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The best reviews & previews in our regular PS2 supplement



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PLAY

プレイステーション

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FIRST LOOK!

silent scope



The **sharpshooting** arcade game is on PlayStation2... and we've **played** it!

METAL GEAR SOLID 2

Konami tells all about this stealthy stunner!

EXCLUSIVE!

Tenchu 2

Exclusive review of the Far Eastern samurai slasher!

Medal Of Honor 2

Exactly what war is good for...

PLUS

Incredible Crisis
Chicken Run
Crisis Beat
Parasite Eve 2
FA Stars 2000
Strider 2
Sydney 2000
World Touring Cars
007 Racing
Titan AE
and more!

INSIDE: OVER 800 GAMES RATED

ISS 2000 X-MEN MUTANT ACADEMY

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PLAY magazine issue 66 2000 SILENT SCOPE METAL GEAR SOLID 2 TERRACON TITAN AE 007 RACING MEDAL OF HONOR 2 WORLD TOURING CARS X-MEN MUTANT ACADEMY AND MORE...

TOCA World Touring Cars™

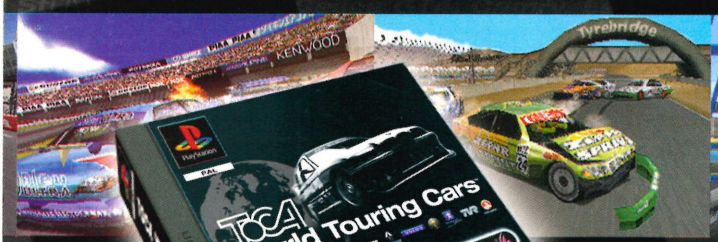
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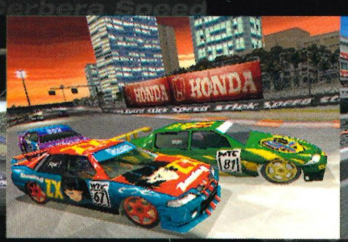
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Official PlayStation Magazine

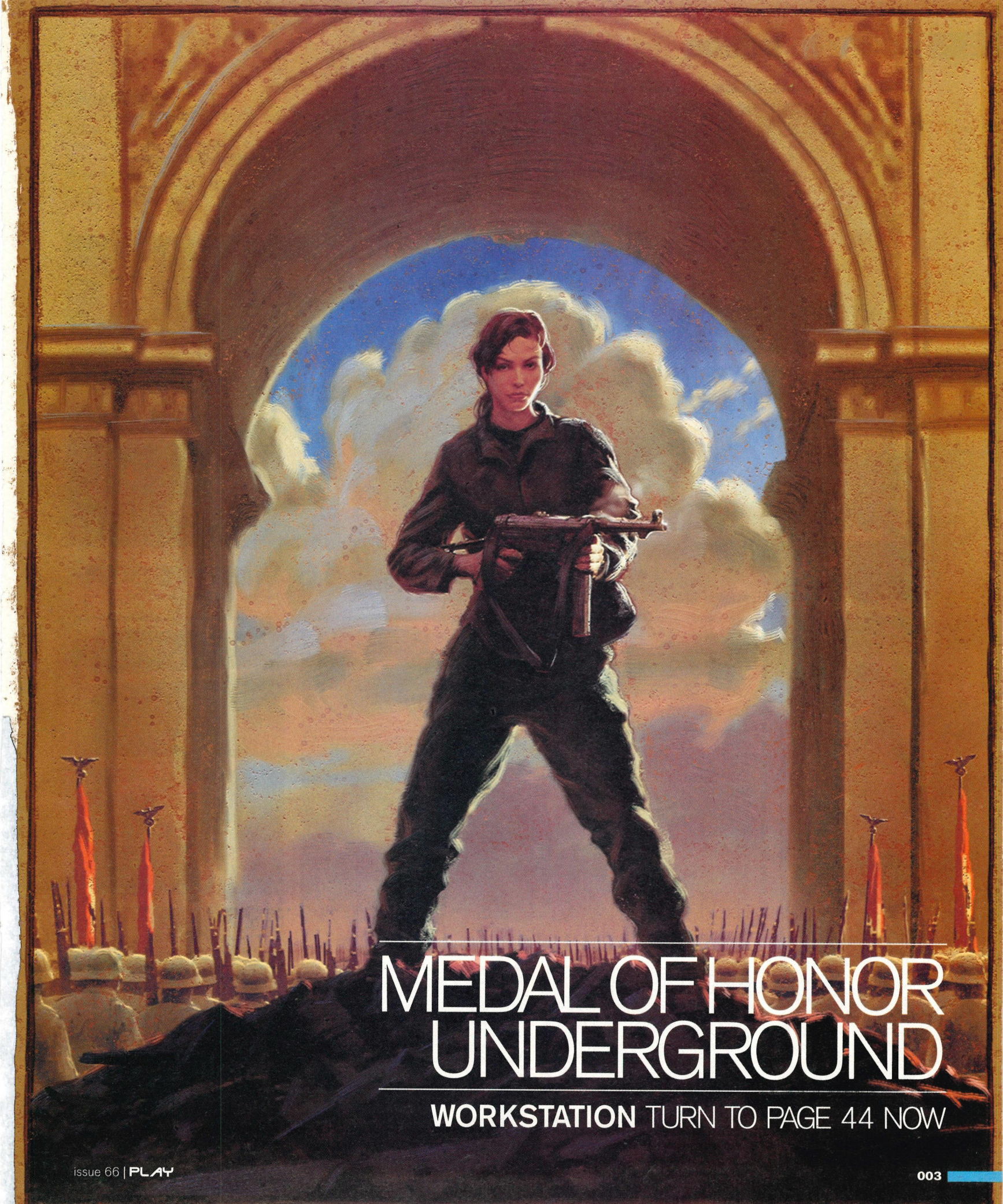
The only official game endorsed by TOCA - Touring Car Association

10/10	10/10	96%
Official PlayStation Magazine	POWER The PlayStation Magazine	PlayStation Max

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GENIUS AT PLAY™

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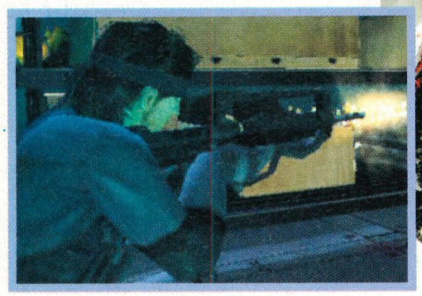


MEDAL OF HONOR UNDERGROUND

WORKSTATION TURN TO PAGE 44 NOW

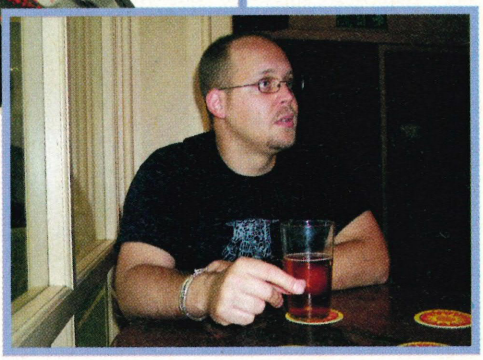












contacts
✆ (01202) 299900 5-6pm weekdays
fax us on (01202) 299955
letters to PLAY Magazine, Paragon House, St Peter's Road, Bournemouth BH1 2ZZ
email play@paragon.co.uk
home page http://www.paragon.co.uk/play/
subs ✆ (01202) 200200
see page 76 for details

30 Metal Gear Solid 2
Snake slithers back for more espionage action! New screens, new facts.

16 Gamespeak
The voice of **Konami** reveals all.

immediate access

Get straight to some of the hottest titles this month with this short cut to the games that count!


24 Silent Scope

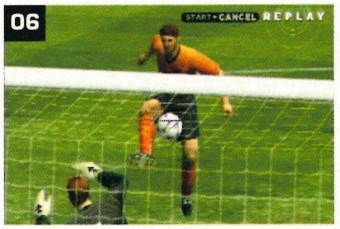

30 Metal Gear Solid 2


44 Medal Of Honor 2


62 Parasite Eve 2

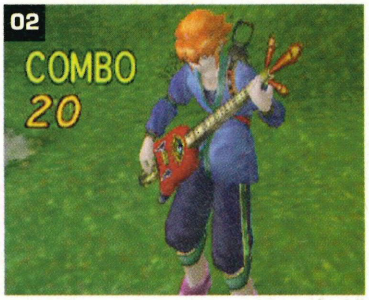

68 Tenchu 2

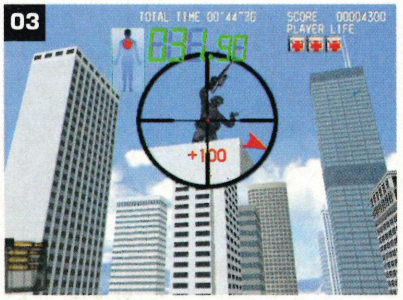








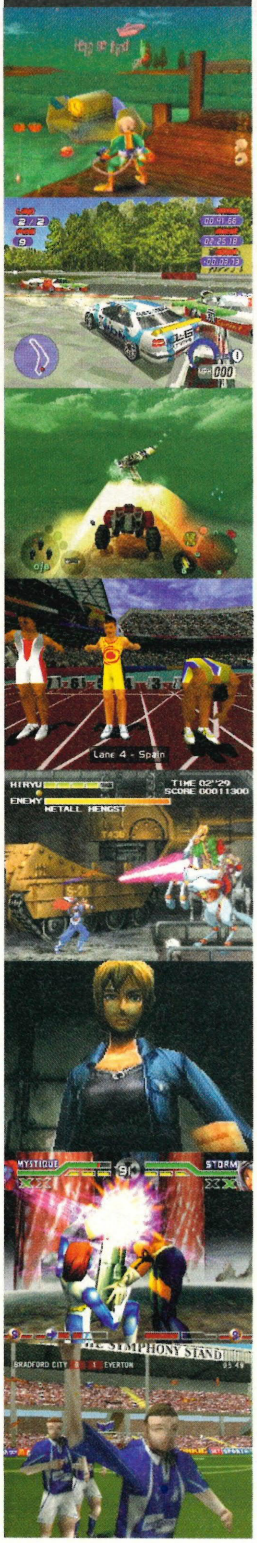




Konami's stunning new line-up: fate-changing **Shadow Of Memories (01)**, role-plucking **Ephemeral Fantasia (02)** sharpshooting **Silent Scope (03)**, mech-battling **RED (04)**, torso-carving **Seven Blades (05)** and ball-hogging **ISS 2000 (06)**.

the hottest reviews

In a hurry to find out what we thought of the latest games? Then follow this!

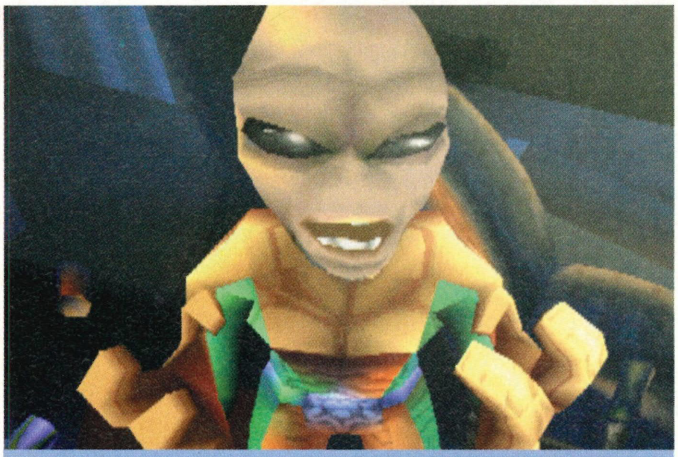


48 Terracon
52 TOCA World Touring Cars
56 Infestation
58 Sydney 2000
60 Strider 2
62 Parasite Eve 2
64 X-Men Mutant Academy
66 FA PL Stars 2001



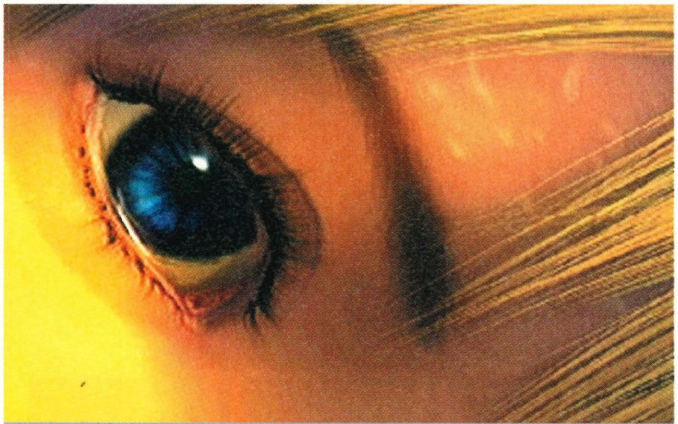
44 Medal Of Honor 2

War! Uh! Yeah! What is it good for? Well, a right good romp of Aryan assassination and Nazi neutralization, as it happens, care of our most wanted prequel of the year. Your PlayStation wants YOU.



48 Terracon

No wonder he's pissed. A terraforming machine got a chip on its virtual shoulder and ruined his home. Help Xed help himself.



62 Parasite Eve 2

Dare we call it the thinking man's *Resident Evil*? Make your own mind up – read the full review today!

006 Wired News

019 PS2 Magazine



Detailed coverage of the PS2's new games...

020 Shadow Of Memories
022 Ephemeral Fantasia
024 Silent Scope
025 RED
026 Seven Blades
027 ISS 2000
028 Incoming – Previews

030 WorkStations

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

030 Metal Gear Solid 2
036 Koudelka
040 Titan AE
042 007 Racing
044 Medal Of Honor 2

048 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...

048 Terracon
052 TOCA World Touring Cars
056 Infestation
058 Sydney 2000
060 Strider 2
062 Parasite Eve 2
064 X-Men Mutant Academy
066 FA Premier League Stars 2001
068 Tenchu 2

072 Official Round-up

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

072 Dracula: The Resurrection
072 Crisis Beat
073 Toshinden 4
073 Evo's Space Station Adventures

074 Import Round-up

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

074 Dr Slump
074 K-1 King Of Kings
075 Lattice
075 Rampage Through Time

080 Station Master

102 Wired Ups

Previews of all the hottest forthcoming games, plus miniature sneaky peeks at future titles!

102 Chicken Run
103 World's Scariest Police Chases
103 Muppet Monster Adventure
104 Incredible Crisis
105 Who Wants To Be A Millionaire
105 Star Trek Invasion
106 Rayman 2
106 Flintstones Bedrock Bowling

108 Arena Letters

Get your voice heard and let off steam in our reader feedback zone!

116 Playlist

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

PLAYSTATION wired

EDITOR'S **WORD**



Ohayo gozaimasu! We have something of a Japanese special for you this issue, thanks to videogames superpower Konami. Impertinently, we asked to see everything they had in production. They showed us. Read on and see how the company that brought you *Metal Gear Solid* has much more than the big sequel to amuse and entertain you for the foreseeable future.

On top of that, we ran much of the month on a dangerously thin skeleton crew, allowing our weary hacks (they prefer the term 'textual conveyors') to spread across the Earth, collecting the latest gaming morsels now presented within this tome. Mark immediately flew to Redwood, California, upon hearing that there was working *Medal Of Honor Underground* code to be played there, and brought back all the relevant bits and pieces. Ben braved a sunny week in Cannes, which apparently was necessary to "smooth the Konami deal". Simon lucked out with the coveted *Star Trek Invasion* trip, which took him as far afield as Manchester. Oh, the glamour. Anyway, enjoy!

Graeme Nicholson
EDITOR

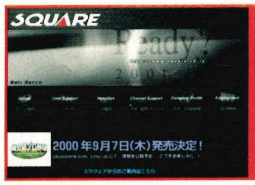
Sony puts yet more confusion between you and your new PlayStation2...

Pre-order Disorder

No sooner had Sony announced its controversial pre-order scheme than the train stopped, a guard yelled "All change!" and we were ushered onto a different locomotive in order to take a slightly different route to (Play)Station2. The journey to launch day (26 October still) is an increasingly bumpy one, but SCE will be hoping that the latest amendments will smooth things over with both retail and, just as importantly, you lot.

Perhaps realising that the original "first come, first served" system wasn't *exactly* fair, Sony has changed the deal again (pray they don't alter it any further!) by matching the number of available pre-order forms to the number of PlayStation2s which should be available at launch. The forms will be distributed to retail outlets and eager punters should be able to secure a machine from 7 September, safe in the knowledge that, having filled in a form, the corresponding console will indeed have been reserved.

It's still a "first come, first served" system of course, but at least it'll now operate on a store by store basis, with no chance of unscrupulous dealers taking deposits for stock they cannot hope to obtain. With sensibly allocated forms, PS2 should enjoy the most even-handed launch of any console; if not, well – we'll see you here next month...



Square MP3

Just as the Recording Corporation of America (and the drummer out of Metallica) got **Napster** shut down for facilitating the widespread trading of **mp3** music files online, Square has supported the format by offering its **Final Fantasy IX** soundtrack for **free** download from its own website.



PlayStation2 Patch Up

Seconds before going to press we discovered that *Unreal Tournament* will **not be network compatible** from day one. Downloadable **patches** will **eventually** allow network play using the PS2's Ethernet adapter. Hopefully, this doesn't signify that software for Sony's new console will be plagued with constant updates and patches, like most new PC releases.

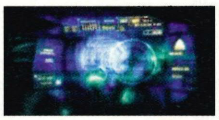
Film Fantasy

Square's epic adventure comes to life... seamlessly!

Finally, a proper cinematic trailer was released this month of the much anticipated *Final Fantasy* movie. It's only 30 seconds long, and you can't tell much about the story, but it still looks stunning.

There are lots of explosions, holographic effects, a bunch of well-armed storm troopers and some incredibly human character animation. 2001 will be a very good year.

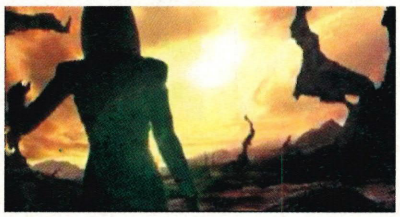






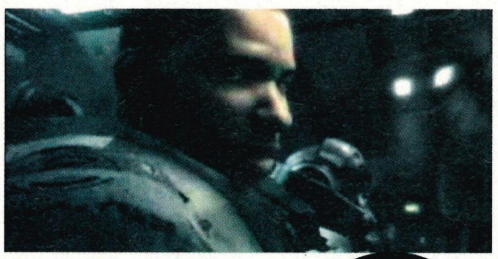








[Below] This scene, at the end of the trailer, showcases the most life-like human animation yet seen. Facial muscles and skin move perfectly as the soldier looks into camera and asks, "You okay?"







