should we be picky?

It all comes down to your own collection. If you've got both *Point Blank* games, you've quite literally got no need for this unless you're in the unlikely position of being bored with the dozens of shooting tests already available to you. If you've got one *PB* game and you like it, check this out. However, should you be without any such entertaining software for your Guncon, *Ghoul Panic* will give you a decent challenge and a good enough laugh.

did you know?

• Ben's dear mum suffered a poltergeist attack one evening, when the ghoul entered her room and silently shifted every item of furniture around.
• Ghosts aren't real, so she's clearly off her trolley.

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
■ Point Blank 2 **80%**
■ Time Crisis **90%**

78%

Packed with ghoulish gameplay!

Writer Ben Lawrence **Available** 14/04/2000

Muppet Race Mania

It's time to play the music, it's time to light the lights, it's time to meet the Muppets on the Muppet show tonight! God help us!





Above **Sam The Eagle drives around in a small plane, which is strange...**

PLAY info

Publisher SCEE

Contact 0881 505505

Price £29.99

Version tested UK Official

Peripherals 1-2 Players, Memory Card, Dual Shock

Furry Friends

You start the game with these eight Muppets, but what do they drive when hurtling around corners at breakneck speeds?

Cloth animals with boggly eyes and a grown man's hand shoved up their exhaust pipe hardly inspires confidence as a winning formula. Think 'puppets' and Sooty or Ed The Duck force their way to the fore, but give them life, personalities and egos and you have the Muppets. They've taken Manhattan, been to the far reaches of the galaxy and buckled their swashes with pirates, but will treading on the likes of Mario, Crash and (ahem) Bomberman be one step too far? Don't be silly.

Pinky & Perky

Muppet Race Mania is more than just another 'oh look we've jumped on the bandwagon' title, it's a huge challenge and anybody willing to take up the fuzzy, fur-covered gauntlet and stare madness in the face for a while will come away totally intoxicated by its tantalising absurdity. Remember the opening credits of *The Muppet Show*? All the Muppets tramped out and boogied between arches. There were dozens of the hairy buggers. Well, they're all in the game! Every single loveable daft old Muppet appears: the new Muppets, the old Muppets and even the Doozers, guests from Fraggle Rock. Only the most popular Muppets are available to race at first, leaving a further twenty-odd guests to unlock. The same goes for the vast array of courses. Based around the Muppet films, you are given the chance to race the streets of old London town or zoom around in space before unlocking yet further courses on the same theme. It won't be easy though: there are so many secret routes you'll be returning to the same course time and again just to make sure you haven't missed anything. The vehicles too, be they lawnmowers, hovercraft, monster trucks, tricycles or moon buggies, all have very different handling abilities and considering every Muppet has up to

It is the subtlety of the game that gets the groin tingling...

PLAY CLASSIC

did you know?

- Kermit and Miss Piggy's offspring are officially known as Frigs. Or Pogs.
- Credits for *Muppets Take Manhattan* list 'Mr Kirmit Love' as head Muppet Designer!
- Kermit's cousin, Robin The Frog, had a single released in the Seventies!



01 Kermit **Everyone's favourite frog starts the race in a dashing green sports car!** 02 Gonzo **Scoots around in a space ship!** 03 Animal **Starts in a dragster but can earn a tricycle, bless him!** 04 Fozzie Bear **Drives a slow, but strong steamroller!** 05 Rizzo the Rat **Zooms around in a thick wedge of cheese!** 06 Miss Piggy **Don't mess with her when she's in her monster truck!** 07 Rowlf **We don't know why, but Rowlf drives a yellow snow plough!** 08 Beaker **Often gets blown up in a prototype moon buggy!**



Below **Miss Piggy may look like a lady but we all know her better than that! If she gets beaten she'll get in a right mood and scream at everybody! Cheeky pig!**





Secret Muppets

■ Every Muppet is available for you to drive during the game, but if you've forgotten who they all are (or you're too young!) then just take a look at our Muppet archive!

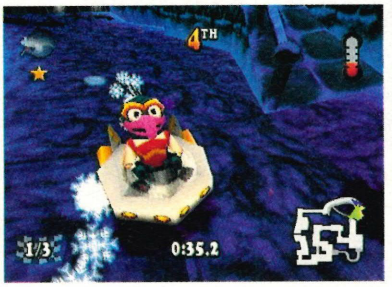


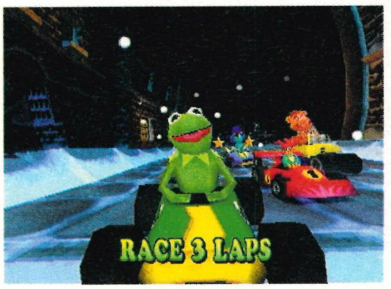
Multiplayer Mayhem

■ You can take on a mate in every section of the Muppets game. If you want to race around Old London, outer space, a pirate island, New York, a swamp or the Muppet theatre you can do it all here! You can also take on a buddy in the deathmatch arenas which is handy for honing your weapon skills. As ever though, it depends on which Muppet they choose to be that affects their performance. If they choose Miss Piggy then you may just as well pack your bags and head for home, she's one tough slice of bacon and only Kermit is able to control her tempers!



Above **If you need to get through the pack then collect the fruits scattered around the tracks, these will power you up with fab extras like speed-ups...**





Below **Beaker soon became our favourite, with his perpetual expression of despair...**



twenty individual vehicles to unlock, there is buckets of gameplay that need wading through before every secret and hidden route is exposed. Surprisingly, especially for something involving the Muppets, it is the subtlety of the game that gets the groin tingling. The game isn't abrasive or intrusive on the senses, it simply aims to entertain you and does so brilliantly.

Bill and Ben

The sound-bites giggled, snorted and aurally chucked towards you are superb. If the irritatingly catchy ditties to each level weren't enough to get your toes tapping, all the floppity racers sing, shout and curse each other whilst jetting around hairpin bends, throwing wet fish at each other and scrabbling for the finishing post. The race tracks aren't the only areas for such eloquent Muppety slagging matches though, because once you delve further into the game you'll unearth battle arenas (*Twisted Metal* could never attain such ludicrous originality), adventure modes and assault courses. Every one of these sub-games would make a half decent stand-alone game in it's own right, especially the assault courses which are side-scrolling platformers doused in vintage slapstick custard pie silliness.

There are one hell of a lot of karting games on the market for *MPR* to contend with and it does falter against *CTR* and *Speed Freaks* in terms of velocity. The guys amble around slightly too slowly to get the adrenaline flowing in the early levels and a two-player mode is as much as you can get multiplaying, but in terms of sheer entertainment, *MRM* has it in abundance. The mupsters are faithfully reproduced and are achingly amusing, the courses, secret routes and weapons are evidence to the amount of thought put into bringing the guys to life (Beaker's neck even acts as the loading bar). As much as we would love to slag it off for copying games before it, we can't. In the words of the hairy beasties themselves, this is the most sensational, inspirational, celebrational karting game starring puppets ever. Now that's what we call a Muppet show!



PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
■ Crash Team Racing **88%**
■ Speed Freaks **90%**

90%

Racing that's so good, it's silly!

Writer Ben Lawrence **Available** Now

Victory Boxing Challenger

Below right **The world champion! witness how he's actually set fire to his farts, that's how tough this geezer is!**





Slip the gum-shield behind your lips, put the skipping rope down... and prepare for the hottest fisting action of the millennium!

PLAY info

Publisher
JVC

Contact
0207 2403121

Price
£29.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock

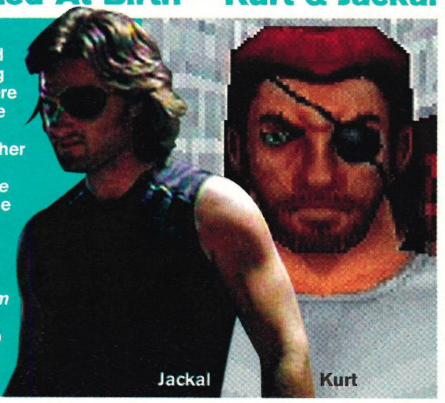
As if mimicking our beloved *Rocky* movies, *Victory Boxing* just won't lay down and be counted out. Just when you thought some cocky up-start such as *Ready 2 Rumble* had clambered into the gaming ring and delivered a swift right hook leading to an undeniably nasty KO, *Victory Boxing Challenger* gets to its feet, wobbles a bit, spits out a few unneeded teeth and blood clots before pummelling the hell out of the opposition. The harder you punch this series, the harder the bugger fights back.





Separated At Birth – Kurt & Jackal

■ The Jackal, married to Goldie Hawn has starred in several films including *Overboard*, the one where he and Goldie fell in love after she fell off a boat and lost her memory. Other films Jackal has been in include the infamous *The Thing* a story about some blokes in the snow. Classic! Jackal has also starred in two films called *Escape From Butlins* and *Escape From Norwich*, both of which required him to dress up and look like that badly animated bloke Kurt.



Red Corner

Not one to stick to a set pattern, *Victory Boxing Challenger* has learned the tactics of its deadliest rival, *Ready 2 Rumble*. Moving away from the 'serious' sim that the previous two games were trying to be, *VBC* has taken its cues straight from *R2R* itself. The characters are now sewn together with a slight tinge of madness. Don King even dons a pair of gloves and there's an unusually large quota of obese people, presumably because they're seen as something to be laughed at (which they are) plus an afro-sporting feather-weight also turns up for a scrap. It's so like *Ready 2 Rumble* it's a wonder how they got away with it without getting a slapped wrist.

Victory Boxing's real strength has always been in the satisfaction of training up your boxer though, not a quick arcade thumping session, and once again the game delivers by the bucket.

After designing a character or choosing a pre-selected chap from a menagerie of muscle-flexing beef-heads, you are expected to work your way through the leagues of dopey, cauliflower-eared psychos standing in your way. At first, as with the previous two games, your boxer only knows a couple of punches. Wiping his bum, learning to do his laces and feeding himself all come later on in the game as do flashier, bout-

did you know?

- The amount of teeth lost last year in professional boxing was a mere four!
- Boxers suffer the equivalent of a 60mph crash every time they take a blow to the head.
- The only person to knock Mohammed Ali down was dear old 'Enry Cooper.
- Cooper has gone on to star in pantos and advertise Ronseal Wood Stain. Nice one mate!



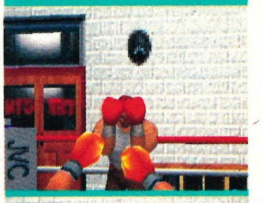
Below **After being called 'the walking doughnut' for five years, Jim 'the walking doughnut' finally unleashes all that pent-up anger stored in his fat.**





Twat Him One!

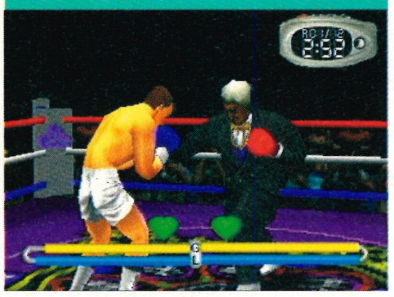
■ After stepping into the ring several times you get spotted by Jackal. He takes you under his wing and soon you are both back at his place pounding each other silly. Don't worry though, Jackal will still respect you as a man in the morning and he'll even come round to meet your parents!





Don King Of The Ring!

■ Once you have scaled the dizzying heights of boxing stardom and Tyson, Lewis and (ahem) Bruno are distant memories then you'll really have your work cut out for you! As Jackal makes one last appearance he warns you that from now on every boxer in the world will aspire to knock you out. Little did he count on the main man, Don King, trying to smack you in the mush, though. This candy-floss haired contender is the hardest of the lot, if he's not punching you he's trying to have you shot (allegedly of course, we'd never want to imply King was greedy and corrupt!)



Above **Luckily, with so much *Ready 2 Rumble* style hair on your head, it makes your opponent disoriented and unsure where to punch you.**







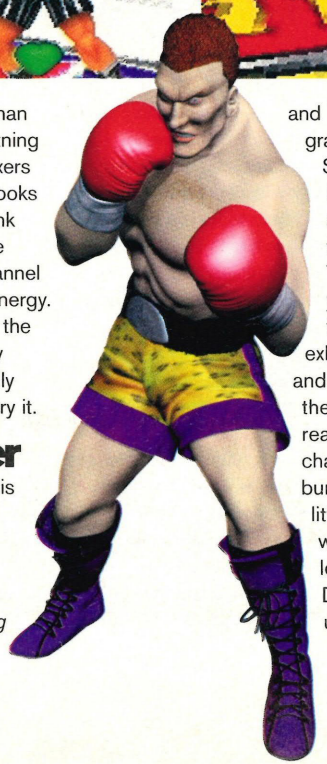
winning punches all courtesy of Jackal. Jackal as you might remember, is your impervious one-eyed trainer who passes a lawyer-worrying resemblance to Snake Pliskin (see boxout). He's actually relatively pointless as he only teaches you four moves before disappearing to leave you to struggle onwards and upwards on your tod.

As fans of the series, it is a shame to see no bound forward in gameplay...

VBC is a snorter of a game, a real mud-wallowing bacon butt. The boxers are stuck firmly in yesteryear and hold as much visual appeal as a three-week-old colostomy bag. Luckily, despite the 'Mummy I'm scared, it frightens me' aesthetics, the boxers are a lot faster than they've ever been. Lightning quick jabs slam into boxers faces, uppercuts and hooks dislodge jaws in the blink of an eye and the whole thing is a wonderful channel for releasing negative energy. Five minutes of beating the living crap out of a lardy tugboat of a man is really refreshing. You should try it.

Blue Corner

As fans of the series, it is a shame to see no real bound forward in terms of gameplay. Many aspects are ridiculously similar to *Victory Boxing* and *Victory Boxing 2* and the graphics are forgivable. Still, if you can, look beyond this and once again you have a thoroughly playable title. The boxers should keep you entertained well into the last rounds, career and exhibition modes test you and your blistering fingers to the limit and when you finally reach the coveted world championship title you'll feel a burning sense of pride, your little collection of polygons will probably be shouting "I love you Adrian!" as well. Dreadfully ugly, but undeniably playable.



PLAY rated

looks	
sounds	
gameplay	
long term	
value	

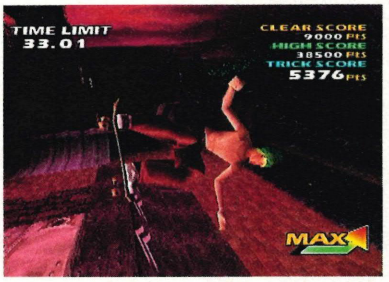
Alternatives
■ Victory Boxing 2 **84%**
■ Ready 2 Rumble **80%**

80%

Ready 2 Rip-Off, but fun nonetheless...

Writer Graeme Nicholson **Available** Now

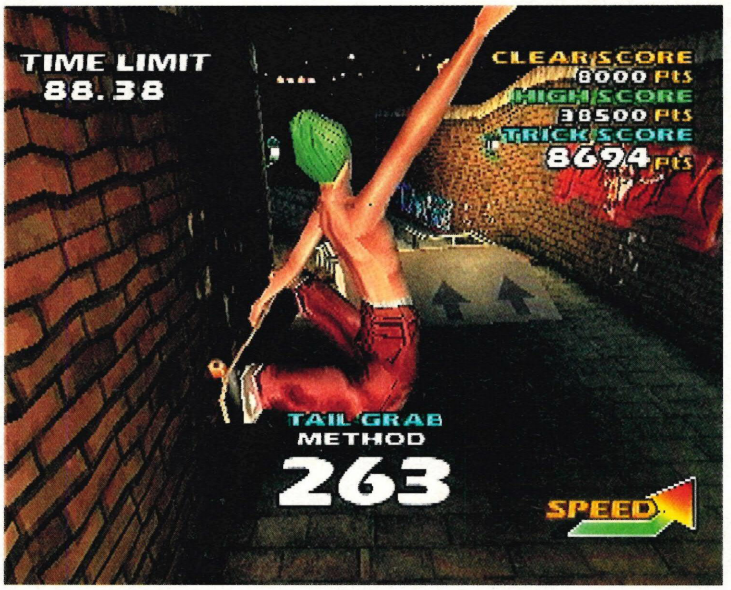


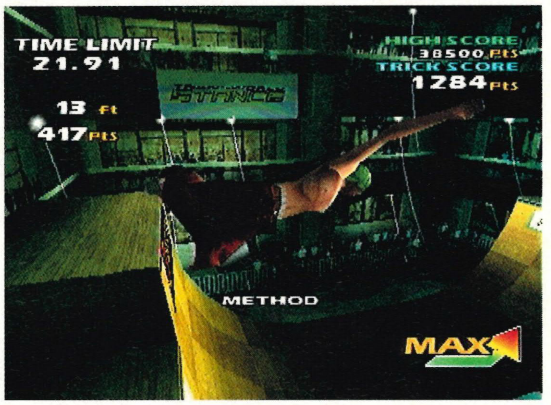




Far left **Sometimes the points justify the risk.** Left **A surprisingly lengthy intro movie shows some legitimately talented skaters doing their thing to noisy 'rock and roll' music.**

Street Skater 2





Left **Grimy urban settings take the place of *Street Skater's* whimsical theme park courses in the sequel.**



PLAY info

Publisher
Electronic Arts

Contact
01932 450000

Price
£29.99

Version tested
UK Official

Peripherals
1-2 Players
Memory Card
Dual Shock
Split-Screen

Board Stoopid

In a cynical corporate attempt to suggest an affinity with the real skateboarder on 'the street', *Street Skater 2* features a great many Powell boards for you to use. Authentic graphics grace their laminated surfaces, though you don't see the bottom much during gameplay. More can be unlocked, pending gaming competence.



With winter popularly believed to have ended, we're headed for summer and a new batch of boarding software!

Another challenger to *Tony Hawk's Skateboarding* steps up to do gnarly battle! The first *Street Skater* actually came out before the brilliant *Hawk* game, but it wasn't really the trend-setter. Both were in development simultaneously and although *Street Skater* certainly gave us many hours of air-grabbing joy in the beginning, it went directly to the back of the drawer without collecting £200 when Activision's marvellous *THS* finally appeared.

This borrows shamelessly from *Tony Hawk's Skatboarding!*

To claw back its wayward audience, *Street Skater 2* borrows rather shamelessly from *Tony Hawk's*. Gone are the rainbow coloured fantasy courses that were so wild they could've only existed in a videogame. Gone too are most of the insane circus stunts that not even world class skaters have ever attempted in real life. The locations are now large areas in believable urban settings like London and Moscow, but with improbably placed inclines and half-pipes at every turn. The moves are of the 'humanly possible' variety and now have the correct names displayed when you pull them off. As always, with some experimentation it's possible to combine tricks together, so long as you have enough time in the air, and the points pile up accordingly. You need to reach a minimum quota to pass each stage.

Angle Grinding

It's easy to get started with safe and simple tricks at first, but when it comes to just letting your intuition take over and skating the hell out of a certain place, you run into problems. Control is very robotic and pre-determined, so your attempts to smoothly link some of the fundamental moves together are thwarted. Some moves prevent your skater from taking any more commands until their animation cycle has finished, an irritation which was much less frequent in *Tony Hawk's*. In that all round superior game, motion feels fluid and natural, making combination stunts pleasingly impulsive.

Constant time constraints also make *SK2* feel less like the game for a true skater. Sure, the levels may seem big and sprawling, but checkpoints throughout the streets must be hit within very tight limits, which means travelling to the same areas in the same order every time. This goes against the grain, since skateboarding is all about going where you want and making a general nuisance of yourself, like a new age traveller with wheels. The best advice anyone can give you is to wait for the second *Tony Hawk's Skateboarding* game this summer. Now THAT should be a stunner!

PLAY rated

looks	
sounds	
gameplay	
long term	
value	

Alternatives
- Tony Hawk's SB'ing **88%**
- Thrasher: Skate & Destroy **80%**

74%

Mild fun, but no Tony Hawk beater!

dial A game™

A Good Call...

HERE'S HOW IT WORKS!!

It really could not be more simple. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of PlayStation stuff. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number below the product you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!

16

Unfortunately, the Dial-a-Game™ service is not available to persons under the age of 16. No goods will be dispatched to any persons suspected of being under this age without written permission from the person paying the bill.

There's loads more PlayStation stuff available than listed here. Just listen to the Dial-a-Game™ service for full details.

Cheat Card Offer!!

All orders made for items bearing "Cheat Card Offer" will recive a bonus £20 Password Card!



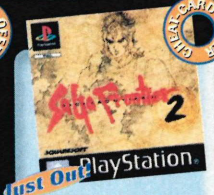


Resident Evil Nemesis
0906 2223030



Just Out!

Fear Effect
0906 2223008



Just Out!

Saga Frontier 2
0906 2223007



Just Out!

Resident Evil Survivor
0906 2223019



Just Out!

Syphon Filter 2
0906 2223026



Just Out!

Medievil 2
0906 2223023



UEFA Champions League 2000
0906 2223011



Metal Gear Solid Platinum
0906 2223012



Crash Bandicoot 3 Platinum
0906 2223303



F1 2000
0906 2223003



Just Out!

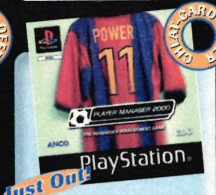
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Colony Wars Red Sun
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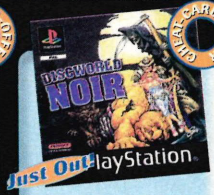


Gran Turismo 2
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Player Manager 2000
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Discworld Noir
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Just Out!

Jimmy White's 2
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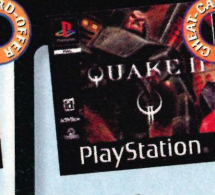


Just Out!

Star Ocean
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ISS Pro Evolution
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Quake 2
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Metal Gear Solid Special Missions
0906 2223306



Resident Evil 2
0906 2223303



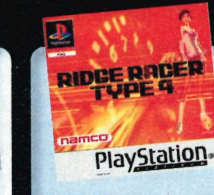
Urban Chaos
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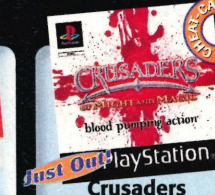
Crash Team Racing
0906 2223006



A Bug's Life
0906 2223013

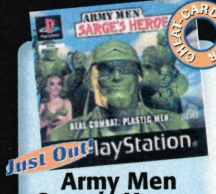


Ridge Racer Type 4
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Just Out!

Crusaders Might and Magic
0906 2223031



Just Out!

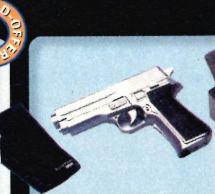
Army Men Sarge's Heroes
0906 2223011



Spyro 2
0906 2223014



Tekken 3
0906 2223305



Recoil Light Gun & Reload Pedal
0906 2223318



Official F1 Jordan Wheel & Pedals
0906 2223029

Want to get your hands behind the wheel of a F1 Jordan speedster? Well now you can. Sort of. No other wheel has Va-Va-Voom quite like this. The most authentic F1 controls. The most outstanding effects. Style and class no other wheel can live with.

WIN AN AIBO!



We've got one of Sony's amazing 'furry' friends from the future up for grabs!! This virtual pooch with a price tag of over £1000 could be yours!

0906 2223040

All entries must be received by July15th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.

WIN A PS2!



Be one of the first to own Sony's awesome new console. We've got three up for grabs in our amazing PS2 competition.

0906 2223033

All entries must be received by July 15th 2000. Calls cost £1 per minute and the maximum call cost is £3.00. Winners will be notified by post. Send a SAE for full competition rules to Game:24/7 Ltd, PO Box 293, Leeds, LS2 7AG. Ask the billpayer's permission.



Dual Shock & 1 Meg Memory Card
0906 2223316



24 Meg Memory Card
0906 2223317



Colour Shell
0906 2223027

Funk up your little grey box with this super-snazzy see-through cover. Available in green, blue, purple and pink! (state when ordering)



Cheat Card
0906 2223315

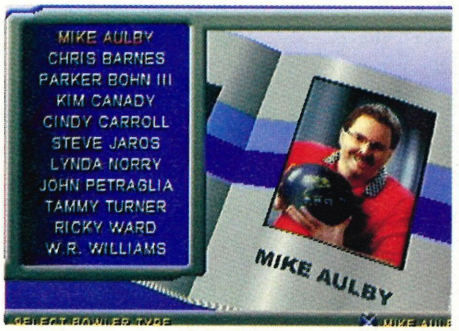
If you have to cheat you might as well do it properly. Not only is this card pre-loaded with 100s of top cheats, it also finds new ones!

Calls cost £1.00 per minute. The maximum cost of call for all products is £23 with the exception of items displaying the 'cheat-card-offer' badge which are £42. Make sure you have the permission of the person paying the bill. Delivery within three days subject to stock. For technical & delivery enquiries call 0113 3830420. Game:24/7 PO Box 293, Leeds LS2 7AG

Writer Ben Lawrence **Available** Now



Above **A busy night out with a few mates and a couple of lagers quickly turned into a nightmare when Mr Aulby turned up and bored everyone after he started showing off his 'skills'. Well done Mikey!**



Brunswick Pro Bowling 2

Return of the pot-bellied freaks!

PLAY info

Publisher THQ

Contact 01483 767656

Price £19.99

Version tested UK Official

Peripherals 1-2 Players, Memory Card, Dual Shock

Moustachioed pot-bellied freaks unite once again! Start writing to us in your miserable hot-dog guzzling droves to complain that once again we portray the 'professional' (and we use the term as loosely as we can) 'sport' (last sentence applies) of bowling in a bad light. It's not as if we're being nasty though, it's not as if our argument is unfounded. Just look at the screenshot of Mike Aulby. Hog or what? Anyway... on we go.

At a cut-price £19.99 you would imagine that something went drastically wrong during development and the only way to recoup sales would be to sell it at a budget price. Not so. Yes, bowling is considerably more boring on the PlayStation that it is with three **[just three? – Ed]** pints of lager inside you, a nacho in hand and a pair of badly fitting green and red plimsolls squeezed onto your plates of meat. Nevertheless, the game is a sturdy enough effort.

Considerably more boring that it is even in real life...

The fat characters are fully customisable with a vast array of facial hair to choose from and up to a dozen paunch sizes to cram into your custom T-shirt.

The lanes and tournaments are equally as varied as the choice of wood! Oooh, the choice of wood! You can have polished wood, erm, unpolished wood, erm... well all sorts really. The mind boggles at the choice of fantastic options available, it really does! The same goes for the amount of wonderful tactics you can try in order to notch up those points. You can aim your ball to the left of the pins (skittles to you and us), to the right of the pins and even right down the middle of the lane. Tremendous stuff. Here's another fantastic piece of news: most towns in the UK now have real bowling lanes! Real life! So you don't have to sit at home playing this dump. **44%**

World Championship Snooker

We're all snooker loopy!

PLAY info

Publisher Codemasters

Contact 01926 814132

Price £29.99

Version tested UK Official

Peripherals 1-2 Players, Memory Card, Dual Shock

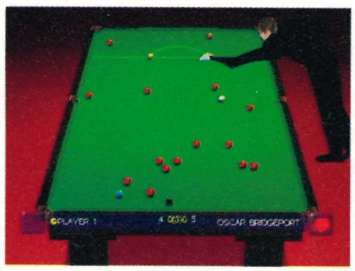
Boasting the best AI in any snooker game no less, *World Championship Snooker* is a corking example of how to do things right. The ball dynamics are superb. Gently giving up their purchase amongst the pack, the balls click, glide and slide across the felt in a wonderfully smooth fashion. The control system is instinctive beyond belief too, with crystal clear power bars and guides to encourage you to make the right tactical decisions.

The game has also attracted big name stars such as Hendry and Higgins, both of which are AI'ed to the eyeballs and take one hell of a lot of beating. If you feel confident enough to take on the masters you can also do so in classic matches from the past. Assume the role of the underdog and you can then see whether you would be able to turn a game around, a tactic used in another Codemasters game, *Brian Lara Cricket*, to great effect.

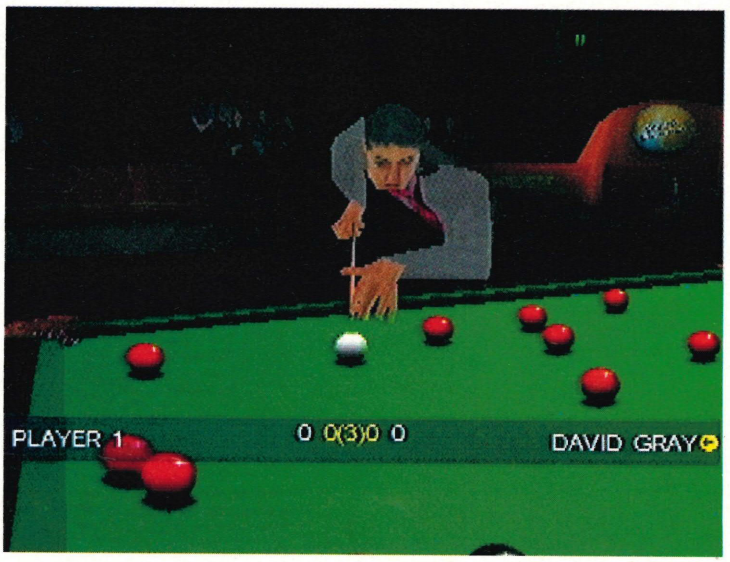
The experience is somewhat jaded by the lack of the cue in your hand...