PlayStation Incoming

IMMINENT NEW RELEASES FOR PS1...



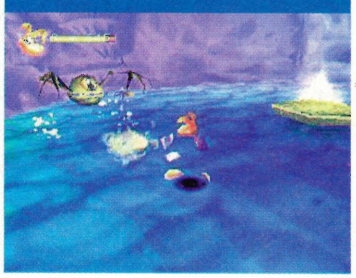
Team Buddies

Rumours abound about this strategic Sony game – suggesting some very bad things unfortunately. Apparently the characters shout obscenities at each other and the gameplay is non-existent. Violence and swearing though? Surely all this can only add up to good things? We'll tell you next month in our full review, so keep 'em peeled!



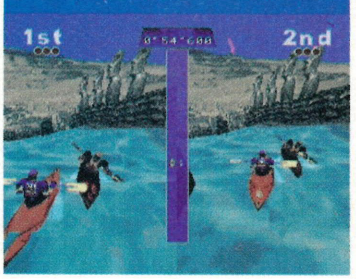
Rayman 2

The limbless French weirdo is back once again in UbiSoft's (now 3D) platformer. We've already played early code of the game and although it lacks the finesse of Spyro and Crash, it impressed us. Okay, the Dreamcast version has been around for yonks, but that is already seen as a classic. Let's hope the PSX version replicates the success. More soon.



Wild Rapids

Introducing a new 'budget' range, fledgling games publisher EON hopes to crack the market with Wild Rapids, one of three games ready for release. Land Maker, another of the three, has already been critically acclaimed, so EON is hoping the same will go for this game and Street Scooter, the final game. We'll keep you informed...



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.

TITAN AE RIP?

At the time of going to press we discovered that the Titan AE game, previewed in this very issue, is likely to be canned. One reason cited for pulling the game was the film's lacklustre box office performance in the States. However, speculation also hints at development problems with the game itself. We'll let you know.

CRASH ON PS2?

Our army of trained flying monkeys recently stumbled upon top secret plans that suggest everyone's favourite bandicoot could be making an appearance on PS2. It's not yet known what genre the new game will fall into, but a PS2 update of *Crash Team Racing* would be nice.

SPYRO IN FRACAS...

At a recent press conference for Sony's forthcoming *Spyro 3*, a member of the specialist press had one two many alcoholic sprout cocktails and launched into a 'brutal' attack on an entertainer dressed up as the loveable dragon. The well-lubricated journalist was eventually restrained by nine burly security guards and whilst being dragged from the scene ominously stated, "this ain't over, not by a long chalk."

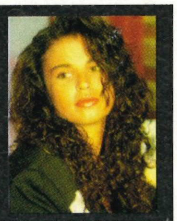
TEKKEN TAG EXTRAS?

Rumours have been leaked that the UK version of Namco's *Tekken Tag Tournament* could contain at least one extra hidden character. If our source is to believed, one or more of the *Soul Calibur* characters could be seen battling it out with the likes of Paul Phoenix and Yoshimitsu. Hmm.

AND FINALLY...

The highly secret crossbow peripheral that was in development for PS2 has been put on hold indefinitely. The device, which would have been capable of firing armour-tipped arrows through reinforced titanium, was put on ice when Sony discovered a design flaw that could have allowed young children to shoot each other through the chin with it.

CAT BUCANNON'S ENTERTAINMENT USA

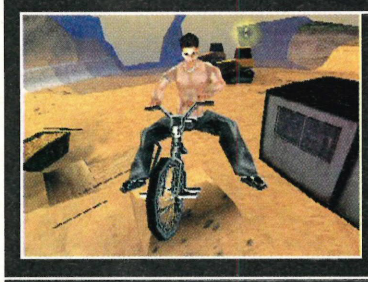


Regular monthly reports about the happening events in the land of the free from the American PLAY correspondent **Cat Bucannon**

PEAK PRACTICE.

Set on the tallest peak in the Western hemisphere, Sony's *Aconcagua* will offer a blend of survival horror thrills and *Syphon Filter*-esque espionage. The game will see you fighting a ruthless terrorist organisation, and includes a plethora of action-packed set pieces, including plane crashes and political assassinations. Released towards the end of the year.



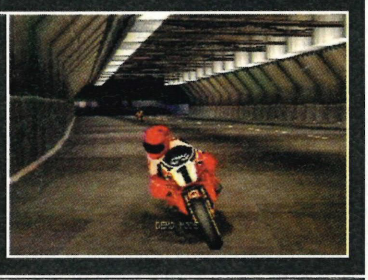


BMX BANDITS

Okay, so those of you with more cynical dispositions might be muttering "*Tony Hawk's* on bikes". However, from what we've seen of Activision's *Matt Hoffman's Pro BMX*, it could prove to be the king of the forthcoming crop of BMX games. A wide range of stunts, coupled with a *Tony Hawk's* style level designer, could at least ensure some longevity.

MOTORCYCLE EMPTINESS

Although Acclaim's *Ducati Racing* still looks a touch spartan at the moment, it's already showing much promise. Developer ATD will be including arcade and simulation modes that allow players to compete for new bikes. Furthermore, the two-player mode lets the beaming victor poach their opponent's bike and save it to memory card. One to watch, we think.





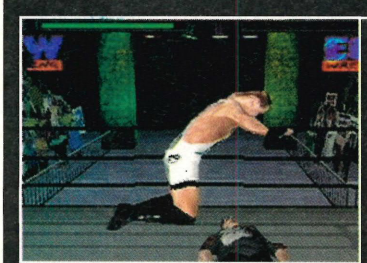
TANKS A LOT

Featuring a chaotic amount of tank-based combat, 3DO's *World Destruction League: Thunder Tanks* throws players into frantic battle over a series of real-life locations, including Canada, Moscow and Tokyo. Over ten different game modes will be on offer, including a two-player deathmatch-style option. Could make for some no-brainer style blasting action.

FROG LEAPING

The first update of *Frogger* on PlayStation was a huge letdown. For *Frogger 2: Swampy's Revenge* a new development team has been brought in to do the honours. The action will be mostly platform based, although publisher Hasbro claims several multiplayer modes are to be included, such as the hilariously titled Capture The Frog, plus classic *Frogger*.





MORE GRAPPLING

As if everyone hadn't already had enough of big, sweaty men leaping around in lycra pants! Yes indeed, Acclaim is set to enter the ring yet again with *ECW: Anarchy Rulz!* Up to four players will be able to take part and the game will boast a staggering selection of 60 'hardcore' wrestlers and 25 game modes to choose from. We can't wait. No really, we can't.

TALENT!

Paradigm Shift

Major N64 talent comes to PlayStation2.

New consoles need new software, but when Nintendo announced that one of the N64's chief launch titles, *Pilotwings 64*, would be farmed out to Paradigm Entertainment, there was an understandable level of concern. As it turns out, Paradigm did a sterling job and has since established itself as a consistent developer of quality software, with titles such as *F-1 World Grand Prix* and *Beetle Adventure Racing* delighting the minority of players who bought into Nintendo's next-gen ne'er-do-well.

So why the history lesson? Well Infogrames has only gone and bought Paradigm, ensuring that the developer's expertise will grace a certain new platform, that's all! Don't get carried away though – Infogrames will certainly want to milk the wider market, rather than rely on PlayStation2 alone, with Dolphin and X-Box projects under simultaneous development. Should current PS2 coding hassles go unresolved, the danger in this is that visibly superior versions of must-have titles could appear on rival machines, eroding the industry's impetus to maintain PlayStation as the lead development platform. This time around the playing field is disturbingly even. Paradigm, once again, you have us concerned…

[Below] Paradigm's past glories, a taste of what's to come on PS2?









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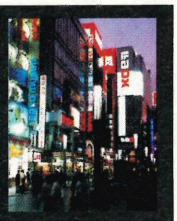
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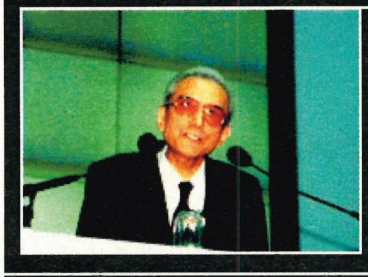


Regular reports about the happening events in the land of the rising sun from the PLAY Japanese correspondent, **Shintaro Kanaoya**

BACK TO REALITY

A sneaky peek at our domestic games chart saw *Final Fantasy IX* fall from its number one position during the course of this month. And the culprit? [Deep breath] *Yugioh Duel Monsters III Holy War God Advent* on Gameboy Color. Despite huge sales a UK release is unlikely, as such 'tabletop' games (you could play it with cards or tiles) are still not thought to travel well.



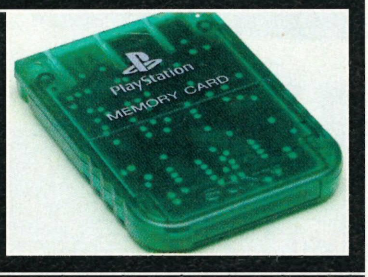


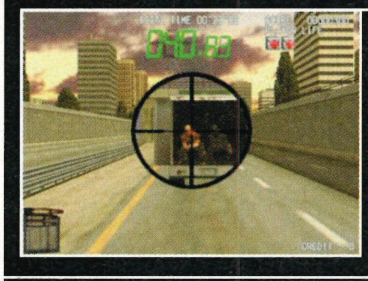
SCOLDED BY NINTY!

Horoshi Yamauchi, speaking to the newspaper Nihon Keizai Shibun, condemned the lack of innovation permeating the videogames industry. Nintendo's head honcho, who looks cooler in shades than any other old geezer, also warned of maintaining huge development teams. Looking at the losses posted by Sony Corp, EA and 3DO it seems Yamauchi-san is as sharp as ever.

SONY'S ACE CARD

The higher capacity of PS2 memory cards created a demand for faster technology which should now benefit everyone (who owns a PlayStation), with Sony launching a new, 30% quicker memory card. Whether these will receive a conspicuous launch or be left to filter through the retail system remains to be seen – we can certainly expect to see third party imitations.





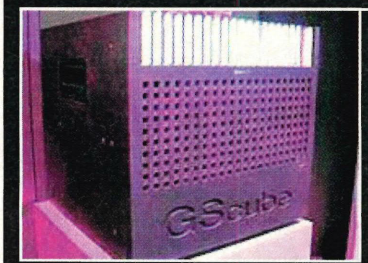
SCOPE ON TARGET

Silent Scope is set to be released one month ahead of schedule on PS2, with a new Japanese street-date of 12 October. Whilst this could conceivably have a small knock-on effect upon the subsequent Western release date, it's to be hoped that Konami will spend the extra time optimising the PAL code instead. The Dreamcast version is almost complete already.

FREE CHINTZ

Collectors might be interested to learn that Square is set to release the second volume of its *Millennium Collection* over here in September. The trio of titles – *Ehrgeiz*, *Front Mission 3* and *Legend Of Mana* – will ship with some rather odd additions however (diorama figure or music-box anyone?!) which, at 3,800 yen (£23.50) a pop, should deter all but the hardcore.





STAR CUBE? SCHMAR CUBE!

No matter how powerful consoles get, arcade machines can always cheat by having two or three of them stuffed in their cabinets. Taking this philosophy to the next level is Sony's GS Cube, effectively 16 PS2s in one box, which allows developers to render broadcast quality CG in realtime. Want one? Well, don't hold your breath for any pre-order schemes!



OUT NOW **Dreamcast Magazine** (ISSN 1466-2388) is now available from all good newsagents priced just £2.99! Issue 12 features reviews of **F1 World Grand Prix 2**, **Virtua Tennis** and **Hidden & Dangerous**, plus previews of **Ferrari 355 Challenge**, **Star Lancer**, **Looney Tunes** and **Half-Life**. Need to know about Dreamcast? Check this out!

TOON TIME

Wacky World!

Stop that pigeon, now! Oops, wrong cartoon...

As the comedy karting bandwagon rolls on, its passengers become less and less appropriate to the genre. Take the forthcoming Woody Woodpecker game – come on, he's a woodpecker, he can bloody fly! With that said, Infogrames' imminent *Wacky Races* tie-in can at least boast that the cartoon it's based upon actually featured cars.

There are six available racers including Penelope Pitstop, the Slag Brothers and of course, Dastardly and Muttley. Each has their own specialist vehicle and naturally the collectable power-ups will be 'wacky'.

For now, several aspects of the game are looking a little rough. The vehicles are small and track detail in places is spartan. Vehicle handling is also slightly suspect, although it should be noted that the title still has work to be done on it. Hopefully, by the time *Wacky Races* hits the shelves in September, these minor niggles will have been rectified.



UEFA Strikes Again!

Yet another football game with four digits after its name...

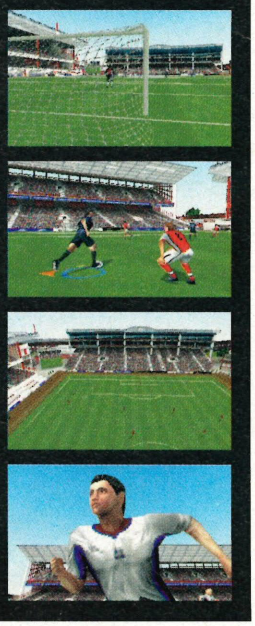
Infogrames is set to release a sequel to last year's well-received *UEFA Striker*. The new game, which is titled *UEFA 2001*, will incorporate a plethora of new additions and features that should keep all you footy fans grinning like the idiots you are.

First off, the game's visuals have been given an extensive overhaul, with each of the 20 real-life stadiums being comprised of an impressive 6000 polygons. This realism will be further heightened by the introduction of an interactive crowd. Indeed, the virtual fans will now react to the on-pitch action, so if you score a belter from the halfway line, you can expect to see Mexican waves bursting out across the stands. Subtle effects such as turf being kicked up and players' breath should also increase the title's immersive feel.

Another nice touch is the inclusion of real-time injuries, so unlike other titles (where you only see players injured during cut scenes), you'll now witness player limping and such like during the action. However, this isn't just a cosmetic effect, as injured players will accordingly run slower and take weaker shots.

The available choice of 146 clubs and national teams, coupled with the option to work out specialist combos and strategies during training, should appeal to the hardcore football nuts out there who've tired of the relatively shallow *FIFA* series.

However, the acid test will come later this year when we get too see how the game compares against the mighty *ISS Evolution*. Only time will tell, as they say.



GAME CHECK

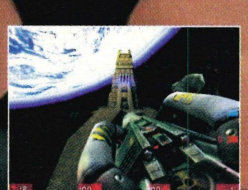
Unreality Bites

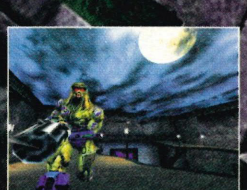
The great multiplayer FPS just got better!

We originally featured this first person shooter par excellence back in PLAY 64, and were highly impressed with what we saw. However, since then we've acquired more footage of the game and without descending into a spiral of hyperbole, we can say that developer Epic Mega Games has pulled out all the stops for PS2 *Unreal Tournament* – the results look nothing short of breathtaking.

Single player mode will allow you to command a group of virtual team-mates, already known to PC-equipped Internet gamers as 'bots'. However, as good as single player mode looks, the most exciting aspect of PS2 *Unreal Tournament* is that it will be the first game to feature networked play capabilities (although split-screen options will also be available) for the new console. This will mean players can compete in a series of multiplayer competitions, with objectives such as capturing the enemy's flag and defending your own area from attack. Think violent virtual paintball and you'll be close.

The PC version is hailed as a classic, but with a selection of specifically designed new environments, PS2 *UT* could well prove to be the definitive version. Fingers crossed until March 2001.



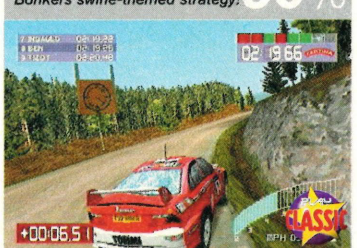



PLAY RECOMMENDS

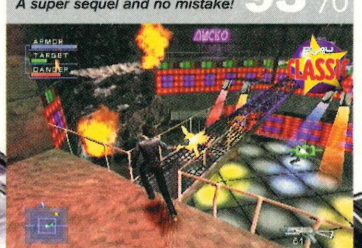
These are the recent best games that money can buy on PlayStation, and ones you should sell your Grandma for!



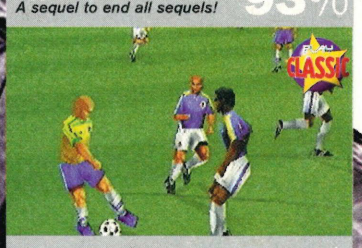
Hogs Of War 90%
Bonkers swine-themed strategy!



Colin McRae Rally 2.0 93%
A super sequel and no mistake!



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



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

PLAYBOYS

They toil on your favourite PlayStation mag, neglecting social lives in favour of bringing you the most insightful PlayStation coverage possible. They ask for nothing in return, except that you take a minute to learn of their meagre lives each month. This month: The builders are in, smashing the office apart around our heads...



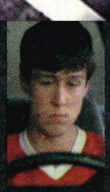
Graeme Nicholson
Having lived a pampered life of high technology and low effort, Graeme feels uneasy around the uncultured blue collar sweat sacks. Smiles returned when he managed to pinch the nail gun for a sec.
silencio@paragon.co.uk



Ben Lawrence
We don't know if it's the psychoactive toxins in his hair wax or just too many lost hours spent with his bulky female stalker, but Ben seems physically interested in the grunting workmen. Especially the guy in the hardhat.
benl@paragon.co.uk



Mark Crawley
Mark has kept his head down during the whole noisy affair. Come to think if it, he hasn't said anything to us in weeks and was discovered whispering Russian into his lapel. Must do that background check.
markc@paragon.co.uk



Simon Cann
Ultimately the worst affected by all this blaring construction, Cann stuck the foreman to the ceiling with a power stapler, inking on his chest, "No More Big Noise." No legal action has yet been taken.
scann@paragon.co.uk



Sorcha Fenlon
The reasons can only be pharmaceutical why Sorcha remains unnaturally polite in the midst of falling walls and painfully loud hammer shots. We found a bottle of triangular pills, each inscribed with a 'P'.
sorcha@paragon.co.uk

RACE CARS

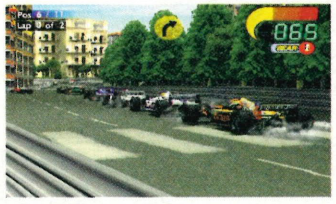
Eidos Takes Pole Position...