Visually, *World Championship Snooker* does end up potting too many white balls for its own good. You'll be pushed to take a polygon interpretation of Hendry seriously when the computer animated counterpart is infinitely better looking. Additionally, many of the snooker halls are far too dark and resemble the inside of an inner city pub rather than the Crucible. Again though, as with so many games of this calibre, *WCS* doesn't capture the essence of the real sport. The ball physics are perfect but the experience is somewhat jaded by the lack of the cue in your hand and the intense yet subtle concentration needed to pot those all important balls. Try it out of you're a fan, it's probably the best you'll get, otherwise stick to the real thing. **78%**

Below **Pocket a coloured ball and the kindly ball polisher puts it back again. Such are the details of the sport.** Below right **Options aren't too elaborate...**

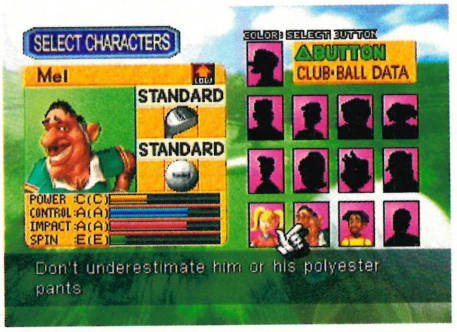








Above **Jimmy Tarbuck takes to the course and gets into the rough. Last time he got into the rough his wife gave birth to Lisa nine months later.** Right **There's loads of fab golfers to choose from, and they're all brilliantly characterised.**



Everybody's Golf 2

Balls, bogies and birdies! What?

PLAY info

Publisher SCEE

Contact ✆ **0881 505505**

Price £29.99

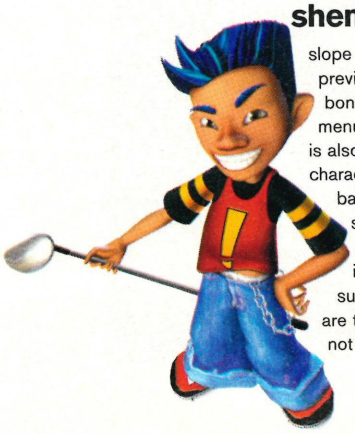
Version tested UK Official

Peripherals *1-2 Players Memory Card Dual Shock*

When it comes to golf games on the PlayStation we've had as much luck as Rod Hull on a slippery slate roof. If the scenery isn't warping or the camera angles aren't making us feel giddy then it just isn't cricket (which it's not incidentally, that was a turn of phrase). *Everybody's Golf* wandered onto the fairway a few years back, though, and re-wrote the rule book. Here was a game so drenched in humour you weren't sure whether you were supposed to follow through with laughter or simply follow through.

With improved characters and courses, the golfers are back for more shenanigans

Now, with improved characters and squillions of superbly designed courses, the super-deformed golfers are back for more shenanigans. Although not hugely different from the original, *Everybody's Golf 2* boasts vastly improved courses. The trees look less like the previous C64 sprites and the gentle curves of each fairway slope and meander away into the distance farther than they did previously. The control system is largely untouched, which is a bonus because the original benefited from its user friendly menus enormously (hence the name we suppose). The sound is also a tremendous asset to the game and although the characters are largely comic, the sound of a club striking the ball, or running water and breeze through trees is wholly satisfying. Why, even Tiger Woods would be chuffed to the top of his tartan pants to play this game. It doesn't take itself at all seriously and that's why *Everybody's Golf* is such a winning formula. Tartan trousers, Tarby and Brucey are the order of the day and we defy anyone, with two hands not to enjoy it. That's a promise too! **83%**



4x4 World Trophy

Mud-splattered, countryside frolics!

PLAY info

Publisher Infogrames

Contact ✆ **0208222 9700**

Price £24.99

Version tested UK Official

Peripherals *1-2 Players Memory Card Dual Shock*

If you're expecting high octane, fuel-injected racing of the highest order than you'll be sadly disappointed with this off-road chunk of dirt-chucking hokum. From a selection of high-powered all-terrain vehicles such as Arnie's Hummer and yuppie child-transporting jeeps, you must endeavour to chew up as much countryside as possible as you scoot around on circular courses.

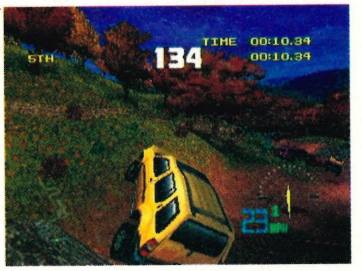
Many of the race stages have multiple routes for you to traverse but the parts of the course you can tackle are dependant on which car you chose. Choose a scooter with less horsepower than Muffin The Mule's guffs and you'll have problems just changing gear. If, on the other hand, you decide to go for it with a Sherman tank of a car, you'll have so much hassle trying to drive the thing you'll happily sit back and watch helplessly as your vehicle roars around in circles knocking mountains over.

Choose a scooter with less horsepower than Muffin The Mule's guffs

4x4 World Trophy is a game that, whilst not playing brilliantly, looks the dog's. The dark forests of Yosemite Park feature fully drive-throughable Giant Redwoods, ancient civilisations allow you to trundle all over their sacred monuments and even the depths of Antarctica aren't safe from the roaring legions of off-roaders ripping across the ice. You seldom get to really bomb along though. Many pot-holes and hills slow even the fastest vehicle to a crawl and just when you think you're making serious headway and the speed begins to climb, you're slammed straight up against a wall or thrown into a mud hole. It's very slow and very cumbersome but for sheer strength *4x4 World Trophy* won't be beaten. It's just a shame that strength is the last thing you need in a racing game. **72%**

Below right **Meander around the showroom looking at all the wonderful cars. Snore!** Below **You can choose from plenty of jeep-type motors, but they're all suspiciously similar.**

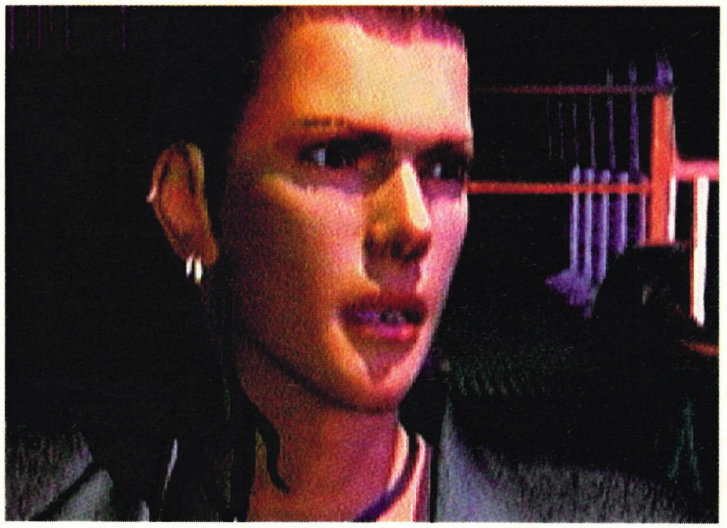




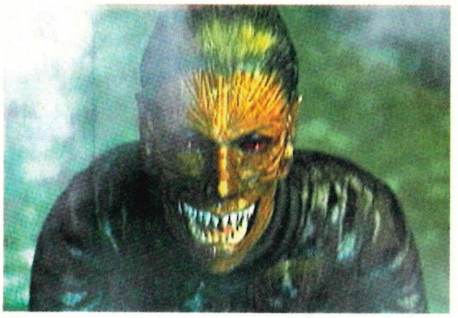


Writers Ben Lawrence
Ryan Butt

Available Now



Above **Judging by the tats on the main character, we suspect the developers watched *From Dusk Till Dawn* for inspiration.** Right **This is what Richard Madeley no doubt wakes up to every morning!**



Countdown Vampires

A game to get your fangs into?

PLAY info

Publisher Bandai

Supplied by **Project K**

Contact ✆ **0181 5081328**

Price £Call

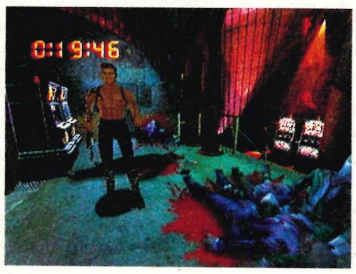
Version tested Japanese

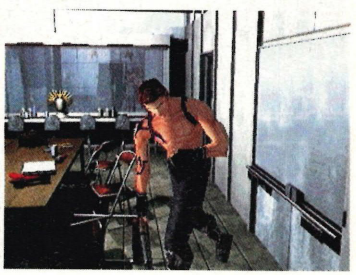
Peripherals *1 Player Memory Card Dual Shock*

You probably guessed from our luke-warm reception to *The Countdown Vampires* last month that it isn't particularly good. Having played it more we can tell you exactly why you need to keep noshing on garlic bread and carving stakes out of bedposts just to keep it away!

Despite an impressive opening sequence, the world depicted in this game is shattered the moment you take control of your sex-doll lookalike character. He struts around exceptionally badly and is pursued by vampires that Peter Cushing would be able to out-run (even now!) Borrowing without shame from the *Resident Evil* series, Bandai has managed to balls-up the formula despite Capcom having supplied the blueprints for the past four years. The perspective often favoured is totally impractical and you'll find yourself traipsing backwards and forwards through the vast locations without any great incentive for doing so – especially as all the monsters you meet are rubbish. The only good thing about *The Countdown Vampires* is ignoring the main adventure and concentrating on the in-game fruit machines, but what do you do when you've lost all your money? **76%**

Bandai has managed to balls-up the formula...





Front Mission 3

Mech madness, chess-style!

PLAY info

Publisher Square

Supplied by **Project K**

Contact ✆ **0181 5081328**

Price £Call

Version tested American

Peripherals *1-2 Players Memory Card Dual Shock Split-Screen*

Opening sometime in the future courtesy of the most scorching FMV we've ever seen, *Front Mission 3* is the ultimate in tactical role playing. Taking its cues from *Final Fantasy Tactics* and the recent, rather good, *Vandal Hearts 2*, *Front Mission 3* takes the whole genre and beefs it up with gurt big guns, arsenals of death-bringing weapons and more fire-power than you could shake a very big and gnarly stick at.

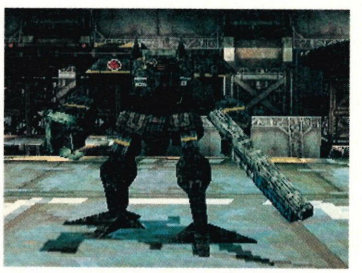
Although the game is turn-based (usually a major downer) the sheer weight and strength of these Goliath machines makes for some serious gameplay. The further you progress through your mission, the more powerful your weapons become until you find yourself with such a stupendous range of killing machines loaded to the visual receptors with up-grades, gatling guns, missile launchers and no doubt even some goddamn titanium teeth! The enemies aren't to be outdone though and as well as all the above, the blasted things even come with furry dice.

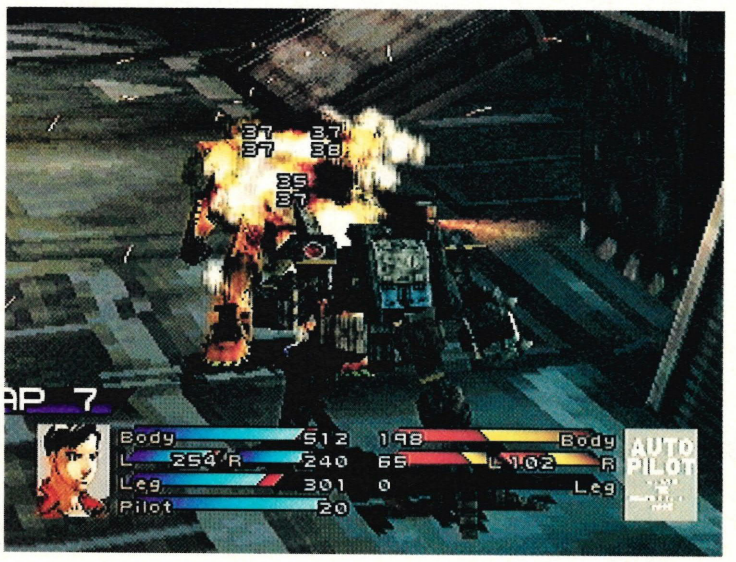
Seat of the pants, high octane stuff with a pinch of Japanese...

Although the whole 'mech' thing hasn't grabbed us by the goolies half as much as it has done with the Japanese, the clever combination of tactical, role-playing and mech combat genres melds perfectly. You'd be hard pushed not to enjoy this and even though you'd think a desperately violent genre has been diluted by the mundane use of turn-based role-playing, you'd be seriously mistaken. It's seat of the pants, high-octane stuff with a pinch of Japanese madness thrown in for good measure. Why, it was so good it even got converted for the Americans, and we all know how stupid they are, don't we? **84%**

Below **Once you've made a decisive move, the camera instantly zooms in and all your destructive glory is shown in full detail. It's absolute magic!**









Above **On a beautiful summer evening, with the sun setting on the horizon, what could be better than trying to catch a fish? Everything!** Right **The world has crumbled to ruins but there are still plenty of fish to be caught. They've now mutated, but hey, they're still up for grabs!**



Big Ol' Bass

Someone's eaten the damned D!

PLAY info

Publisher Konami

Supplied by **Project K**

Contact 0181 5081328

Price £Call

Version tested American

Peripherals *1-2 Players Memory Card Dual Shock Split-Screen*

The only reason grown men go fishing is to get away from the nagging, dishcloth-wielding witch of a wife stuck indoors chain smoking and commentating her way through endless repeats of the most puerile and gut wrenchingly banal daytime soaps imaginable. So why oh why would anyone contemplate a second sitting in front of the gogglebox pretending to catch fish? Seems totally bizarre, but even more bizarre than that is the fact that the whole sorry affair is bafflingly enjoyable.

After selecting one of the world's most famous lakes and rivers you then have to stand patiently in the sodding rain drinking from a tartan thermos flask and fingering through a Tupperware box of fly babies trying to select the fattest squirmer for your hook. Once you've chosen which bait is suitable and threaded a sliver of steal through its now lifeless, slime-coated, gut-secreting body you throw him into the freezing lake and wait... and wait... and wait...

There's enough bait to keep even the most squeamish bod interested for hours!

Graphically, *Big Ol' Bass* meets the criteria competently enough (considering you will spend many a minute gazing out across the scenery, it's just as well) and there's enough variety of bait to keep even the most squeamish person fascinated for hours, oh yes! What's more, once you've got a biggy on the line and she's thrashing about and saying in fishtalk, "No, I've got a family!" you'll understand what all the fuss is about. It's blindingly addictive. Couple these features with the chance to fish in post-apocalyptic waters for mutant monster fish and you're on to a winner. Of course, *Big Ol' Bass* isn't as accomplished as the much-celebrated *Sega Bass Fishing* but for the dear old PlayStation, it's quite clearly a result! **80%**

Strider 2

Arcade classic in revamp hell!

PLAY info

Publisher Capcom

Supplied by **Project K**

Contact 0181 5081328

Price £Call

Version tested Japanese

Peripherals *1-2 Players Memory Card Dual Shock*

***Strider*, a classic scrolling thumpathon, considered by many to be the dog's danglies, has returned! Something looks distinctly wrong about the whole shebang though. What the hell could it be? Read on for enlightenment...**

Well dear reader, the problem is the fact that *Strider* has remained a 2-D sprite whilst his Neo-Tokyo world has evolved to become a sprawling metropolis of structurally stunning set-pieces. Hovering cars, nuclear-powered airships, the sort of stale drudge you normally associate with this type of game has all been rendered perfectly but Strider, bless his ageing heart, is all cardboardy. We're surprised he hasn't thought about supplementing his income by becoming the John Smith's no-nonsense man's stunt double. The action, in keeping with Strider's aged appearance, is also particularly limp. It struts around full of pomp, throws explosions galore your way and has oodles of floaty-hovery-shooty-robot types but the game suffers from such overkill, any thrill you get from watching the spectacle is quickly dampened.

Gameplay is a ridiculous mix of short stints and paper-strong opponents...

The level structure, not particularly helped by the unfathomable Japanese text, is a ridiculous mix of short stints and paper-strong opponents. The only time we found ourselves pushing up daisies was after a badly timed jump into oblivion or a mild tussle with a grouchy end-of-level boss. The majority of the time flew by, with us slaughtering anything unfortunate enough to stand in our way and then they didn't die particularly satisfying deaths at that. Strider mate, you've been superseded, go and buy a cosy retirement property by the sea and we'll come down on weekends and reminisce about the good old days. Or not, as the case may be. **50%**

Below **Strider clambers onto a floating platform and swats some bad guys into oblivion. It's so old hat it could be Tommy Cooper's fez.**







BACK ISSUES 1995 2000



issue 01 **sold out**



issue 02 **sold out**



issue 03 **sold out**



issue 04 **sold out**



issue 05 **sold out**



issue 06 **sold out**



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issue 08 **sold out**



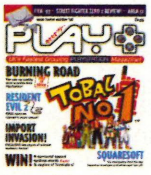
issue 09 **sold out**



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issue 13 **sold out**



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issue 20 **sold out**



issue 21 **sold out**



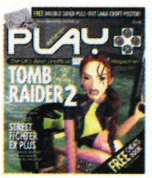
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issue 27 **sold out**



issue 28 **sold out**



issue 29 **sold out**



issue 30 **sold out**



issue 31 **sold out**



issue 32 **sold out**



issue 58 **available**
reviews include Final Fantasy Anthology, Jet Rider 3, Le Mans 24 Hours, Shadow Madness
workstations include GT2, Fear Effect, Rally Masters, Eagle One, Galerians



issue 59 **available**
reviews include GT2, Toy Story 2, Eagle One
workstations include Resident Evil Survivor, Colony Wars: Red Sun, Medievil 2, SF EX2
PS2 previews Tekken Tag, RRV, Munch's Oddysee



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issue 60 **available**
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workstations include Colin McRae Rally 2.0, N•Gen, Nightmare Creatures 2, RE Survivor
PS2 previews Driving Emotion Type-S, Dark Cloud

issue 61 **available**
reviews include Die Hard Trilogy 2, Chase The Express, RE Survivor, WWF Smackdown
workstations include World Touring Cars
PS2 reviews Ridge Racer V

issue 43 **sold out**

issue 44 **sold out**

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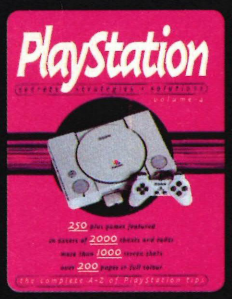
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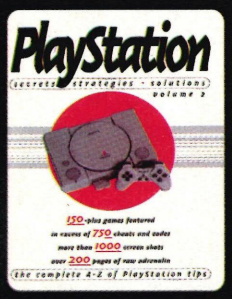
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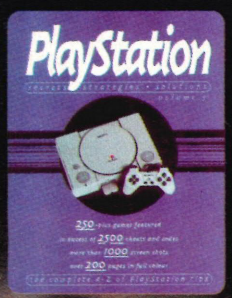
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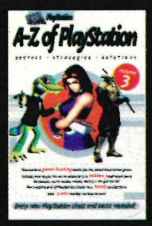
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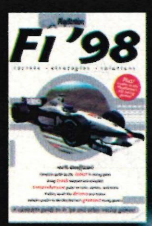
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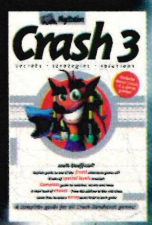
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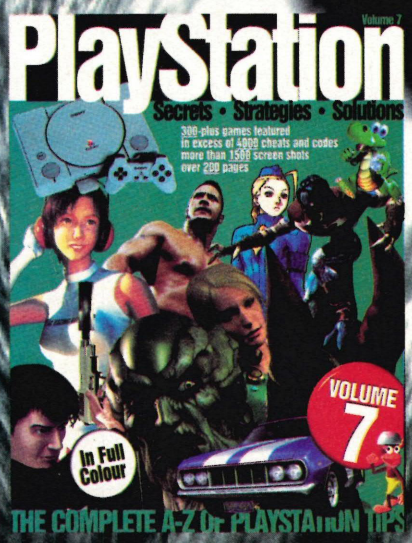
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Edited By Ryan Butt

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Q&A

questions&answers

Q I have completed **Resident Evil 3 Nemesis** several times to get Jill's Secret Diary, but I am having trouble finding the 16th File (the one before the Operating Instructions found on the agent in the clocktower holding the mine-thrower weapon). Also, are there any cheats for any hidden characters?
Scott Walker, Bournemouth

A The 16th File is in a rather cunning place, it is Dario's Memo and it is located in the warehouse where you begin the game. Basically, at any time after meeting the mercenaries on the train until the time you gain all the objects needed to get the train going, you can go back to the warehouse and enter the container that the fat man locked himself in at the start. In here you will find File 16 and some extra ammo. Sorry, no cheats for hidden characters.

Q Do you have any cheats for the excellent **Sled Storm**?
Tony Brown, Godalming

A The following codes need to be entered by going to the Load/Save screen and bringing-up the password input screen. Then simply enter them as a password.

Rhine Rider
L2, L2, ●, R2, ■, R1, L1, ▲.

Mirror Mode
●, L1, R2, R2, R1, ×, ▲, L2.

Fog Mode
■, L1, ×, ■, R2, ×, ▲, ●.

Demo Track
R2, L1, ▲, ■, ▲, R1, ●, ×.

Cheaper Upgrades
×, L1, ●, ▲, ■, ■, ▲, L2.

Q I have had **Casper** for absolutely ages, and I was just wondering if you had any cheats that would help me finish the game?
Adam Newfield, Bolton

A We certainly have. For starters, you can activate a cheat that will allow you to drift over walls and make keys obsolete (not that a ghost should have to use them anyway!), to do it, just go to the top-left corner of any room and

Fear Effect



Essential cheats for this monstrously tricky thriller

official UK



■ Cheats
Invincibility
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ▲, ■, ⇨, ■.

All Weapons
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ▲, ■, ⇧, ●.

Full Ammo
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ▲, ■, ⇦, ▲.

Extra Ammo
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ⇦, ⇦, L1, L2.

One Hit Kills (Guns)
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ▲, ■, ⇩, R1.

One Hit Kills (Others)
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ▲, ■, ⇩, L1.

Expert Mode
Go to the options screen and then select 'Credits'. Now press ⇩, e, e, ▲, ⇩, ⇩, ⇩, ⇦, ■, ⇨.

Rapid Fire
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ⇧, ⇧, ⇧, ⇧, ⇩.

Instant Puzzle Solution
Go to the options screen and then select 'Credits'. Now press L1, ▲, ⇧, ⇩, ●, ●, ⇩, ⇩, ⇩, ⇧.

Die Hard Trilogy 2



We've got a vast selection of cheats for McLane's explosive come-back...

Level Select

During the main menu, press the following joypad sequence very quickly: L1, L1, ●, ●, ■, ■. You will now be able to choose which level you start on.

Third-person mode codes

***The following codes only work in the third-person mode of* Die Hard Trilogy 2...**

All Weapons
Pause the game during play and press ■, ■, ●, ●, L1, L1. You will now see a text message saying "Cheat Enabled".

Big Heads
Pause the game during play and press R1, R1, L1, L1, ▲, ▲. You will now see a text message saying "Cheat Enabled".

Dampen Camera
Pause the game during play and press ▲, ▲, ▲, ■, ■, ■. Enter the code correctly and you'll see a text message saying "Cheat Enabled".

Disable Laser Sight
Pause the game during play and press L1, L1, ▲, ▲, L1, L1, L1. You will now see a text message saying "Cheat Enabled".

Electric Mode
Pause the game during play and press ■, ■, L1, L1, R1, R1. You will now see a text message saying "Cheat Enabled".

First-Person View
Pause the game during play and press ●, ▲, ▲, ■. You will now see a text message saying "Cheat Enabled".

Funk Mode
Pause the game during play and press ●, ●, ■, ■, L1, L1 You will see a message saying "Cheat Enabled".

Invincibility
Pause the game during play and press ▲, ▲, ●, ●, L1, L2. You will now see a text message saying "Cheat Enabled".

Pop-Top Mode
Pause the game during play and press ■, ■, ●, ●, R1, R1. You will now see a text message saying "Cheat Enabled".

Skeleton Mode
Pause the game during play and press ●, ■, ▲, ▲, ■, ●. You will now see a text message saying "Cheat Enabled".

Slow Rockets
Pause the game during play and press L1, R1, R1, L1, ▲, ■. You will now see a text message saying "Cheat Enabled".

Unlimited Ammo
Pause the game during play and press L1, L1, R1, R1, ●, ●. You will now see a text message saying "Cheat Enabled".





Shooting mode codes

***The following codes only work in the first-person shooting mode of* Die Hard Trilogy 2...**

Invincibility
Pause the game during play and press ▲, ▲, ●, ●, L1, L2. You will now see a text message saying "Cheat Enabled".

All Weapons
Pause the game during play and press ■, ■, ●, ●, L1, L1. You will now see a text message saying "Cheat Enabled".

Auto-Reload
Pause the game during play and press ■, ■, ▲, ▲, ●, ●. You will now see a text message saying "Cheat Enabled".

Unlimited Ammo
Pause the game during play and press L1, L1, R1, R1, ●, ●. You will now see a text message saying "Cheat Enabled".

Slow Motion
Pause the game during play and press ▲, L1, ▲, L1, ▲, L1. You will now see a text message saying "Cheat Enabled".

Slow Rockets
Pause the game during play and press L1, R1, R1, L1, ▲, ■. You will now see a text message saying "Cheat Enabled".

Driving mode codes

***The following codes only work in the driving mode of* Die Hard Trilogy 2...**

Invincibility
Pause the game during play and press ▲, ▲, ●, ●, L1, L2. You will now see a text message saying "Cheat Enabled".

Infinite Nitros
Pause the game during play and press L1, L1, R1, R1, ●, ●. You will now see a text message saying "Cheat Enabled".

Unlimited Time
Pause the game during play and press L1, R1, ■, ■, R1, L1, You will now see a text message saying "Cheat Enabled".

Rainy Weather
Pause the game during play and press ■, ■, L1, L1, ▲, ●. If entered correctly you'll see a text message saying "Cheat Enabled".

No Body
Pause the game during play and press L1, R1, R1, L1, L1, R1. You will now see a text message saying "Cheat Enabled".

Snake Car
Pause the game during play and press ●, ■, R1, R1, ●, L1, ●. You will now see a text message saying "Cheat Enabled". ⏭



press and hold ↖ + L1 + R1 + START all at the same time. You will now notice that the game will freeze instead of pausing. Now release ↖ + L1 (whilst still keeping R1 + Start held) and press ↘. The game will now unfreeze and you will be able to float over walls by pressing R1 and using the D-pad. Now, with this cheat enabled, go up the left staircase from the main hall and then once in the room at the top, hold R1 to float up over the entrance to the stairs. Continue floating downwards until you come to a secret room, it contains every morph and key you'll ever need to progress in the game.

Q I am trying to compile the ultimate team in the Master League mode of **ISS Pro Evolution** and I was wondering what the top ten strikers in the game are. Any Ideas?
Jude Breckham, Coventry

A No problem. We have done our research and the ten best strikers in the game (out of a maximum point attribute total of 126) are: 1. Ronaldo (Brazil – 102) 2. Salas (Chile – 101) 3. Batistuta (Argentina – 100) 4. Vieri (Italy – 99) 5. Tore Andre Flo (Norway – 98) 6. Bierhoff (Germany – 97) 7. Bergkamp (Holland – 97) 8. Raul (Spain – 97) 9. Denilson (Brazil – 97) and 10. Owen (England – 97).

Q Can you tell me if there are any cheats for **Dino Crisis**, as I am going mad? I've just bought an Xplorer cart, so if there are any codes for **DC**...
Jim Madill, Leicester

A There aren't any actual cheats, but we can supply you with some handy Xplorer codes. For infinite health, enter 800B9A1C 083C and for all weapons enter 800C1A50 FFFF. Now kick jurassic ass!

Q I have recently bought **Brian Lara Cricket** and **Twisted Metal** and I was just wondering if you had any cheats for them? I just can't do them you see!
Daniel Heald, South Hiendley

A The cheat codes for *Brian Lara Cricket* are as follows: for quality batsmen, enter 'SUPERMAN' as a password, for unbreakable stumps enter 'SOLIDOAK', to win every game enter 'GETBRIBE', for a helmet view enter 'CHRISREA', for World XI mode enter 'PENSIONS', to play with a beachball enter 'BIGBALLS', for big hands enter 'BIGHANDS', for big heads enter 'BIGHEADS', to play on a beach enter 'SUNSHINE', and to unlock all classic games enter 'NOWAYEAS'. For invincibility in *Twisted Metal*, enter: ■, ▲, ×, SPACE, ● as a password.

more **Q&A** next month

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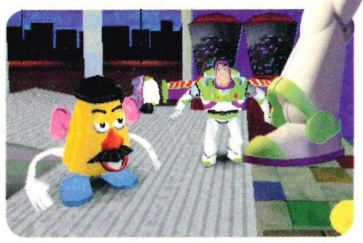
The hottest cheats & codes for the latest games

Pop 'n' Pop

Bonus characters
Complete the single player mode to unlock two extra characters, then finish the Story mode to get two more. When you've got those, the fifth and final bonus hero is unlocked by pressing ⇧, ⇩, ⇦, ⇨, ▲, ✕, START at the title screen.

Toy Story 2

Level select At the options screen, press ⇨, ⇦, ●, ▲, ▲ to unlock all the levels. You will still need to collect the Pizza Planet tokens though.



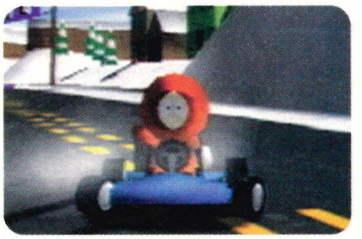
Thrasher

Bumblebee suit
Select Roach without a hat as a character, and then enter **BEESUITGUY** as a name.
Snowman board
Select Axl and enter **ZAXIS** as your name.
Copenhagen board
Select Cyrus and enter **MARDUK** as a name.
Rockstar board
Select any character and then enter **ROCKSTAR** as a name.

Extra points
Pause the game during a timed run. Hold L1 + L2 + R1 + R2 and repeatedly press ● to increase your score by 5,000 points at a time. This allows all courses, all sponsors, and all tricks to be unlocked easily.