Exclusive F1 World Grand Prix 2000 pics!

The F1 fans among you will no doubt already be drooling at the sight of these never-before-seen exclusive pictures of *F1 World Grand Prix 2000*. Eidos will be distributing the game over here, and it already looks as though it could become the benchmark title in the F1 racing genre.

The title will feature the obligatory arcade and Grand Prix career modes and includes a plethora of features that will read like an F1 aficionado's wish list. With the official FIA World Driver's Championship licence behind it, the title will include all the official team cars and drivers participating in the F1 2000 season – along with the 2000 results data. A highly advanced 3D engine will eliminate the pop-up that has plagued similar titles of this ilk, whilst also allowing for ultra-realistic car handling and real-time damage effects. Variable weather conditions, radio communication with your pit crew and an impressive two-player mode should prove to be the icing on what's already looking like a pretty substantial cake.







[Above] There's a hell of a lot of competition out there, but Eidos' brave F1 effort could pinch the title this year. Keep tuning in to find out, race fans!

So Good It Hertz

Saying goodbye to slowdown and borders for Britain!

What could possibly possess an otherwise sane gamer to forsake our good ol' high-street stores, contact an importer and pay inflated prices for software which contains copious amounts of Japanese text and has to be run on a PlayStation that must be held at exactly 21° throughout loading? It's not, as was once the case, that desirable Japanese software isn't getting the UK release it deserves – more games than ever now make their way from the Land Of The Rising Sun to our turd and condom draped shores – no, the chief culprit these days is our abysmal PAL TV standard. Simply put, foreign versions of games often play better than their PAL counterparts, something which has created and maintained a healthy grey-market.

With the PlayStation it's always been the case that, to flip the machine from its slothful 50Hz stupor into speedy 60Hz mode, you must get the machine chipped and bung an actual NTSC game in the drive. Sony forbade developers from coding display-switching options into their games and it wasn't until Sega came along with the Dreamcast that such an inclusion was actively encouraged.

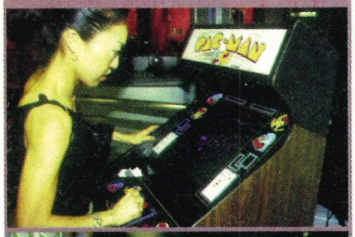
Sega's new stance on the display issue has been so well received that, seeing the light at last, Sony has decided to remove the current ban on 60Hz options appearing in PAL PlayStation products. Future PlayStation and PlayStation2 games should therefore emerge with display switching included for those with a 50/60Hz telly.

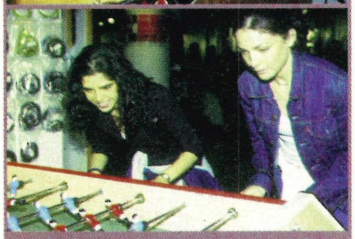
Unlike Dreamcast, PlayStation hardware will only provide a colour 60Hz picture if connected to a 50/60Hz TV via SCART.





Jean Therapy





There's always been something a little special about Levi's store on Regent Street in London. They only opened last year, but they've made a lot of noise, hosting celebrity stunts from Beth Orton to Irvine Welsh. Of course, as a hardcore gamer you've got little time for sentimental warbling and the last time you read a book it was the *Resident Evil 3* walkthrough, so how does one get you to buy new jeans? By tapping directly into your nostalgia gland, it would seem.

If you pop in, you'll find the undisputed arcade classics that laid a solid foundation for modern gaming – lined up and ready to play. Original coin-op cabinets for *Pac-Man*, *Galactica* and *Space Invaders* now reside in the denim empire's flagship store, and you're invited to go along and play your little heart out. You may also sample pre-release software on something called a 'Dreamcast' though that doesn't sound nearly as fulfilling as the table football rig they've set up.

Bust-a-movers can bound around on the impressive Konami Dancing Stage, which is running the arcade version of *Dance Dance Revolution*. Should your performance be so unique as to catch the eye of the Levi's staffers, you'll win a prize for your efforts. And the last treat on offer for the mad jeans-games crossover this summer? Limited edition videogames characters and logos sewn right into your new denimwear. Fabulous. To think, all it takes is a twist of white paint to sell a pair of Evisu.



SELLS WELL

There Can Be Only One

PS one proves more popular than Sega or Nintendo would like in its homeland of Japan...

Repackaged, stuck inside a 'squishy-squashy' machine and gently dabbed in marble white emulsion, the PSX has undergone the most amazing transformation in electronics since Optimus Prime contorted and turned himself into a truck. So impressive is the dinky PS one that something shocking has happened in the first week of sales in Japan. Not only has the PS one outsold the Dreamcast for that particular week, but if you were to combine both Dreamcast and N64 sales, the PS one still doubles them. Coming in as the fourth best-selling console in Japan for that week, behind PlayStation2 (90,787), Game Boy Color (18,914) and PocketStation (18,870), the PS one notched up a staggering 14,175 sales – remarkable considering the technology inside is five years old and its big brother is already shifting close to 100,000 units a week. The Dreamcast – seen by many as Sega's last chance machine – has only managed a paltry 3,688 sales in comparison, with the N64 (now as active as everybody's favourite princess) having dipped to the three thousand mark. Sony's strategy seems to have paid dividends: make it cute and people will buy it. Simple.

The Specs

SCPH- 100
¥15,000
193 mm X 38 mm X 144 mm
550 g
2 Controller ports
2 Memory Card slots
1 Multicable output
AC 100V, 50/60 Hz
DC IN 7.5V



FIGHT FLICK

Lights, Namco, Action!

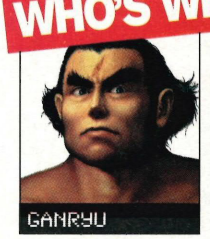
Namco joins the fight club – Tekken The Movie!

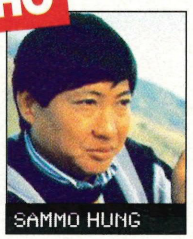
Following in the grand old tradition of making bloody good games into bloody awful films, *Tekken* is finally going to get the silver screen treatment. After the abysmal *Street Fighter* movie (the most famous person in that was Kylie) and the so-so actioner Mortal Kombat (Christopher Lambert post Highlander 3), it's third time lucky for films based on beat-'em-ups.

According to rotund ginger yeti Harry Knowles, of the legendary film website Ain't-It-Cool News, Tekken: The Movie will differ from the Oedipal, angst-ridden stories we all know and love in the games. Set in war-torn Japan in the year 2050, the film will be directed by Corey Yuen, action sequence director from the blockbusting X-Men movie, and it will star a plethora of Eastern stars. Already confirmed are Stephen Fung, who is lined up to step into Hwoarang's shoes and Kristy Yeung, destined to slip on her school uniform and become sixteen-year-old pandaphile Ling Xiaoyu. Rumoured to complete the cast are heavy-weight martial arts guru Sammo Hung (Ganryu), Leehom Wang (Jin) and pint-sized powerhouse Jackie Chan as Lei. As well as being a cop, Lei was originally based on Jackie Chan and shares the same disciplines, so to see the man himself portray his polygonal alter ego should be interesting.

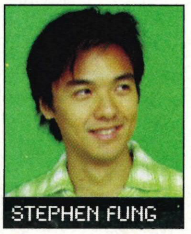
Whether the movie will replicate the critical panning shared by SF and MK is still to be seen, but at least director Yuen can breathe easy about one thing. The *Tomb Raider* movie is in the pipeline. And we all know what that's going to be like, don't we boys and girls?

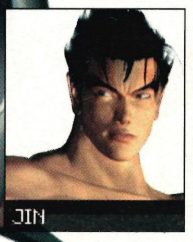
WHO'S WHO

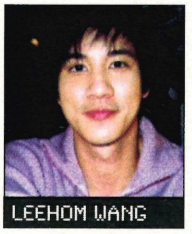

GANRYU

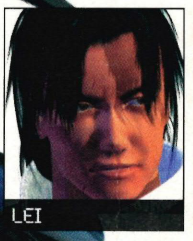

SAMMO HUNG

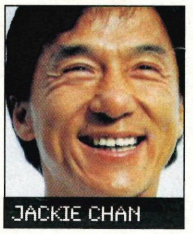

HWOARANG


STEPHEN FUNG


JIN


LEEHOM WANG


LEI


JACKIE CHAN


LING


KRISTY YEUNG

FIRST LOOK

The Midas Touch...

Disney lawyers limber up for Midas budget releases!

PLAY predicts the end of all gaming action in the United Kingdom within 30 days... There's a new publisher in town and its name is The Midas Interactive Entertainment Group. Yes indeed, the day of the £7.99 PlayStation release is almost upon us, with Midas intending to release a range of 12 great value budget games!

The initial line-up will comprise titles such as *Chris Kamara's Street Soccer* (featuring soccer megastar Chris Kamara) and the imaginatively named *Las Vegas Casino*. Other titles include *Pinball Power* (a pinball game); *King of Bowling 2* (a bowling game); *Ski Air Mix* (a skiing game) and *Sports Superbike* (a game based around the bittersweet trials and tribulations of a single mother, as she struggles to repay the mortgage on her two-up-two-down in Beirut).

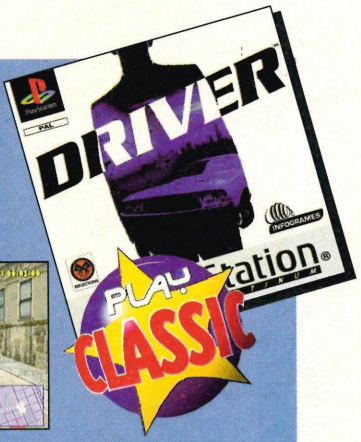


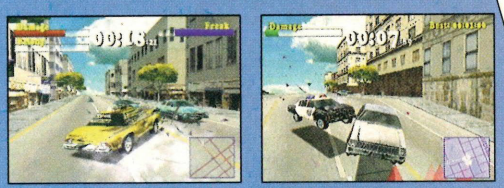
In an unprecedented frenzy of plagiarism, Midas has also announced several other titles, which all bear a court case-inducing similarity to the films of a popular American animation studio (it rhymes with Valt Tisney). These include *The Dalmatians*, *Lion and the King*, *Goldie* and *Moses Prince of Egypt*. These last four titles will include extra features such as a half-hour cartoon, an easy-to-use virtual colouring book and a challenging (in a psychological manner no doubt) puzzle game.

Perhaps the best news of all is that each and every last one of these releases are fully compatible with PS2, which puts them in good company with the entire PlayStation back catalogue.

Expect more news on these pocket money pinching extravaganzas over coming months.

Win!





To celebrate the launch of the highly successful *Driver* on Platinum, we've teamed up with the guys at Infogrames to literally throw copies of the game at you. We've got so many to give away, we're drowning in them. To stand a chance of getting your hands on a copy of this £19.99 classic, send us a postcard with the correct answer to the following question. First ten correct entries out of the bag win.

What is the name of the main character in Driver?

A. Spanner
B. Planner
C. Tanner

Send your answers to;
'*Driver*'s so cheap I'll probably go out and buy it even if I don't win this competition!'
PLAY,
Paragon Publishing,
St Peter's Road,
Bournemouth,
BH1 2JS



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Driver	Reflections	Infogrames	94%
2.	WWF Smackdown	Yukes	THQ	92%
3.	Colin McRae Rally 2.0	Codemasters	Codemasters	93%
4.	In Cold Blood	Sony	Sony	89%
5.	Tony Hawk's	Crave	Activision	88%
6.	WC Snooker	Codemasters	Codemasters	78%
7.	Rayman	UbiSoft	UbiSoft	87%
8.	F1 2000	EA Sports	EA	91%
9.	Metal Gear Solid	Konami	Konami	95%
10.	Hogs Of War	Infogrames	Infogrames	90%

AS VOTED BY THE READER'S MOST WANTED

PLAY READERS

Pos	Game	Developer	Publisher
1.	Metal Gear Solid 2	Konami	Konami
2.	Medal Of Honor Underground	Dreamworks	Electronic Arts
3.	Driver 2	Reflections	Infogrames
4.	Time Crisis: Project Titan	Namco	Sony
5.	Dino Crisis 2	Capcom	Capcom

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A
Abe's Odd. & Exod.
Ace Combat 2 & 3
Alundra 1 & 2
B
Broken Sword 1&2
Battle Tanx
C
C&C Series
Chase The Express
Colin McRae 1 & 2
Constructor
Crash Bandicoot 1-3
CTR
D
D
Die Hard Trilogy 1&2
Dino Crisis
Discworld Noir
Dracula Res.
Driver
Duke Nukem
Dune
F
FAP Lgue Man 2000
Fear Effect
FIFA Series
Final Fantasy 7 & 8
G
Gekido
Gran Turismo 1 & 2
Grind Session
GTA 1,2 & London
H
Hogs Of War
I
Int.Track n'Field 1&2
ISS Pro Evolution
J
Jackie Chan
L
Lego Racers
LMA Manager
Lunar Silver Star St.
M
Martian Gothic
Medal Of Honor
Medievil 1 & 2
Men In Black
Metal Gear Solid
Mission Impossible
Muppet Racemania
P
Porsche Unleashed
Premier Man. '99
R
Rainbow Six
Rayman
Res. Evil 1,2 & 3
Res. Evil Survivor
Ridge Racer Series
Ronaldo V-Football
S
Shadowman
Silent Bomber
Silent Hill
Soul Reaver
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops
Spyro 1 & 2
Star Ocean 2
SW Phant Menace
SW Jedi Pow. Batts.
Syphon Filter 1&2
T
Tekken 1, 2 & 3
Tenchu
Theme Park
Theme Park World
Thrasher
Time Crisis
Tomb Raider 1-4
Tom. Never Dies
Tony Hawk's 1 & 2
Toy Story 2
U
Urban Chaos
V
Vagrant Story
W
WCW Mayhem
Wu Tang
WWF Attitude
WWF Smackdown
WWF War Zone
X
X - Files

The above list is just a selection of what's on offer
TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL - PRESS * TO RESTART SERVICE PRESS # TO MOVE BACK A STEP

DC - GBC - N64 - PC - PSX - PS2 - SATURN

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Writer Ben Lawrence

He's the man responsible for whipping up a frenzy about Konami games – but lately their massive line-up speaks for itself. We took time out from the strains and stresses of the office and had...

A Pint With...

John Murphy

PLAY: How and why did you get into PR?
In the back door – games journalism. I don't actually know too much about PR – which is a bonus in this industry. I moved to 'the dark side' because I needed a proper career. Journalism is hard work, but you're living in a dream world. That and the money.

PLAY: What are the perks of the job?
Buying booze on expenses and sordid sexual thrills. Working for Konami also means I get to play games like *MGS* and *ISS* and call it work.

PLAY: What sucks about PR?
Not having a lovely female assistant to help out with my heavy load. Plus I have to fly to Germany far too regularly.

PLAY: Anything embarrassing tales to tell us?
All the embarrassing stuff happened when I was a journalist – like strippers having sex on my lap, or stealing Sony mini-bars.

About the only thing recently was meeting Hideo Kojima (*MGS* guru) for the first time, over drinks. I raised my pint and said 'chin-chin' in a loud voice. Everyone went quiet. Later I discovered that 'chin' means penis in Japanese.

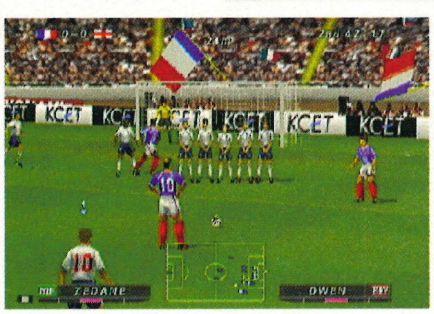
PLAY: How will the PS2 change your job?
More bloody work. We'll be one of the biggest developers on the new platform.

PLAY: Fave vintage game?
Samantha Fox Strip Poker – my two favourite hobbies combined.

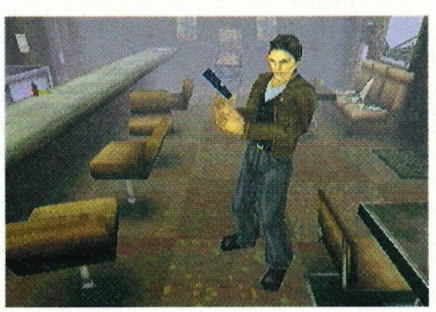
PLAY: If you were stuck on a desert island with a fictional games character, who would it be? And no Lara answers!
Lara – you must be joking! The way she's











[Below] John Murphy informs us how to slow-grill mackerel successfully on a barbecue. Oh, and stuff about games.

rendered it looks like she fell out of the ugly tree and hit every branch on the way down. Probably frigid too. Ms Pacman for me, please. Have you seen the way she gobbles? I wouldn't mind an easy supply of power pills either...

PLAY: Any rumours or gossip you've heard that you feel you'd like to share with us?
My mate's had your mum.

PLAY: Where do you see Konami in the next five years?
Realistically, we'll be one of the five biggest software companies in the world.

PLAY: Who knows you best? Your mum or your girlfriend?
What sort of question is that? Mind your own bloody business.

PLAY: If you could be one other person in the games industry for a day, who would it be and why?
The bloke who invented *Seaman* for Sega. I'd love to know what he thinks about all day. I'll bet the inside of his head is shocking.

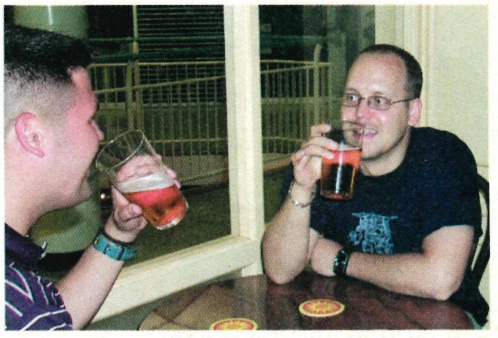
PLAY: If you had any advice for people wanting to break into the games industry, what would it be?
Pick the company you work for carefully. Being in the industry is fantastic, unless you've got to play shit games all the time.

PLAY: What, in your opinion, is the worst game on the PlayStation?
Iznogood. The name says it all really.

PLAY: What's your view on online gaming? Do you think PS2 will play an important online role in the future?
Too much fiddling around at the moment. PS2 will revolutionise online gaming with some kind of plug and play system that a chimp could handle. I hope.