South Park Rally

Cheat Mode
Successfully complete the Championship mode without using any tokens. Now all of the tracks, cars, skins and other additional cheat options will be unlocked.

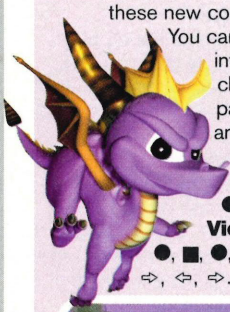


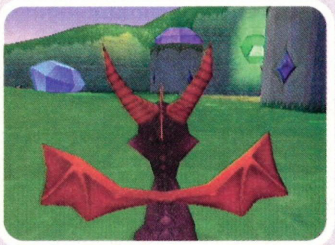
Spyro 2

Exclusive fun cheats for this fun-fuelled platformer... official UK

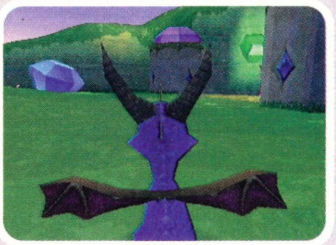


If you're getting tired of Spyro's purple colour scheme, then why not use these new codes to change it? You can even turn him into a flat, 2D character! Simply pause the game and enter any of the following cheats.
All Abilities ●, ●, ●, ●, ■.
View Credits ■, ●, ■, ●, ■, ●, ⇦, ⇨, ⇦, ⇨, ⇦, ⇨.

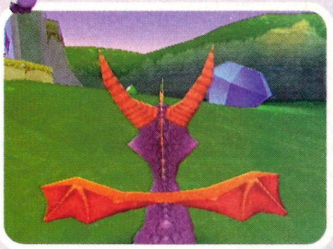




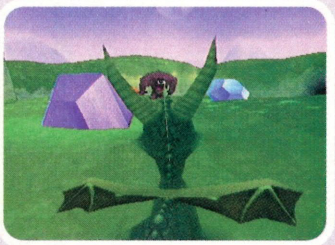
Red Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ●.



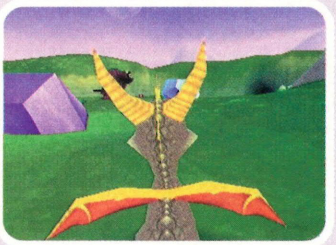
Blue Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ✕.



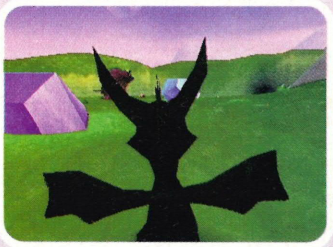
Pink Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ■.



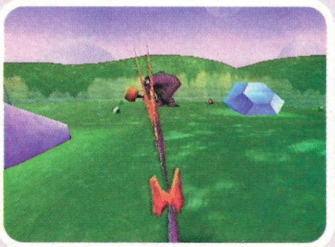
Green Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ▲.



Yellow Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ⇧.



Black Spyro
⇧, ⇨, ⇩, ⇦, ⇧, ■, R1, R2, L1, L2, ⇧, ⇦, ⇩, ⇨, ⇧, ⇩.



Flat Spyro
⇦, ⇨, ⇦, ⇨, L2, R2, L2, R2, ■.



Big Head Spyro
⇧, ⇧, ⇧, ⇧, R1, R1, R1, R1, ●.

Xplorer latestcodes

Ready 2 Rumble P1 Infinite Health	**MGS: Special Missions Infinite Health**
30095F9C 0064	800B5E26 0600
	800B757E 0600
P1 always Rumble Power (Press L1 + R1)	**First-Person View***
700A0E8A F3FF	700C2832 FFFE
30095FA8 0030	800AC4BC0000
P2 Infinite Health	**Ghost Mode**
300967B8 0064	000ACA88 0000
	Have Bandana
	800B5E70 0001
P2 always Rumble Power (Press L1 + R1)	**Infinite Diazepam**
70088B50 F3FF	800B5E78 006F
300967C4 0030	800B5E8E 006F
Champion Classification all fighters (all fighters unlocked)	**Have Nikita**
	800B5E38 006F
	800B5E4C 006F
	Have Stinger
B012004C 0000	800B5E3A 006F
10097EA2 0003	800B5E4E 006F
Champion Ranking (all fighters)	**Have C4**
	800B5E3E 006F
	800B5E52 006F
B012004C 0000	
10097EA4 0000	**Have all Weapons & Infinite Ammo**
No fights left (all fighters)	700C2832 FDFF
B012004C 0000	B0140002 0000
10097EA6 0000	100B5E32 006F
All fights won (all fighters)	**All unlocked and finished****
B012004C 0000	B0020018 0000
10097EA8 001E	100E586C FFFF
	300E589D 00F0
Never lost a fight (all fighters)	300E589E 0007
	800E58D2 FFFF
B012004C 0000	300E58E7 00FF
10097EAC 0000	300E58E8 000F
	300E58FF 00FF
Strength at 100% (all fighters)	300E5900 0007
	300E591B 00F0
B012004C 0000	800E591C 7FFF
10097EB0 7FFB	300E5931 0010
B012004C 0000	800E597E 7F80
10097EB2 003E	B0040018 0000
	100E5800 FFFE
Stamina at 100% (all fighters)	B0040018 0000
	100E5802 8FE0
B012004C 0000	B0040018 0000
10097EB4 7FFB	100E5804 3E0F
B012004C 0000	B0040018 0000
10097EB6 003E	100E5806 F0F8
	B0040018 0000
Ability at 100% (all fighters)	100E5808 0F8F
	B0040018 0000
B012004C 0000	100E580A F83E
10097EB8 7FFB	
B012004C 0000	* To activate, press ▲ ⇧, to deactivate press ▲ ⇩.
10097EBA 003E	**Save while codes are active, then start again without the code.
Experience at 100% (all fighters)	
B012004C 0000	
10097EBC 7FFB	
B012004C 0000	
10097EBE 003E	

Army Men Trilogy

Army Men 3D

Cheats
Pause the game during play, then enter any of the following codes quickly. Note that they only remain effective during the current level, so when you reach the next stage you'll have to reactivate them.

Level Select
Press ■, ●, R1, L1, then hold R1 and press R2.

Invincibility
Press ■, ●, L1, then hold L1 and press L2.

All Weapons
Press ■, ●, R1, R2, then hold R1 and press R2.

First-Person View
Hold Start + ● + ■ during play. The game will pause – press START to resume with a first-person view.

Air Attack

All Co-Pilots
To unlock every single co-pilot, go to the password screen and enter: ⇧, ⇩, ⇧, ⇩, ⇧, ⇩, ⇧, ⇩ as your password.

One-Player Passwords

02	✕ ⇩ ⇦ ⇦ ■ ● ● ⇨
03	▲ ⇧ ⇦ ⇨ ⇩ ▲ ● ⇧
04	⇩ ⇩ ■ ■ ⇦ ⇨ ● ✕
05	⇨ ⇨ ✕ ● ⇩ ⇧ ⇩ ⇧
06	■ ● ✕ ■ ▲ ⇦ ⇧ ⇨
08	⇨ ⇩ ⇦ ⇧ ▲ ⇩ ⇧ ⇩
09	● ● ⇨ ⇧ ⇨ ⇧ ✕ ✕
10	✕ ⇩ ⇩ ⇩ ⇩ ✕ ⇦ ⇨
11	▲ ⇧ ● ⇩ ■ ⇦ ✕ ⇨
12	⇧ ⇧ ▲ ▲ ⇦ ⇦ ● ●
13	⇦ ⇩ ⇦ ⇩ ■ ● ■ ●
14	⇩ ⇩ ⇩ ⇩ ✕ ✕ ● ●
15	■ ⇨ ⇦ ● ● ⇧ ⇩ ■
16	⇩ ⇧ ⇩ ⇧ ▲ ● ▲ ●

Two-Player Passwords

02	⇨ ⇧ ■ ✕ ⇧ ● ⇧ ⇨
03	⇦ ⇩ ⇦ ⇩ ⇧ ⇧ ⇧ ⇧
04	■ ✕ ✕ ■ ● ▲ ▲ ■
05	● ● ■ ⇩ ⇩ ■ ✕ ✕
06	✕ ⇧ ● ⇩ ▲ ⇦ ■ ⇨
07	⇧ ⇩ ⇩ ⇩ ⇨ ⇦ ⇦ ⇦
08	⇦ ⇦ ▲ ⇨ ⇨ ▲ ⇧ ⇧
09	■ ■ ■ ● ⇩ ⇩ ⇩ ⇦
10	● ⇧ ⇦ ■ ⇧ ⇦ ⇩ ⇩
11	▲ ● ▲ ● ⇧ ⇧ ⇩ ⇩
12	⇧ ⇩ ⇦ ⇨ ● ● ⇧ ■
13	✕ ⇦ ⇦ ■ ▲ ● ✕
14	⇦ ⇩ ⇦ ⇩ ■ ● ■ ●
15	⇩ ⇩ ⇩ ✕ ✕ ● ●
16	▲ ⇩ ▲ ⇩ ■ ⇧ ■ ⇧

Sarge's Heroes

All Weapons
Pause during play, then press: ■, ●, R1, L1 for all weapons with infinite ammunition.

Note: This may also be done at the start menu.

Debug Menu
Pause during play, then press: L1, L2, R1, R2. Alternatively, hold ▲ + L1 + L2 + R1 + R2 at the title screen. Sarge will say "Retreat!" to confirm correct code entry.

All skins
Collect the three hidden pick-ups in the 'Valentine's Day' race. The first two are located at each tower. The third is found behind the Skater picture in the jungle.

Play as Bebe
Lose the 'Cowdays' race without getting any health power-ups.

Play as Big Gay Al
Win the 'Pink Lemonade' race.

Play as Cartman Cop
To play as Cartman Cop, hit Chicken Lover five times with the salty balls in the 'Read A Book Day' race.

Play as Damien
To play as Damian, win the 'New Year's' race and be the only racer to touch the Millennium Key.

Play as Death
Win the 'Halloween' race after only dropping off four candies at a time.

Play as Grandpa
Win the 'Halloween' race.

Play as Ike
To play as Ike, collect the hidden power-up on top of the aeroplane in the 'Memorial Day' race.

Play as Jesus
Win the 'Christmas' race.

Play as Starvin' Marvin
Win the 'Thanksgiving' race without collecting any turkeys.

Play as Mephisto
Win the 'Independence Day' race.

Play as Mr. Garrison
Activate all four checkpoints on the 'Rally Days 2' race.

Play as Mr. Mackey
Win the 'Spring Cleaning' race.

Play as Ned
Collect more than 12 turbo pick-ups in the 'Independence Day' race.

Play as Pip
Only activate checkpoints one and four on the 'Rally Days 2' race.

Play as Satan
Win the 'New Year's' race.

Play as Shelly
Win the 'Valentine's Day' race.

Play as Terrance and Phillip
Collect the four hidden power-ups in the 'Christmas' race.

Play as Tweak
Collect five caffeine pick-ups in the 'Spring Cleaning' race.

Play as Visitor
Collect the hidden power-ups above checkpoint one and between checkpoint four and the wooden bridge in the 'Memorial Day' race.

Hear the Soundtrack
If you play the game CD in an audio player, you will be able to listen to all of the 73 in-game sound samples from track two onwards. Should you wish to hear the main theme tune again, then it can be found by playing track ten.

South Park

Master Cheat
Go to the 'Enter Cheat' option from the main menu and enter **ZBOBBYBIRD**. You will now unlock all of the cheat features including all multiplayer characters, invincibility, infinite ammo, all weapons and a level select. Now save it to memory card.



Chef's Luv Shack

Extra Animation
Eat every can of Weight Gain 4000 in the Beefcake sub-game to see a bonus animation when the game ends.

More Sub-Games
Play as Cartman to get a better variety of sub-games, as he is the only character that can play the delightful Rodeo and Beefcake sub-games.

Le Mans 24 Hours

Always Win
Enter your name as **FIRSTON** to see the screen shake. Now start any game mode. It doesn't matter what position you finish in. Even though it doesn't say you've finished first just after the race, continue past the 'Try Again' screen and you'll be awarded the win and an extra car. To turn this cheat off, enter **FIRSTOFF**.

Cyber Tiger

Open All Courses
At the course selection screen, press I to display the password screen. Then enter **POQAKI** as a code. Every course will now be unlocked.

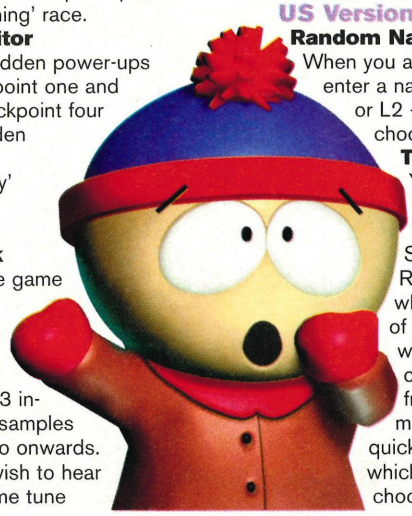
Suikoden II

US Version

Random Name
When you are supposed to enter a name, press L1 + R1 or L2 + R2 to choose a random name.

The Best Ending
You must have all 108 characters before you talk to Shu about the Rockaxe mission. Also when you near the end of Rockaxe Castle, when Nanami jumps out to protect you from Gorudo, you must answer very quickly (doesn't matter which answer you choose). If you did this right, after Dr Huan mentions her unfortunate conditon, he should ask to talk to Shu privately. Once you've beaten the game, head back to Tenzan Path (northwest of Kyaro) and return to that place by the waterfall. Jowy is there, naturally, and you'll go into a fight with him. Keep defending throughout the battle. After that, he'll ask you to take his Black Sword Rune. Don't accept his generous offer. Once you've refused enough times, Leknaat will appear…

Random Teleportation Trick
When you get Viki in your group and ask her to teleport you somewhere, every now and then she will teleport you in the wrong place. One of which is a hidden room in Radat town. Here you'll find tonnes of great items.



Action Replay latestcodes

ISS Pro Evolution Secret Teams
(Press SELECT on team screen)
European All-Stars
D0075ABA FFFE
300BF335 0035

World All-Stars
D0075ABA FFFE
300BF335 0036

Classic European All-Stars
D0075ABA FFFE
300BF335 0037

Classic World All-Stars
D0075ABA FFFE
300BF335 0038

Golden All Japan
D0075ABA FFFE
300BF335 0039

Toy Story 2
Infinite Lives
800B22C2 0005

Infinite Health
800B22BE 000E

Resident Evil 3 Nemesis
Play as Carlos*
(Press SELECT + ⇦ on Pad 2)
75B5A395 CD4B
35B6FB0D CED5

Play as Mikhail*
(Press SELECT + ▲ on Pad 2)
75B5A395 BDCB
35B6FB0D CED6

Play as Nicholai*
(Press SELECT + ● on Pad 2)
75B5A395 ADCB
35B6FB0D CED7

Play as Tofu*
(Press SELECT + ✕ on Pad 2)
75B5A395 8DCB
35B6FB0D CEDC

Infinite Health
75B5A819 CE95
35B5A817 CE95

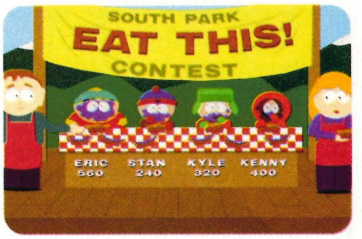
Condition always fine
75B5A81 9CE95
35B5A81E CED1

10 Inventory slots
75B6FEE5 CED5
35B6FEE5 CED7

All Maps
35B6FCAE CECB
35B6FCB2 CECB

All Files
85B6FCB3 CDCC
85B6FCB5 CDCC

* You must pass through a door for the code to take effect



Writer Ryan Butt

Complete Solution

Resident Evil Survivor

It may not be a big game, or a particularly hard game, but this guide to RE Survivor presents every route and secret in the game. Load-up and look lively.

Gun Wars With Brains

■ Removed from the *Resident Evil* games in terms of gameplay style, *RE Survivor* proved to be an original game in its own right. However, we got the distinct feeling that it was slightly rushed and produced on a shoe-string budget. What is impressive though is the fact that it is a free-roaming light-gun game, which had never been done before, featuring multiple routes. It won't take you very long to complete, but at least it possesses enough replay value to enjoy it for a week or two. We don't anticipate a sequel though.



BEFORE YOU BEGIN

Weapons

There are a total of eight different weapons to collect in the game However, you will need to complete the game a minimum of three times to get them all. Whenever you complete the game, you can save your weapons data to memory card and then load it up to start a new game. Whatever guns and ammo you were carrying when you previously completed it will now be carried across.

Handgun A	Yours when you start the game.
Handgun B	Found in the Hospital.
Handgun C	Found in the Arcade.
Handgun D	Found in the Library.
Shotgun	Found in the Prison.
Grenade Gun	Found in the parking lot of the Umbrella building.
Magnum	Found in the Factory near the end of the game.
Rocket Launcher	You must finish the game with an 'S' ranking.

Get an 'S' ranking

Like all *Resident Evil* games, when you complete *Resident Evil Survivor* you will be awarded a ranking that varies depending on how well you did in the game. Several factors determine your ranking, and they include time taken to complete the adventure, how good your hit average was, healing aids used, weapons obtained and how many enemies you kill. You can only get the eighth weapon when you get an 'S' ranking, so here's how you get it:

- Only play game on the 'Normal' setting.
- Complete the adventure in less than one hour, 30 minutes.
- Get a 75% or higher hit average.
- Don't use any FIRST AID sprays.
- Don't use any 'Continues'.
- Kill EVERY monster that you encounter.
- Obtain EVERY file (13 in total).
- Obtain EVERY weapon except the Rocket Launcher.

Start...

When you start, you have no recollection of who you are or how you came to be here. Go through the gate and then approach the body, you will then be surprised by a zombie. Kill the creature and take the RUSTY KEY that it drops. This key can now be used to open three different doors, but you can only choose one:

Route A ■ Right door
Route B ■ Middle door
Route C ■ Left door

Route A The Chapel

When you first enter the chapel, kill the two zombies and then take the door on the left. Once inside, take the **CHAPEL KEY**, and then go and examine the Grandfather clock. Take the **CLOCK WINDER** and then exit the room back into the main chapel. Go to the door opposite and then use the **CHAPEL KEY** to open it. You will now be in a new corridor. Go into the first room on the left and then once in the room, take the **CHURCH MANAGER'S DIARY** from the table in the corner. Then explore the alcove at the back of the room, killing the zombie, and then take the **GREEN HERB**. Now leave the room.

Go down the end of the corridor and then use the **CLOCK WINDER** on the second Grandfather clock – a staircase will now be opened. Go down and immediately kill the big spider, proceed through the next door. Kill the three zombies and then take the **CHURCH'S REAR KEY** from the desk. Leave the room and go back upstairs, then use the **CHURCH'S REAR KEY** on the previously locked door. You will now rejoin the set route and continue as standard.



Above **Not your average god-lovers this lot. A steady aim should send 'em to hell.**



Above **The spider attacks quickly, so pop it at long-range before it gets too close.**



Route B The Restaurant

Inside the restaurant kitchen, kill the three zombies and take the **RESTAURANT MANAGER'S FILE**. Go through the door with the green light above it, grab the **GREEN HERB** from the alcove and proceed through the next door into the cold room. Kill the zombies and take the **MANAGER'S KEY**, then go back to the kitchen and use the **MANAGER'S KEY** on the other door. You will now emerge in the dining area. Kill all of the zombies and then flee through the main entrance. You will now rejoin the set route and continue as standard.



Above **Due to slow service in the restaurant (the chef is dead!) the punters resort to drastic measures. Perhaps sir would care to see the 'death' menu?**



Route C The Cinema

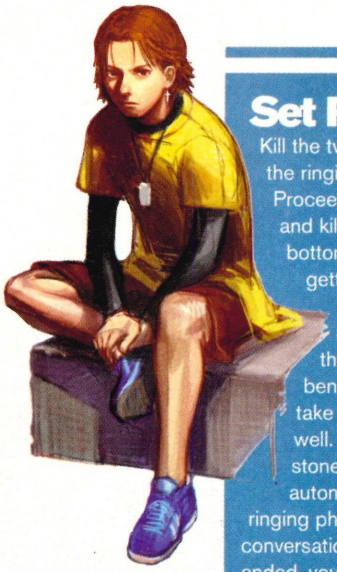
Go straight down the corridor, killing the three zombies along the way. Take the **GREEN HERB** from the counter, and you'll then notice that there are two doors and some stairs. The door on the right will be locked at this point, ignore the other door with the red light above it for now and go straight upstairs.
Go through the only upstairs door into the projection room and take the **REPORT ON DESTROYED RACCOON CITY** from the shelf. Now go into the back room and take the **35MM FILM**. Use the **35MM FILM** on the large projector and then leave the room. A pack of crows will now smash through the windows, so kill or avoid them and go back downstairs. Go through the door with the red light above it into the theatre and then take the **THEATRE KEY** from the front and leave the room. Use the **THEATRE KEY** to open the previously locked door. You will now rejoin the set route and continue as standard. ⏭



Above **For some strange reason, the zombies in the cinema move quicker than any of the others. This, coupled with the rave-style music, makes them look as though they're dancing. Quite amusing.**

Above **In the main seating and eating area, a bunch of salivating zombies crash through the windows. They amble in so slowly that it is easy to pick them off from afar.**





Set Route 1

Kill the two dogs and then answer the ringing phone – spooky! Proceed down the stone steps and kill the two Lickers at the bottom. If you keep moving and getting distance between you then it shouldn't be too much of a problem. Take the CRACKED KEY from the bench and then be sure to take the GREEN HERB as well. Now go up the next set of stone steps. You will automatically answer the next ringing phone and engage in a conversation. When the call has ended, you will have to make a choice between a further three doors:

Route A ■ Left door
Route B ■ Middle door
Route C ■ Right door

Below **Some folk in the library don't take kindly to the loud noise of your excessive gunfire. If they get too violent, it's time to stamp their tickets.**



Route A The Arcade

A cut-scene will show the Cleaners being air-dropped into the town to do a spot of 'cleaning'. Kill the ones in the arcade and then go through the small door. Another cut-scene will show Andy the Caretaker shooting at you from the Library. Take the **ARCADE KEY** and then leave the room. Use the **ARCADE KEY** on the locked double doors (next to the *Dino Crisis* poster). In the next room, kill the Cleaners and take the **MANHOLE OPENER** from the counter, then go downstairs. Kill the Cleaners in the casino area and take the **FIRST AID SPRAY** from the roulette table. Now go through the small door. Take **HANDGUN C** from the storeroom shelf and then use the **MANHOLE OPENER** on the manhole. You will now rejoin the set route and continue as standard.



Above **The Cleaners move quickly and brandish machine-guns. They only take two shots to kill though.**

Route B The Library

When you first enter the library you will meet Andy the caretaker, who, after a brief conversation, will run off. Go upstairs and into the room at the top. You will now be locked in by Andy, but you are not alone! Kill the Hunter and then pick-up the **HANDGUN D**, then leave the room the way you came. Go back downstairs and kill the two dogs that come crashing through the windows and go through the previously locked door. There are two Lickers inside so beware.

Take the **UMBRELLA TOP SECRET FILE** and then exit through the door at the back of the room. Kill the three zombies and take the **MANHOLE OPENER**. Now exit through the door at the back into the rear yard. Kill the three dogs and use the **MANHOLE OPENER** on the manhole. When you emerge in the sewers, all will be dark. Walk towards the red light and you will activate the light switch. The room will now fill with cockroaches, so get out through the far door as quickly as possible. You will now rejoin the set route and continue as standard.



Above **You'll meet Andy the caretaker for the first time in the library. A right nasty piece of work he is, too.**

Route C The Hospital

When you emerge in the Hospital, go through the only available door and take the first door on the right. Kill the zombies, take the **BLUE HERB**, and then activate the switch to start-up the CT scanner. Take the **MEDICINE ROOM KEY** from the scanning machine and then leave the room. Use the **MEDICINE ROOM KEY** to open the next door. Kill the zombies and take the **GREEN HERB**, then go through the next door. There are more zombies to kill before picking-up the **PATIENT'S CHART**.

Go out of the next door and then climb the staircase. The first door on the right contains a **FIRST AID SPRAY**, the first door on the left contains the **HANDGUN B** and the power controls to the elevator (be sure to activate them!) The second door on the right contains a **GREEN HERB** and the third door on the right contains a **RED HERB**. Now go through the door at the end of the passage with the red light above it and take the **MANHOLE OPENER**, then leave the room and go to the elevator. A Tyrant will crash through the ceiling, so kill it and then get in the elevator. When you emerge at the bottom. There are two spiders and a zombie waiting for you. Rush through the next door and then use the **MANHOLE OPENER** on the manhole. You will now rejoin the set route and continue as normal.



Route A The Prison Sewers

In the prison, go down the steps (check the map for the location). Kill the batch of zombies that emerge from the cells and take the **GREEN HERB** by the door. Go through the double doors and you will emerge in a room populated by large moths. Kill them and then go to the vent on the far wall. Use the **ROPE** on the vent and descend down into the prison sewers. When you emerge, kill all the zombies and go up the ladder on the far wall. Go through the air duct and go down the next ladder. Kill the zombies or Lickers and then go through the next door.

You will now be on the other side of the area which you originally entered. Kill the Hunters and exit through the far door. Take the **RED HERB** and go down through the next door. The door will now be locked behind you and you will have two very large alligators to kill – so equip your most powerful weapon and get to work. When they have been destroyed, take the ladder on the far wall. You will now rejoin the set route and continue as standard.



Above **The convicts make a break for freedom in the prison basement. We say gun them down mercilessly.**





Above **Never flush unwanted pets down the toilet kids! You've got a couple of these mutants to contend with, so pick your big guns, or a different route.**

Route B Prison Watchtower

Climb the ladder up to the prison watchtower and then use the ROPE on the metal hook. You will emerge in a narrow alley with a Tyrant walking towards you. Use the distance between you to kill it and then you will have another choice to make:

Route A ■ Go up steps on the right
Route B ■ Go through door on left

Set Route 2

Once in the main sewer area, no matter how you got here, head towards the door with the painted eye above it at the far end. Once inside, take JANITOR ANDY'S DIARY. When you have taken it, you will automatically gaze at the photos on the wall, recognising yourself to be Vincent. At this point, Lott will enter the room and, fearing for his life, promptly bolt back out again. Go through the other door and beware the Licker. Exit via the ladder and welcome to Paradise – the Island's rather aptly-named prison! Go into the office, kill the zombies and go through the next door. Take the PRISON CHIEF'S DIARY and the PRISON CELL KEY and go back out through the office and use the PRISON CELL KEY to get into the main prison area. Take the ROPE from the table. Now go into the room on the left and into the cell area on the other side of the room. Take the YOUNG MAN'S Diary from the cell at the end. Go through the far door and then through the next door on the right into the shower room. Kill the multitude of zombies and take the SHOTGUN, the go back out and through the next door. You will now be in the prison yard. Kill whatever enemy you face and then take the RED HERB. Now you have another choice to make:

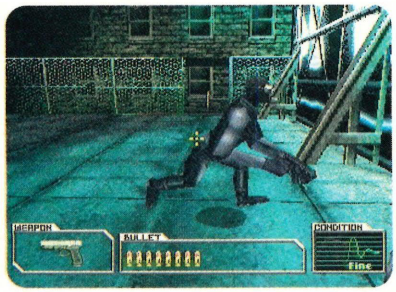
Route A ■ Go down the steps in the prison
Route B ■ Go up the ladder in the prison yard



Route A The Warehouse

Kill the numerous Cleaners, grab the **GREEN HERB** and then go down the ladder. In this next alley you will find some **FLAME ROUNDS** and a door, go through it. You will now be in a warehouse. Kill all the soldiers and grab the **SHOTGUN BULLETS**, then go out of the door at the far end. You will now rejoin the set route and continue as standard.

Below **Cleaners frequent the rooftops. Like we said, very fast, but very easy to kill.**



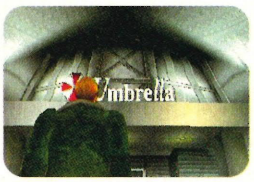


Route B Nightclub

You will emerge in the nightclub office. Kill or avoid the Tyrant and go through the next door into the main dancefloor area. Take the **GREEN HERB** from the bar and then climb the small staircase into the VIP area. Take the **CLUB HALL KEY**, but beware because a Tyrant will surprise you. Kill it or flee, but watch out for the second Tyrant that likes to shed blood on the dancefloor! Use the **CLUB HALL KEY** on the panel next to the main entrance and get the hell out of there. You will now rejoin the set route and continue as standard. ⏭



Set Route 3







You will emerge in front of the Umbrella building, go inside and get ready for two Hunters, or a Licker. Go through the next door, kill the zombies, take the **GREEN HERB** and take the elevator to floor 13. When you emerge, kill the two Lickers and then go through the next door you come to, a cut-scene will now kick-in. Take **VINCENT'S DIARY** and then walk towards the computer terminal. Just as you get there, a Tyrant will break through the wall of monitors! Hide behind the desk and shoot him from afar. Now take the blue **CARD KEY** and exit the room. Use the **CARD KEY** on the panel next to the other door and then go inside. Kill all the zombies, or Lickers and then proceed through the next door, a cut-scene will now kick-in. Take **VINCENT'S TAPPING RECORD** and go through the next door. Grab the **RED HERB** and then go to the elevator. Whilst you are waiting for it to come, you will have to confront another Tyrant. Kill it and take the elevator.

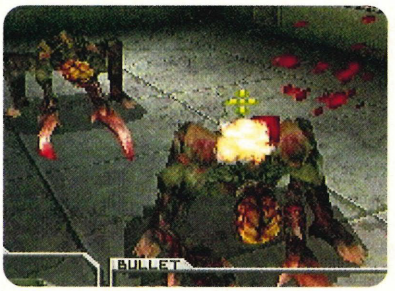


Above **When you have visited Lilly's house, a bunch of ravenous zombies attack in force. Wade through them and follow the kids into the canal. We have tried killing the kids, but we couldn't.**

Use the **CARD KEY** on the panel to avoid triggering the security device (and attracting a pair of Lickers!). Now go down the steps into the parking lot. Kill the three dogs and take the **GRENADE GUN** from the bonnet of the car. Then go through the door up the slope. Watch the cut-scene and you will emerge in the shallow river. Proceed through the gate and kill the Hunter on the bridge, then continue through the next gate. Avoid the two giant spiders and escape up the ladder. You will now be at Lilly's house. Grab the **BLUE** and the **GREEN** Herb from the side of the house and then go through the front door. Go into the bedroom and then check the wardrobe, inside you'll find Lilly. Take **LOTT'S DIARY** and then leave the room. Go into master bedroom and kill the zombie, then grab the **RED HERB** and leave the house altogether. Go through the now open gate and exterminate the zombie hordes, and then go up the stone steps. Kill the two dogs and the Hunter that emerges from the room, then go inside. Take the **GREEN HERB** and go through the other door. Walk up to the control panel (the one with the wheel on) and then switch on the power. Two Lickers will now crash through the window, so kill them or just run straight to the door. A cut-scene will now show the cablecar arriving – get on it. Kill the Hunter when you get off and go through the gate. You will now be faced with a Tyrant and two dogs so kill the lot of them and go through the next gate. You will now be faced with a choice of three more gates to go through:

Route A ■ Near gate
Route B ■ Middle gate
Route C ■ Far gate



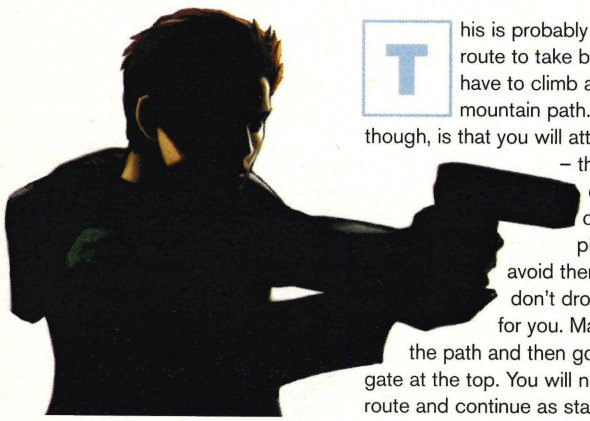


Above **Lickers attack quickly and can cling to ceilings. Wait until they jump, then back-off and shoot. Easy with practice.**



Above **Hunters take more skill to shoot. They stop still for a second before attacking, so shoot them then.**

Route A
Cliff Path



This is probably the hardest route to take because you will have to climb a very narrow mountain path. The problem though, is that you will attacked by Tyrants – there seems to be one around every corner! The best plan is to just avoid them because they don't drop any goodies for you. Make your way up the path and then go through the gate at the top. You will now rejoin the set route and continue as standard.

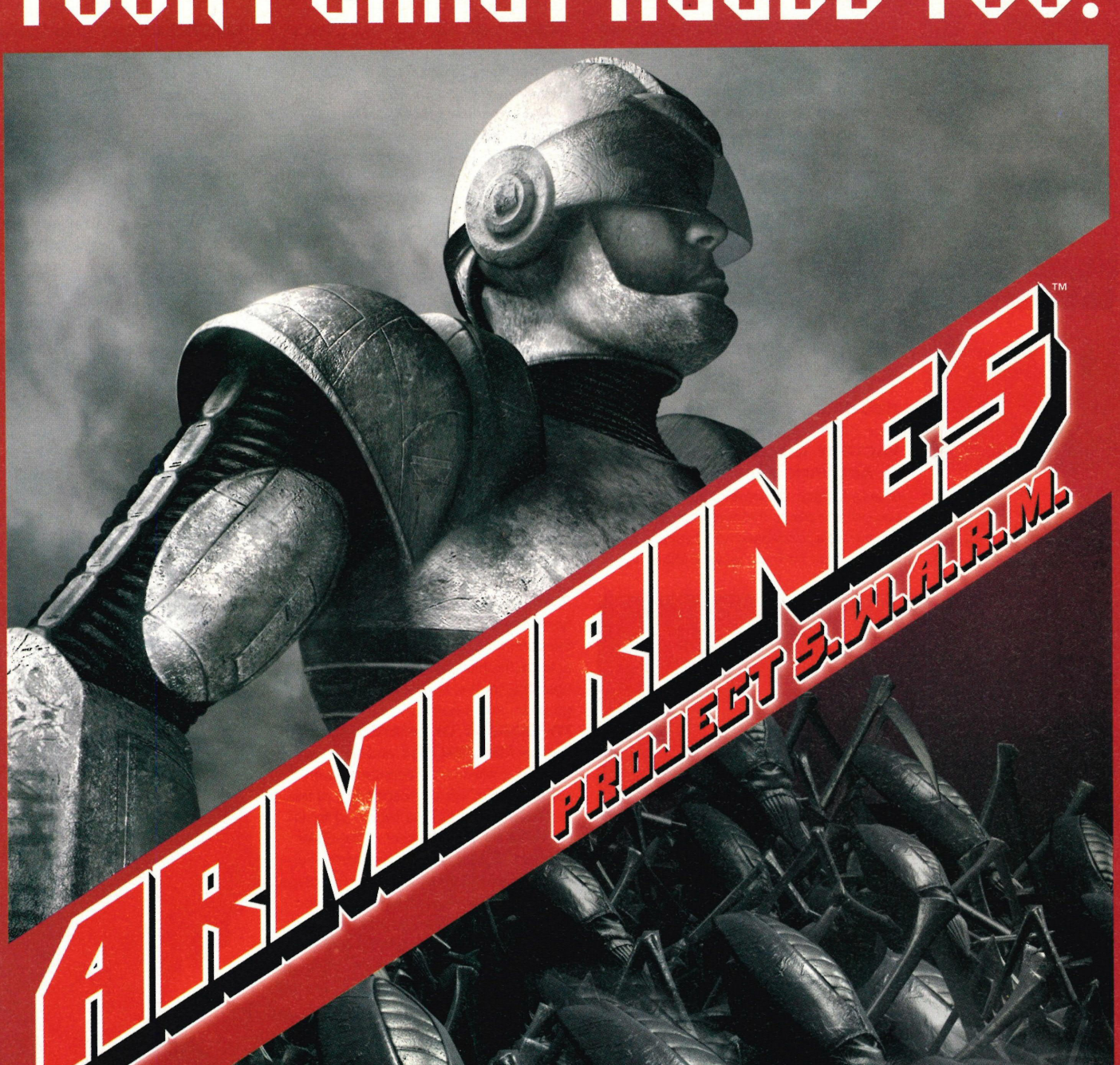
Route C
Woodland Path

All roads now lead to the Umbrella factory, but the gate you have taken determines what you face on the way there. By going through this gate, you will be faced with a long stream of Cleaners. They only take two shots to kill, so this is probably the easiest route to take. Just keep running along the woodland path, killing each Cleaner as they appear. The only tricky bit is when you come to a bridge and are faced with laser sights. Just avoid these and continue on your way to the gate at the end. You will now rejoin the set route and continue as standard.

Route B
Mine Shaft

This will take you down through an old mine shaft. The first section is inhabited by two Lickers, but these can be easily avoided if you would just rather make a break for the next exit. After a short walkway, you will emerge in a boiler room. Take the ACID ROUNDS and exit through the next door. The exit is in sight, but three Hunters will surprise you on the way to getting there. In the next room, kill the zombies and pick up the GREEN HERB, then climb the steps to exit. You will now rejoin the set route and continue as standard. ⏭

YOUR PLANET NEEDS YOU!



PlayStation

NINTENDO 64

GAME BOY COLOR

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Set Route 4







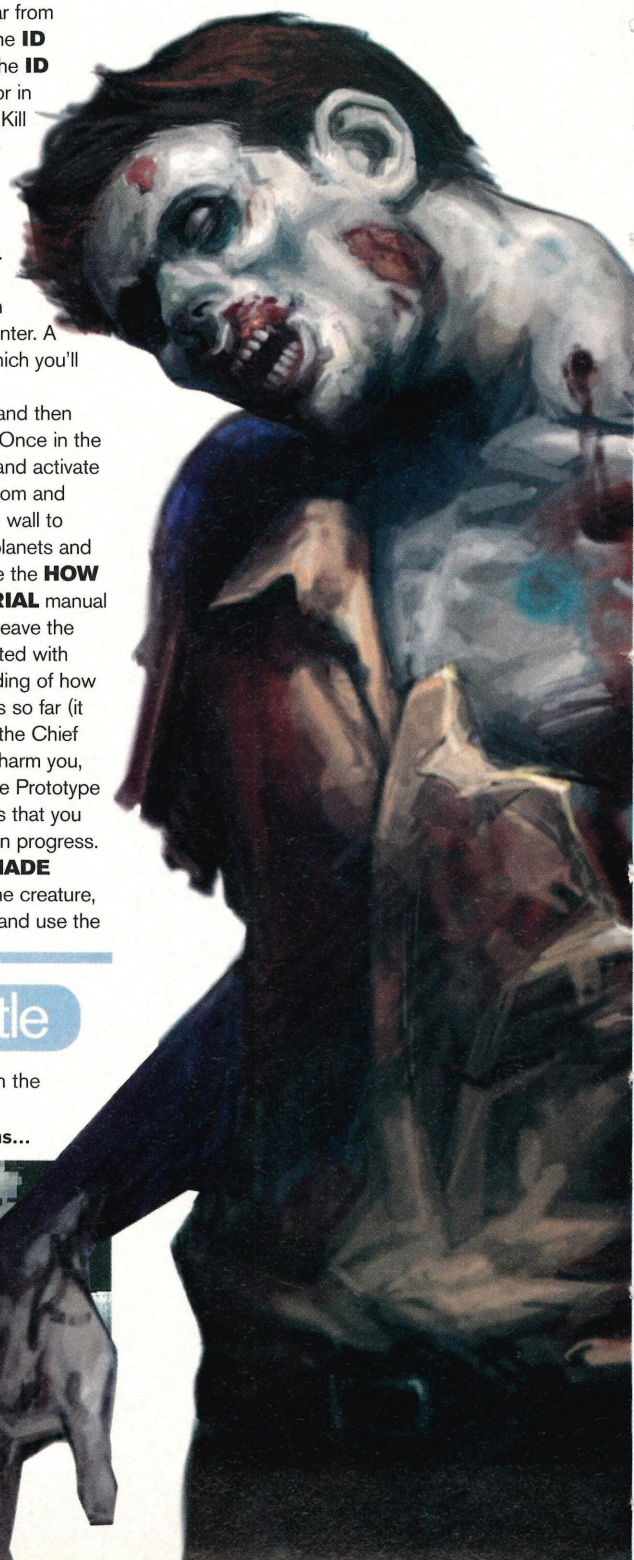
Above **Lickers have a habit of crashing through the roof when you least expect it. Don't bother fighting, just run to the exit.**

Kill the two Hunters and proceed through the next gate. Kill or avoid the three dogs in the courtyard and then go through the second big gate. Kill the Hunters and then take the **GREEN HERB** from around the side of the building and then enter the door on the other side. Grab the **GRENADE ROUNDS** and go through the open hatch. There may be two Tyrants to kill here, but don't bother because you get no rewards. Just dodge them and dap into the next room. Grab the MAGNUM and then pull the power lever. Now quickly run into the elevator that arrives and go down. Kill or avoid the zombies and then go into the room over on the right. Go into the first door on the left, take the **ACID ROUNDS**, and then go through the next door. Kill the Licker and take the **FACTORY WORKER'S DIARY** and the **ACTIVATION DISK**. Now leave the area but watch out for another Licker as you go. The plants that were contained in the previous room have now broken free, so watch out for them as well! When you leave the room, take a right and go back out the way you came. You will now be in the main room in which you originally arrived by elevator. Go through the other door and use the **ACTIVATION DISK** on the computer at the far end of the walkway. Kill the zombies and go into the room from which they emerged. Take the **ACID ROUNDS** and then leave the area. Go back through the other door in the elevator room and activate the blue panel on the wall. Kill the planets that appear from behind the shutters and take the **ID CARD** from the corpse. Use the **ID CARD** to unlock the other door in this area and then go through. Kill the two plants and activate the blue panel on the wall. **Take the BLUE HERB** and **FLAME ROUNDS** and proceed through the next door. Kill the Tyrant and the door beyond it will open, go through and assist Lott in killing the Hunter. A cut-scene will now follow in which you'll learn that you aren't Vincent.



Above **It looks like the Umbrella scientists got what was coming to them. If you play 'Number Of The Beast' by Iron Maiden backwards, it tells the message they should have heeded – "Don't meddle with things you don't understand!"**

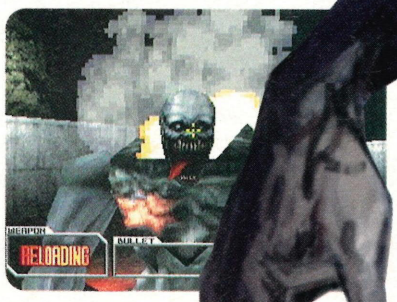
Go through the small door and then down the corridor to the next. Once in the control room, kill the zombies and activate the control panel. Leave the room and activate the blue switch on the wall to open the shutter. Kill the two planets and go down to the next door. Take the **HOW TO EXTRACT THE MATERIAL** manual and the **MASTER KEY** and leave the room. You will now be confronted with someone who will vary depending of how you have completed the events so far (it will either be Andy, Vincent or the Chief Cleaner). But before they can harm you, they will be brutally killed by the Prototype Tyrant. The bad news though is that you will have to kill it before you can progress. We advise you use the **GRENADE GUN**. When you have killed the creature, go back into the control room and use the **MASTER KEY** on the far door. Run the gauntlet to the far end of the new corridor and then through the next door to meet up with Lott and Lilly. Take a right and activate the control panel to open the tunnel for the escape train. When it has been activated, watch out for a swarm of Cleaners that descends on you. There are several to shoot on the ground, and a few firing from the bridge. When you're done, get on the train. When you emerge, follow the kids.



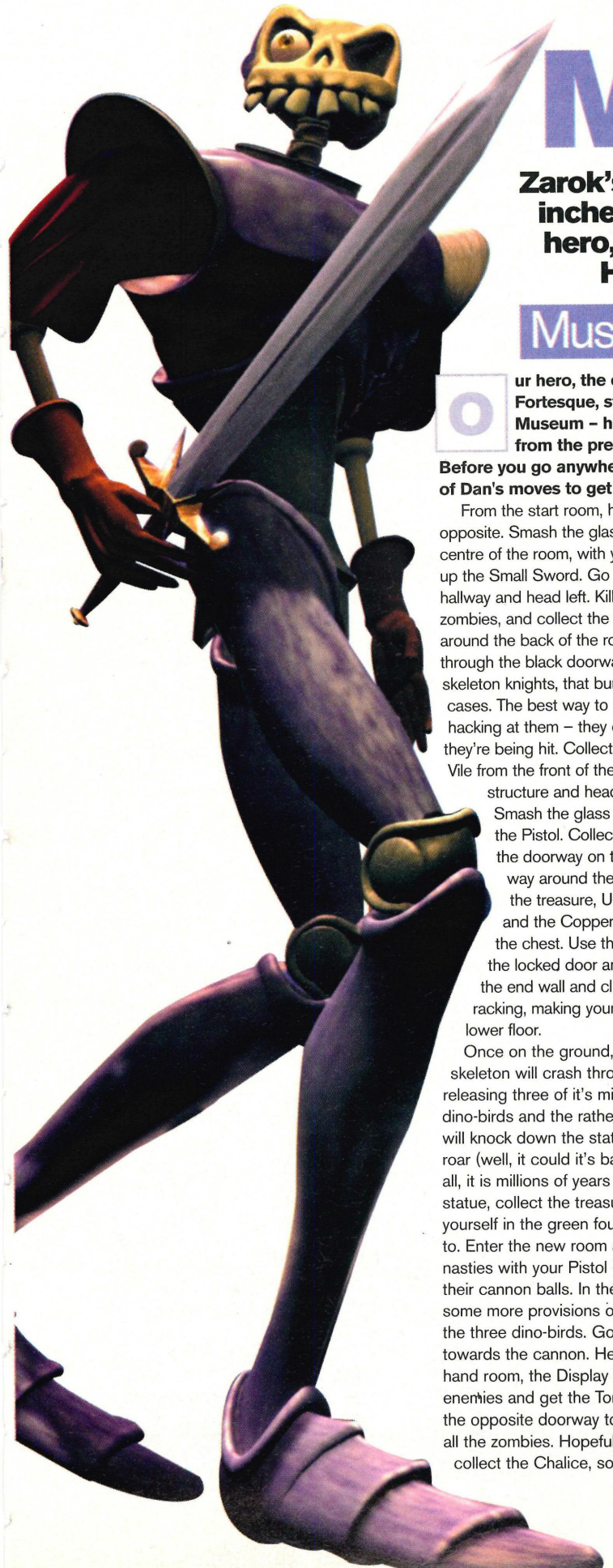
Game Over The Final Battle

A cut-scene will play showing the kids scrambling to the escape chopper. However, before you can get in you will be approached by the Prototype Tyrant. Load-up your most powerful weapon and lay into it. Keep moving to avoid its claw slashes and eventually it will stop and mutate into an altogether scarier beast. Keep moving around and shooting the beast as it lunges at you. If it picks you up then shoot it in the head to make it release its grip. It takes some killing but eventually it will keel over… seemingly dead. Now sit back and watch the ending sequence.

Below **One small hurdle remains…**



Writer Paul Malinowski



Medievil 2

Zarok's Book of Magic has been half-inched, and it's time for our chinless hero, Sir Fortesque, to save the day. Here's the first part of our guide

Museum

Our hero, the old boy Dan Fortesque, starts out in the Museum – his resting place from the previous game. Before you go anywhere, try out some of Dan's moves to get acquainted.

From the start room, head into the room opposite. Smash the glass case in the centre of the room, with your arm, to pick up the Small Sword. Go back into the hallway and head left. Kill the three zombies, and collect the Museum Key. Go around the back of the room and go through the black doorway. Kill the two skeleton knights, that burst out of the glass cases. The best way to kill them is to keep hacking at them – they can't attack while they're being hit. Collect the Used Energy Vile from the front of the gold and purple structure and head up the stairs.

Smash the glass case that contains the Pistol. Collect it and go through the doorway on the left. Make your way around the ledges, collecting the treasure, Used Energy Vile and the Copper Shield, which is in the chest. Use the Museum Key on the locked door and enter. Run to the end wall and climb the wooden racking, making your way down to the lower floor.

Once on the ground, a huge Dinosaur skeleton will crash through the wall, releasing three of it's minions. Kill all three dino-birds and the rather large skeleton will knock down the statue with it's mighty roar (well, it could it's bad breath – after all, it is millions of years old). Walk up the statue, collect the treasure and heal yourself in the green fountain if you need to. Enter the new room and kill the two nasties with your Pistol – watch out for their cannon balls. In the next room, buy some more provisions off the Spiv and kill the three dino-birds. Go downstairs towards the cannon. Head into the right-hand room, the Display Room, kill all the enemies and get the Torch. Next, head to the opposite doorway to the Garden. Kill all the zombies. Hopefully by now, you can collect the Chalice, so get it. Break open the chest on the opposite side and collect the Cannon Ball. Go back to the cannon and use the Cannon Ball. Light the Torch from one of the fires on the pillars and light the cannon.

Enter the newly opened room and climb to the upper ledge. Run around the ledge and collect all the goodies and the Dinosaur Key. Climb back down and kill the two ghost shooters, avoiding their cannonballs again. Get the Copper Shield from the chest, and use the Dinosaur Key on the locked door. Enter the new room and, as before, kill all three dino-birds to open the next door. Enter it to face the boss… ⏭

Dead Again

■ After defeating Zarok in the original *Medievil*, poor old Dan is awoken when evil Lord Palethorn discovers Zarok's old spell book! Much sword slashing and undead merriment occurs as Dan once again tries to rid the world of despotic, spell wielding lunatics! Rather good it is, too!



THINGS TO DO WHEN YOU'RE ARE DEAD

Super-Charged Attack If you hold ■ for a few seconds, Dan will use a super-charged attack. Great for when your being attacked from all sides by multiple baddies or just for added hit strength.

Running Considering he hasn't got the muscles he probably used to, good ol' Dan's a pretty good runner. Still, you'd have to be to dodge all those nasties, wouldn't you? Double tap in the direction you're walking, and Dan will leg it. **Defending and Ducking** Press ▲ to duck down and to use the shield. Use this to avoid any dangerous situations and high attacks.

Jumping An essential skill of any super-hero is the ability to jump. You can jump from ledge to ledge, across large gaps or even just jump up and down on the spot – if you really feel like it.

Daring Dash If you press ▲ while running, Dan will perform a mad dashing sprint. Use this to get out of sticky situations and get away from baddies. Now that's hardly daring, is it?

Super-Charged Jump Not content with standard jumps, Dan can now jump even further, with the help of his Super-Charged Jump. This is an ideal way to get to far away ledges and across distant gaps.

Sidestep No, Dan hasn't been to any Line Dancing classes. Great for avoiding enemy projectiles, Dan can step sideways by holding R1 and pressing the direction you wish to move.

Climbing Yet another cool part of Dan's repertoire is his new ability to climb up and down certain walls. Look for anything that looks climbable and try it. Use this new skill to reach new areas of the level.

Dan Hand To reach inaccessible places that are too small for big people, Dan can take his head off and place in on of the many green hands that are running about all over the place. Simply stand by one and press L1 and ▲ to remove your head, and the same again to put it back on. Also by pressing the same buttons when the hand is far away from Dan, you can switch between the control of Dan and the Dan Hand.



Tyrannosaurus Wrecks

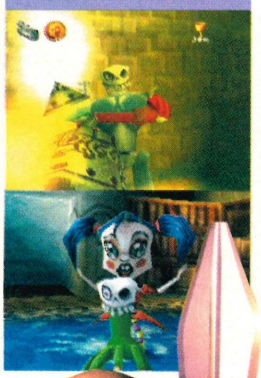
Remember the oversized bag of bones from earlier? It's back and wants to kick your boney ass...

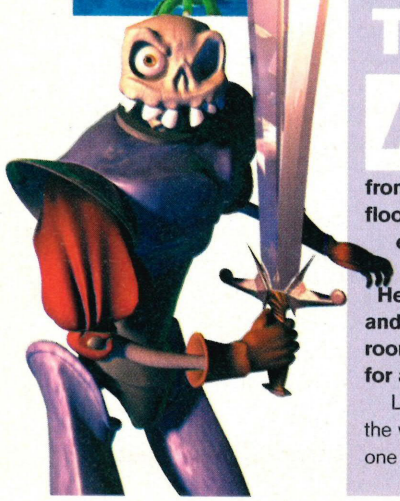
Save the game and head up the stairs. Don't try and fight the boss on the lower floor. Instead, head through the blackened doorway. Get the treasure and buy some more pistol ammo from the Spiv. Nice chap! With your Small Sword at the ready, enter through the upper doorway. Keep running around the top of the arena and when the dinosaur does its weird glowing thing, jump onto it and attack the red weak point on the back of the mighty beast's head. Two hits and it'll change into a flying-pain-in-the-backside.

Get up to the top level again and run around avoid the flames that the dinosaur spouts. On it's fourth or fifth entrance, it will do it's glowing thing again. Drop down and shoot at the beast from the floor. Avoid the minions and, by going through the doorway back up to the upper level. If you are quick enough, you can get a sneaky shot out as soon as you enter the arena again. Once destroyed, pick up the Life Bottle and exit.

Cheat-a-lot

During the game, hold L2 and press the following sequence of buttons:
←, ↑, ■, ▲, →, ●, ↑, ■
Now, pause the game and select the now available Cheats menu. In here you can select such luxuries as; invulnerability, open all levels and all weapons.





Kensington

Head forwards and tackle the nasty bloke that can control zombies. To defeat him, kill all the zombies and then attack the strange gentleman. Avoid him when he strikes and don't let him resurrect the zombies.

Head to the tunnel opposite the start. Kill another load of zombies and their master and then turn left towards the waterfront. Hit the switch to operate the platform lift. Get on the platform lift and enter the room. Drop down into the room and get the treasure in the corner by the water. Grab the dark brown box in the center of the room, and push or drag it back so that you can jump up to the boxes on the left. Collect the Depot Key. Exit the room, collect the Used Energy Vile. Drop down into the courtyard, kill the zombies and head up the street.



In the next section, kill another zombie master and his minions and head past the large house until you come to the Depot. Use the Key to enter. Once inside the Depot, turn left and climb to the wall and enter the room. Drop into the room and jump up the boxes to collect the Town House Key. Kill the three dogs by continuously hacking at them. Keep ducking to avoid their strikes. Once they're all dead, grab the box in the corner, where you dropped in, and drag and push it onto the haycart. Jump onto the ledge and exit. Drop back down into the Depot and exit.

Head towards the fountain and turn left. Use the Town House Key on the Town House. Once inside, head upstairs and collect the Pocket Watch from the chest behind the boxes. Exit the Town House and Go into the grounds of the large house. Climb up the green wall on the left and run along the train tracks. At the station, buy any provisions you need from the Spiv and ring the bell. Collect the Chalice from the skull train. Drop back into the grounds of the large house and climb the house wall on the left. On the roof, run towards Winston's light. Jump into the open skylight.

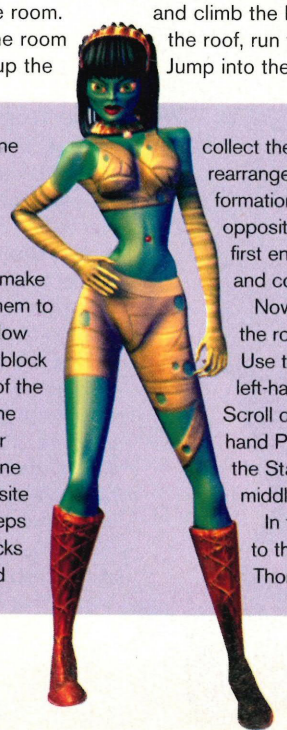
The Tomb

As soon as you start, save the game and jump from basket to basket. At the end, collect the treasure from the ledges and drop onto the floor. Kill the mummified dogs and enter the Tomb. After the cut-scene, head down the slope. Heal yourself in the green fountain and kill the mummy dogs in the open room. Re-light your torch and search for a small exit. It's on the left.

Light your torch and use it to light all the wall torches around. To get up on to one of the ledges, move the two-stone block across to the three-stone block. Watch out for the mummy dog that emerges. Burn it with your flaming torch Now move the single block infront of the others to make a set of steps and jump up them to collect the Tablet of Horus. Now get down and pull the single block away and push it down one of the side gulleys. Pull the two-stone block and move into the other gulley. Now pull the three-stone block all the way to the opposite ledge and reassemble the steps by putting the rest of the blocks together. Climb the steps and collect the Scroll of Sekhmet. Now rearrange the blocks into the step formation against the wall opposite the stairs where you first entered the room. Jump up and collect the Staff of Anubis.

Now jump down and enter the room just below the ledge. Use the Tablet of Horus on the left-hand Pharoh. Use the Scroll of Sekhmet on the right-hand Pharoh and finally use the Staff of Anubis on the middle Pharoh.

In the Professor's lab, talk to the Prof and collect the Thor's Hammer.



The Freakshow

Before you cross the bridge, heal yourself in the green fountain on the right and collect the treasure on the left. Cross the bridge and kill the bearded ladies with your brand new Hammer or pistol. Watch out though, because they can bounce you into the stream. Go over the next bridge and kill the next two hairy faced chicks. Head over the next bridge and kill the three other nasties. Collect the treasure and enter the left cave.

Inside the cave, kill the imps, collect the treasure and head to the end. Collect the Life bottle and get treasure from the ledge and head back through the cave, and go through the gateway on the far left. Kill the magician and enter through the mouth- door.

Once on the other side, kill all the imps and ballerinas. Hit the strength-tester with a super-charged hammer blow and collect the treasure. Jump on the trampoline and bounce up onto the roof to collect the treasure. Drop down and enter the stall next to the strength-tester. In here you will have to play three rounds of 'whack-an-imp'. Complete each round to get the Chicken Drumsticks and kill all the imps. Now exit the stall and enter the far green and yellow tent, just past the Elephant Key locks. Once inside, kill everything and heal yourself on the green fountain.







Exit the tent through the other door and jump onto the trampoline. From the trampoline, bounce to the higher platform and kill all the imps and bearded ladies in the area. Use the trampolines to cross the black lake over to the far side. Continue along the path and enter the blackened cave in the small gulley. Now, you have to kill off the Elephant-bots. Keep running in-between it's legs and shoot the imp that's controlling it. Collect the Elephant Key.

Exit the arena and head back to the trampolines. Just before the black lake is the House of Horror. Drop off the ledge and enter the room. Kill the imps and use the trampoline to bounce up to the higher ledge. Get the Copper Shield from the chest and collect the Chalice. Drop down, heal yourself in the green fountain and if you need to, buy some provisions from the Spiv. Exit the room and head forward, through the spinning tunnel. Enter the next arena and face another Elephant-bot. Follow the same tactics and collect the other Elephant Key.

Exit the arena and head all the way back to the Elephant Key locks, going past the trampolines and back through the green and yellow tent. Use the two Elephant Keys on the two locks to open the metal door.

Once through the door, you'll have to face yet another Elephant-bot. Follow the arena around and jump up where one of the levers is. Smash the lever when the Elephant-bot is directly beneath the metal object. Do this for all of the levers to open the other mouth door. Exit the room and head back to where you first encountered a magician (near the start) and go through the newly opened door opposite.