PLAY: And finally... What's under your bed?
The rotting corpse of a cat that I still occasionally use for sexual gratification.





PlayStation

INFOGRAMES

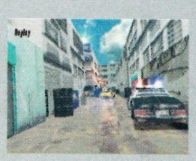
REFLECTIONS

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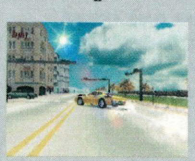
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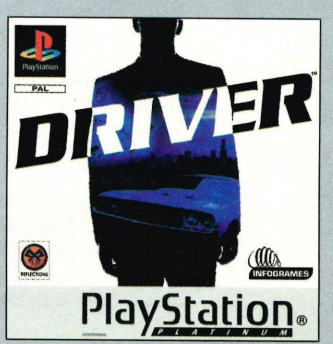
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PS2
PLAYSTATION2

The essential guide to everything PlayStation2



SILENT SCOPE
Rooftop sniping made easy! *The* arcade conversion of 2000.

ISS 2000
How is your favourite footy series coping with PS2?

SHADOW OF MEMORIES
If you have to save a life, it may as well be your own...

EPHEMERAL FANTASIA
Experience the true magic of music with a tiny plastic guitar!

METAL GEAR SOLID 2

Snake Special Read on for all the latest on *MGS2*...

PS2 PLAYSTATION 2

weblink www.konami.com

Written by **Ben Lawrence**

Publisher **Konami** Developer **Konami** Release Date **TBA 2001**



01 Who could this mysterious masked figure be? All will be revealed soon...

Below Do you trust her? Well, she has red eyes, if you want to judge by her appearance. Mmm... suspicious stuff.



Advance **Report**

NEXTGEN •Stunning idea coupled with the *Silent Hill* background could mean big things!
•Death always seems to appeal to gamers!

LASTGEN •The story might be a little too bizarre for some gamers.

SHADOW OF MEMORIES

If you thought death meant the end, you're wrong... it's the beginning.



Imagine if you were to die prematurely. Imagine that your death was in fact brought about by the hands of another. Now imagine that instead of giving the Grim Reaper a hearty hug, you found yourself part of an elaborate game played out by the Gods: they want to send you back to Earth to survive as long as you can. There will be traps aplenty to bring about your death again though, so you've got to be clever, think on your feet and stay one step ahead of death at every turn. Throw in a healthy wedge of time travel and some devastating puzzles and you're pretty much there. Did we also mention that it's made by the *Silent Hill* team?

SoM is set in a fictional European town, where you begin your quest face-down in a bowl of tapioca pudding, being shaken by a flustered waitress. At this point you are officially in the negative when it comes to being alive. As the Gods have decreed though, you have ample opportunities to live and re-live your life and you come round, snorting sticky creamy lumps of the dairy-based dessert from your nostrils.

Watching the rolling demo of *Shadow Of Memories*, it was immediately apparent that it contains strong *Silent Hill* influences. Many of the characters bear a heavy resemblance to the likes of Harry, Cybil and Cherry. The camera angles are also uncannily similar, as is the animation of the characters as they run through the streets. The atmosphere is the most noticeable similarity though, with a truly tangible sense of eeriness every time

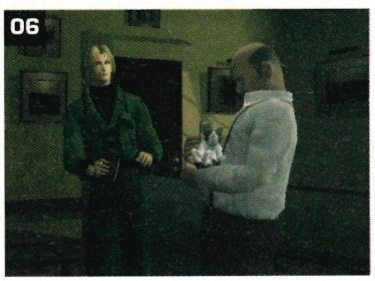




02 Doesn't look too well, does he? He's just been poisoned. He'll be dead in twenty minutes. **03** What's that, Daddy? You want me to do what with it? Well it doesn't look like a lolly.







04 Behold! Gaze in awe at this wonderful sight before you. It is none other than the strawberry of truth. Gasp. **05** There is the same deeply disturbing atmosphere in *Shadow Of Memories* that you found in *Silent Hill*: the fog, swirling snow and surprised-looking dolly birds with their mouths hanging open. Mmm... juicy. **06** Throughout all this survival horror nonsense there will be times when you can relax, hang around vet's surgeries and watch small fuzzy creatures being put out of their misery. **07** Those doe-eyed children are never to be trusted. The last one we saw from this development team turned into a demon and tried to rip her father's head off. **08** In the old days, love dolls were in a less technologically advanced state, compared to, say, the famous Real Doll, and as such were crafted from plaster.

you reawaken (à la Ground Hog Day) with your muggin in the mush.

The story is being kept closely under lock and key for the time being, just as it was with *Silent Hill*, but we do know that as Eike (the dead guy) you spend a considerable amount of time wandering through the streets. As you travel through time you bump into ancestors, who you must influence in order to alter your eventual undignified end in a bowl of gloop. You will also travel forward into time to alter the fates of successive generations who will suffer by your survival. It's a bit like the classic film It's A Wonderful Life, only with a lot more death.

The atmosphere is the most noticeable similarity to *Silent Hill*, with a truly tangible sense of eeriness every time you reawaken...

However, as with *Silent Hill*, things are never as they first seem. There are masked characters tracing your every move, hiding amongst the shadows and trying their hardest to alter your fate. There are buildings of significance, which will constantly return throughout the time periods to offer up clues to your eventual fate, and portals to weird and frightening dimensions. Although we have seen no monsters as such and certainly no glimpse of combat, the atmosphere in *Shadow of Memories* hints at some seriously nasty developments. The code may be too early to fully appreciate the scale of *SoM* but if the commercial success of *Silent Hill* combined with the anticipation surrounding the PS2 are anything to go by, we could be looking at one of the PS2's first blockbusters. We'll keep you informed!

anticipation ★★★★☆





PS2 PLAYSTATION 2

weblink www.konami.com

Written by **Ben Lawrence**

Publisher **Konami** Developer **Konami** Release Date **October 2000**

01 Magic plays an important part when it comes to *Ephemeral Fantasia* – even more so than music.



11 A pub. Here you can pick up snacks such as pork scratchings, chicken itchings and cow scabs. Damn tasty.



Advance **Report**

NEXTGEN
- Clever use of the *Guitar Freaks* guitar should be... interesting.
- Looks better than *FFIX*!

LASTGEN
- Will we really want to play a guitar based RPG?

EPHEMERAL FANTASIA





Role playing *Guitar Freaks*!

Pushing the *Beat Mania* series of games into an (and this is to put it mildly) 'obscure' direction, *Ephemeral Fantasia* is a most peculiar game. It stars a wandering vagabond (the type that hangs around subways and plays Oasis, REM and Travis songs very badly, whilst expecting you, the gullible public, to fill his empty bean can with your loose change) who literally serenades bad guys to death. It's fully compatible with Konami's *Guitar Freaks* peripheral guitar, so you can fight demons and denizens with a clever flick of your plectrum and a five minute jaunt of good old plank-spanking. Puzzle solving also comes into play in the form of strumming your strings, as you strike in time with a rival's energy in order to counteract its effects and tap into the rhythms of cogs and timed locks in order to open doors. Composing music is also an essential part of the game, because in this way you can beguile folk into joining your motley crew. If you do this well enough you'll eventually have up to ten characters in your team at once, all of which are controllable and all of which appear on screen at the same time.

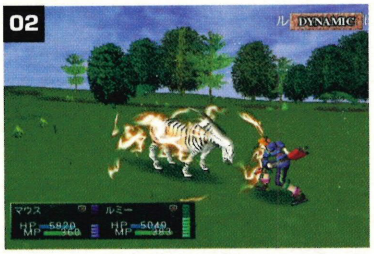
Pushing the *Beat Mania* series of games into an 'obscure' direction, *Ephemeral Fantasia* is a most peculiar game!

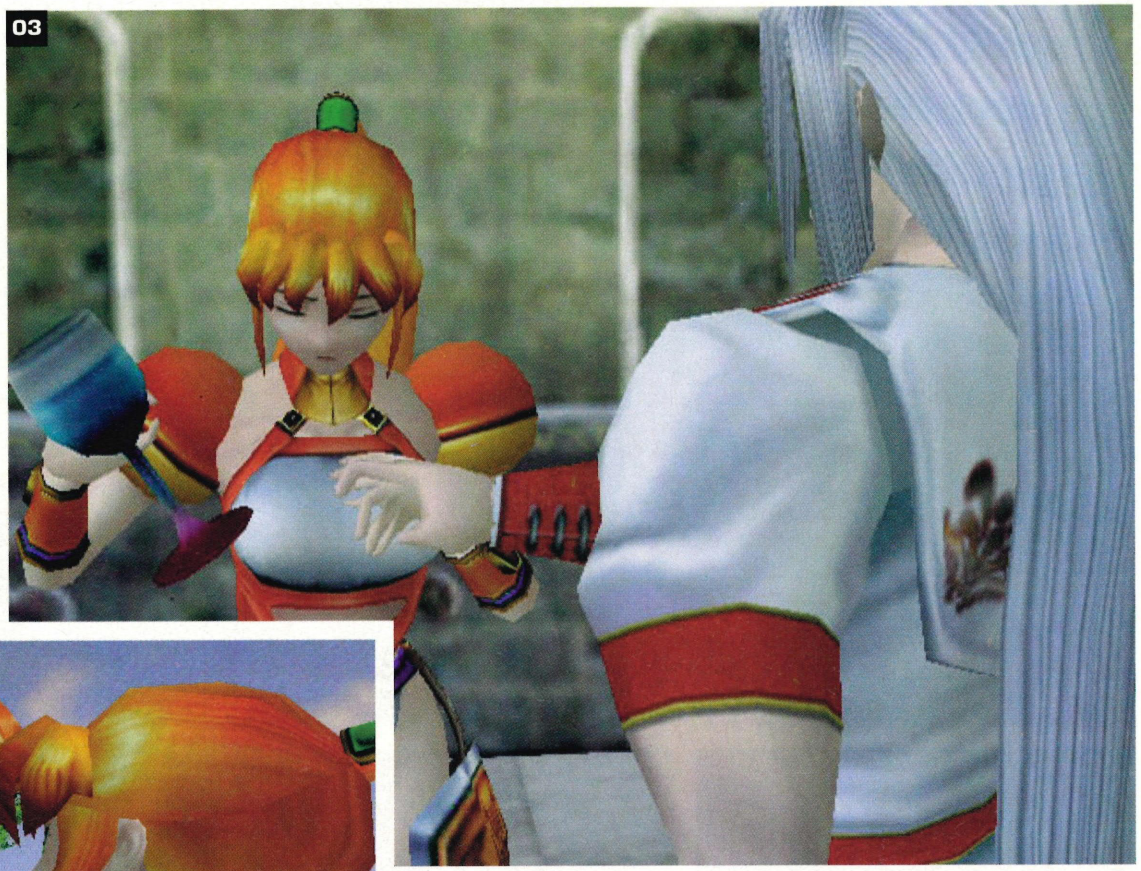
The story is also extremely open-ended and for the first time you will be able to develop the potential of each and every character in your group to a true conclusion. That's if you want to. You could decide to send them off into oblivion and never see them again.

Ephemeral Fantasia is released to coincide with the release of the PS2 and it does look as if the new machine will be able to do it justice. We'll just have to wait and see whether people will take kindly to playing what is essentially a poncy *Guitar Freaks* on the world's best next generation console.

anticipation ★★★★☆

02 Don't pick on the wildlife. Leave it in peace! **03** Well that told her then. Next time she cooks, make sure she roasts the potatoes – otherwise there'll be hell to pay!



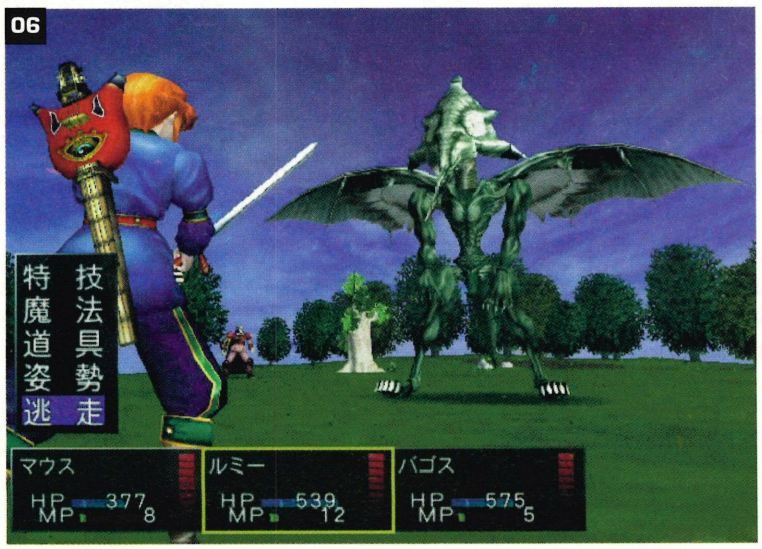








04 Fighting over a guitar is not advisable, especially in public, because you just make a fool out of yourself. **05** This may be very romantic but imagine what the babies will look like. All that shocking ginger hair will have them teased out of school. Poor devils. **06** Okay, so you've got a new puppy and you take him down the park to play. Try getting the little swine to sit though. Would you want to be stern with him? **07** The story develops through the narrative as well as the action. Shame we can't understand it at the moment. **08** This is going to end very badly. **09** Off he goes! There are lands to be freed, maidens to be saved and all he can do is recite the Formby classic, 'When I'm Cleaning Windas'. **10** The animation is lush, the game is lush and the story is lush. Should be a hit then, really!







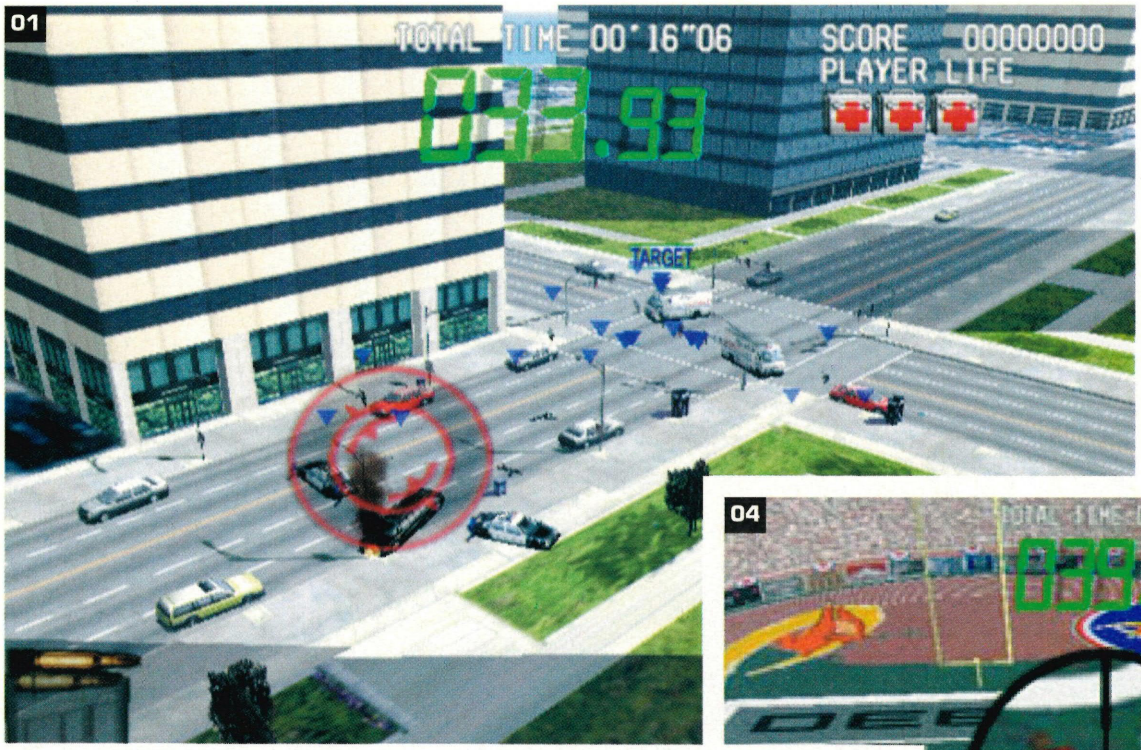


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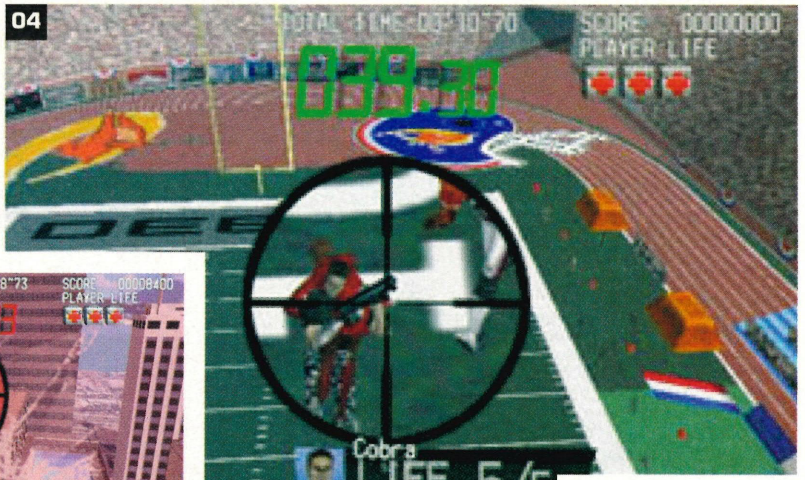
Written by **Ben Lawrence**

Publisher **Konami** Developer **Konami** Release Date **TBA 2001**



01 Look, mummy, look at the small ants – they look just like ants from up here. **02** Nail him! **03** Being hit is bad. The glass in your scope will shatter, so beware! **04** Surely the game wasn't that bad. **05** True Lies, anyone?

















SILENT SCOPE

The arcade classic comes storming onto the PS2!

Advance **Report**

NEXTGEN •A perfect arcade conversion.
•Bundles of PS2-exclusive extras.

LASTGEN •Without the scope, what's the point?
•Could be too short for long term fun.

Reservations were voiced in the office when we first learned Konami was going to port *Silent Scope* over to the PS2. For one thing, there was no scope as such through which you could be erm… silent. The controls were confined purely to the Dual Shock pad, eliminating (or so we thought) any real sense of satisfaction when picking off targets. And surely it would be too short-lived as well?