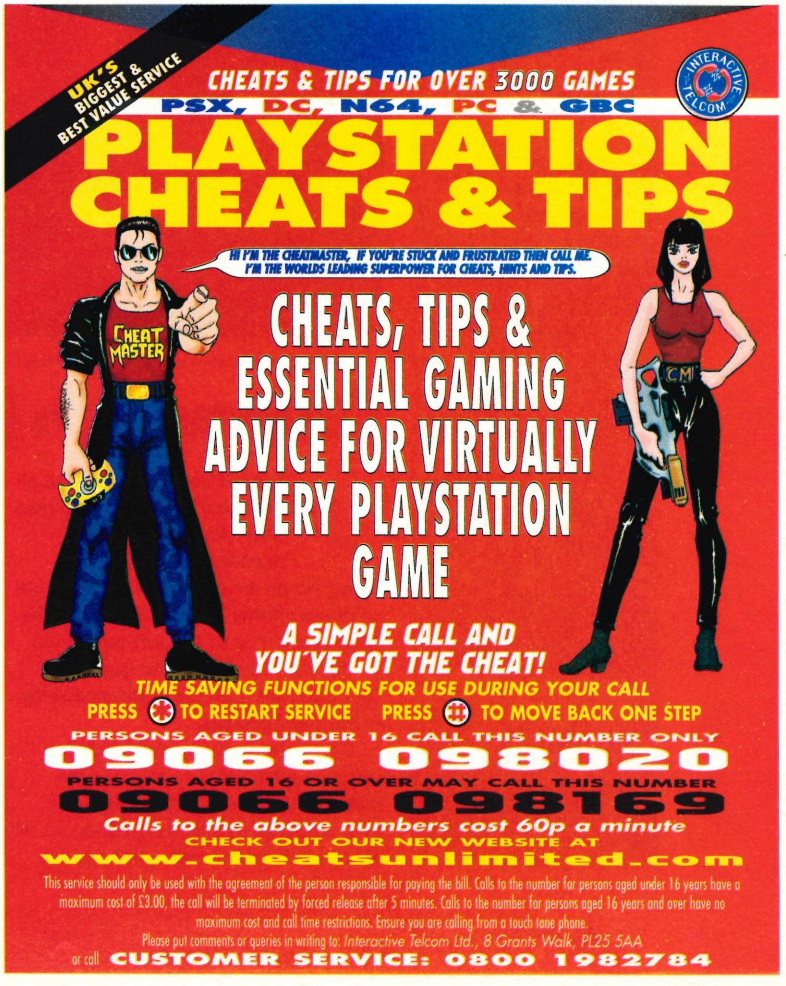
In the Professor's lab, talk to him and collect the Crossbow. ⏭

Weapons 1

Can't decide on which weapon to choose, to smash, slice or pound the hordes of the undead that roam around, Eh? Well, here, just for you, is a complete run down of all Dan's latest weaponry, and their best uses:

Dan's left arm Dan pulls off his arm and gives his enemy a bashing with it. It can also be thrown from a distance with ■, and it comes back too. Not a very effective weapon, but if you've run out of ammo – it's all you've got.

Small sword A standard piece of kit for any budding hero. This is a short, yet effective weapon, especially on the early baddies. ⏭



Weapons 2

Pistol This cool Blunderbus-style gun has long range, but low fire rate. It's good for killing the enemy from a distance.

Cane stick Oh... you are a cad! This gentleman's walking cane isn't very good as a short range weapon, but charge it up, and it's a blast.

Thor's Hammer This is the same hammer from the original game and still has the same marvellous bashability. Smash your enemies and hit other stuff too.

Crossbow This little beauty has a high fire rate but is low on power. Good for long range fighting though.

Flaming Crossbow The same as the standard crossbow, but with flaming arrows. Fire one at your foe and watch 'em burn, baby. Great against zombies.

Axe A super huge battle-axe use to hack and slash your enemies to bits. You can also throw it for far attacks.

Bombs They're small, black and they go 'Bang!' Chuck 'em around and blow your foe into tiny pieces. Excellent!

Broad Sword (Enchanted Sword) By improving on your Small Sword, the Prof has come up with this mighty beast of a weapon. It's larger, tougher and can even be enchanted if you wish. Magic!

Lightning With the aid of some vampire juice, the Professor has been able to harness the power of lightning – just for little ol' you.

Blunderbuss This over-sized elephant gun delivers a powerful blast, but it's got a slow fire rate.

Magic Sword It's big, blue and powerful too. The Magic Sword really is the icing on the cake.

Gatling Gun A high speed super machine gun, that delivers massive damage.

Greenwhich Observatory

Start out by running up the hill. At some point, a bird will swoop down and steal your old head. In order to get it back, you must get through the level. If you press L1 and ▲, you can see where your head is. It's actually on top of the observatory entrance, but you can't get it yet.





Keep heading up the hill and kill all the zombie sailors and the pesky bird that's perched on anchor.

Once at the observatory you will find that the entrance is blocked. Shoot the bird on top of the entrance and climb up the ladder on the left. Now collect your head from the nest by pressing L1 and ▲. Drop down and run around to the right side of the observatory. Heal yourself on the green fountain and get the treasure. Run to the other side of the observatory and get the Copper Shield from the chest. Now take the path towards the Docks.

Once at the docks, turn the corner and shoot the zombie sailors. Take the second left-hand turn and climb the wall. Shoot the bird and drop onto the roofs on the right. Climb up the wall and use the green fountain. Now get back down to ground level and head down to the waterfront (well, if there was any water!) A mutant green octopus will attach itself to a zombie and attack you. Kill the zombie and then the octopus and then run around to the right. Watch out for the octopus that jumps out from the crates on the right. Kill it and then shoot the bird. Yet another octopus will attack you, so kill it. To the right is the Spiv, so buy any necessary provisions and drop into the docks. Kill all the zombie sailors and octopuses and collect all the treasure. Now get back onto the dockside, using the ladder at the front of the docks. Once up, head for the building opposite the Spiv, and run around it to collect the Life Bottle. Now enter the building.

To solve the puzzle, stand by the open glass window at the back and put your head inside using L1 and ▲. Now hold L2 and R2 together, to see through Dan's eyes. You will now see the correct combination for the switches. Unfortunately, the combination changes every time you play. Press L1 and ▲, to control Dan again and hit the switches, the correct number of times to copy the combination. Now, pick up your head and exit the room.

Head left across the dockside and cross over the drawbridge, which is now down. Cross the grounded ships and hit the switch on the far side. Jump onto the ship on the left of the switch and collect the Chalice. Head back, past the switch, and jump onto the wooden platform. Perform a super-charged jump to the small gap on the dock wall. Now drop off the ship, onto the dockside and break open the chest, on the right, to kill everything. From here head for the doorway, up the steps and enter.

Greenwhich Naval Academy

Drop off the ledge and kill all the zombies and octopuses. Stay close to the naval academy walls to avoid being hit by a cannonball. To the right of the academy is a Used Energy Vile. Grab it and run to the left-hand side. Re-fill your health on the green fountain and then enter the academy, using the doorway.

Once inside, go over and kill all the octopuses that jump out at you, in the middle of the room. On the right of the room is a large tank filled with green water. There are three switches, which move a large magnet around the tank. Hit the left-hand switch once and then hit the middle switch four times. Finally hit the right-hand switch, which lower the magnet and pick up the Bellows. Grab the Bellows from the end of the tank and make your way, up the ramps, to the roof.

Using your Torch, light the burner underneath the balloon on the flying contraption. Use the bellows on the dark brown wedge shape and then jump up and down on them to stoke the flame.

After crashing the flying machine into Lord Palethorn, you will have to fight Dogman and Mantis, his two cronies. To beat them, keep running away from them. While on the the move, charge up your Thor's Hammer, stop and let it rip just in front of Dogman. After a few hits, Dogman will be knocked out, leaving Mantis free. To kill Mantis, just hammer him into submission.



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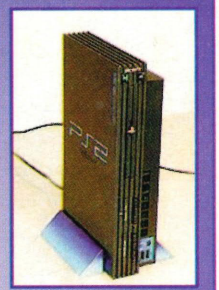
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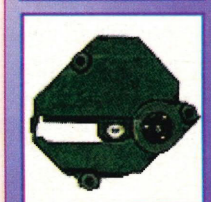
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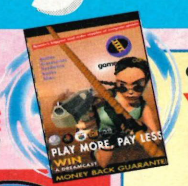
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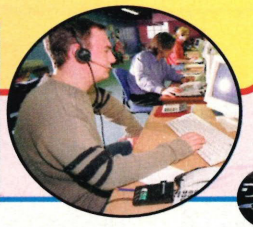
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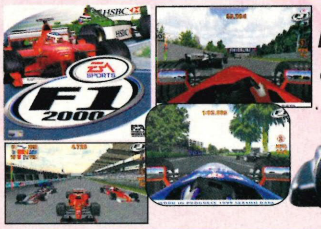
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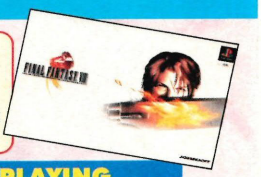
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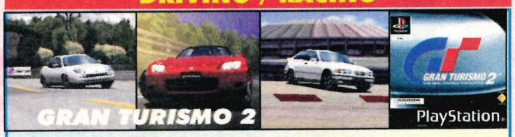
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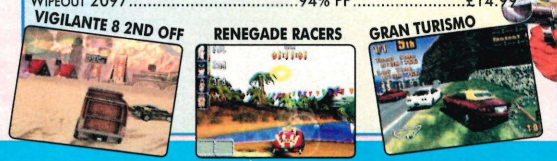
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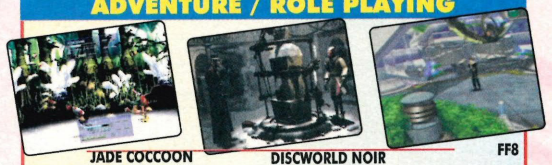
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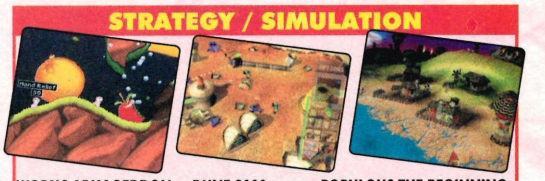
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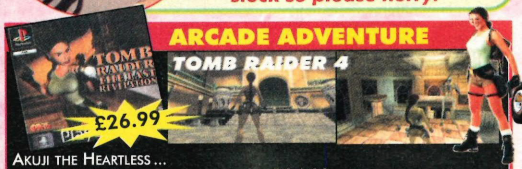


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FIFA 2000

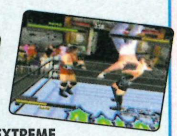



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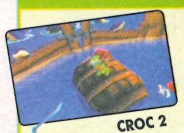

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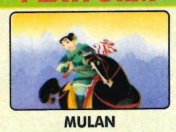
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INCOMING GAMES LATEST REPORTS NEWS

The World Is Not Enough

GoldenEye beater, shaken, not stirred!

expected release date
OCT 2000

PUBLISHER Electronic Arts

GENRE Action

1-2 **Player**

70% **Complete**

Anticipation ★★★★★

Could the famous secret agent and serial bedder of beautiful women (and Grace Jones) be on course to star in a PlayStation game that is actually good? Taking its cue from *GoldenEye*, but in progress at the same development studio that spewed out *Tomorrow Never Dies*, we can but hope!

You don't go up against Rare's Bond game unless you got something special!

So confident is Black-Ops (the development house coding the product) that it has the makings of something good on its hands, the game will also be appearing on the Nintendo 64 – and you don't go up against Rare's mighty Bond game unless you've got something a bit special! We are told that the game will stay true to the Bond legacy by combining all-out action with elements of stealth, outrageous gadgetry and some hot vehicles to drive. However, Spec-Ops has added extra villains and gone off on a bit of a tangent that can only benefit the game after the drivel that was the film.

The World Is Not Enough will be crammed with locations from the film, no matter how obscure, and players will get to explore them in a first-person perspective. The game will also pay host to multiple players, but we're sure that the hardware limitations of the PlayStation will limit the numbers to two, whilst the PlayStation2 version will go the full Monty and invite four into the action. With the N64 still clinging on for dear life to *GoldenEye* to help sales, it'll be nice if the PS2 can enjoy a similar bump-start when it is released in the Autumn, which is roughly when this game will arrive!

The Bad Bond...
Many of our readers felt that we were too harsh on Spec-Ops' previous PlayStation Bond game – *Tomorrow Never Dies*, which is fair enough, so it should come as good news then that *The World Is Not Enough* is coming from the same base. Spec-Ops will be taking careful note of the specialist press critisisms of its last game though, and this one should arrive crisply ironed. From our point of view, we disliked the film immensely, so the game can only be more entertaining. Come on Bond, stand up to Gabe!









Below This is what Bond games should all be about – fragging baddies in a first-perspective. It didn't do *GoldenEye* any harm!

The Legend Of Dragoon

Pay-back time for the flying freaks!

A good RPG is like a good book – once you get into it you won't want to put it down. Sony Computer Entertainment Europe (SCEE) has such a game in the works in the form of *Legend Of Dragoon*...

Developed originally by Sony Japan, *Legend Of Dragoon* is a four-disc encyclopedia of a game that will generate

You will be able to watch your children grow-up playing this...

over 80 hours of solid, brain-straining gameplay. You'll be able to watch your children grow-up playing this! The story is enough to send you insane as well, and it centres around the beginning of mankind when all the different kinds of species were numbered in accordance to their intelligence. Apparently man chalked up a respectable 106 and was sandwiched between dragons and, er, winged men.

These, er, winged men got a bit cocky though and took it upon themselves to control things down here for a while. So guess who joins forces to do a spot of wing-clipping?

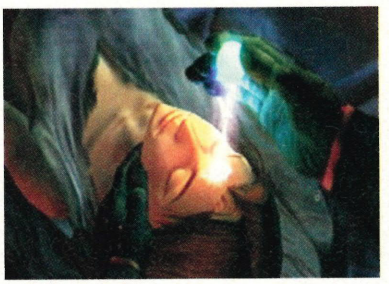
That's the pitch, and if the screenshots are anything to go by then we're confident that the game could do big business when it is released later in the year. The four discs of software are still running through the labour-intensive translation process, which could take a while, but we should get some playable software in time for a huge report in the next issue. Bloody winged-men indeed!

expected release date
TBA ■ 2000
PUBLISHER SCEE
GENRE Adventure
1 **Player**
60% **Complete**
Anticipation ★★★★★





Right You join forces with the dragons in this game to knock the winged men down a peg or two. Bloody freaks!





Left Beware the deadly flashing blade... but whose is it exactly? Nice graphics for an RPG, though.

Ballistic

Can a load of balls be this much fun?



Above By joining groups of balls, combos are possible if the empty space left behind allows others to become grouped. This is immensely satisfying when it happens.



Above Certain power-ups need to be shot at to activate them, like the clock pictured here. If you shoot it then time will stop for a while, making it easier to finish the level.

What a load of balls you may say, and you'd be right, but if you're shaking your head in disbelief at our anticipation rating for THQ's *Ballistic* then you're mocking one of the most addictive puzzle games of all time. No bull!

Only full-on Armageddon can stop this game from becoming a classic!

The drill is very simple; you are constantly being invaded by a steady stream of coloured balls, and if you allow them to the centre of your winding chute then that's it. To counter-act this potentially devastating fate, you can fire coloured balls in retaliation, and if you match three or more of the same colour then they are vapourised. Never to return. The game has three modes – Challenge, Stage and Vs, the first is an on-going fight to stay in the game with a never-ending stream of balls trundling down the chute, and the second is a stage-based affair whereby you have to empty the chute of balls before progressing to the next (before all kinds of new hindrances start to creep into the equation, like whirlwinds and bumble bees!) The third speaks for itself.

Basic in design, *Ballistic* more than compensates for its homely appearance by the compelling gameplay. Like all good puzzle games, once you start playing hell will freeze over before you'll comply without protest to putting it down again. We never normally gush about a game at the preview stage, but only full-on Armageddon can stop this game from becoming a PLAY Classic now! We'll kid you not in the full review, next month. ⏭

expected release date
MAY ■ 2000
PUBLISHER THQ
GENRE Puzzle
1-2 **Player**
70% **Complete**
Anticipation ★★★★★

mini view

Koudelka



This game has continued to haunt us over the past year or so. We've been drip-fed information from Sacnoth, the Japanese developer, that is comes to us from the powerful minds of several ex-Square employees, and it's set in an English monastery, but then it came out Japan and all went quiet. We wanted to play it, honest, but our shrewd import friends decided they didn't like the name and simply didn't bother getting us copies. No matter though, it's emerged again, and this time it's in Infogrames' PAL release schedule!

Vampire Hunter D

Can't you see? Can't you see? I've got a Vampire Hunter on my 'D'!

If you thought Keith Harris was stark raving mad, then check this guy out! He talks to his hand without having the decency to stick an annoying puppet of a duck over it first to make the kids smile. Things are definitely not all well with Dunpeal, vampire hunter!

As well as fighting with fang face, you are at war with yourself...

Based on a hugely popular book series (of which we are told the third is being made into a film this year), *Vampire Hunter D* is like *Legacy Of Kain: Soul Reaver*, only with more RPG elements. Dunpeal, of the 'D', is a half man, half vampire hybrid who is acting as a bounty hunter on a mission to hunt down and kill the dying vampire race. However, as well as doing plenty of fighting with fang-face in the game, you are also at war with yourself... or rather your hand. This hand converses with you at regular intervals.

expected release date
MAY 2000
PUBLISHER JVC
GENRE Action/adventure
1 **Player**
90% **Complete**
Anticipation ★★★★★

This game actually arrived slightly too late for a review this month, but it will be out by the time you read this. We know for a fact that it won't be to everyone's liking (we found it hard to navigate round the locations thanks to some very iffy perspective changes). However, there is a good game inside crying to get out, so if you can see through the slightly shabby exterior and get to grips with it, then you'll be rewarded with a very satisfying adventure. We'll have the full review of *Vampire Hunter D*, so you may like to catch that before committing yourself.

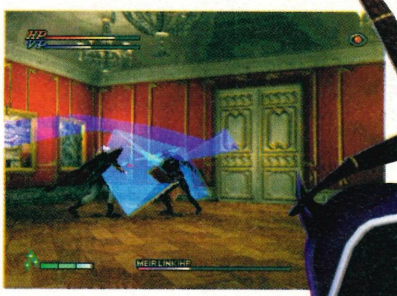






Left **It'll take more than your amazing, talkative hand to get you out of this one! Leg it!**





Below **Yes, it features real-time combat! After so much mundane turn-based stuff, this'll be a welcome change...**



mini view

Iron Soldier 3



When the Beatles declared that they were "bigger than Jesus", enraged yanks burnt their records in the streets. A similar fate befell the Atari Jaguar when folk realised it was crap. But from the charred remains comes a franchise that is hoping to ignite the PlayStation – that of *Iron Soldier*!

The third game in the series is heading for a summer release, and it places players inside a 40ft high mech, which you then use to crush wave upon wave of enemy drones. It is mission-based and will feature roughly 25 spanning across all kinds of terrain. A US release is certain, as for a PAL, who knows?

The Misadventures Of Tron Bonne



Blowing Eidos's trumpet soon...

As the proverbial 'spit-roast' of Capcom goes one between Virgin Interactive and Eidos ("We'll have *Street Fighter*, you can have *Resident Evil*" etc), the latter continues its blag of the quality games with *The Misadventures of Tron Bonne*. It'll rock your world!

The game, due for release here in June, is essentially an adventure game with a rucksack full of surprises.

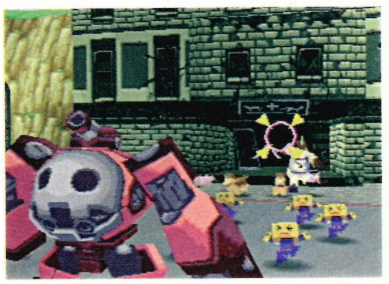
Have you got the bloody cheek to go on the rob? Too right you have!

expected release date
JUNE 2000
PUBLISHER Eidos
GENRE Everything!
1 **Player**
60% **Complete**
Anticipation ★★★★★

Crammed in are additional elements of 3-D shooting, puzzle, and creature-creating. The game centres around a pair of pirates called Tron Bonne and Teisel. They travel the planet in their Gesellschaft airship searching for treasure, but then they are kidnapped by an irate money lender after a bit of pay-back when Teisel blagged a load to cover the transport costs.

Imprisoned until the debt is satisfied, Tron decides to use her army of robots to bust into banks and comb the land in search of money to be granted freedom – and that's where you come in! Have you got the cunning and downright bloody cheek to go robbing on her behalf? Too right you have! We'll have the full workstation soon.





Above Tron Bonne's barmy robat army runs through a few battle plans for getting their leader her loot.

Right The bank has been targeted and now the little critters embark on a spot of smash and grab.



Left Oh no, the bank heist has gone wrong! Grab a hostage and call in some ransom.

X-Men Mutant Academy

After all this time, do we give a XXXX?

This game is currently neck and neck with the likes of *Messiah* in the 'always appearing at games shows, but never actually coming out' stakes. Of course, when this was first conceived, the X-Men hadn't already bored us to death by appearing in too many Capcom beat-'em-ups, so basically, will anyone give a damn about this?

Some people will be wetting their pants at the prospect...

X-Men: Mutant Academy, formerly known as "that 3-D X-men fighting game" is essentially *Street Fighter EX* for the Marvel generation. It's simply just a fighting game, featuring the X-Men, in 3-D. Some people will be wetting their pants at such a prospect, we're just not phased at the moment – especially as the game still hasn't progressed past the two-character, one background stage. On a plus note though, this brief and teasing preview version did allow us to get a feel for the combat, and it's not half bad! The characters look too bulky though, which somewhat threw us, but once they started to move they can certainly rain in some multiple attacks at blinding speed. Okay so the moves may be a tad predictable, but they sure do connect with great ferocity.

To be honest, it did play very similarly to the Capcom games, but seeing as Wolverine and co has yet to make the cut for the *Street Fighter EX* games, this is as close to it as you are going to get. We'll have a further report of *X-Men: Mutant Academy* after we go and try to act surprised to see it at this year's E3 show in Los Angeles next month. Hopefully, there may be another background and half a new character in it by then! ⏭

expected release date
AUG 2000
PUBLISHER Activision
GENRE Beat-'em-up
1-2 **Player**
50% **Complete**
Anticipation ★★★★★

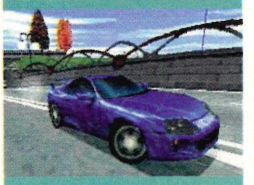




Above As you can see, there are ten standard characters to play as, with more tucked away waiting to be unlocked.

mini view

Vanishing Point



We let out a primal scream when we heard that Acclaim was licensing another racing game. After *GT2*, what hope could it possibly have? The title of the game refers to the point on the horizon in which players will be able to race – there's no pop-up here as everything is pre-drawn from the start. It pelts along at a fair old speed, especially considering that this is still in the early stages, and the car models are looking ace. If there is room for another racer at present then this could be a worthy successor to *GT2*.

Ronaldo V-Football

Can ol' shaky score a hit on PlayStation?

What can we say about the main man? He's rich, gifted and... injured, again! Ronaldo may not be playing too much footie of late, but Infogrames hopes you'll all be playing with him a lot very soon. In his own game, of course!

Until very recently, we were looking forward to this about as much as a phone call from a reader's irate grandmother (were Slipknot really that offensive?) but when playing for picture-taking purposes, our hearts of stone cracked and we began to warm to it. Bearing in the mind the two distinct categories of PlayStation football games – *ISS*, and then basically everything else – this game falls into the 'everything else' bracket. It plays well, albeit in huge arcade-style rollerblades as opposed to the proper studded football boots of *ISS Pro Evolution*, and it's easy to master (which should please *FIFA* fans everywhere). What's still very wrong though is some of the fluidity and the annoying goal celebrations. Full review next month.

It plays pretty well, albeit in huge arcade-style rollerblades...

expected release date
MAY 2000
PUBLISHER Infogrames
GENRE Sports sim
1-2 **Player**
70% **Complete**
Anticipation ★★★★★











Left Not so angel-like now are you Gabriel? And cut that bloody hair off when you go for your early bath!

mini view

Grind Session



Not content with sitting back and allowing its third-party chums to eat all the skateboarding pie, Sony of America has decided to take a slice for itself. *Grind Session* is the game, and reports back from the land of the white teeth state that it's playing very well indeed (hard to believe we know judging by the ropey screenshot). Having obviously played grommit to Tony Hawk's brilliance for inspiration, there's no reason at all why this game couldn't contend for the title. Unless of course the Americans lied and it turns out to be crap.

Toshinden 4

Will it be good? The clue is in the title!

The original may have kept the crowds amused until *Tekken* arrived, but now the goalposts that this once big player is aiming for have widened. With *Tekken 3* seemingly unmoveable on this platform, what hope has this weakling got?

This game chooses to do things differently. Not much, but a little...

To be fair, it would have been easy for Toshinden to emerge with all the shameless regularity of *Street Fighter*. But it knows that it can't even match that trusty thoroughbred in a sprint, let alone knock *Tekken 3*'s helmet off... so it's doing things a little differently. Not much, but a little.

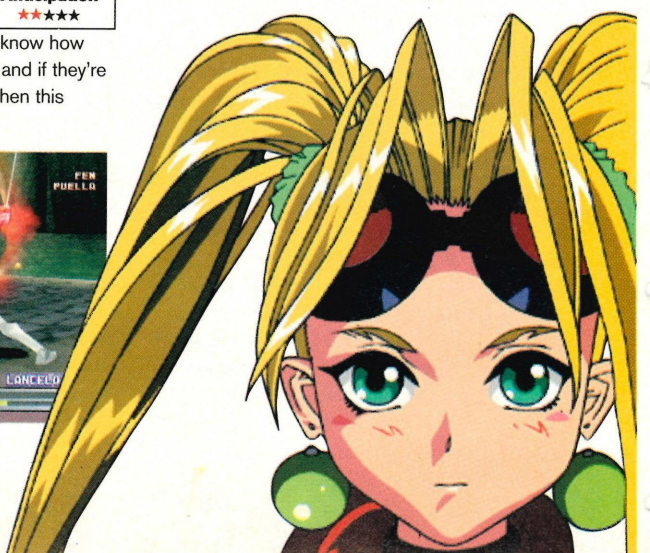
You basically pick a trio of fighters who must then scrap against, and defeat, other groups of three. When one of your fighters crumbles, the next in the chain joins in, and so it continues until all have expired. To be honest this game isn't going to set the fighting world alight, the moves are fairly basic and the appearance looks very dated these days. However, we know how desperate fighting fans can get, and if they're willing to buy *Psychic Force 2*, then this should enjoy minor success.

expected release date
MAY 2000
PUBLISHER Studio 3
GENRE Beat-'em-up
1-2 **Player**
80% **Complete**
Anticipation ★★★★★





Above Long-armed Wilf was trailing badly in the rubber wrist masturbating contest...



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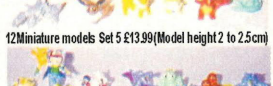
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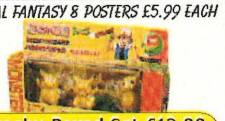
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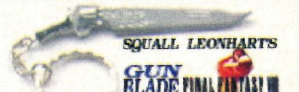
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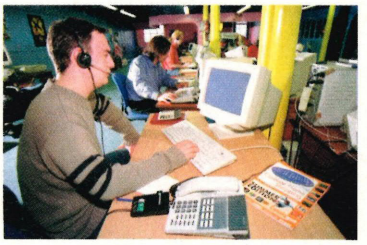
Edited By **Graeme Nicholson**

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Ai from *Ridge Racer V*... the PlayStation2 debate starts here and now!



AMERICAN BEAUTY

Hi, I love the magazine and I think that you are doing a great job with it. I am writing to you to find out about the PlayStation2. I am a loyal owner of a PlayStation, having had mine for five years. My PlayStation has recently packed in and I don't think that it is worth getting it fixed. I literally cannot wait for the launch of the PS2, as it will instantly become the undisputed best games console money can buy. I am going to America in August and the main point of this email is to find out if I should buy a PS2 when I'm out there, will I be able to play English games on it or should I wait till the PS2 is released in the UK? Will I have to chip it, or will I have to import games? If it's the latter, I think I'll just wait.

Damien, email

Presuming PS2 launches in America in time for you to buy one in August, it still isn't the best idea if you are not prepared to keep buying US software. They don't know how to chip PS2s yet, so you will be unable to play English games and, crucially in your case, your old PlayStation favourites will not work either.

FRAG HAG

What the hell is going on? *Quake II* gets the highest score in history, so I think "Ooh, that looks quite good, I think I'll go and rent it." Off I go down to my nearest Blockbuster Video store, head for the PlayStation games shelf, and straight away, *Quake II* jumps out at me like a faithful puppy who hasn't been fed for a week. Then I noticed the price tag, which said, "£2.50 for two night rental." Right away I'm thinking, "Oh my God! What a bargain!" I proceed to the counter with said game. Upgrading to five night rental for only £1.50 extra (nice one Blockbuster!) I get into my dad's car and drive home.

Having to endure an hour not being able to play it because my dad is watching *Deep Space Nine*, I begin to get restless. Then, the telly is free. Furiously plugging the PlayStation in, I insert the *Quake II* disc, turn the lights off and get ready for action. However, it was not to be. I found the guards too easy to kill, even just using the blaster and on the hard difficulty setting. I spent most of the rest of the week mowing coppers and innocent civilians down on *GTA2*, except on one occasion when my friend came round for the afternoon. The deathmatch was the only true element of enjoyment I found in *Quake II*, trying to find a BFG on every level, sneaking up behind each other and shooting each other at point-blank range with the railgun. At the end of the week, I was left thinking "Why didn't I rent *Medal Of Honor* instead?"

Steven Baines, email

We were left thinking, "How one earth could someone possibly be so tight that they'd moan about paying to rent *Quake II* for a week?"

BUG INFESTED

I'm writing in to tell you about an increasing problem that seems to be popping up. I first came across it a while back in *Tomb Raider III*. I was in the jungle when suddenly Lara got stuck in a wall, never to get out. You may say games have been remarkably improved and most of these bugs have gone, but the fact is that they haven't.

A week ago I was playing *Medal Of Honor* with my brother. Half way through the match I realised I had

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DAYS GONE BY

With the forthcoming release of the PlayStation2 there is now more than ever an emphasis on the direction in which games will head, and the exciting possibilities that the future may hold.

Nostalgia aside, it is also perhaps a time to look back on the classic video games of our past and consider whether games today still exhibit the originality and fun they once did. Take for example games such as *Ghosts and Goblins* and *Gauntlet*, both of which, in their time, left players coming back time and time again for more. Many newer games such as *Tomb Raider* and *Metal Gear Solid* also display the originality that made these games such fun, but in general games are tending towards tried and tested formulas that while fun, offer no lasting appeal.

The problem lies perhaps not in the developers' creativity so much as their attempts to break new boundaries. The format of a game such as *Bionic Commando* (sideways scrolling) is rarely used these days, apparently because it is assumed that games in 3-D are far more impressive and offer more fun. While in general this may be true, I am disappointed to see less and less developers producing games of this type.

There is no harm in pushing a machine to its limit, but it is wrong to think a simpler game is less fun, as shown by games such as *Loaded*, which when released was absolutely astounding. Sure, it may have gotten a tad repetitive, but then think of it if they'd added a four-player mode... that would have been good! People keep talking about games being too big or too small, but this never used to be such an issue. Because gameplay kept you coming back for more, again and again...

Thanks for your time.

Dave Sheehan, email

PS – How about a monthly design a game competition? It'd be interesting to see the ideas people come up with and may even give developers something to think about.

There's a book you need to read. It's called Trigger Happy, it's by Steven Poole and it comes out in May. Poole covers a lot of virtual ground, but his book is mainly a beautiful insightful study of gameplay – why some games designs work and others don't.

We've been the lucky recipients of readers' game designs in the past. These cerebral blueprints of highly involved entertainment were typically the hurriedly scribbled orgy of crayon and pen that an eight-year-old had created, a child who had somehow managed to get ointment, jam and snot onto the design between the table and the envelope. We're not keen to recommence delivery of this sort of mail.

suddenly stopped moving. The problem was I had got stuck in the ground and slowly started sinking. It was good at the time as I could shoot at my brother wherever he was on the level. The thing that is common in both these situations is a major amount of glitching. I think this is caused by companies releasing their games too quick, just to cash in, rather than taking their time and ironing out all the bugs.

Most games companies today only care about the money rather than the quality of the games being released. The public would be a lot happier if most of these bugs were ironed out. I only hope PS2 doesn't suffer from this problem (as Dreamcast seems to be on a couple games).

Steven Rigby, email

Every week of play testing is a week the game isn't on the shelves. It's easy to see how financial priorities come into the equation, but hopefully this shouldn't be a problem on PS2 – it'll have a hard disc soon so we can fill it up with precarious bug-bridging software patches that fix your games for free!

MUSIC LOVER

I was reading one of your earlier issues (the silver cover with *Die Hard Trilogy 2* on it) and I saw that you have exactly what I was looking for! That four CD *FFVIII* soundtrack. Is there any way I could trade something with you or buy it, though I'm short of money? I would trade anything! My PSX, my home, my family! I just need that soundtrack! I hope you can help.

Jamie Green, email

The *FFVIII* soundtrack boxset has been traded between vagabonds in the PLAY office for centuries. It is one of the most fiercely sought artefacts of promotional merchandise here. Most recently it passed to Ryan, who traded his wicked MTV jacket for it. As a zealous stockpiler of gaming crap, it is unlikely he will ever give up this collectable treasure, at least until his smoking-related expiration, projected by many doctors to occur sometime in 2003. You've probably got a much better chance of success if you call round a few import stores asking for the item – there are still some out there.

CLEANED OUT

I have recently noticed a mistake with the US version of *Gran Turismo 2*. When you go into the car wash it says that the cost of a wash is 5,000 credits, but we washed the car anyway and it only charged 50 credits. Who was the gimp responsible for this sad, easily-noticeable mistake? They should be shot!

Gary McCrossan, email

An entirely unforgivable faux pas, surely one that's bound to cause unnecessary misery for millions. Still, a penalty of execution seems ever so slightly heavy handed.

SONY ONLINE

What is Sony's current statement on the possibility of a PS2 modem and subsequent Internet access? I know Sony isn't going to include a built-in modem but I hope it's not going to give up on the possibility of a modem produced later that can be hooked up to the back of the machine.

I know that the company may be afraid of screwing up like Sega did when its site crashed as too many people logged on and that PS2 will attract even more people to use the system, but lets not allow this to stop Sony from giving a new way of gaming to the public. Think of the possibilities opened up by the prospect of using the Internet with PlayStation2 games in a similar ways to those used by their PC counterparts. Not only being able to play *Command & Conquer*-style strategy games with people all across the world, but all types of games from different genres such as adventure and action games.

A Sony modem would be similar to the link cable for the original PlayStation, only successful. I was one of those people who bought a link cable and used it frequently with my next-door neighbour to have my most enjoyable *Red Alert* games ever.

I was extremely interested when I read that the PS2 addition to the *Final Fantasy* series may be able to support Internet use. I was thrilled at the prospect of joining up with other players over the Internet and using your own fighters to join them on an adventure, as *Final Fantasy VIII* is one of my favourite games. I don't see how this would possibly be able to work but, still, just the idea shows that developers are anticipating that Sony will do the right thing and allow PS2 Internet access.

Now, I am just hoping that Sony will take the plunge and attempt to succeed in creating a new era of worldwide gamesplaying.

Adam Woolston, email

These days it doesn't pay to be vague about your online intentions. Sony has announced a complete Internet package for PS2, due to launch in 2002. Why the delay you ask? Sony has suitably ambitious plans and it needs to wait for lighting quick broadband Internet access to invade our homes. The PC card slot on the machine's rear is primarily for a Sony modem. And because it's removable, you will be able to upgrade your modem, unlike the awful 33.6 K junker that UK Dreamcast owners are cursed with.

SERVE & PROTECT

Your magazine is the best, as it is the most helpful and unbiased one I know of. I like it so much that I have subscribed it for a year twice now! Keep up the good work!

The reason I am writing is to talk about videogame piracy. I'll begin by informing everyone that I have set up a big organised game copying 'company'. All I need is a PC and a CD-R drive. What I am getting at is that Sony isn't making much effort in combating game piracy. The PC industry has some extreme copyright protection on its CDs and it literally drives you insane trying to crack them. PlayStation games have close to no protection at all. I mean, I know some people who never knew anything about computers at all and once they bought their first PC, voila, they made a 'back up' of a PlayStation game!

I make quite a lot of money by selling copied PSX games. As for PC games, I am actually scared of them! I once spent hours trying to get a copy, but I wasted an entire day and two blank CDs. For PlayStation games, all I do is go to Xtra-Vision and rent the game, copy it, then give it back to them on the same hour and complain that it doesn't work to get my money back! Then I have a perfect copy of the original for just one quid! I have also realised that if you **[explicit instructional technique removed to prevent massive surge in amateur pirates – Ed]** you get a disc that is impossible to copy or even read. This kind of disc works perfectly on PlayStation though! So, if even I can make a CD that is fully copy protected, why does Sony continue to license ones that can easily be copied? Sony always complains about money being lost because of piracy, but there are loads of ways to combat it. If Sony can't stop it completely, why not at least make the effort?

Alan Tsang, email ⏭

⏭ Though you may think you are having fun now, you only hurt the ones you love. Really though, it feels nauseating and uncomfortable to find common ground with software leeching scum, but it's true: PlayStation games are too easy to copy. With DVD as the chosen media for PS2, it's a guess how long that will be safe, too. The one thing Sega did right was to develop its own disc format – GD-ROM – for use on Dreamcast. There is no blank media available, no GD drives for home computers, no piracy epidemic.

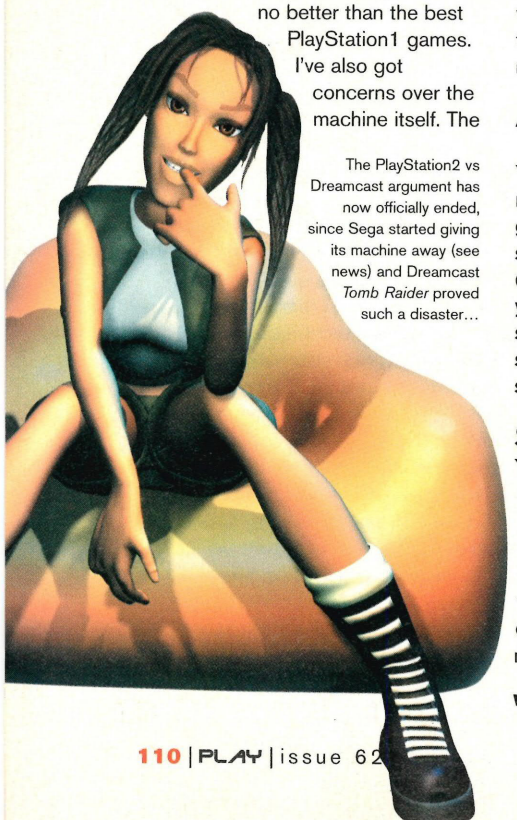
DOWN ON IT

I bought a PlayStation2 in March, with *Ridge Racer V*. I hadn't intended to, but I bought a Dreamcast on import and I needed to know what the PS2 was all about.

At first I was impressed, but then some doubts crept in. *Ridge Racer V*: nice game, very arcade, nice graphics, but not brilliant. One player seemed fast and furious, you can see for miles, but there is build-up. Buildings do suddenly appear. I know it's one of the first games, but the cities aren't that detailed. And then we come to the two-player mode.

All the PlayStation mags have gone on about the power of PS2. So how come in two-player mode the track and scenery has the worst fogging I've seen for along time? The N64 does it better. Any answers on this one? You must have seen it for yourselves. Also, the loading times are no better than the best PlayStation1 games. I've also got concerns over the machine itself. The CD drawer looks too fragile for a games machine, the power switch is on the back of the machine, the ridges around the front are dust magnets and the black case shows up finger marks terribly. Also, it seems that the PS2 can't play all PS1 games. I know these aren't major concerns, but it is worrying that Sony might be trying a leap too far.

I have to say that Dreamcast was more impressive when it was released, but I do know it's early days and if PS2 is the most powerful games console at the moment, the games should reflect this soon.
Wayne, email



The PlayStation2 vs Dreamcast argument has now officially ended, since Sega started giving its machine away (see news) and Dreamcast *Tomb Raider* proved such a disaster...

We are all in agreement that the first batch of games wasn't as good as it could've been. The two-player problems seen in *Ridge Racer V* were covered in our review, though the popular consensus is that all of this can be attributed to nobody knowing enough about how to program for PlayStation2 just yet. The way the system works is unlike anything career-long programmers have ever seen before, but truly wonderful feats are possible.

BIG BAD FILM CUTS

Why does the BBFC take out weapons from games, for example nunchuku from *Soul Blade*, then replace them with even easier weapons to buy, such as throwing knives in *Tenchu*? As a result of playing *Tenchu* too long I now throw knives at police and poison local dogs with mouldy rice. The s**t heads at the BBFC need to wise up and stop replacing good weapons with s**t.

Yours truly,
An irate English man, email

You can see a screaming, burning nun being dragged along the ground while James Woods shoots her repeatedly in the face (John Carpenter's *Vampires*) but you can't look at two wooden sticks joined by a chain. We're sorry mate, but we can't make sense of the BBFC either.

SHOCK JOCK

Your magazine is great! It has helped me to get only A-class games for the little grey wonder. But sadly, your magazine has a flaw. You bring out too much of the plot. For me, many videogames are movies that you can direct and take part in. And it's not so much fun to see a movie when you know the ending as well as many of the surprises, like in the *Resident Evil 3* review, where you said what happened to Racoon City in the end, even how it happened. Another example is the *Resident Evil 2* review. You listed the biggest shocks! Why the hell did you do that? It's called 'shock' for a reason, you know. Third example: the Workstation of *Resident Evil Survivor*. You said a few things about Vincent that would be nice to find out in the game, not when you first hear about it... I know I only refer to *RE* games, but they're my favourites. My point is, please don't write about the big elements of the plot in the future. A little is okay, like the start so it sounds interesting, but don't take away all the excitement. Please? Thanks in advance.
Michel Handeland, email

PS – I'm very exited about the PlayStation 2, especially since I heard it's a DVD player also. But there's one thing I'm curious about. Can it show Norwegian DVD movies and display Norwegian subtitles?

***Resident Evil* is probably our favourite series too. The truth is, we tend to get a bit excited and play the new *RE* games so much that we end up with a lot to tell! It's just good old-fashioned fanaticism. At least it proves we know what we're talking about! Still, point taken – we'll try to keep the plot spoilers to a minimum for our fellow *Res Evil* followers! About PS2 DVD, the consoles sold in your area will be able to play Norwegian DVDs. So long as there are Norwegian subtitles encoded on a disc, PS2 and all other DVD players that conform to the international standard can display them.**

FRISKY FIRMWARE

I'm a sick perv and would like to complain about how, in our age group, there is not enough sex and nudity in games. Take for instance *MGS*. Wouldn't it be great if Meryl ripped off all her clothes and did Snake there and then? There are many people like me who enjoy porn, sex and nudity in games. In *Duke 3-D* for the PC there are hookers everywhere, but the PSX version was toned down. Why? Is it just me or has porn in games become soft? And why can't there be more games involving sex-related scenes? On a final note, please put a pic of Sniper Wolf nude in your mag.
Trevor Barkly, email

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MOVIE MOGUL

All eyes are turned to the future of the industry, but unlike the eclipse, the future isn't bright enough to require a pair of special shades. Games are being programmed by programmers, designed by games designers and realised by artists. But these same people also come up with the concepts. I think this is why gaming is desperately starved of ideas. If something doesn't change, punters will get bored with seeing the same things, no matter how well programmed or designed they are. Games firms should look outside the usual talent pools for ideas. They should employ writers or film directors to offer a fresh perspective, people with no preconceived notions. Games may be more technically proficient, but there has never been such a dearth of concepts because the same number-crunchers are developing the settings and plots of our games. Imagine what someone like Quentin Tarantino could do if he was put in charge of games development. Fresh ideas need to come from somewhere and they're not coming from within the games development community.
Lee Warren, email

This is the main problem facing us at the moment: endless uninventive games. Though our preferred experimental videogames directors would probably be John Woo or the Wachowski brothers, rather than that film student magnet, the concept-thieving Tarantino, it is an idea with some merit. Which developer or publisher is going to pay the prices involved in deals of this stature though?

There's undoubtedly a market out there. It's inevitable though that the first company daring enough to introduce 'porn, sex and nudity' to a PlayStation game would be lynched by the newspapers, the parents and the politicians within minutes. You see, whether it's true anymore or not, there's always the implication that videogames are for kids. Try to work some flesh in there and you'll wind up in court. Anyway, what's wrong with the Internet, Trev?

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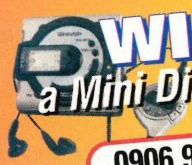
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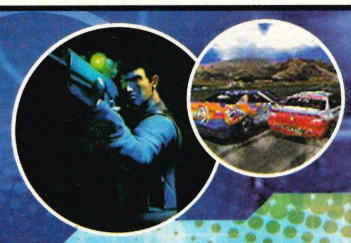
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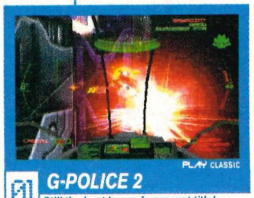
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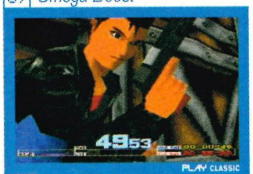
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GAMETITLE										issue	SCORE	WESAY...
40 Winks	1	●							●	56	76%	Great to look at, but very, very boring.
4-4-2	1-2	●								26	57%	Dated and disappointing Sunday league stuff.
2Xtreme	1-2	●			●					19	52%	Tedious multi sports effort – fading fast.
3Xtreme	1-2	●			●				●	52	46%	Lacks challenge, good looks, everything really.
3-D Lemmings	1	●				●				01	69%	Famous puzzle game, now in 3-D! Average.
A Bug's Life	1	●							●	46	71%	Too hard for kids, too dull for adults...
Abe's Oddysee	1	●								26	90%	One of the most addictive platformers on the PSX!
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.
Ace Combat 3	1	●							●	59	82%	Decent enough, but devoid of depth.
Action Man	1	●							●	57	75%	A good game... for the youngsters.
Actua Golf	1-4	●	●							10	88%	Slightly dated now, but a decent enough golf sim.
Actua Golf 2	1-4	●								23	80%	Not as good graphically, but still great fun.
Actua Golf 3	1-4	●							●	41	76%	The best of the lot, but standards are now higher.
Actua Ice Hockey	1-4	●	●						●	32	70%	A worthwhile stab at the sport, but flawed...
Actua Ice Hockey 2	1-4	●	●						●	48	80%	Much better than the last one. Well worth a look...
Actua Soccer	1-2	●								04	79%	Slick looking footie sim, but now very dated.
Actua Soccer: Club Ed.	1-2	●								22	62%	Cynical re-badged version of the above.
Actua Soccer 2	1-4	●	●						●	28	84%	Great at first, but the appeal soon evaporates.
Actua Soccer 3	1-4	●	●						●	42	87%	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 back then, now failing against the competition.
Adidas Power Soccer '97	1-4	●	●							19	52%	Same game as the above, but with UK teams. Poor.
Adidas Power Soccer '98	1-4	●	●						●	36	75%	Fantastic-looking, but not free-flowing enough.
Adventures of Alundra	1	●								34	86%	Engrossing and enchanting RPG.
Agile Warrior: F111X	1	●								03	71%	Simple brainless shoot-'em-up...
Air Race	1-2	●								27	68%	Humdrum racer offering short-term appeal.
Akuji The Heartless	1	●							●	44	78%	Atmospheric arcade adventure, but very repetitive.
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.
AK's Smash Court Tennis	1-4	●	●						●	49	93%	The most fun you can have with a multitap...
Ape Escape	1-2	●							●	50	90%	Our favourite platform game on the PlayStation!
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.
Army Men 3-D*	1-2	●							●	49	68%	Enjoyable, but short-lived plastic warfare.
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.
Asterix	1-2	●								49	60%	Too much bollix and not enough frollix!
Asterix & Obelix	1	●								61	10%	Smelly excrement masquerading as 'fun'.
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	54%	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.
Barbie Super Sports	1-2	●							●	61	30%	Pink, powdery and horribly sickening!
Baseball 2000	1-2	●							●	58	83%	If you're into the sport, you could do a lot worse...
Bass Landing	1	●							●	56	23%	Hugely unplayable and dull fishing game.
Batman & Robin	1	●							●	37	78%	Half decent movie spin-off with a lasting challenge.
Batman Forever	1-2	●								15	41%	Bloody awful film licence – 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.
Beatmania*	1-2	●							●	42	60%	Arcade-style head-to-head music making.
Beatmania European Edit	1-2	●							●	59	80%	Fun for a while, but it's harder than house!
Big Hurt Baseball*	1-2	●								09	81%	Moderately successful sports conversion.
Bio Freaks	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.

TOP10 shoot-'em-ups

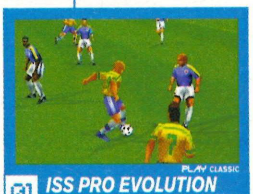


01 **G-POLICE 2** – Still the best law enforcement title!
02 Colony Wars: Vengeance
03 Future Cop: LAPD
04 Point Blank 2
05 Vigilante 8
06 Eagle One Harrier Attack
07 R-Type Delta
08 Ace Combat 3
09 Omega Boost



10 **TIME CRISIS** – Get some practice in before the sequel!

TOP10 sports games

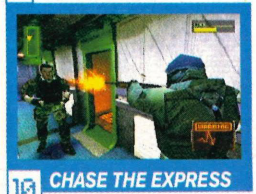


01 **ISS PRO EVOLUTION** – The best football game ever made!
02 Anna Kournikova's Tennis
03 FIFA '99
04 Int Track & Field 2
05 Total NBA '98
06 Knockout Kings 2000
07 UEFA Striker
08 Madden '99
09 LMA Manager
10 Cool Boarders 4

TOP10 strategy/adventure



01 **METAL GEAR SOLID** – The best PlayStation game of all time!
02 Final Fantasy VIII
03 Resident Evil 3 Nemesis
04 Syphon Filter 2
05 Tomb Raider Last Revelation
06 Dino Crisis
07 Resident Evil 2
08 Syphon Filter
09 C&C: Retaliation



10 **CHASE THE EXPRESS** – Not very original, but very playable...

BUYER'S GUIDE PLAYLIST

Edited by Ryan Butt — The greatest guide to PlayStation games in the world

TOP10 puzzleparty



01 **MUSIC 2000** — *Cheaper than installing a studio!*
02 Um Jammer Lammy
03 Bust-A-Groove
04 Music
05 Bust-A-Move 4
06 Kurushi Final
07 Puzzle Fighter
08 Guitar Freaks
09 Beatmania European Edit



10 **MICRO MACHINES V3** — *Compulsive playing for drunken men!*

TOP10 racing games

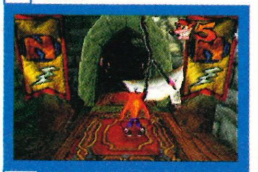


01 **GRAN TURISMO 2** — *More of the same, but loads bigger!*
02 Gran Turismo
03 Driver
04 TOCA 2
05 Colin McRae Rally
06 Wip3out
07 V-Rally 2
08 Ridge Racer Type 4
09 Crash Team Racing
10 Formula One '99

TOP10 platformers



01 **SPYRO 2** — *A vast and challenging platform gem!*
02 Ape Escape
03 Abe's Exoddus
04 Crash Bandicoot 3: Warped
05 Spyro The Dragon
06 Croc II
07 Crash Bandicoot 2
08 **Abe's Oddysee**
09 **Klonoa**



10 **CRASH BANDICOOT** — *An oldie, but still a goldie!*

GAMETITLE		issue	SCORE	WESAY...
Blast Radius	1-4	38	72%	*An inferior Colony Wars clone.*
Blasto	1	38	60%	*Playable, yet simple looking platform shooter.*
Blaze & Blade	1-4	42	73%	*Interesting four-player RPG, but it looks dire.*
Bloodlines	1-4	47	59%	*A complete waste of time and effort.*
Blood Omen: LOK	1	18	81%	*Be a vampire – top bloody fun!*
Bloody Roar	1-2	34	80%	*A fine quality beat-'em-up.*
Bloody Roar 2	1-2	46	82%	*A great improvement and very enjoying.*
Bomberman	1-4	50	61%	*Too old and dated to be truly enjoyable now.*
Bomberman Fantasy Race	1-2	51	20%	*Poking yourself in the eye is more fun!*
Bomberman World*	1-5	33	85%	*A fun-fuelled party game to blow you away!*
Brahma Force	1	31	81%	*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.*
Brunswick Pro Bowling	1-6	45	61%	*An admirable effort to recreate a dull sport.*
Bubble Bobble	1-2	11	85%	*Arcade fun from the early Eighties.*
Bubsy 3-D	1	15	69%	*Passable 3-D cartoon romp.*
Bugs Bunny: Lost In Time	1	51	75%	*Accomplished fun, but not outstanding.*
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-Groove 2•	1-2	53	88%	*A virtual disco on a disc, minus the whistle posse!*
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%	*Muddled and slightly OTT sequel.*
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.*
Castrol Honda Superbike Racing	1-2	51	42%	*Thrill-free motorbiking, steer away from it!*
Chaos Break*	1	60	66%	*A deeply inferior Resident Evil clone.*
Chase The Express*	1	61	82%	*A great game, although sadly lacking originality...*
Cheesy	1	15	50%	*It certainly is!*

HEAD-TO-HEAD Time Crisis vs Resident Evil Survivor

The best games of their genre set against each other



Reviewed issue 24

Time Crisis

When the original *Time Crisis* emerged in Japan, we gave Namco a standing ovation for getting the game so right. It would have been so easy to port-across the coin-op version and be done with it. But no, Namco added so much more...

Most of us able-bodied gamers could have whisked through the Arcade mode in no time and all, and we did. But the stroke of genius came in the form of the brand-new PlayStation Exclusive Story mode in which you got to hunt down a bunch of international terrorists in a sky-scrapping hotel. This mode introduced multiple routes and hidden areas that took great skill to access. All this was coupled with some brilliant, and hugely accurate gun-play in which you got to pick-off snipers from distance and fell punks with a steady-handed head-shot. Imagine what the sequel will be like!

The best of its kind!



Reviewed issue 61

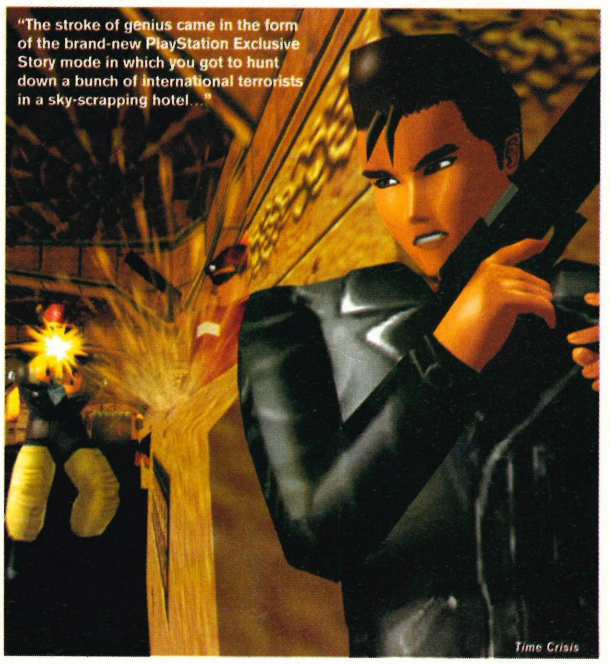
RE Survivor

When *Resident Evil Survivor* emerged in Japan, we gave Capcom a standing ovation too. Bringing the *RE* universe to an entirely new dimension was a massive achievement, and we were in awe at how you could roam around wherever you liked killing things.

The initial spectacle soon wore thin though as we began to cringe at the cheap production values, wafer-thin plot and appaling voice-overs. The action itself became far too repetitive as you got no glee from shooting zombies in the head... because you get exactly the same effects and reactions as you would if you shot them in the goolies.

The multiple routes helped things along and got you playing, but the joyful discovery of finding a new weapon was marred when you realised that you couldn't use it to blow any heads off. Technically good, but lacking in every other department.

Innovative, but disappointing.



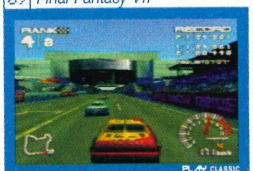
Colin McRae Rally 2.0 vs Rally Masters **NEXT MONTH**

GAMETITLE											issue	SCORE	WESAY...
Chessmaster 3-D	1-2	●									08	68%	Chess. On PlayStation. Hmm...
Chessmaster II	1-2	●									52	52%	A decent portrayal of the complex strategy game.
Chill	1-2	●								●	33	56%	Uninspired and jerky snowboarding game.
Chocobo Racing*	1-2	●			●		●			●	49	40%	Cheap and nasty karting.
Choro Q*	1	●									11	70%	Quirky but rough cartoon racer.
Choro Q 2*	1-2	●			●		●				22	85%	More cars, big miniature fun.
Choro Q Wonderful*	1-2	●			●		●			●	54	66%	Not wonderful, just plain dull...
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 3-D adventure.
Civilization II	1	●				●				●	47	79%	Big on challenge, bad on looks.
Clock Tower	1	●				●					27	83%	Stylish, and utterly chilling murder mystery!
Clock Tower II*	1-2	●								●	59	73%	A mildly entertaining survival horror point & clicker!
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!
Colony Wars: Red Sun	1	●								●	60	92%	The slickest shoot-'em-up in the galaxy!
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.
Contra Adventure, The*	1	●								●	42	49%	A truly bad sequel to a 16-Bit classic.
Cool Boarders	1	●									16	82%	High speed stunts on a snowboard.
Cool Boarders 2*	1-2	●		●	●					●	26	81%	An accomplished snowboarding game...
Cool Boarders 3	1-2	●		●	●					●	42	84%	The best snowboarding game on the PlayStation!
Cool Boarders 4	1-2	●								●	59	86%	Another great addition to the series.
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!
Crash Bandicoot 3: Warped	1	●								●	43	91%	The best Crash game on the PlayStation.
Crash Team Racing	1-4	●			●					●	56	88%	Great fun, but too slow in multiplayer...
Crazy Climber 2000*	1	●								●	61	13%	Boring, ugly, impossible to control and pointless.
Cricket 2000	1-2	●								●	60	80%	A bit rough around the edges, but quite playable...
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!
Croc 2	1	●								●	49	84%	Up there with the big boys!
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.
Cyber Tiger	1-4	●	●							●	57	86%	A very fun and engrossing golf game...
Cyberia	1	●									04	67%	'On rails' FMV shoot-'em-up. Ugh!
Cybersled	1-2	●			●						01	55%	Dull futuristic tank combat game. Pants!
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!
Dead Or Alive*	1-2	●								●	34	91%	Neat fighting game complete with wobbly t*ts!
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	66%	Was good, now utter cack!
Descent 2	1-2	●		●							24	63%	Almost the same game. Not that fun to play.
Destraga	1-2	●								●	53	35%	A very drab and uninspired beat-'em-up.
Destruction Derby	1-2	●		●							01	80%	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.
Die Hard Trilogy	1	●						●	●		11	92%	Utterly brilliant three film games in one.
Die Hard Trilogy 2	1	●						●	●	●	61	72%	Too little too late, a real disappointment.
Dino Crisis*	1	●								●	52	94%	Every ounce the monster it promised to be!
Discworld	1	●				●					01	74%	Unfunny cartoon adventure.