Any initial worries were completely unfounded…

Well, although the gameplay does suffer for not having a sight to peer through (the bad guys are now within plain view to kill and you no longer need to search the skyline for their ominous little bodies), the game still remains brilliantly playable. The controls are intuitive, and graphically there is virtually no distinguishable difference between this version and the one entertaining people up and down the country. Using the analogue sticks to navigate across the screen, then the shoulder buttons to quickly zoom in on a target, you find that any initial worries were completely unfounded. To add longevity to this arcade game (you might want to sit up and take notice here, Sega), a whole series of PS2 missions have been added to the game. The top bods at Konami were, not surprisingly, tight-lipped about the secret missions but they did promise that there would be aspects of the game that would have you returning time after time to play it. If the success of the arcade version is anything to go by, there should be little need for any extras. This baby is going to be massive, without a shadow of doubt.

anticipation ★★★★☆

Written by **Ben Lawrence**

Publisher **Konami** Developer **Konami** Release date **TBA 2001**







01 The mechs in the game are, like, really powerful. **02** When tanks blow up... get off! **03** Don't worry, the PAL version won't be in Japanese. **04** As well as controlling mechs you also have to look after the little guys.







05 In the future even nurses get in on the action. If they're not healing, they're loading in artillery shells for you! Kind and evil all in one. Neat. **06** And you thought the tanks were the only things to worry about. Try the grenade launchers on for size if you think ground troops are just cannon fodder....

RED

Advance **Report**

NEXTGEN •Should see *Command and Conquer* fans wetting themselves!

LASTGEN •Could be a touch too Japanese for us Brits to understand.

Is it better to be Red than dead? Let's enlighten you.

Originally intended for a Japan-only release, us Westerners will soon be able to revel in *Red*'s range of romping, stomping skulduggery. Based in a war-torn Japan of the future (22nd Century to be precise), *Red* is an amalgamation of full-on action and strategy. The world is at war once again and various factions are currently fighting for superiority in the East. This even includes a band of fighters who are strangely reminiscent of soldiers from wartime Germany, complete with dubious looking swastika-style emblems.

Ground troops make up a strong part of the game, as does placing them strategically enough to win battles, but the main crux of *Red*'s gameplay revolves around mechs. Clambering on-board, you have to take part in some serious turn-based blasting, all the while trying to keep your ground troops motivated enough (and alive enough) to make headway into enemy ground and eventually reign supreme over the battered earth. The combination of truly spectacular battles and strategy is astounding, reason enough for the game to see a PAL release, surely. Konami admits it is taking a risk by releasing this on an unsuspecting Western audience, as mech games and turn-based games are rarely in demand here. However, it considers *Red* to be a strong enough contender to change public opinion. Who are we to complain? We've played the game and are currently recovering from shellshock and war wounds caused by flying control pads. No, honest.

Mech games and turn-based games are rarely in demand here...

anticipation ★★★☆☆

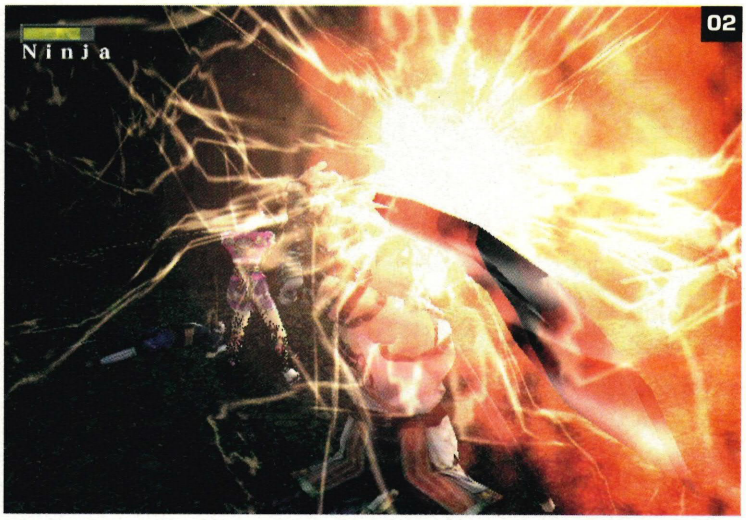
PS2 PLAYSTATION2

Weblink www.konami.com

Written by **Ben Lawrence**

Publisher **Konami** Developer **Konami** Release Date **October 2000**





01 You can hardly take them seriously when they've got baskets on their heads. **02** Electric. Very nice! **03** Oh no! Attack of the giant stone heads! **04** Fighting the thunder god. Yeah, why's he using lightning then, eh? **05** The amount of enemies on screen at one time could well reach into double figures.







SEVEN BLADES

Advance **Report**

NEXTGEN
- The first time twenty enemies appear at once.
- Deep, in-depth plot and characterisation.

LASTGEN
- Could it just be another beat-'em-up?
- Have we seen this all before though?

Honourable man fight with very big sword!

In the 18th Century a legion of highly trained samurai warriors were dispatched to the mysterious island of Dejima. They were never to return. Whispers of a bizarre religious cult circulated throughout the region and strange tales of machines beyond their time walking the island were also common. The Japanese high council had only one choice: to send in the best.

Two heroes were sent to uncover the truth, armed with an array of swords (*Tenchu* eat your heart out, basically), as well as top secret pistols and guns. There is your token bloke (the strong but slow fighter) and a nimble lady who takes hits easily – so already you have some sense of which direction *Seven Blades* is taking.

Originally intended for a release on the PSX, *Seven Blades* has been in production for close on two years. Konami felt that the old grey box wouldn't do it much justice though, so development was quickly shifted as soon as dev kits for the PS2 arrived. Now *Seven Blades* can boast of crowd scenes containing in excess of twenty enemies at one time, whilst legions more make their way towards you for a good kicking.

We could be looking at the PS2 oriental equivalent of *Streets Of Rage* – and that would be something to look forward to!

During a brief play around with the early code, it certainly reminded us of an old school beat-'em-up. The battles were reminiscent of the Xena game and there was little evidence of the 'twenty enemies' that are supposedly included. On the plus side though, the frame rate could get you across the Atlantic faster than Concorde and the lighting effects were something truly awe inspiring. However, it's early days in the gameplay area and work is still being done, so when it finally sees a PAL release we could be looking at the PS2 oriental equivalent of *Streets Of Rage* – and that would be something to look forward to.

anticipation ★★★☆☆

Written by **Graeme Nicholson**

Publisher **Konami** Developer **Konami** Release Date **November 2000**

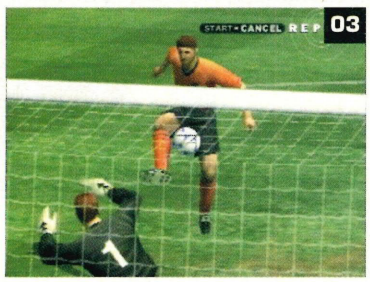
01 Ritual buggery replaces the crowd's celebration with concern. **02** Graphics Synthesizer technology means goal nets are now 50% more bendy!





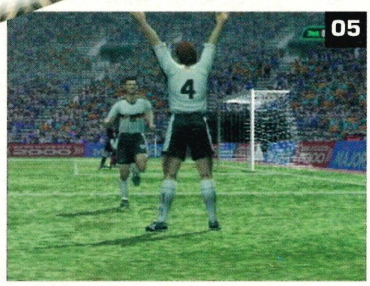
03 Hone your special moves knowledge and fake out the keeper at the last minute. **04** The Shearer ethic: dive like a madman for a header every time the ball comes near the box. **05** Love chooses the strangest times to express itself. **06** The lads rally to create a wall worthy of Pink Floyd.











ISS 2000



Advance **Report**

NEXTGEN •TV-style presentation.
•Great speed.

LASTGEN •Hokey graphics
•'Real' *ISS* coding team not involved.

Patiently awaiting *ISS* coming home.

This magazine and its readers have always maintained that there's only one football game for us, and that's the wonderful *ISS Pro Evolution*. Times move on, and technology with it, meaning we're soon going to make that well-earned leap into the next generation, so thank heavens *ISS* is coming too.

Though we'd love to report otherwise, *ISS* for PlayStation2 looks quite basic (maybe even under-detailed) next to the kinds of things we're seeing in development from other companies working on PS2. *Madden 2001*, from EA, has a splendid sports engine, for example, with lifelike player motion and a certain sharpness that *ISS* currently lacks – it's just a pity that EA have wasted it on an NFL game.

Will our favourite footy franchise be lost forever?

Of course, gameplay is king when it comes to football, and there's much to master in *ISS*. Your regular headers and chests, which are context sensitive to the position and speed of the ball in relation to the player, are accessed with the same single button to keep things simple, though all sorts of cool traps and neck-snapping changes in direction are waiting for the more advanced player. What should worry hardcore *ISS Pro* fans, is that the team responsible for the N64 rather than PlayStation versions of the series is doing the PS2 coding – if you didn't like how *ISS 64* played there's a big chance you won't like this.

Will our favourite footy franchise be lost forever? What sort of God would let that happen?

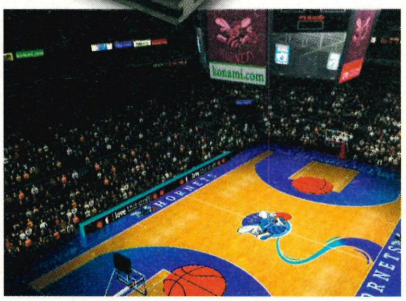
anticipation ★★★★☆



incoming

IMMINENT RELEASES FOR PS2

If our *Metal Gear Solid* coverage hasn't convinced you that Konami is committed to PS2 then this little lot should! The company has literally gone into overdrive...

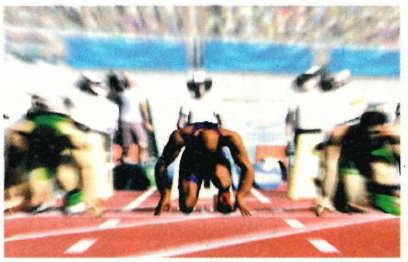


ESPN NBA 2Night

ⓘ Publisher **SCEE** Developer **Konami**
Release date **TBA 2001**

From its pre-match shenanigans, through the inclusion of recognisable stars and a running commentary, right up to post-dunking interviews with players, *NBA 2Night* seems intent upon portraying the spectacle of basketball exactly as it appears on TV. Except, of course, that you get to take part in a more constructive way than groaning and throwing popcorn at the screen in disgust (although you can still do that if you really want). However, as Konami is promising a plethora of b'ball moves and shakes, you'll really have nobody but yourself to blame for a poor performance – especially once you've edited your players to create the perfect team.

anticipation ★★☆☆☆



ESPN International Track And Field

ⓘ Publisher **SCEE** Developer **Konami**
Release date **TBA 2001**

Unsurprisingly due to make the leap up to the 128-bit stadium, *Track and Field* brings with it the usual sports game techno-babble: 700 motion captured moves, a generous number of events, several multiplayer modes – and Maurice Greene thinks it's neat. And we all know that if Maurice recommends a game then it must be good.

Of actual interest are Konami's attempts to really take the game forward with new controller techniques, you can even use a *Dance Dance Revolution* mat for the rhythmic gymnastics event! We've got a sneaky early version and it's already an office crowd-puller.

anticipation ★★★☆☆



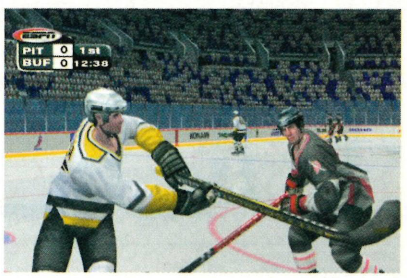
ESPN X Games Snowboarding

ⓘ Publisher **SCEE** Developer **Konami**
Release date **27 Oct 2000**

Authenticity in games can often lead to a dumbing down of the action in comparison to less restrained titles. This shouldn't be a problem for *X Games Snowboarding* though, because that X stands for, er... extreme. Hmmm.

As with *NBA 2Night*, Konami have focused on reproducing ESPN-style coverage of player's efforts, this time as they tackle the Big Air, Border Cross, Halfpipe and Slopestyle events. This philosophy is even extended to providing authentic ESPN camera angles for those who want them, although how useful these will be remains to be seen. Whatever the case, we won't have to wait long to find out.

anticipation ★★★☆☆



ESPN NHL National Hockey Night

ⓘ Publisher **SCEE** Developer **Konami**
Release date **TBA 2001**

Seems there's a trend at Konami to set these things at night, though that's entirely appropriate for ice hockey of course, being the kind of violent sport which looks at you menacingly and hangs around down alleyways.

It's hard to see where hockey games can go though; unlike other genres, it's impossible to add more enemies, weapons or scantily clad women. Expect a more polished interpretation of what has gone before then, hopefully with the obligatory fight sequence present, correct and beautifully rendered. And Canadians always seem so placid on Due South...

anticipation ★★★☆☆



Z.O.E.

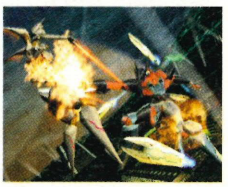
ⓘ Publisher **SCEE** Developer **Konami**
Release date **TBA 2001**

The Japanese sure love their giant mech-bots, futuristic battles and tortured heroes – all of which should be delivered to PS2 when *Z.O.E.* arrives next year.

The title itself stands for Zone Of Enders, the name given to the region of space inhabited by Earth's remotest colonies. As you might expect, the game's main character Leo Stenbuck is one such 'Ender', who is drawn into unpalatable conflict when his colony is invaded by a military faction. Don't let the fact that Leo is only 14 put you off either; this isn't a Disney film and he only has a chance of fighting back by utilising Jehuty, a massive orbital frame (that's mechanoid to you and me), which puts him on an even level with any adult.

Sound stereotypical? Yeah, but considering that the game is being developed by a team of experts, with Hideo Kojima himself as producer, the finished title should be definitive rather than derivative.

anticipation ★★★★☆



"Take that!" What surprises about Japanese mechs is the speed at which they are able to move. *Z.O.E.*'s action is suitably nippy.







the games

The only guide to PlayStation gaming you'll ever need!



guide to the grades

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

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

84-89
We recommend these games as they are fun, lasting and value for money.

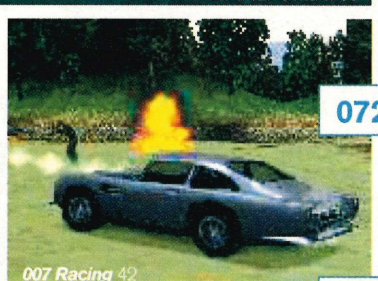
75-83
A decent, solid and dependable game which offers good value for money and won't disappoint fans of the genre. There are some flaws, but nothing too serious. Well worth considering.

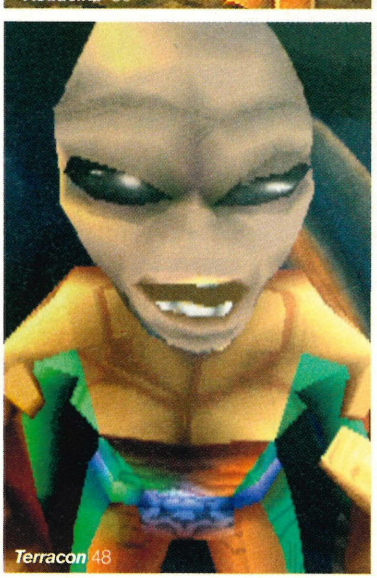
50-74
These are average games that may be entertaining but are fundamentally flawed or don't have any lasting appeal. Genre fans might like them.

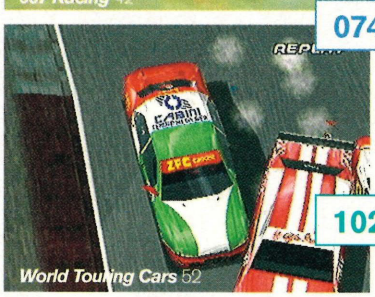
35-49
Games that should be avoided by everyone except die-hard fans and masochists.

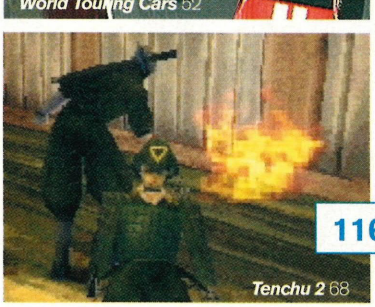
0-34
Complete tripe. We're warning you: these games are likely to induce severe depression!











030 WorkStations

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

030 Metal Gear Solid 2
036 Koudelka
040 Titan AE
042 007 Racing
044 Medal Of Honor 2

048 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...

048 Terracon
052 TOCA World Touring Cars
056 Infestation
058 Sydney 2000
060 Strider 2
062 Parasite Eve 2
064 X-Men Mutant Academy
066 FA Premier League Stars 2001
068 Tenchu 2

072 Official Round-up

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

072 Dracula: The Resurrection
072 Crisis Beat
073 Toshinden 4
073 Evo's Space Station Adventures

074 Import Round-up

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

074 Dr Slump
074 K-1 King Of Kings
075 Lattice
075 Rampage Through Time

102 Wired Ups

Previews of all the hottest forthcoming games, plus miniature sneaky peeks at future titles!

102 Chicken Run
103 World's Scariest Police Chases
103 Muppet Monster Adventure
104 Incredible Crisis
105 Who Wants To Be A Millionaire
105 Star Trek Invasion
106 Rayman 2
106 Flintstones Bedrock Bowling

116 Playlist

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

Writer Ben Lawrence

Available TBA 2001

Metal Gear Solid 2: Sons Of Liberty

Konami simply says of *Metal Gear Solid 2* that 'A Storm Approaches'. We couldn't have put it better ourselves...



THE BIG GAME

softography

Konami Japan
Metal Gear Solid
Silent Hill
Red
ZOE
Gradius III & IV

The rain is lashing down in thick, glassy torrents. It is night and a massive rust-eaten cargo ship sits silently in dock. Inside, quiet and still, is a nightmare waiting to happen. It is a machine by the name of Metal Gear.

Two years ago, in the wastes of Alaska, a single government agent put an end to the mobile nuclear threat. But after the machine's destruction, word of it spread. Blueprints, hardware stats and schematics of Metal Gear were leaked on the Net. Governments worldwide were eager to learn of its awesome ability and now, through experimentation and cultural interpretations of the design, every developed country possesses a version of Metal Gear and with it the potential for Armageddon. The Metal Gear on-board the weather-beaten ship is different though. It is Metal Gear Ray: DARPA's 'cure' for the Metal Gear outbreak – a super machine, never before seen, the ultimate war machine, capable of obliterating the global threat. If this were to fall into the wrong hands the results would surely be cataclysmic.