TOP10 platinum



01 **METAL GEAR SOLID** – *The greatest game ever – for 20 quid!*
02 Gran Turismo
03 Tekken 3
04 Resident Evil 2
05 Colin McRae Rally
06 Crash Bandicoot 3: Warped
07 Spyro The Dragon
08 Die Hard Trilogy
09 Final Fantasy VII



10 **RIDGE RACER TYPE 4** – *Still well worth a look at this price!*

TOP10 beat-'em-ups



01 **TEKKEN 3** – *The best fighting game around!*
02 Soul Blade
03 Street Fighter Zero 3
04 Dead Or Alive
05 Bloody Roar 2
06 Street Fighter Ex Plus
07 Bushido Blade
08 Marvel Vs Capcom
09 Kensei: Sacred Fist
10 Tekken 2

TOP10 first-person



01 **QUAKE II** – *A stroke of gaming genius!*
02 Medal Of Honour
03 Duke Nukem
04 Forsaken
05 Lifeforce Tenka
06 Final Doom
07 Exhumed
08 Mechwarrior 2
09 Resident Evil Survivor



10 **ALIEN TRILOGY** – *Very old, but still fun to play...*

NEOGEO corner



All the latest releases for the pocket wonder

What with the Wonder Swan pocket console being confirmed as linkable to the PlayStation2, there's every chance that the marvellous NeoGeo Pocket may follow suit, so let's roll on with the latest games around...

Sonic Pocket Adventure

Taking its cue from Sonic 2 on the Mega-Drive, SPA is a fast and furious platformer with loads of extra reply value. Sure the graphics aren't brilliant, but true Sonic fans will absolutely love it.

rating ★★★★☆



NEOGEO Game Of The Month!

Card Fighters Clash

We've been playing this game considerably more this month and have come to the conclusion that we were a bit hard on it before. The one-player RPG mode is a masterstroke of explorational fun and the link-up mode is a bonus!

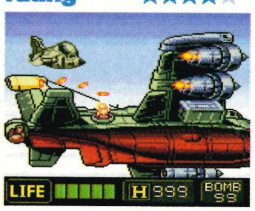
rating ★★★★☆



Metal Slug 2nd Mission

Not vastly different from the first, but now you have an extra female character to play as, as well as being able to take command of the Slug-Sub and go underwater to take on the enemy. Top class!

rating ★★★★☆



Dive Alert

This is essentially a submarine simulator with RPG elements... and it is surprisingly playable. Although it is quite complicated to begin with, after prolonged play you will warm to it no end!

rating ★★★★☆



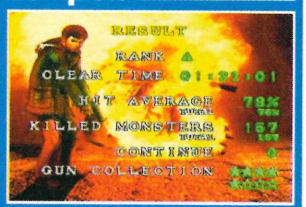
GAMETITLE									issue	SCORE	WESAY...
Discworld II	1	●				●			28	80%	Humourous off-the-wall adventuring...
Discworld Noir	1	●				●		●	57	66%	A Discworld departure... that doesn't work.
Disruptor	1	●							14	87%	Impressive 3-D Doom clone.
Diver's Dream	1	●							48	76%	Just like Tomb Raider, only underwater!
Dodgem Arena	1-4	●		●	●			●	43	50%	Unsuccessful future sports fusion.
Doom	1-2			●					03	93%	Top link-up, but now looking dated.
Dracula X*	1	●							21	84%	The import version of Castlevania.
Dragon Ball Z GT: Final Bout*	1-2	●							29	39%	Dismal beat-'em-up.
Driver	1	●						●	50	94%	Believe the hype, a fantastic game.
Duke Nukem	1	●		●				●	29	90%	Fantastically playable shoot-'em-up.
Dukes Of Hazzard, The	1-2	●			●		●	●	59	20%	Terrible, almost unplayable nostalgic racing.
Dynasty Warriors*	1-2	●							25	71%	Restrictive and bizarre beat-'em-up, but pretty.
Eagle One: Harrier Attack	1-2	●						●	59	80%	An accomplished aircraft shoot-'em-up!
Earthworm Jim 2	1	●							12	69%	16-bit fun, but the joke is wearing thin.
ECW Hardcore Revolution*	1-2	●						●	61	76%	Accomplished and enjoyable...
Einhander*	1	●							31	87%	Another genre sewn-up by Square. Breath-taking!
Epidemic*	1	●							19	71%	Slow and boring disease adventure.
Eliminator	1	●						●	46	52%	Should turn its guns upon itself.
Ehrgeiz	1-2	●						●	59	78%	Too shallow to be a fighter or an RPG.
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.
Everybody's Golf 2*	1-4	●							55	58%	Only a mild step-up from the original.
Evil Zone	1-2	●						●	50	62%	Huge special effects, tiny gameplay.
Excalibur 2555 AD	1	●							19	77%	Imaginative and lush RPG.
Exhumed	1	●							25	84%	Compelling Egyptian 3-D shoot-'em-up.
Explosive Racing	1	●		●			●		25	75%	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.
FA Premier League STARS	1-4	●	●					●	52	64%	Nice idea, but too irritating to play.
Fade To Black	1	●							09	81%	Gripping sci-fi alien adventure!
Fantastic Four	1-4	●	●						26	69%	Hardly fantastic, but playable.
Fear Effect	1	●						●	60	70%	Sci-fi that's all looks and little else!
FIFA '96	1-4	●	●						03	81%	Unexceptional footie flannel.
FIFA '97	1-4	●	●						15	70%	Graphically better, but plays worse.
FIFA '99	1-8	●	●					●	42	91%	The best FIFA game ever!
FIFA 2000	1-8	●	●					●	56	72%	The legend is sullied by this poor update.
FIFA: Road to World Cup 98	1-8	●	●					●	29	88%	Plays well, but the subject matter is dated.
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 Tekken 2 instead.
Fighting Force	1-4	●						●	27	89%	Brutally destructive two-player action.

GAME OVER Resident Evil Survivor played out

We show you the ending in case you haven't reached it...



100% Complete



Paradise lost!

To complete *Resident Evil Survivor* properly, you have to complete the game a minimum of three times and obtain an 'S' ranking to unlock the eight weapon – the rocket launcher!

But what then? Well, you can play the game through again using the rocket launcher (which knocks down most enemies with one hit) and get a ridiculously fast completion time. But beyond that there is scant reward for your hard efforts – no hidden modes, no hidden sub-games, nothing. Of course, by the end of it you'll be tearing your hair out of you ever have to hear that message from Vincent's mum again!



Resident Evil Survivor *was reviewed in issue 61... check out the back issues page for details.*

Victory Parade

The ending for *Resident Evil Survivor* is particularly poor. It's all done in the same cheap style as the rest of the game and shows the Prototype Tyrant desperately clinging to the chopper is it flies to safety. Rest easy though, you don't actually have to do anything, just watch as Ark fires a torpedo up its ass like at the end of *True Lies*. Gash!

GAMETITLE										issue	SCORE	WESAY...
Fighting Force 2	1	●							●	57	74%	Old skool fighter with limited appeal.
Final Doom	1-2			●		●				13	82%	New levels, but otherwise the same.
Final Fantasy Anthology*	1	●							●	58	83%	The old games, all polished-up nicely!
CLASSIC Final Fantasy VII	1	●								27	93%	The final word in adventure!
CLASSIC Final Fantasy VIII	1	●							●	54	96%	The greatest RPG to grace the PlayStation.
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.
Firestorm: Thunderhawk2	1	●								03	85%	Playable helicopter blast-'em-up from Core.
Firo & Klawd	1-2									15	64%	Garish cartoon cop adventure. Dodgy.
Fisherman's Bait	1-2	●							●	53	62%	A fairly enjoyable fishing game.
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 – just rubbish!
CLASSIC Formula 1 '99	1-2	●		●	●		●		●	55	92%	The best Formula-1 game to date...
Formula Karts: SE	1-2	●			●		●			28	75%	Too simplistic for mass appeal.
Forsaken	1-2	●			●				●	35	84%	Nice engine, but the gameplay ages badly.
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!
Gallop Racer*	1-2	●			●				●	55	46%	Mundane horse racing sim.
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!
CLASSIC G-Police 2	1	●							●	52	92%	Improves on the original in every way...
Galaxian 3*	1-4	●	●			●				10	69%	Repetitive and confusing shooter.
Gex	1	●								06	76%	Wretched 3DO platformer with dumb lizard.
Gex 3-D: Enter the Gecko	1	●							●	33	89%	Good in its day, but you'll soon get tired of it!
Gex: Deep Cover Gecko	1	●							●	47	82%	More of the same, and still boring!
Ghost In The Shell	1	●								34	73%	Nice package, but strictly for Mangaphiles!
Global Domination	1	●								46	63%	Too complicated to be fun.
Goal Storm*	1-2	●								01	69%	Disappointingly slow, fails to score...
Goo Goo Soundy*	1-2	●			●				●	55	35%	Utterly disturbing Bust-A-Groove clone.
Grandia	1	●							●	60	87%	A top-notch RPG, but pig-ugly!
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!
CLASSIC Gran Turismo 2	1-2	●			●		●		●	59	92%	Another generation of racing paradise!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grand Theft Auto: London	1	●							●	49	69%	A bit Turkish delight!
Grand Theft Auto 2	1	●							●	56	79%	A surprisingly playable sequel!
Grid Run	1-2	●	●		●					15	53%	Banal maze game with few rewards.
Guardian's Crusade	1	●							●	50	40%	Tired and very boring adventure game.
Guilty Gear*	1-2	●								38	43%	Extravagant fighter, undone by its own effects.
Guitar Freaks*	1-2	●			●				●	55	85%	Get the guitar peripheral and this rocks!
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...
Gungage*	1	●							●	54	59%	Pretty, but repetitive old-school shoot-'em-up.
Gunship	1	●								08	68%	Has not stood the test of time well.
Gun Shooting, The*	1-2	●							●	60	14%	A terrible step backwards...
Hard Boiled	1	●								25	29%	A disastrously wasted licence...
Hardcore 4X4	1-2	●		●			●			15	81%	Hellish and repetitive off-road action.
Hard Edge	1	●							●	48	83%	Provides a few new twists to the genre.
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.
Hydro Thunder	1-2	●							●	60	22%	Pitiful attempt at racing on waves...
Hyper Tennis	1-4	●	●							11	78%	Utterly pointless tennis sim. There are better.
Impact Racing	1-2	●		●						05	54%	Good back 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.
ISS Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
ISS Pro	1-4	●	●							22	84%	Sharp, tight and accomplished football.
CLASSIC ISS Pro '98*	1-4	●	●							38	92%	Nearly as good as the N64 version. Brilliant!

DVD cinemareviews

edited by GRAEME NICHOLSON

Here we take a peek at the biggest DVD releases every month, home and abroad. No player? Why not build up a collection ready to watch on your PlayStation2?

The Abyss SE

A real whopper of a special edition, featuring theatrical and director's cuts of the movie plus a 60-minute documentary and all the trimmings. The sweet package is spread over two DVDs. (R1)

rating ★★★★★



Run Lola Run

Frantic indie movie from Germany. Lola's got 20 minutes to reach her boyfriend across town before he does something stupid. Thumping electronica, mad visuals. Comes with commentary and music video.

rating ★★★★☆



Bowfinger

Everyone knows the movie, but you also get cast interviews, commentary by Frank Oz, deleted scenes and infectuously amusing outtakes on the disc. Problems? Just a badly placed layer change.

rating ★★★★☆



Vampires

Hardly Carpenter's best work (and Daniel Baldwin's involved) but it's worth a look for the rule-breaking violence depicted in anamorphic glory. There's a little 'Making Of' show and commentary.

rating ★★★☆☆



Nikita

Fabulous gritty action thriller by Luc Besson, made before the more polished Leon. Sadly the only DVD version available is not anamorphic and has nothing to offer by way of special features.

rating ★★☆☆☆



The Bone Collector

It wants to be Se7en, but it's not. At best this grim serial killer tale is engaging, thanks to Angelina 'The Lips' Jolie. If you're a fan though, you'll enjoy the commentary and interviews. (R1)

rating ★★☆☆☆

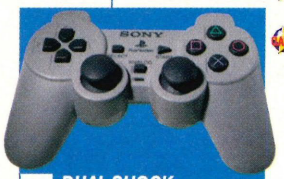


DVD Review issue eleven is on sale now priced £3.95

BUYER'S GUIDE PLAYLIST

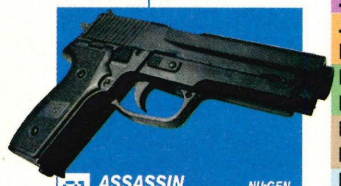
Edited by Ryan Butt — The greatest guide to PlayStation games in the world

TOP 5 joypads



01	DUAL SHOCK	SCEE
	Still the best pad available...	
02	Viper	BLAZE
03	Analogue+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 lightguns



01	ASSASSIN	NU-GEN
	Closest to murder this side of the law...	
02	Scorpion	BLAZE
03	G-Con 45	SCEE
04	Erazer	BLAZE
05	Pump Action	ACCESS LINE

TOP 5 joysticks



01	PRO SHOCK	BLAZE
	Easy on the eye, responsive to the touch.	
02	Dominator	LOGIC 3
03	EagleMax	ACT LABS
04	Arcade Stick	NAMCO
05	PS Arcade	INTERACT

TOP 5 wheels



01	TOP GEAR	LOGIC 3
	Still the best wheel we've used.	
02	Dual Force	GAMESTER
03	Jordan GP V2	JOYTECH
04	Racing System	ACT LABS
05	V3 Racing Wheel	INTERACT

TRIVIA corner

1. What are the names of the two children in **RE Survivor**?
2. Who developed the **Crash Bandicoot** games?
3. How many **FIFA** games have there been on PlayStation?
4. **Gran Turismo** was whose brainchild at Polyphony Digital?
5. How many cars are there in **Ridge Racer Type 4**?
6. Speaking of **Ridge Racer**, what is the name of the new race girl in the PlayStation2 version?

The answers are at the bottom of page 124.

GAMETITLE		issue	SCORE	WESAY...
ISS Pro Evolution	1-4	55	97%	*Quite simply the greatest footie game ever made!*
Int Track & Field	1-4	09	85%	*Superb multi-player sports special!*
Int Track & Field 2	1-4	59	90%	*Better than the first with a wider variety of events!*
Iznogoud	1	33	34%	*An exceptionally bad platformer.*
Jade Cocoon	1	54	86%	*A stunning, if simple, adventure game.*
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.*
Jet Rider 3	1-2	58	53%	*Puke-evoking and terribly ugly!*
Johnny Bazookatone	1	04	71%	*He's supposed to be cool. He's not.*
Jo Jo's Bizaare Adventure*	1-2	57	70%	*An extremely odd beat-'em-up!*
Jonah Lomu Rugby	1-2	20	86%	*Accurate and enjoyable rugby sim.*
Judge Dredd	1-2	28	62%	*Fantastic licence, disappointing game.*
Jumping Flash	1	01	87%	*Highly imaginative first-person platformer.*
Jumping Flash 2*	1	08	86%	*Psychedelic sequel to the above (only better).*
Jurassic Park: Warpath	1-2	58	62%	*A daft idea and a wretched game...*
Kensei: Sacred Fist	1-2	49	74%	*An average fighting game.*
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.*
Killer Loop	1-2	54	68%	*An enjoyable alternative to* Wipeout.
Killing Zone*	1-2	08	57%	*Contemptable 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.*
Kingsley's Adventures	1	53	60%	*Uneventful kids-orientated platformer.*
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.*
KKND Krossfire	1-2	48	83%	*Hugely enjoyable C&C clone.*
Klonoa: Door to Phantomile*	1	30	83%	*Fast and loveable Japanese platformer.*
Knockout Kings	1-2	43	80%	*Pound the greatest boxers of all time. Ace!*
Knockout Kings 2000	1-2	56	84%	*Better and more accessible than the original.*
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.*
Kula World	1-2	35	83%	*Innovative puzzle fun with balls!*
Kurushi	1	27	88%	*Ultra high quality puzzler.*
Kurushi Final	1-2	54	90%	*Criminally addictive like* Tetris, *only more clever!*
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.*

INTERNET ZONE Getting Wired

The best Internet sites on the Web reviewed and rated



Best *Videogame* Site

bookmark www.tekkentagtournemt.com

Tekken Tag Tournament

Now that most of the die-hard PlayStation fanatics will have picked-up a PlayStation2 and a copy of Namco's brilliant *Tekken Tag Tournament*, this coin-op site is the place to go to get all of those fancy new special moves and combos.

This site is lavishly presented with several sub-categories featuring downloadable movies (from the coin-op), full character profiles and even a desktop theme kit for Windows. It also features a full break-down of the new game's features and of course those all-important moves lists for each of the 32 (count 'em!) characters.

By the time you read this, several PlayStation2 specific *Tekken* sites will have probably emerged, but if you're desperate for information as soon as you get the game then this site has it all at your finger-tips. It would have been nice to see some more downloadable goodies, and maybe even some for Mac users, but all in all this is a very decent site that every Tekken fan should visit at some point. So log-on, brush-up on your moves and give your opponents hell!

rating ★★★

A site with all the right moves!



Best *Non-Videogame* Site

bookmark www.imdb.com

Internet Movie Database

Picture the scene, you're sat down on a Saturday night with your missus watching a movie on the goggle-box, and you see an actor's face that you can't quite place from something else you've seen. You then go mad trying to remember, miss the rest of the film and ultimately fail in the sack that night because your mind is elsewhere. If you have been *that man* in the past, then this is the site for you!

The Internet Movie Database is an essential tool for all walks of life, from the pub-quiz champs to the "sh*t, how do you spell his name?" journalists such as us. You simply log-on, type in the name of a film and every ounce of information you need to know about the film will magically appear in front of your eyes.

It gets better though. Amongst many other things, you'll get a full cast list as clickable links and by clicking on a name you'll get another full list of everything they've ever done, from seedy, early-career porn flicks to episodes of *Boon*! This is, in short, one of the best sites on the net! Sorted.

rating ★★★★★

"What was he in? Hang on... oh yeah!"



Best *Totally bizarre* Site

bookmark www.ihatemanunited.com

I Hate Man United

Do Manchester United fans have a sense of humour? Well this site has found at least one, which isn't bad going! The official 'I Hate Manchester United' Web site is a hilarious send-up of England's biggest export and it features all manner of wind-up banter guaranteed to insense the 'reds'!

The best bits are the sub-games (for which you will need a Shockwave plug-in) *Ref Rescue* and *Get Yer Kit On*. In *Ref Rescue* the idea of the game is to get the ref off the pitch to his assistant whilst dodging the irrate United players. Fail to do so and you get slapped by a certain fiery Irishman. In *Get Your Kit On* the aim is to dress Beckham in all kinds of ridiculous attire, taking your cue from whater music is playing in the background (Spice Girls for sarongs, Pulp Fiction for gimp gear, etc...). Get it right and dress him front head to toe in the correct gear and he'll do a little dance and you get points, then it continues. Childish fun, but fun nonetheless. Even if you like Man United then this site is still a good laugh. Try it!

rating ★★★★

"Stand up if you hate Man U..."

GAMETITLE		issue	SCORE	WESAY...
Legend Of Kartia	1-2	51	43%	Too linear, too boring, too Japanese...
Lemmings (Oh No...)	1-2	43	81%	Re-released mind-bending puzzler!
Le Mans 24 Hours	1-2	58	80%	Decent enough endurance racer...
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!
Livewire	1-2	46	63%	Fast and furious 3-D, but awkward to play.
LMA Manager	1-2	55	94%	The best football management game, ever!
Lomax in Lemmingland	1	14	70%	Dull as dishwater platform game.
Lone Soldier	1	02	43%	Overrated Rambo rubbish!
Lord Of Fist*	1-4	57	73%	A decent enough four-player fighting game.
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.
Lunar Silver Star*	1	51	67%	Nothing new, but an engrossing RPG...
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.
Marvel Vs Capcom	1-2	59	83%	Milking it or loving it? The latter, but only just.
Marvel Vs StreetFighter*	1-2	48	84%	Nice looking, but the gameplay runs away from you.
Magic Carpet	1	06	57%	Badly dated by today's standards.
Mass Destruction*	1	30	80%	Enjoyable, destructive tank romp...
Max Power Racing	1-2	45	75%	Introduces some nice new touches, but still...
Maximum Force	1-2	32	37%	Pales into insignificance beside Time Crisis!
Mechwarrior 2	1	19	81%	Top class big robot shoot-'em-up!
Medal of Honour	1-2	57	95%	A deeply engrossing GoldenEye clone. Brilliant.
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.
Metal Gear Solid	1	42	97%	The best PlayStation game ever released!
MGS: Special Missions	1	54	92%	The perfect compliment to the greatest game ever!
Metal Slug*	1-2	26	74%	Top maiming action, but not enough of it.
Michael Owen's WLS '99	1-4	43	88%	A good game, spoilt by the presence of bugs.
Mickey's Wild Adventure	1	12	79%	Standard cartoon platformer. Yawn!
Micro Machines V3	1-8	19	92%	Blistering racing game. Fantastic!
Micro Maniacs	1-4	61	86%	Manic fun in multiplayer mode!
Midnight Run	1	31	60%	Hum-drum racer with short-term appeal.
Millennium Soldier Expendable	1-2	56	79%	Explosive shooting action, but very shallow...
Missile Command*	1-2	60	24%	Old, nasty, and should be burried!
Mission Impossible	1	55	70%	Dire graphics mask compelling gameplay!
Monaco GP	1-4	48	88%	A surprisingly accomplished racing game!
Monkey Hero	1-4	45	75%	An above average Zelda clone.
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 Rancher 2*	1-2	60	76%	Lacking originality, but quite enjoyable.
Monster Trucks	1	18	74%	Competent, but dull off-roader.
Mortal Kombat 3	1-2	01	81%	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.
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.
MTV Snowboarding	1-2	56	85%	Trick combo heaven, but a tad glitchy.
Music	1	41	90%	A fantastic music-making package.
Music 2000	1-4	56	92%	Infinitely better than the last, this is perfection!
Myst	1	07	68%	Lost in a fog of monotony!
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.

ARCADE videoGames
written by GRAEME NICHOLSON

Our Sega Park (Westover Road in Bournemouth) has been bought out, as have all Sega Parks, and it's packed with great new machines! YES!

Silent Scope

By God, this is fantastic. A little screen in the sniper scope gives a zoomed view of your target as you take out bad guys with skill and precision. Tough to get used to, but crawling with replay value. Nice job, Konami!

rating ★★★★★



Crisis Zone

Unfortunately, Namco's latest lightgun cabinet was less impressive than Konami's. It's Time Crisis without the need for accuracy, as it's played with a bullet-spraying machine gun. A tad too mindless for gun nuts.

rating ★★☆☆☆



Airline Pilots

We don't really know what it feels like to fly a great big plane, but we're willing to bet it feels exactly like this! Three screens packed with scenic detail and working displays, plus really pleasing heavy controls. A real time-burner.

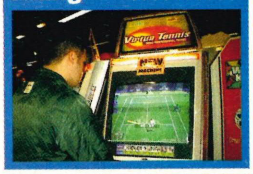
rating ★★★★☆



Virtua Tennis

Who knew people still made tennis games for the arcade? Well, Sega has on one of its Naomi machines and it's surprisingly good, with perfect human movement and terrific response to your controls.

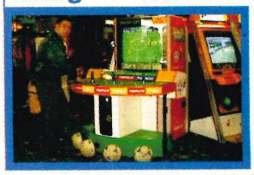
rating ★★★★☆



World Kicks

This is probably great fun and nobody could argue with the innovative design. However, it falls within our 'Too Embarrassing To Play' category and we ran off giggling nervously before anyone could see us kick those little balls.

rating ★★☆☆☆

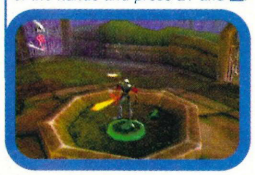


GAME Hero

How to use your head for the first time in Medievil 2.

step 1

There are times during Medievil 2 when you're called upon to use your head to solve puzzles. This, the first time you are required to do it, is one of the hardest. Firstly, stand in the spectral light and wait for Winston. Then go over to one of the hands and press L1 and ▲.



step 2

With your head now on one of the hands move the little fella up the steps to the mansion. When you're half way up the steps move to your right and jump over the wall. You'll land on a patch of grass where you'll see a small open window. Go through...



step 3

You'll be in small pantry now but you've got to look out for the chef who'll try and catch you. Scuttle out of the pantry into the ajoining kitchen and head straight for the table. Hide under the table and when the chef leaves to room jump on top and grab the key.



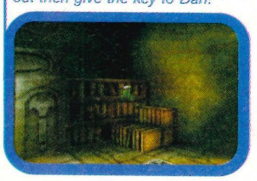
step 4

With the key in hand, head back to the pantry. Do this when the chef has re-entered the kitchen and you're out of sight. In the pantry you'll see a pressure pad. Stand on it and wait for the service lift to descend. Climb in and it will take you up a level.



step 5

Exit the lift and head straight to the door. Avoid the mad children and head to the door flanked by green guards. Inside you will see a bookcase. Climb on top and make your way around the room. When you reach the window jump out then give the key to Dan!



Trivia answers: 1. Let and Lilly. **2.** Naughty Dog. **3.** Six (including World Cup '98. **4.** Kazunori Yamauchi. **5.** 321 (including the hidden Pac-Man car). **6.** Ai Fukami

GAMETITLE									issue	SCORE	WESAY...
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 2000	1-2	●			●	●		●	56	35%	*A mundane game of a very uninteresting sport.*
NBA Basketball (Fox Sports)	1-4	●						●	56	75%	*Nicely presented and enjoyable basketball sim.*
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 multiplayer 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.*
NBA Pro '99	1-8	●	●					●	51	83%	*Very similar to the previous* Pros, *but still good.*
NBA Showtime	1-4	●	●					●	60	67%	*Slightly entertaining, but very rough-looking...*
Need For Speed, The	1-2	●		●	●	●			06	84%	*Classic supercar OTT racing. Superb link-up!*
Need For Speed 2, The	1-2	●			●	●			21	85%	*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.*
Need For Speed: RC	1-2	●			●	●		●	48	83%	*The genre's starting to look crusty round the edges!*
Newman Haas Racing	1-2	●			●	●		●	48	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%	*Better than the last.*
NHL Face Off 2000	1-8	●	●					●	58	30%	*Not good, not good at all...*
NHL Open Ice	1-4	●	●						32	40%	*Outdated and obsolete hockey for £40!*
Nightmare Creatures	1	●						●	27	86%	*A fantastic, full-on splatter flick!*
Ninja: Shadow Of Darkness	1	●							39	78%	*Looks good, but gets repetitive too soon.*
No Fear Downhill MB Racing	1-2	●			●			●	55	69%	*Fast and furious, but nothing too exciting.*
Note, The	1	●							28	72%	*Above average first-person adventure.*
Novastorm	1	●							01	38%	*Rubbish FMV-spooled shoot-'em-up arse!*
Nuclear Strike	1	●							26	88%	*Better looking and bigger than Soviet Strike.*
ODT	1	●						●	42	89%	*Masterful, unforgiving mutant mayhem!*
Off World Interceptor	1-2	●			●				02	77%	*Jerky 3-D buggy battling disgrace. Avoid.*
Olympic Games	1-8	●	●						09	82%	*Utterly fantastic multiplayer game.*
Olympic Soccer	1-2	●							09	84%	*Highly playable footie game, but with basic graphics.*
Omega Boost*	1	●						●	50	83%	*An excellent game, but far too short.*
One	1	●							30	86%	*One of 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-fuelled ship combat game.*
Pac-Man World	1	●						●	55	84%	*He's Pac, and loving it!*
Pandemonium	1								15	84%	*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!*

EXTENSIONS latest peripherals reviewed and rated...

Dual P-Shock

Supplied by 3D2 **Price** £12.99

Another analog pad arrives, available in a range of colours: red, blue, black, or grey. As the name suggests, it features Dual Shock vibration, although it was a bit weedy on the pad we tested. But this is the only disappointment. Like Logic 3's PSX Challenger (reviewed this month), it also boasts a super-sensitive Namco NeGcon mode. With steering sensitivity adjustable in-game, this makes it great for speeding around those really tight turns inWip3out (for example) with ease.

What gives it the nod over most other unwieldy analog pads is its sleek styling and lightness – no heavier than most digital joypads. It has the usual slow-motion feature and independent turbo-fire, while the moulded digital D-pad is comfortable and responsive. Whether you buy it alone or with optional 1Mb memory card, it's a good all-round pad for the money.

rating ★★★★☆

Infra Red Cyber Shock

Supplied by Blaze **Price** £29.99

First it was tilt control, and now infrared seems to be all the rage on the joypad scene. The latest wireless wonder is Blaze's Cyber Shock. Coming in a fairly attractive silver and black design, it requires the standard four AAA batteries for remote power. The infrared receiver plugs into the joypad port and you can use the pad from up to three metres away – we had no problems, apart from seeing the screen from that distance!

Other than that it's a standard analog controller with Dual Shock vibration and independent turbo-fire function. It all seems responsive enough and the Dual Shock gives a good rumble at the slighest opportunity – which is great, although obviously it'll wear out the batteries much quicker.