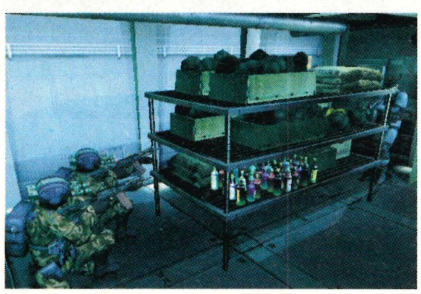
In the distant winter night, a noise breaks the monotonous lashing of Atlantic rain. A ⏭

TBA 2001

PUBLISHER Konami
DEVELOPER Konami
1 Player
60% Complete
Anticipation
★★★★★



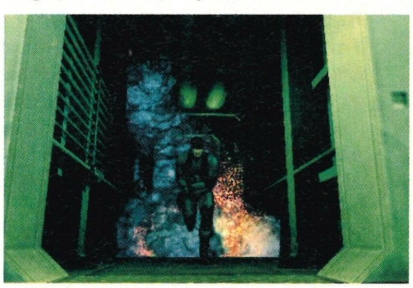




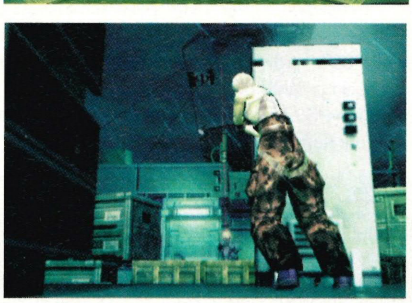
[Above] Snake has his work really cut out for him this time around. He must learn to stay close to the ground and keep his eyes and ears open at all times. If he doesn't, he's as good as dead. Simple as that.





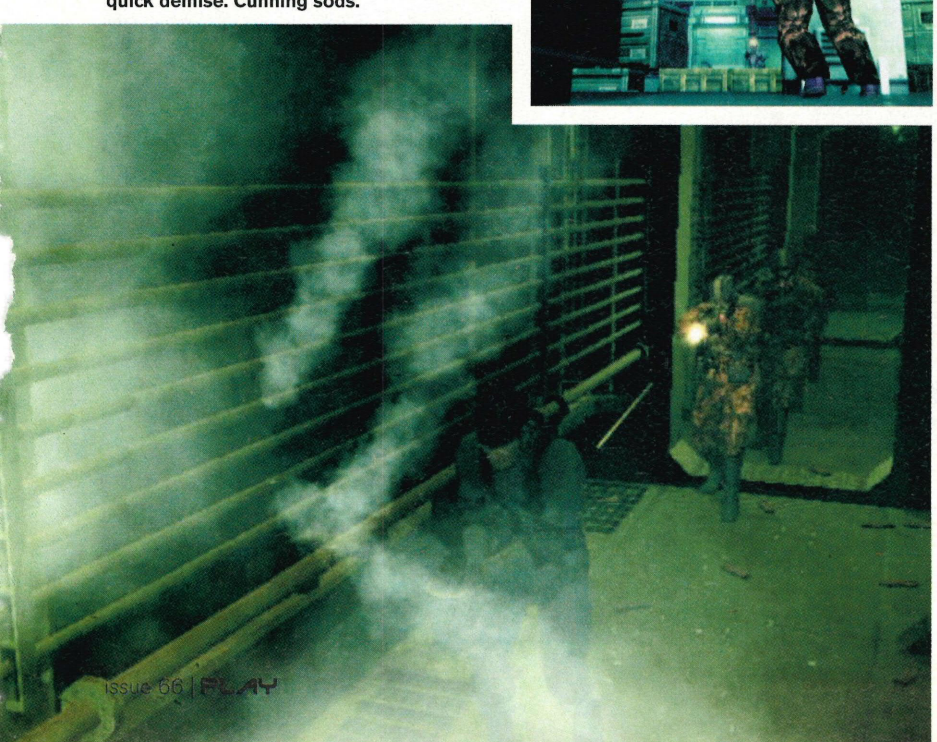


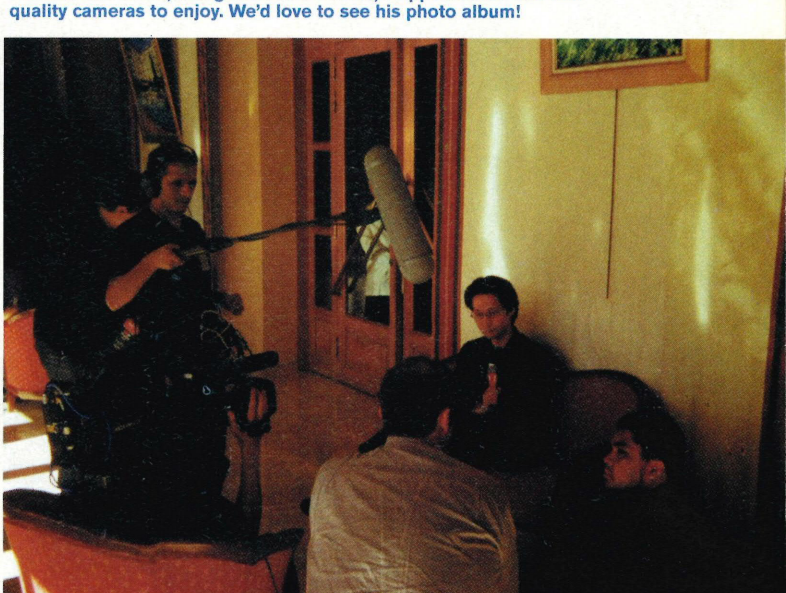
[Above] Guards aren't stupid – they'll work together if they think it'll bring about your quick demise. Cunning sods.



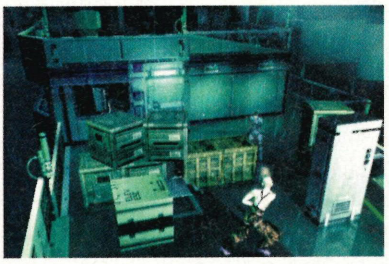
Lights, Camera, Action!

Hideo Kojima had three camera crews following his every move during our stay in Cannes. They followed him to the bathroom, up mountains and on a four hour cruise to the coast of Monaco. Why? Because he wanted something to remember his time by. Not content with a Kodak Funcam like us lot, this geezer had booms, clapperboards and film quality cameras to enjoy. We'd love to see his photo album!



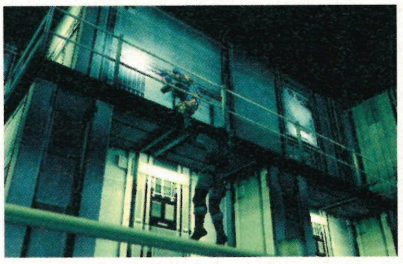






[Right] The shootout on the top deck of the cargo ship. Your opponent is one deadly lady. She'll throw grenades at you at a stupendous speed. Still, Snakey's seen it all before – this is no hassle for him.











No stone has been left unturned to root out the pure essence of gameplay...

⏭ helicopter is approaching fast. Something is wrong. Something is happening.

The guards on-board the cargo carrier know nothing. Single bullets, sniped from the approaching 'copter put them down before they can react. Ropes tumble from the 'copter and, from the darkness of above, Genome soldiers zip down to the decks. The ship is now theirs and something needs to be done to resolve the situation – and quickly.

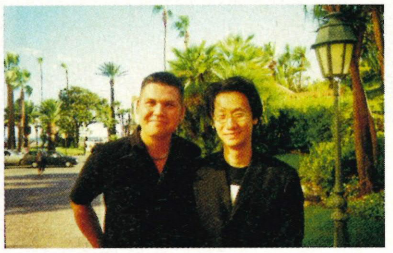
This is where *Metal Gear Solid 2* starts, a game that will be the catalyst for making the PlayStation2 the biggest gaming phenomenon the world has ever seen. It is still in the depths of development – the story is still being written – but the man behind this stroke of genius, Hideo Kojima, took time from his labour of love to visit us in Cannes. We sat down, in awe of this gaming genius, turned on our Dictaphones and just let him talk. Here's what he had to say.

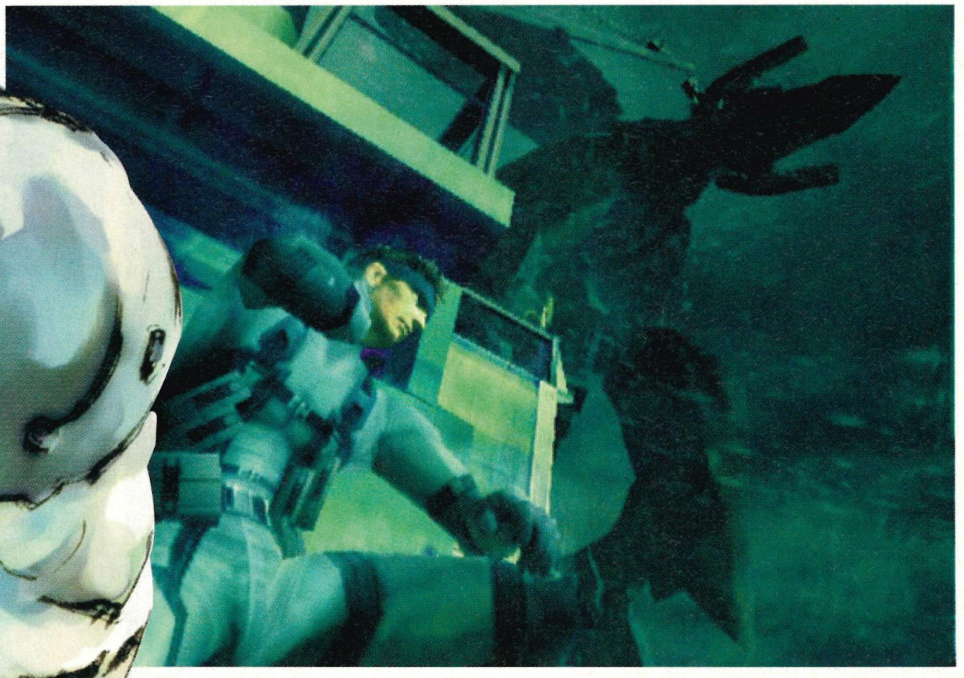
When he first heard the PS2 was being developed, Kojima instantly wanted to make a sequel, realising the absolute potential the PS2's hardware possessed, but he admits to being slightly over-ambitious about his plans. The PS2 has been a nightmare to develop for, but Kojima has seen this as the ultimate challenge: a chance to fight the machine and come out victorious – an uncanny trait shared by Snake and Kojima alike.

Although he admits to being "a bit let down" when he found the PS2 incapable of animating 20,000 Genome soldiers on screen at once, he has made the most of the PS2's power. Enemies are now ridiculously intelligent, able to alert their comrades at the slightest spot of blood they see. They will call for help, work in packs and play cat and mouse with you. If they see you armed only with a knife you're as good as dead; equip yourself with a Stinger and they'll think twice. Snake now has to be careful where he stands in relation to lights. If his shadow is cast in the wrong direction he could be spotted. Hiding evidence is ⏭

Fantastic!

Whilst strolling through the streets of Canne, mingling with celebrities and bumping into Posh & Becks™ and the All Saints (and that's God's honest truth, we did see them. David Beckham is very handsome and Melanie Blatt is a horse-faced dwarf with one hell of an attitude – remarkable considering she can't even sing), we bumped into this man. Came running up to us he did, waving a copy of PLAY in his hand and demanding we signed it. So, reluctantly, we uncapped our trusty biros and scribbled our names, before watching him dance gaily into the sunset, a smile as wide as a mile across his chops. It's always nice to make readers happy. His name was Hideo Kojima.





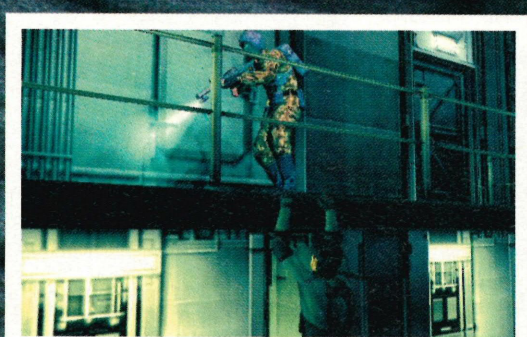
Metal Gear Snippets

Things you might not have known about *MGS* and Konami...

- Konami was founded in 1969.
- If this seems a little too early for videogames to have emerged that's because Konami was originally a jukebox repair company.
- Revolver Ocelot, bearded loony and master gunslinger from *MGS*, makes a return to *MGS2*, but the first glimpse you get of him sees him killing a Genome soldier. What can all that be about then, eh?
- Hideo Kojima admits his influences have been old Godzilla movies, American cop shows, The Matrix and John Woo movies.
- A more subtle influence is John Carpenter's Halloween. He so enjoyed the first person camera perspectives of Jamie Lee Curtis peering out of a cupboard watching Michael Myers, that he adopted it as his own. Snake now peers from inside a locker as he sees a heavily armed Genome soldier approaching.
- Kojima is working on a two player mode for *MGS2* but admits this level of ambition might actually be a bit too tough – even for him.
- The use of peripherals will also play an important part in *MGS2* (just like Psycho Mantis reading your memory card and vibrating your pad in the first title) but Kojima is remaining tight-lipped as to what will be involved.
- Konami means 'small wave'.
- Hideo Kojima says that at this time he has no interest in the X-Box. (Hallelujah!)
- You will be able to complete *MGS2* without actually killing anybody. If you use your tranquilliser gun there will be no bloodshed. This won't be rewarded in any way, it simply offers the player another way of doing things.
- And finally... Solid Snake now sports a mighty fine nest of hair pushed back to form a Billy Ray Cirus stylee mullet. He also has that horrible bandanna. Just goes to show... nobody's perfect









Metal Gear Solid 2 **will be the catalyst for making the PS2 the biggest gaming phenomenon the world has ever seen...**





Metallurgy

There are three other games preceding *Metal Gear Solid 2* (discouting *VR Missions* and the dubious 'tie-in' *Snake's Revenge*). Here we take a peek to refresh your memories.

1987 Metal Gear



Hideo Kojima's first game for Konami. 10,000 times smaller than the PSX version of *Metal Gear* and incalculably smaller than the PS2 version. This was the template for the PSX *Metal Gear*. Snake begins in the water, smokes Lucky Strikes and has a habit of hiding in the back of trucks to avoid detection. All this and he was only 17!



1990 Solid Snake



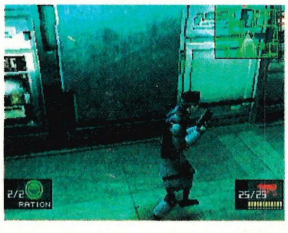
Better perspectives made the sequel superior to the first game in every way. Less hiding places and intelligent adversaries made for some nail-biting gaming. It also introduced the communications screen, which has been used ever since.



1998 Metal Gear Solid



Everything that needs to be said about this game has already been spoken. It was massive, it still is massive – the best PlayStation game ever invented. And to think it looks so old compared to the PS2 version!



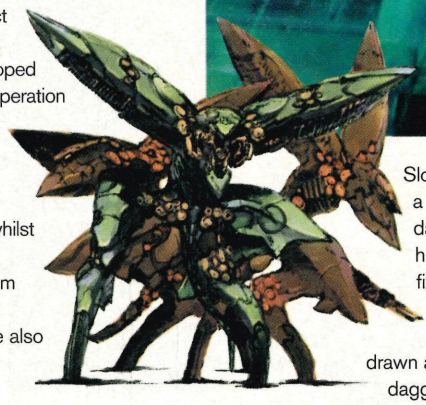






⏭ also paramount to accomplishing your mission. It's no good just shooting a guard, the others will soon take notice. You have to cover your tracks, choose your timing perfectly – act like a spy, in other words. Soldiers have also developed the ability to work in co-operation with one another. Their ability to form bands poses an entirely new challenge for the gamer. Some will sharp shoot, whilst others carry bullet-proof shields, which makes them exceptionally hard to kill.

The game physics are also blistering, with real-time wind, lashing rain and explosions literally waltzing together with the PS2's hard drive. The most apparent, not to mention breath-taking, use of the hardware we've seen so far comes during a truly spectacular shoot out on the top deck of the ship. Taking its influences from the likes of The Matrix and Mission Impossible 2 (one German journalist actually accused Kojima of plagiarism during a Q&A session and was quickly derided, dragged outside and beaten to death with his own severed limbs), it pits Snake against a mysterious blonde female assassin. This all happens in slo-mo. Picture it, and remember this is real time, not FMV.



Slowly she draws out a massive throwing dagger. Tossing it high into the air she fixes her gaze on a crouched Solid Snake, his pistol drawn and focused. The dagger reaches its peak, then descends, at which point she smashes it at him with a roundhouse kick. Snake pulls the trigger, knocking the dagger out of its flight and embedding it in a crate. Not to be outdone, she quickly draws a pistol, emptying her gun at Snake – but he's too fast. Everything slows to a crawl as he leaps for safety, bullets rippling past him (à la The Matrix) and slamming home in the wall. This is Kojima's vision of the future and we're all going to share in it.

The plot (concerning a bigger, more deadly Metal Gear combating dubious recreations of the original Metal Gear) is, Kojima openly admits, a metaphor. He was so astounded by the influx of copycat *Metal Gears* (*Special Ops* or *Syphon Filter* anybody?) that he had to make a stand. And what a stand. With one assertive slap he's grounded the competition. His team of developers have pulled in every resource they can to guarantee *MGS2*'s success. From employing the services of Harry Gregson-Williams (responsible for the soundtracks of Enemy Of The State, Armageddon) to a budget equal to that of a Godzilla movie, no stone has been left unturned to root out the pure essence of gameplay. Without a doubt, *MGS2* is going to be the biggest thing in gaming history.

Konami freely admits that this is a difficult transition period for the company (as it is for everyone feeling the turbulence between the PSX's death and PS2's birth) and as Kojima says himself, *MGS2* is Konami's 'best hope' at breaking the PS2. Of course, this is an understatement. If anything, Sony should be saying that *MGS2* is its best hope.

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Mode
list

ANT LIFE

US ON
TOSYNTHESIS

itchell

surd that Professor J. Higgens
suggest that carbon dioxide from
s was contributing to the green house
ct. Has this been proved by scientific
ards? Has it been analysed? The
swer can only be an emphatic, 'no'.

clear to all involved that the chemical
stries and the output from fossil fuel
e major culprits. How many endless
s have biochemists conducted to
this fact? The answer is too many
ber. The humble plant therefore
be held solely responsible for
truction of the planet.

we could see the warning signs
evidence. The study conducted
cNeal laboratories in California
ning. Even at the time, it was
industries that were at fault.
AG Pollock went some way to
at the Munich conference of
when he stated, 'We have
makers culpable for an
disaster waiting in the
urse, this was largely
e press. No surprise there as
gely sponsored to attend by
oard. Yet even today with
e have we're holding
ble. My view is to let the
one, enough is enough.

eedback on this issue
r views.

Popcorn Analysis

After several hundred minutes of research I have come to a final conclusion. The appropriate time required to successfully complete the making of Popz microwave popcorn (excluding travel time from the box to the microwave) is two minutes 23 seconds. This was found to be two minutes shorter than hard boiling a single egg and one minute shorter than making a cup of tea. On average it took one person 15 minutes to consume a complete serving, whilst it takes only two minutes to consume divided by three people with normal appetites.

A.Nal, Colwall Green, Malvern

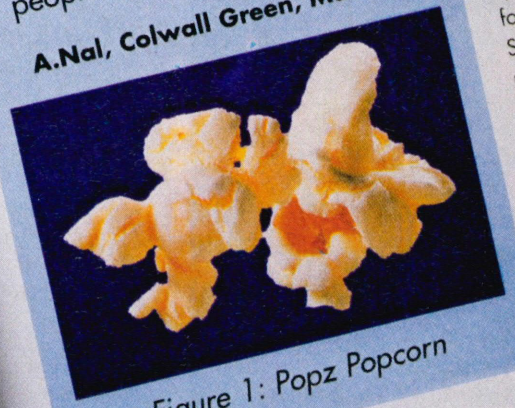
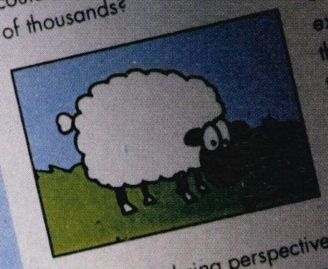


Figure 1: Popz Popcorn

Feedback

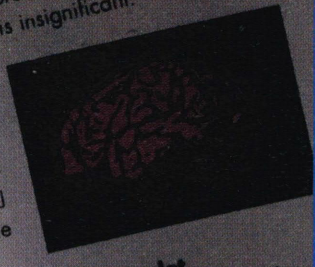
Genetic engineering is always in the news. Yet the press persist in providing imbalanced reports that bring invaluable research into disrepute. How many times have we heard of 'Dolly' the sheep? And how many times have we heard that cloning could actually save the lives of thousands?



We need to bring perspective back to this important issue. Breakthroughs in surgery won't happen without the appropriate support.

Dorothy Spears
Newcastle-upon-Tyne

The issue raised by AJ Appledon on p12 of the Modern Scientist is entirely at fault. Batteries are now produced as standard with specific g as to units for the c So the plate n in an for a cubi set of ar



Keir Stanlet
Wickham, Hampshire

have any feedback welcc

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Keir Stanlet
Wickham, Hampshire

have any feedback welcc

POPZ™
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Writer Ben Lawrence

Available September 2000

Koudelka

Wales – land of mining, badly played rugby, male choral groups, obvious sheep jokes and a Japanese RPG based in a spooky monastery.

SEPT 2000

PUBLISHER Infogrames

DEVELOPER Sacnoth

1 Player

90% Complete

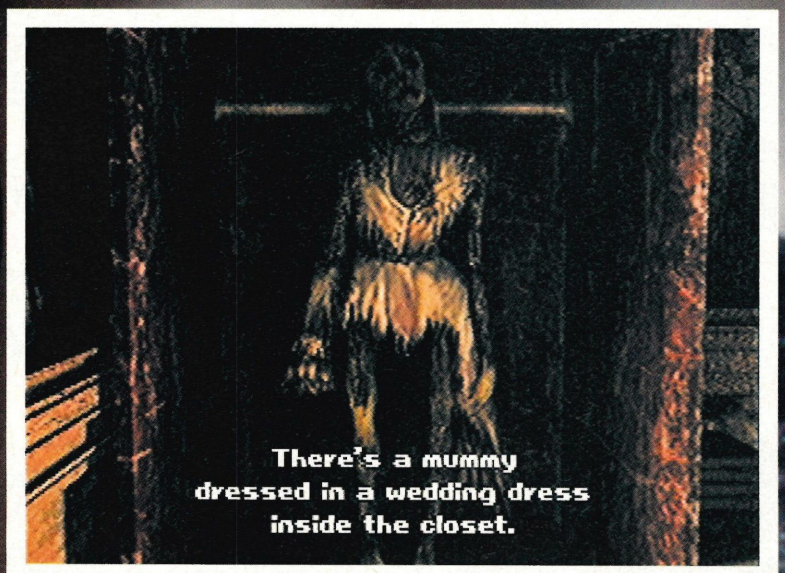
Anticipation

★★★★★

***Koudelka* is from healthy stock. Produced and developed by Sacnoth, a company formed from a collection of maverick Squaresoft employees, and looking remarkably like *Resident Evil*, only a lot grumpier, it's steeped in *Vagrant Story*-style folklore.**

Ghosties, iconoclastic monks, twisted deities and a foxy lady with her jubblies heaving out are all sewn together in what Infogrames is hoping will better the spectacular *Vagrant Story*. The plot is reported to be one of the most in-depth ever, with Koudelka (the name of the beautiful heroine) having been called to the monastery by the ghosts and souls trapped within its walls. Inside she encounters Edward Plunkett – a rogue out to reap treasure from the old building – and James O'Flaherty, a priest sent from the Vatican to discover the truth of the horrors appearing inside the monastery. And believe us, if you thought *Silent Hill* had its secrets, you ain't seen nothing yet.

If you thought *Silent Hill* had its secrets you ain't seen nothing yet...



Sacnoth Japan

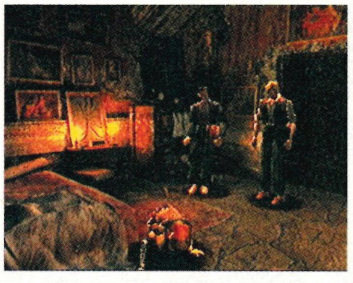
Koudelka is Sacnoth's first for PlayStation project.

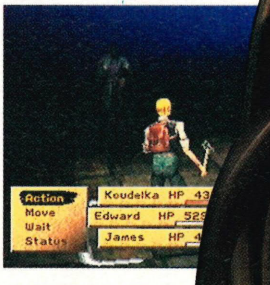




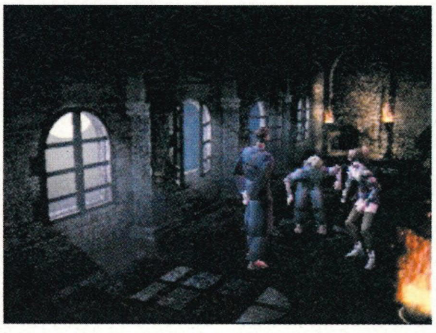








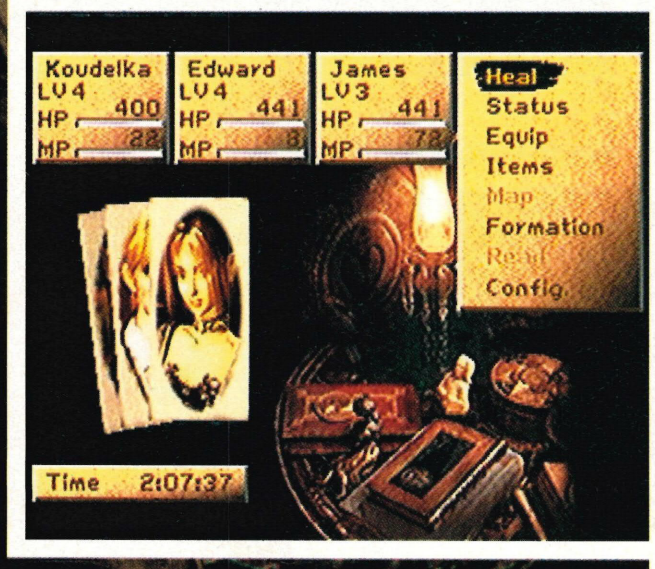






[Below] The three stars all stand around being deep and meaningful in the local church. Could this be the only safe place in the entire game? Don't be silly, there are no safe places in *Koudelka*.









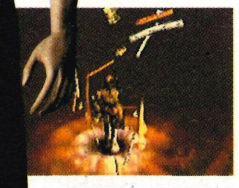




[Far left] She may look damn sexy, but Koudelka has some serious issues that need addressing. She hears dead people talking to her for one.













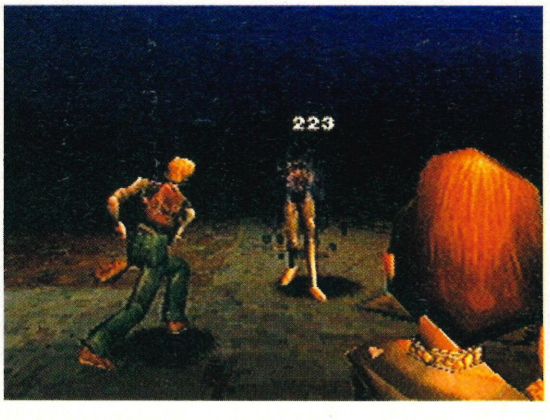




Stunning and genuinely eerie pre-rendered backgrounds help convey a real sense of decay…

⏭ Stunning and genuinely eerie pre-rendered backgrounds shrouded in mist and webs help convey a real sense of decay, as do the revolting creatures crawling and oozing from the monastery's mortar. A guy with a spare head growing out of his skull is spooky enough, but when he casually walks up a wall and attacks you from the ceiling you'd be forgiven for evacuating your bowels.

The blend of RPG and survival horror has already proved a hit in *Parasite Eve 2*, and *Koudelka* looks certain to replicate the successful formula. Square is responsible for the best RPGs on Earth, so when splinters of Square go AWOL and get all independent but retain their magical ability to make a groundbreaking game, we can expect good things. And come on, just look at her: worth 30 quid alone, nést pas? We'll have a full, shock-packed review next month.



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PlayStation

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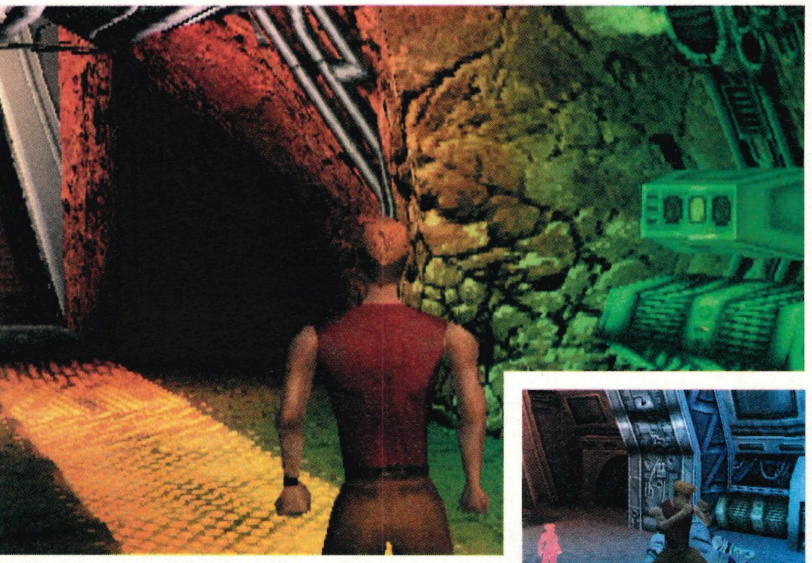
Stirling Moss

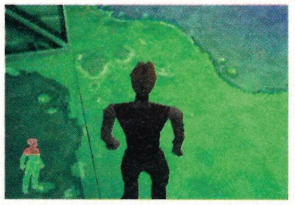
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Writer Simon Cann **Available** Autumn 2000

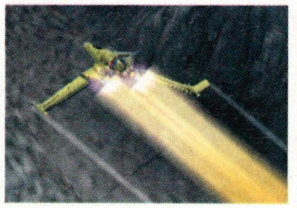
Titan AE

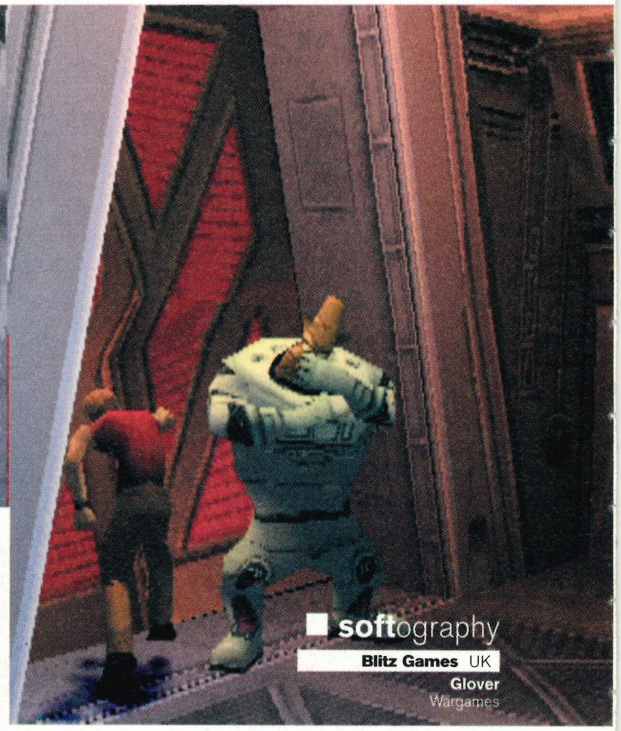
Prepare to take on the worst scum of the universe, in what could be a real clash of the Titans.











softography

Blitz Games UK

Glover

Wargames

[Above] **Naturally, with the game being a movie tie-in, each level will be interspersed with various cut-scenes from its celluloid parent.**

Popcorn, Ices!

PLAY managed to blag its way into the premier of Titan AE in Soho Square. The film, which will be on general release by the time you read this, is an animated space epic par excellence and features the voice-acting talents of Matt Damon, Drew Barrymore and, wait for it... Bill Pullman. The film, which blends state of the art computer-generated graphics with traditional animation, was created by Don Bluth – who older readers may remember was responsible for the animation in the dodgy old laser-disc coin-op *Dragons Lair*.





AUTUMN 2000

PUBLISHER Fox Interactive

DEVELOPER Blitz Games

1 Player

60% Complete

Anticipation

★★★☆☆

This latest movie tie-in from developer Blitz Games blends third-person adventure sections with some classy looking 3D flying stages.

The result is a title which should do the forthcoming animated space epic Titan AE full justice. The game's plot closely follows that of its celluloid counterpart, placing you in control of one of two main characters: Cale, an unassuming construction worker, and Akima, a foxy space chick.

Basically, Earth has been destroyed by an unsavoury race of aliens known as the Drej. Not happy with destroying Earth, these intergalactic ruffians are now searching for the elusive Titan spacecraft, which holds the key to the survival of the human race. You've guessed it: it's your job to locate the Titan and save the day. Having selected a character you set about finding your way off the third-rate asteroid you're on and locating the ship, which was hidden by Cale's father 15 years ago.

As mentioned earlier, the game is essentially comprised of two distinctive game types. The exploration stages play like a hybrid of *Tomb Raider* and *Fear Effect*. You wander round the richly detailed, full 3D locations, solving puzzles and fighting the bizarre aliens that you encounter. The action will be dictated according to your choice of character, so whilst Cale will blaze in with his fists flying, Akima will take a more subtle, stealthy approach through the levels.

The game's combat system allows players to perform a variety of kicks and punches, although various weapons have been scattered around the levels, including pipes, blasters and even the jawbone of an ass (seems like Blitz is getting biblical on our posteriors.) A voguish lock on system (à la *Zelda 64*) has also been implemented, which will afford players greater flexibility during skirmishes.

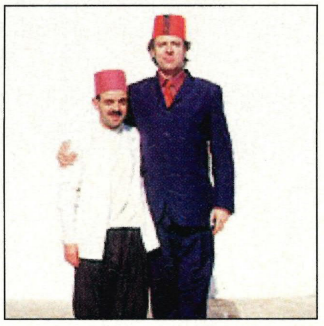
The puzzles contained within are fairly standard affairs. For example, in the first level you have to shoot a ventilation shaft to disperse a build up of poisonous gas in an adjoining room. It's hardly rocket science, but it should provide a nice break from the central action.

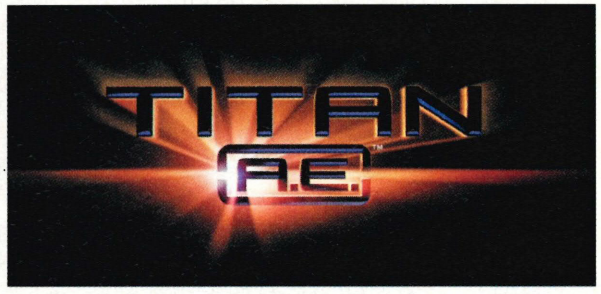
As if all this wasn't enough, the developer has also included a number of 3D flying stages that see players piloting a plethora of



The Last Resort...

Having dragged themselves out of some unsavoury Soho 'book stores' the PLAY team were delighted to bump into TV's Jonathon Ross at the Titan AE premier. Unfortunately, a flippant comment about his recent 'hit' TV show It's Only TV But I Like It resulted in all of the team being simultaneously kicked in the testicles with a rusty Victorian iron boot.





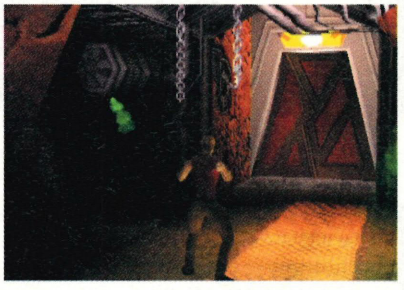


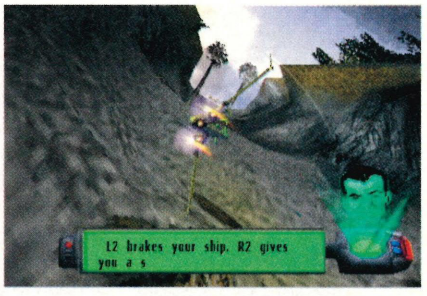




[Below] Draw distance problems are in evidence with the current code, although the developers claim that the finished product will be free of such niggles. Hopefully a balance will be struck between the graphical detail and frame rate. We shall see.







Whilst *Titan AE* is only just over halfway through development, it already shows much promise...