The Cyber Shock's sleek design makes it more comfortable to hold than some of the more unwieldy analog pads, although we still prefer the standard official Sony Dual Shock. On the downside, the fire buttons are horrible: the same oval convex type as the function buttons and, for some strange reason, skewed at a 45° angle – very confusing. The shoulder buttons are also on the small side. Biggest shocker of all is the high price, especially when you consider that a pair of Mad Catz Dual Force Wireless pads costs just ten quid more.

rating ★★☆☆☆

GAMETITLE		issue	SCORE	WESAY...
Parasite Eve*	1	41	89%	Slick and disgusting horror adventure!
Peak Performance*	1-2	21	85%	Blistering 28-car joyriding – a great laugh!
Perfect Performer*	1-2	56	74%	Play any instrument in a band – great fun!
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 humourus.
Point Blank	1-2	36	90%	Addictive gun fun... and it's legal.
Point Blank 2	1-2	52	80%	You like Point Blank? You'll like this!
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!
Pop 'n' Tanks*	1-2	54	80%	Enjoyable cutesy tank destruction!
Populous : the Beginning	1	46	70%	An excellent game, marred by slowdown.
Porsche Challenge	1-2	20	82%	Superb looking, technically brilliant. Too slow.
Powerful Baseball*	1-4	54	60%	Light-hearted multiplayer ball-hitting action!
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!
Poy Poy 2	1-4	46	69%	Been there, done it, quite liked it.
Premier Manager '98	1-4	36	76%	A decent game, but far too shallow.
Premier Manager '99	1-4	45	78%	Slightly improved, but not different enough.
Premier Manager 2000	1-4	61	85%	Not as good as LMA Manager, but worth a look...
Primal Rage	1-2	04	41%	Claymation-based beat-'em-up. Poor now.
Prime Goal EX*	1-2	02	62%	Very average sprite based footie sim.
Pro 18 World Tour Golf	1-8	45	34%	Snottier than a double bogey. Avoid.
Pro Pinball: Race USA	1-2	45	80%	Decent enough, but not as good as the others!
Pro Pinball: The Web	1-2	10	79%	Great, addictive fun, but a bit dated now.
Pro Pinball: Timeshock	1-2	34	90%	The best pinball game available for PlayStation.
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	61%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2	21	73%	Unusual floating beat-'em-up. Nothing special.
Psychic Force 2	1-2	60	65%	Big in bulk, but devoid of any long-term thrills.
Puma Street Soccer	1-8	48	61%	Too limited for mass market appeal.
PunchiCarat	1-2	53	66%	Enjoyable, but limited Arkanoid clone.
Puyo Puyo 4*	1-2	59	87%	Still as addictive as ever!
Puyo Puyo Sun*	1-2	31	87%	Hugely addictive party fun!
Q*Bert	1	58	53%	Has no place in modern software!
Quake II	1-4	55	98%	A truly stunning accomplishment. Amazing!
Quarterback Club '96	1-8	04	80%	Yet again, who cares?
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.
Rage Racer	1	16	90%	Super fast, varied, playable racer.
Raging Skies	1-2	12	73%	Adequate flight shoot-'em-up, but linkable!
Rainbow Six	1	54	68%	Nice and complex, but nowhere near slick enough...
Rally Championship	1-2	60	67%	Good-looking, but ultimately boring rally game.
Rally Cross*	1-4	19	89%	First class off-road antics. Two and four-player!
Rally Cross 2	1-2	45	83%	A bit of a rough looker, but it plays well enough.
Rampage World Tour	1-3	29	77%	Flawed in places, but enjoyable.
Rampage 2: Universal Tour	1-3	49	57%	Don't expect the Earth to move...
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!
Rat Attack	1-4	54	65%	Complicated and fast, fun if you can last!
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.
Ready 2 Rumble	1-2	59	80%	If you enjoy a lighter form of GBH, check it out....
Rebel Assault 2*	1	18	60%	Star Wars shoot-'em-up. Boring and repetitive.

HOTTEST in-coming

The very best games we're most looking forward to receiving here at PLAY. In no particular order, here goes our wish list for the year in PlayStation2...

Dino Crisis 2

The sequel to Capcom's monster hit of last year is coming along nicely at the company's Japanese offices. It isn't yet known for sure if Shinji is involved, but we'll find out in our world-exclusive report in the next issue of PLAY.

rating ★★★★★



Nightmare Creatures 2

The first was a surprise hit, but there should be no surprises when the sequel hits the streets because it is looking excellent. The previous game was the last great scrolling fighter on PS, so this should be the mutt's nuts!

rating ★★★★½



The Italian Job

We have seen early in-game footage and it is looking like Driver, only in minis! With the catchy tunes and plenty of Michael Caine "You were only supposed to blow the bloody doors off!" quotes, then this should be a home-grown hit!

rating ★★★★½



Koudelka

Regular readers will know that we have been interested in this for a while. Developed by Sacnoth, which comprises of Square defectors, it looks like being a deeply sinister RPG hit. Infogrames has the UK licence.

rating ★★★½★



Vagrant Story

We reviewed the Japanese import last month, and even that got 92%. Just imagine what the full English version will be like! Square has done it again, producing and RPG that rewrites the rules. There's no two ways about it, this is brilliant!

rating ★★★★½

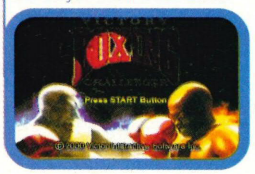


GAME Hero

How to win every fight with ease in Victory Boxing Challenger...

step 1

This method actually comes in the form of a handy cheat which you'll need to enter on the main title screen. Be warned, using it will severely spoil the game for you. Got that? Right, the cheat to input is ⇧, ⇩, ⇨, ⇦, ●, ×. If it has worked you'll hear a bell chime.



step 2

Now start a new game, or continue with your old one. Then when you actually enter the ring with an opponent, press START to pause the action and then select the 'Towel' option. A second option will appear prompting you to select Blue or Red...



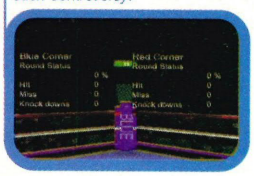
step 3

You are the Blue fighter so don't select that, instead choose Red to make your opponent throw in the towel. You will then be awarded a 'TKO' without having actually thrown a punch, and the crowd will start cheering (they must all be Americans then!)



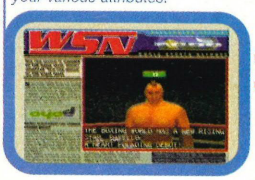
step 4

As you can see from the screen below, the fight will be thrown in your favour without you actually having thrown or landed any punches whatsoever. Neither has your opponent for that matter. Surely Don King must be behind such controversy!



step 5

Obviously the reporter for this paper wasn't actually at the event because the piece tells of a devastating debut. But still, you'll be laughing all the way to the gym because you'll still be awarded your training points to allocate to your various attributes!



GAMETITLE										issue	SCORE	WESAY...
Reboot	1	●							●	33	68%	Easy on the eye, short-term fun.
Resident Evil	1	●								08	95%	Gothic horror adventure – recommended!
Resident Evil: Director's Cut*	1	●								27	83%	Not worth getting if you already own the original.
Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
Resident Evil 3 Nemesis*	1	●							●	55	90%	Removed as a sequel, but more action-packed!
Resident Evil Survivor	1	●						●	●	61	80%	Innovative, but cheaply produced and repetitive...
Retro Force	1-2	●			●				●	46	43%	Don't even go there! A really bad shoot-'em-up.
Return Fire	1-2	●			●					07	84%	Average 3DO split screen army romp.
Re-Volt	1-2	●			●				●	53	64%	Messy and quite unplayable in places.
Revolution X	1-2							●		08	40%	Dire Aerosmith mouse shoot-'em-up. Bad.
Ricky Carmichael's Motocross	1-2	●		●					●	56	65%	A must for enthusiasts, but otherwise tiresome.
Ridge Racer	1	●					●			01	75%	Launch game, now looking very sad indeed.
Ridge Racer Revolution	1-2	●		●			●			04	84%	A better game, with link-up and nicer cars.
Ridge Racer Type 4	1-4	●		●	●		●		●	47	92%	Frighteningly fast arcade racing game.
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.
Rival Schools 2*	1-8	●							●	52	78%	Fast-paced but hollow school scrapping.
Roadsters	1-2	●			●		●		●	56	80%	Fast and furious arcade racing, but lacking depth.
Road Rage	1-2	●					●			17	24%	Detestable and trashy shoe-box 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 the 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!
Rogue Trip	1-2	●							●	41	92%	Motoring madness with knobs on.
Rollcage	1-2	●			●		●		●	46	87%	Stomach-churning racing mayhem at its finest.
Rollcage Stage II	1-2	●			●		●		●	60	75%	Good fun, but not a vast step-up from the first.
Ronin Blade	1	●							●	55	80%	Great hack 'n' slash fun, but very limited.
Rosco McQueen	1	●							●	26	88%	You play with fire, you get this sizzling game!
Rugrats	1	●							●	46	50%	Made for kids, but it's still rubbish.
Runabout*	1	●								20	77%	Highly playable racer, but way too short.
Runabout 2	1-2	●							●	58	83%	An improvement over the last one.
Running Wild	1	●							●	46	38%	A feeble attempt at a themed racing game.
Salamander Deluxe Pack	1-2									25	74%	Aged, but enjoyable Eighties shoot-'em-up.
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	●	●							39	82%	A fine, albeit rough-looking Gridiron game.
Sensible Soccer	1-2	●								44	52%	A pointless, almost sacrilegious release.
Sentient	1	●								19	84%	Absorbing and intelligent adventure. Bizarre.
Sentinel Returns	1	●				●				39	61%	Rough-looking and very repetitive strategy game.
Shadow Madness	1	●							●	58	62%	Fun but unrewarding adventuring.
Shadow Man	1	●							●	53	27%	A stinking, crusty turd of a game...
Shadow Master	1	●							●	29	79%	Nice try, but lacks variety...
Shadow Tower	1-2	●							●	61	55%	Exceedingly dull, out of date RPG!
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.
Side By Side Special 2*	1	●								57	33%	Breaking down in a desert is more fun than this!
Silent Bomber*	1	●							●	57	88%	Hugely entertaining, but perhaps too Japanese!
Silent Hill	1	●							●	51	84%	Scary as hell, but rough around the edges.
Sim City 2000	1	●				●				12	75%	A fantastic game. Not suited to the PSX.
Skeleton Warriors*	1									10	56%	Grotesque import beat-'em-up.
Skull Monkeys	1	●								31	83%	Pleasurable plasticine playability.
Sled Storm	1-4	●	●		●				●	54	89%	Snowboarding with engines... superb stuff.
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!
Soul Blade*	1-2	●								17	96%	The best weapons-based beat-'em-up on PSX!
Soul Reaver: Legacy Of Kain	1	●								50	92%	Better and darker than Tomb Raider...
South Park	1-4	●	●						●	56	24%	Exceedingly lame and repetitive.
Soviet Strike	1	●								14	83%	Decent helicopter shoot-'em-up, rough looking.
Space Debris	1	●							●	57	62%	Frenetic, but tiresome 3-D shooter...

GAMETITLE										issue	SCORE	WESAY...
Space Invaders	1-2	●							●	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	●								10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6		●							21	39%	Pants cartoon basketball game, based on the film.
Spawn: The Eternal	1	●								34	49%	Dull and imaginative adventure from hell!
Speed Freaks	1-4	●	●		●		●		●	52	90%	The greatest karting game ever...
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.
Sports Car GT	1-2	●			●		●		●	48	71%	No thrills racer lacking any kind of sheen.
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.
Spyro The Dragon 2	1	●							●	55	90%	Builds on the original to become a classic!
Stahlfeder*	1	●								06	65%	Old-style vertical shoot-'em-up – too easy.
Star Gladiator	1-2	●								16	88%	Competent beat-'em-up from Capcom.
Star Ixiom*	1	●							●	56	64%	A good enough shooter, but the gameplay is dated.
Star Ocean	1	●							●	61	75%	Too text heavy and not enough action...
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: Episode One	1	●							●	54	70%	Disappointing and crude-looking action adventure.
Star Wars: Masters of Teras Kasi*	1-2	●								30	74%	A great licence, 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...
Street Fighter Alpha	1-2	●								07	88%	Classic 2-D beat-'em-up, now been replaced.
Street Fighter Collection	1-2	●								29	67%	Some stones are best left unturned!
Street Fighter Ex Plus	1-2	●								25	91%	It's absolutely EX-cellent!
Street Fighter: The Movie	1-2	●								01	35%	Utter crap.
Street Fighter Zero 2*	1-2	●								12	89%	Simple, colourful graphics – total gameplay!
Street Fighter Zero 3*	1-2	●								45	93%	The best Street Fighter game ever released!
Street Racer	1-8	●	●		●					14	84%	Childish Mario Kart wannabe, good multi-player.
Street Skater	1-2	●							●	48	78%	Good for a laugh, but not challenging enough.
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.
Superbike 2000	1-2	●			●				●	60	37%	More like push-bike than super-bike!
Supercross 2000	1-2	●			●				●	58	38%	If you like the sport, you'll hate this!
Super Puzzle Fighter 2*	1-2	●								18	90%	Fan-bloody-tastic Japanese puzzler!
Supersonic Racers	1-8	●	●							11	84%	Chaotic Wacky Races-style multi-player romp.
Swagman	1	●								21	82%	Proficient cutesy overhead cartoon adventure.
Syndicate Wars	1-4	●	●			●				22	85%	We love the smell of napalm in the morning!
Syphon Filter	1	●	●			●				48	93%	A vast, sprawling adventure that rocks!
Syphon Filter 2	1-2	●			●				●	60	93%	A sequel to supass all sequels!
T'ai Fu	1	●							●	47	72%	A bored, lazy moggy of a game.
Tail Concerto*	1	●							●	59	74%	Harmless and enjoyable adventure.
Tail Of The Sun*	1	●								22	84%	Innovative caveman adventure. Badly presented.
Tales Of Destiny*	1	●								42	77%	Endearing Japanese role-playing hokum.
Tarzan	1	●							●	55	50%	Uninspired platform-by-numbers. Dull.
Tank Racer	1-2	●							●	47	79%	Crushingly good, action-packed fun...
Tekken	1-2	●								01	84%	Was the ultimate 3-D beat-'em-up, still decent.
Tekken 2*	1-2	●								07	95%	Brilliant 3-D beat-'em-up – an essential purchase!
Tekken 3*	1-2	●							●	34	97%	Undoubtedly the greatest beat-'em-up around.
Teletubbies	1	●							●	59	60%	Toddler-pleasing tubby 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.
Theme Park World	1	●				●			●	61	84%	A complex, yet thoroughly rewarding sim!
This Is Football	1-8	●	●						●	56	79%	Too slow and limited to be a contender.
Thousand Arms*	1	●							●	56	84%	A deeply engrossing RPG.
Thasher: Skate & Destroy	1-2	●							●	58	80%	Not as good as Tony Hawk, but a decent alternative.
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.

TOP30 of the Millennium

We invited readers of all Paragon magazines and Total Games to vote on their favourite games of the millennium. Here's your results for PlayStation...





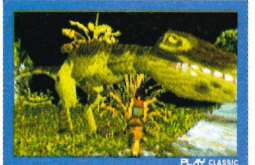
01 METAL GEAR SOLID
The best PlayStation game ever!



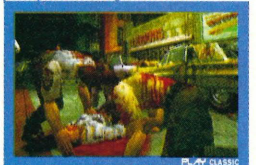
02 GRAN TURISMO
The undisputed king of the road!



03 TEKKEN 3
The fiercest fight on PlayStation!



04 TOMB RAIDER
Lara Croft's original ace adventure!



05 RESIDENT EVIL 2
Still the best of the bunch!



06 FINAL FANTASY VII
It made RPGs popular with the masses!

TOP30 all format Winners

01	GoldnEye	N64
02	Metal Gear Solid	PlayStation
03	Gran Turismo	PlayStation
04	Tekken 3	PlayStation
05	Tomb Raider	PlayStation
06	Resident Evil 2	PlayStation
07	Sonic The Hedgehog	MegaDrive
08	Final Fantasy VII	PlayStation
09	Worms	PlayStation
10	Driver	PlayStation

11	Resident Evil	21	Super Mario World
12	Final Fantasy VIII	22	Grand Theft Auto
13	Zelda 64	23	Silent Hill
14	Street Fighter II	24	WWF Attitude
15	Super Mario Kart	25	Super Mario 64
16	Mario Kart 64	26	Tony Hawk's
17	Quake II	27	FIFA '99
18	Tomb Raider III	28	Dino Crisis
19	Tomb Raider II	29	Syphon Filter
20	FIFA 2000	30	Tomorrow Never Dies

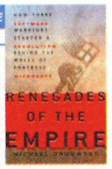
Thanks for all the votes, readers!

BUYER'S GUIDE PLAYLIST

Edited by Ryan Butt — The greatest guide to PlayStation games in the world

HARD Copy

Crucial books with tenuous links to the interests and lifestyles of console gamers.



RENEGADES OF THE EMPIRE
Vision Paperbacks ■ £9.99

The tale of three wise guys who made an ass out of Microsoft long before Bill got covered in custard pies at a press conference.

ISBN 1901250433

Michael Drummond, technology and business journalist for the San Diego Union, tells the story of Microsoft's 'Beastie Boys'.

The three clever guys who developed DirectX, the revolutionary software that enabled games to be played on the Windows 95 operating system, were not rewarded for their hard work. Disgruntled, they set about pissing off the company in incredible style, blowing money on insane parties and PR stunts. Cor.

ON THE Cards

TOPS saveslots

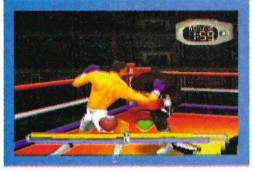
The games we have been playing, saved lovingly to our office memory cards.



01 CHASE THE EXPRESS
The import game of the month got played to completion. Both discs of it!



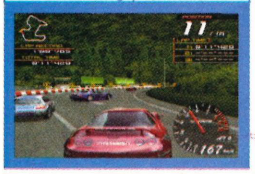
02 VB CHALLENGER
There's nowt better than getting to the top and then destroying the challengers.



03 SYPHON FILTER 2
We've slowly been working our way through both discs, but it's taking a while.



04 RIDGE RACER V
Our progress has been delayed due to our PS2 blowing up! But it's fixed now!



05 DRAGON VALOR
Another two-disc epic, we've been slaying aplenty for the review next month.



GAMETITLE		issue	SCORE	WESAY...
Tiger Woods '99	1-4	44	50%	Nice licence, shame about the golf game!
Tiger Woods PGA 2000	1-4	60	62%	Not a great golfing game, but passable. Just.
Time Commando	1	11	78%	Restrictive, but graphically impressive adventure.
Time Crisis*	1	24	90%	Stupendous light gun shooting action. Top.
Tiny Tank	1-2	59	85%	Comedic death at its very best!
Tobal No. 1*	1-2	12	94%	Cracking high-res beat-'em-up with quest mode.
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.
Tombi*	1	31	56%	Unrewarding, dated platformer/RPG.
Tomb Raider	1	14	94%	Superb Indiana Jones-style 3-D adventure.
Tomb Raider II	1	28	95%	A fine sequel that easily surpasses the first.
Tomb Raider III	1	43	93%	A decent and enjoyable second sequel.
Tomb Raider: TLR	1	56	90%	The best of the lot, albeit slightly unoriginal!
Tommi Mäkinen Rally	1-2	37	39%	The turkey of rallying games!
Tomorrow Never Dies	1	57	52%	On par with the new film as being a Bond killer!
Tony Hawk's Skateboarding	1-2	54	88%	Unbeatable, authentic skating bliss...
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.
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.
Total NBA '96	1-8	05	81%	The best basketball game on PSX, until...
Total NBA '97	1-8	20	87%	The most advanced basketball game ever, until...
Total NBA '98	1-8	36	93%	So good it walks on water, the best bar none!
TOCA: Touring Car	1-2	27	92%	Really fast, really fun, really racing!
TOCA: Touring Car 2	1-2	42	94%	Non-stop clutch burning bliss!
Toy Story 2	1-2	59	73%	Looks good, but is boring and frustrating...
Transport Tycoon	1	24	78%	Absorbing strategy about transport networks.
Trap Runner	1-2	48	70%	Alright for a while, but you'll soon get bored.
Trash It	1-4	24	55%	Average hammer-based puzzle game.
Treasures of the Deep*	1	27	83%	Atmospheric underwater adventure.
Trick 'n' Snowboarder	1-2	58	85%	Capcom's own stab at snowboarding...
Triple Play 2000	1-2	49	91%	The best baseball game ever released!
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!

GAME OVER Victory Boxing Challenger played out

We show you the ending in case you haven't reached it...



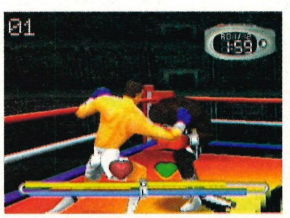
100% Complete



Hail the new king!

To complete *Victory Boxing Challenger* properly you must work your way up through the world rankings and defeat the champion. Only when you have made him eat the canvas will you be hailed the true boxing champion of the world!

For your efforts, you are rewarded a bonus character. Basically, if you become the champion with each of the standard nine characters, then you will unlock a bonus character for each one. There are a further nine to unlock and they include a policeman, your trainer, a Don King look-alike and a feisty woman. Not a bad reward.

















Victory Parade

The ending for *Victory Boxing Challenger* is shocking beyond belief. When you take-on and ultimately knock-down the champ, you will be treated to a static newspaper page reporting on your triumph, a message from your trainer, and a text-only credits sequence. Not exactly lavish rewards for all your hard work.

Victory Boxing Challenger is reviewed on page 70.

GAMETITLE										issue	SCORE	WESAY...
UEFA Champions League '99	1-4	●							●	47	80%	Too similar to WLS '99.
UEFA Champions League 2000	1-4	●	●						●	61	86%	A vast improvement over the original...
UEFA Striker	1-2	●							●	55	92%	Simple, arcade-style football , very enjoyable.
Um Jammer Lammy*	1-2	●							●	49	88%	Addictive and amusing guitar action!
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.
Vagrant Story*	1	●							●	61	92%	Wait for the PAL version and this'll be awesome!
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.
Vandal Hearts II	1	●							●	61	84%	Engrossing and very playable adventure game.
Victory Boxing	1-2	●								13	79%	Fast and smooth rendition of the 'sport.'
Victory Boxing 2	1-2	●							●	40	84%	Frantic flying fist action in a corking sequel.
Viewpoint	1	●								02	74%	Glossy isometric shoot-'em-up. Bad slowdown.
Vigilante 8	1-2	●			●				●	36	94%	Big guns, huge explosions, gigantic appeal!
Vigilante 8: Second Offense	1-2	●			●				●	59	83%	More of the same with little improvement.
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.
V-Rally 2	1-4	●			●		●		●	51	93%	World class action, an absolute must!
VR Baseball '97	1-2	●								23	80%	Excellent and comprehensive sim of the sport.
Viva Football	1-4	●	●						●	45	79%	Some good ideas included, but the controls are odd.
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.
Waku Waku Volleyball*	1-2	●							●	54	18%	Too slow, and indeed, chronic to be enjoyed...
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.
War Of The Worlds	1	●							●	56	58%	A repetitive turkey shoot with a hint of strategy...
Warzone 2100	1	●				●			●	48	87%	Very challenging and very sharp strategy game.
WCW Nitro	1-2	●								35	80%	One of the best wrestling games on the PlayStation.
WCW Vs The World	1-2	●								24	79%	Nothing new or exciting here!
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.
Wipeout 2097	1-2	●		●			●			13	93%	Far better than Wipeout – a stunning game.
Wip3out	1-4	●		●	●		●		●	54	94%	Phenomenal futuristic anti-gravity fun...
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.
World League Soccer	1-4	●							●	35	88%	Very playable, but lacking in long term challenge.
Worms	1-4	●								01	92%	Crap looking, but oh-so playable in multi-player.
Worms: Armageddon	1-4	●							●	57	92%	A brilliant sequel that'll blow you away!
Wreckin' Crew	1-2	●			●				●	36	83%	Addictive tongue-in-cheek racing game.
Wrestlemania	1-4	●	●							01	74%	Wrestling – not a real sport. Game sucks.
Wu-Tang: Taste The Pain	1-4	●	●						●	56	86%	Gang-bangin's four-player brilliance!
WWF Attitude	1-4	●	●						●	52	84%	An entertaining and engrossing wrestle-fest.
WWF Smackdown	1-4	●	●						●	61	92%	The best wrestling game available!
WWF Warzone	1-4	●	●							39	85%	Again nothing new, but it's decent enough...
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.
X -Files (The)	1	●							●	53	78%	A dated flick-screen concept, but compelling...
X Games Pro Boarders	1-2									45	35%	Poor quality snowboarding game.
Xena: Warrior Princess	1	●							●	57	78%	A strangely compelling old-school beat-'em-up.
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.
YoYo's Puzzle Park	1-2	●							●	49	87%	A worthy platformer from the golden age of 2-D!
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!

NEW Fads

Whereby we tell you what's crucial for street credibility in this technological age...

PLAYSTATION Porn

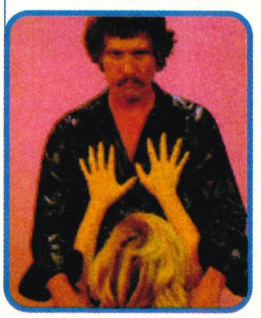
Perhaps not a 'fad' as such because it is only limited to a single (albeit massive) country, but it has come to our attention that some sectors of the Russian underground have turned to PlayStation as a means of peddling new, more exotic wares – namely PlayStation pornography, or PS-XXX!

With the PlayStation doing good business in Russia, as it has everywhere else, some unscrupulous deviants have actually managed to transfer saucy movies to PlayStation-readable discs (albeit chipped PlayStations) and have distributed them on the underground networks.

Presented in grubby, flickering full screen FMV, the quality is fairly low, but the content is no-holds-barred hardcore porn. For just a couple of US dollars, people are taking home red hot filth the likes of which risky German satellite channels wouldn't even touch!

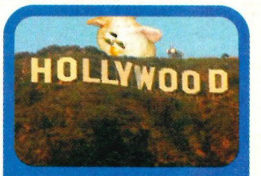
This marks the first time in the PlayStation's five year history that software has been generated entirely for sale on the black market, rather than the usual copies of commercially available games. Whoever is behind the idea must be well funded, as PSX development kits are not cheap at all. We reckon the Russian mafia must have set it up to fund less humorous criminal exploits in the crumbling land of the former superpower.

Although higher quality stuff of similar 'strength' is readily available on DVD (multi-angle anyone?) and Video CD, this opens the prospect up to many depressed Russians who don't own playback hardware for those formats. The biggest worry has to be that this includes Soviet kiddies, whose tiny innocent hands such sexy software is bound to fall into. We just wonder what it could be like on PS2...



FURBY Zone

The life and loves of the office Furby all logged and recorded in this very section. What will he do next, we wonder?



Having cashed in his chips and retired to the marble orchard last century, Furby's spirit has embarked on a monster tour of the world to take in a few sights that we were too spiteful to show him when he was alive.

This month, the Furby ventured to Hollywood, braving the scorching heat and setting up base in anticipation of next month's E3 games show. Of course, whilst he's in the Tinsel Town area, Furby will be whoring himself around trying to make a breakthrough into the movies. However, as you could imagine, there isn't much demand for a small, furry, dead thing. At the time of going to press though, news had filtered back to the office that the Furby had actually landed a part – in Linda Lovelace Does Something Small, Furry & Dead Vol IV. True to form though, Furby only has a very small part. But will the fame go to his head?

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PARAGON HOUSE, ST PETER'S ROAD BOURNEMOUTH, DORSET BH1 2JS ✆ 01202 299900
Fax **01202 299955** play@paragon.co.uk

editorial staff
MANAGING EDITOR **NICK ROBERTS** nickr@paragon.co.uk
EDITOR **RYAN BUTT** ryan@paragon.co.uk
DEPUTY EDITOR **GRAEME NICHOLSON** silencio@paragon.co.uk
SENIOR STAFF WRITER **BEN LAWRENCE** benl@paragon.co.uk
CONTRIBUTORS **PAUL MORGAN**, **PHIL KING**, **ADAM BOUSSADA**
SENIOR SUB EDITOR **LOUISE WELLS**
GROUP ART EDITOR **MARK WYNNE**

online
ONLINE MANAGER **STUART WYNNE** ssw@paragon.co.uk
ONLINE NEWS EDITOR **SNEHAL NOORANI** sney@paragon.co.uk
ONLINE EDITORS
GAVIN CLOGGIE gavin@paragon.co.uk
RYAN COOPER rcooper@paragon.co.uk

advertising
ADVERTISING MANAGER **FELICITY MEAD** ✆ 01202 200224 felicity@paragon.co.uk
CLASSIFIED MANAGER **ALAN WALTON** ✆01202 200226 awalton@paragon.co.uk
AD SALES EXECUTIVES
CLAIRE ENDEAN ✆ 01202 200254 clairee@paragon.co.uk
EMMA BEDFORD ✆ 01202 200223 emma@paragon.co.uk
A full colour press pack is available on request
AD PRODUCTION **DAVE OSBORNE**, **JO JAMES**, **JANE EVANS**, **LORRIANE TROUGHTON**, **REX CREED**

production and distribution
BUREAU MANAGER **CHRIS REES**
SCANNING/PREPRESS **LIAM O'HARA**, **DOM EDDY**
CIRCULATION MANAGER **TIM HARRIS**

marketing and licences
MARKETING MANAGER **MONICA CASAL**
INTERNATIONAL ACCOUNT EXECUTIVE **CATHERINE BLACKMAN** ✆+44 (0)1202 200205 Fax +44 (0)1202 200235 cathb@paragon.co.uk

chiefs
PRODUCTION DIRECTOR **JANE HAWKINS**
ADVERTISING DIRECTOR **PETER CLEALL**
CIRCULATION & MARKETING DIRECTOR **KEVIN PETLEY**
EDITORIAL DIRECTOR **DAMIAN BUTT**
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