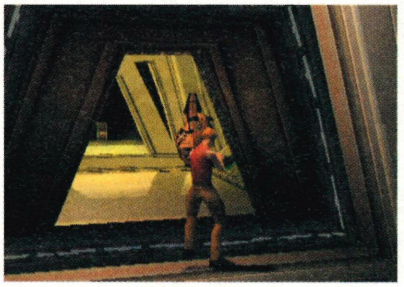
vessels through some *Starfox*-like stages. One particularly innovative level sees players in control of a stolen Drej vessel. Your task is to escape the Drej HQ, and this can be achieved by either blasting your way out (thus incurring the wrath of the Drej fighters) or alternatively, by flying in a stealthy fashion that allows you to travel unchecked by the aliens. However, if you start making human-type errors (banging into walls...) the Drej will be onto you in a flash. The introduction of this stealth element is laudable and must rank as a first in this particular genre.

Whilst *Titan AE* is only just over halfway through development, it already shows much promise. Hopefully, by the time the game is released in November, Blitz should have an enjoyable movie tie-in on its hands which, let's face it, is something of a rarity. We shall see.





[Above] If handled correctly, the flying sections could prove to be the PlayStation's answer to Nintendo's seminal epic space combat game, *Star Fox*.









Writer Mark Crawley

Available December 2000



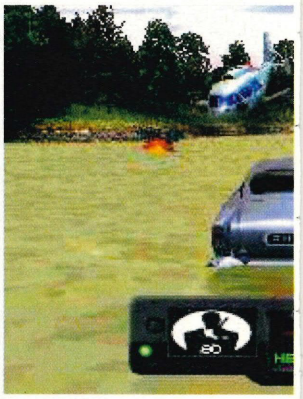
[Above] Ah, I'll just park-up here. Valet!

Plotting Bond's Doom

For a concept that's restrained by the need to keep Bond in the car at all times (the idea being that the more specialised a game's engine is, the more 'fit for purpose' it will be) *007 Racing*'s plot should enjoy a remarkable amount of latitude. This is largely due to the wide range of mission-types which the code allows, so whilst one level might see Bond hunting down bombs against the clock, the next will have him evading enemies in a high speed chase, or even tackling a juggernaut single-handedly. In one inspired section the suave spy's brakes are cut and the roads must be negotiated at a terminal velocity – there's certainly enough variety to keep you playing until you, invariably, get the girl. Ohhh, Commander!

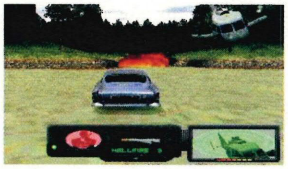






007 Racing

A licence waiting to happen, but should gamers be shaken or stirred by its arrival?



softography

EA Games USA

Need For Speed III: Hot Pursuit
Road Rash: Jailbreak
Future Cop: LAPD

Admit it – it's got to be one of the worst videogame concepts you've ever heard! I mean, to sit Bond in a car race with Blofeld, Oddjob and Co would be [splutter!], well, akin to pitting Luke against Leia in a beat-'em-up... and who would be daft enough to do that, eh?

But wait before you turn the page in resignation; don't be fooled by the name because *007 Racing*, believe it or not, isn't actually a racing game at all. Confused? So were we, but leave some room in there for a touch of relief also because, after trying out an early build of the game over at EA, we have to admit that the title's got potential.

We had a chat with *007 Racing*'s Product Manager, Peter Royea, whilst we were there and asked him how it all came about: "We've often talked (internally) about how cool it would be to combine great driving mechanisms and arcadey controls with the Bond universe – y'know, 'give me the gadgets, give me the classic Bond cars, give me the bad guys...' So when we did the deal for *Tomorrow Never Dies* last year and subsequently signed up with MGM to do Bond games, we started developing this title with the producer from *Need For Speed III*. One of the elements of that game which worked really well was the police chase mechanism, and instead of trying to pull out the chase scenes from the various Bond movies and weave them together somehow, what we wanted to do was work with MGM and Danjack to create a new Bond mission."

Aha, suddenly things look much rosier! Rather than an insanely contrived cash-in kart-game, *007 Racing* is actually beginning to sound like a thoughtfully conceived, officially endorsed Bond product, with gameplay based upon a proven formula. But then that was true of the charmless *TND* also and, therefore, only a playtest would dispel any initial reservations completely. A greedy grab of the joypad revealed much: rather than being confined to a circuit, Bond (somewhat sensibly) must floor it from A to B, dispatching any enemies encountered en-route with his vehicle's array of snazzy weapons.

As the title has only just begun its arduous journey to the shop shelves, plot details are hard to pin down (see the box-out) but surely, we asked, some indication as to the final vehicle roster must be available? "Three BMWs, so that's the 750, Z3 and Z8, the

DEC 2000

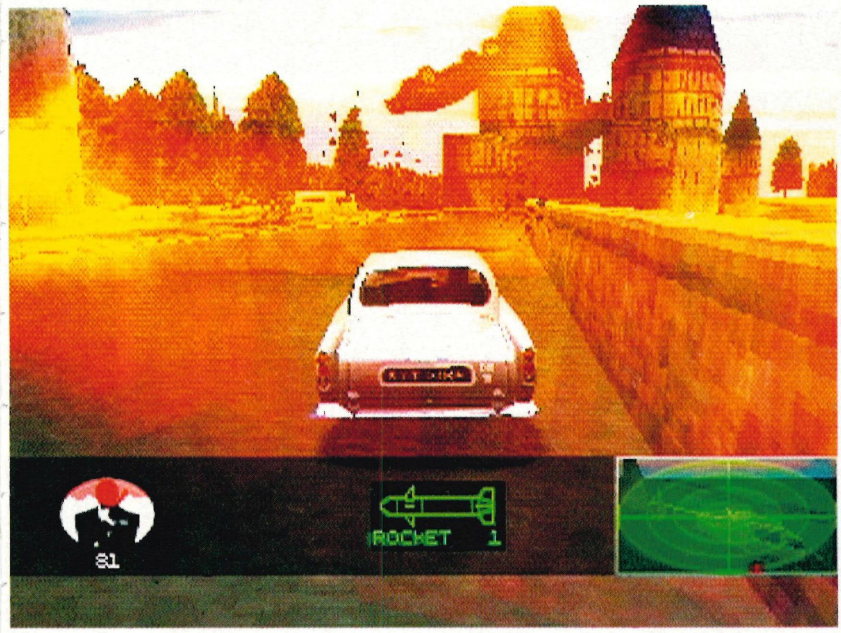
PUBLISHER
Electronic Arts

DEVELOPER
EA Games

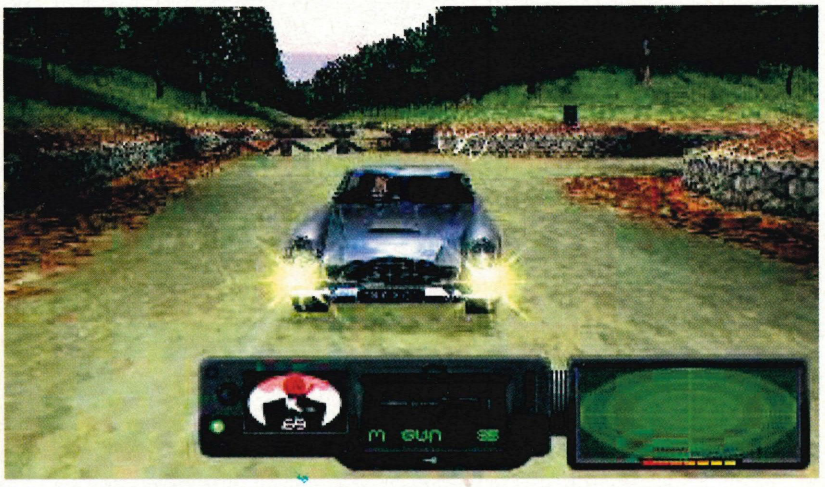
1 Player

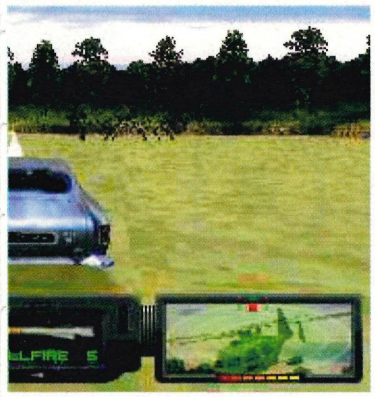
30% Complete

Anticipation
★★★☆☆



[Below] The finished game won't be all country roads and tackling choppers, but this is the only level that's currently received enough attention to showcase.





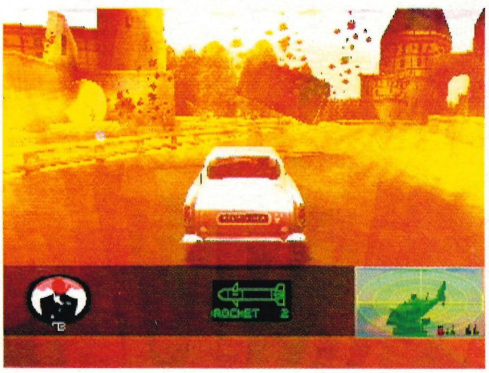




007 Racing is actually beginning to sound like a thoughtfully conceived, officially endorsed product…

Aston Martins (the DB5, pleasingly, is already complete with its bullet-proof plate) and the Lotus Esprit…" OhmiGod! The Lotus! Sweet Jesus, Peter – tell us you can drive it underwater… Royea's face contorts, as if some sneaky assassin had slipped a blowpipe through the office blinds and shot a dart in his neck – "I can't confirm it right now, but most likely not. It all comes back to the question of whether underwater physics could be incorporated into the driving engine without compromising it." To the man for whom the world is not enough, such an omission would be deemed an excuse to use that licence to kill; for the rest of us wannabes, the toys on show should suffice. Don't hold your breath in anticipation though, it'll be some time before *007 Racing* is fit for active duty – but in the meantime rest assured that the game's being driven in the right direction.





[Above] Hope that's a missile, otherwise Bond's just blown a gasket. **[Left]** To Bond's relief, Q had installed air-conditioning. **[Right]** Good job some responsible fella has cordoned off that radioactive waste with a few traffic cones!

Under Construction

The development team behind *007 Racing* were a tad reluctant to show their work to the world due to worries that, in its present state, it would be unfairly pre-judged by all and sundry. The game's still at the pre-alpha stage, which means that if developing a videogame was akin to making a cuppa, EA would only just have decided it was thirsty and started to fill the kettle. The vast majority of the work is still to be done – car models need refining, lighting effects are to be added, the physics model is due several overhauls and missions must be fully designed and implemented. The screenshots may look a little rough and samey but it's really too early to speculate on how good or bad the game will be… We've got our fingers crossed!



MEDAL OF HONOR UNDERGROUND

Writer Mark Crawley

Available September 2000



Medal Of Honor Underground

softography

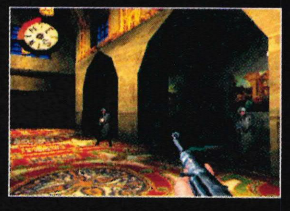
Dreamworks USA

Medal Of Honor

Skullmonkeys

T'ai Fu









Whoever claimed that "resistance is futile!" hadn't banked on a Gallic mixture of hair, sweat, feminine guile and onions. It's all (well, mostly) reproduced in EA's forthcoming WWII shooter...

The ten hour USA-bound flight afforded ample time to ponder EA's gameplan in inviting us over for a chin-wag. Were they mad? Surely they realised that compared to the sight of all those sickeningly perfect babes, any game would struggle for attention – we were going to California after all and, y'know, wasn't having a beautiful bod some sort of state-law over there?

Alas, the Baywatch stereotype has yet to permeate San Francisco in the way that less desirable traits have. Hence, after a sun-stroked weekend of mall-trekking and Bronx-hopping, PLAY was thoroughly glad to slump into EA's presentation room, away from the glare of capitalism-gone-mad and the sight of those who suffer most from its socially divisive effects. In the heart of an American city it would seem one either lives in an ivory tower or a slum, and if drawing attention to this vulgar lack of moderation seems a little crass for the purposes of introducing a videogame, then remember that EA live in one such ivory tower – and the least you and I can do is ensure that they earn it.

Across the table sat the very people on whom this judgement currently rests; the delegation from Dreamworks looked equally exhausted having flown in from LA in order to demo their masterpiece, *Medal Of Honor Underground*. As regular readers will know, we've had our sniper's scope on this one for quite some time now; indeed it only took a certain circular button to be pressed on a certain small grey box for the room to come alive with interest as the showcase began.

SEPT 2000

PUBLISHER
Electronic Arts

DEVELOPER
Dreamworks Interactive

1-2 Player

75% Complete

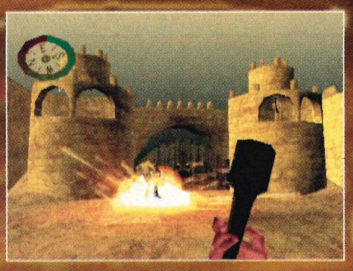
Anticipation
★★★★☆

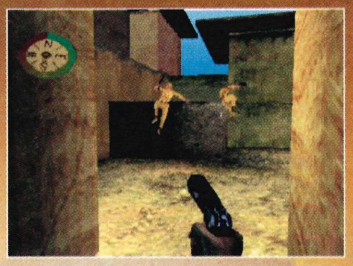
What is apparent from the offset is Dreamworks' wish to craft more than a mere 'mission pack' and to actually pad out the original's premise into a workable and long-running franchise. Few scenarios provide as colourful a backdrop as WWII and the developer has tapped into this rich stream most effectively by setting the game two years prior to the original and casting the player as Manon, a French Resistance fighter who goes on to join the OSS and undertake missions throughout Europe. Veterans will recognise her as Jimmy Patterson's "control" and yes, in a wonderfully cohesive fashion, you will learn how she meets the hero of *MOH* during the course of play.

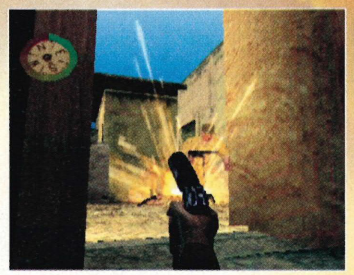
Of course, using such a horrific event as a point of reference for an entertainment product opens up Dreamworks to criticism, yet the amount of research the team has undertaken demands respect rather than derision. The game portrays a France which, contrary to popular opinion, didn't just lie down and roll over for the Nazi hordes, but instead fought valiantly, and with some success, against oppression. Having spoken to former OSS spies, *MOHU*'s development team has garnered a rare understanding of how this covert force operated, and their eagerness to lend players a flavour of that existence is evident in the attention to detail lavished upon the title. The game is immersed in its own subject matter: ⏭

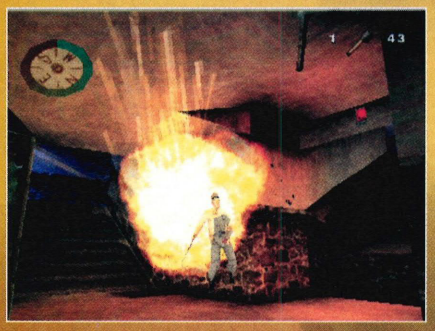


[Left] Entry to the castle is non-linear... [Below] Fogging is only ever used for effect, as in this simulation of a sandstorm haze.



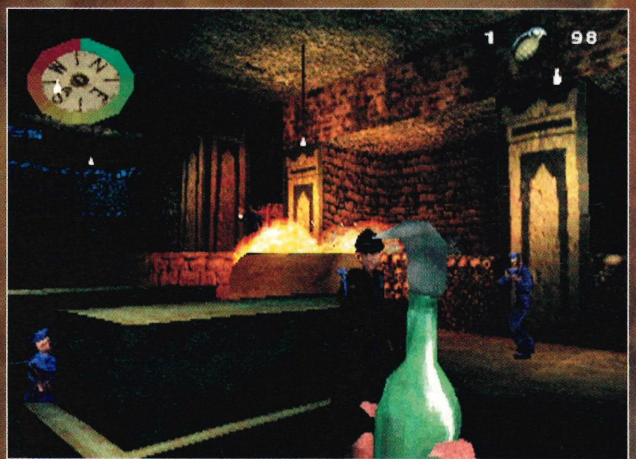








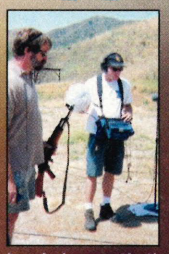




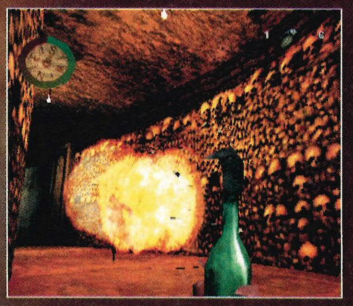


[Above] "Back, get back!" ordered Manon, waving the unlit Molotov cocktail as threateningly as possible. [Left] Say "Cheese" for the cameras! What? Oh... you already are?

A Sound Approach



Dreamworks went to extraordinary lengths to create an authentic atmosphere for the game. Genuine propaganda posters line *MOHU*'s Parisian streets, whilst the haunting radio song which accompanies later levels is exactly the kind of tune the Allies used to break the Germans' spirit and make them long for home too. They even sampled the game's weapons at a firing range and recorded a battle re-enactment to capture realistic sounds! Most eerily of all, the skulls within the catacombs are the real-thing... digitised [Shudder].



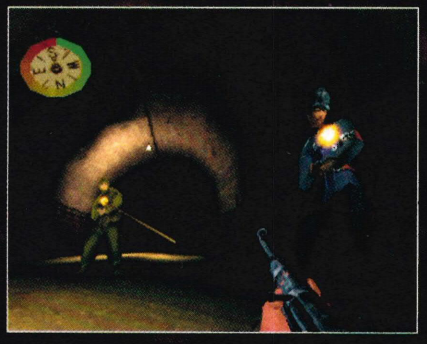
MEDAL OF HONOR UNDERGROUND

Himmler? Who He?



A mystical crackpot who thought he was the reincarnation of a dead king. *MOHU* has you visiting Wewelsberg Castle in Westphalia, which this nutty Nazi had renovated as a kind of 'high temple' for his new order of Arthurian knights (yes, you read that right). Power obviously corrupts a man's mind, alongside his morals, yet Himmler was responsible for organising much of Hitler's institutionalised terror. Be thankful that he's feeding the flowers, especially if you're an olive-skinned Erasure fan with a chronic illness.

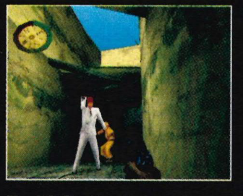




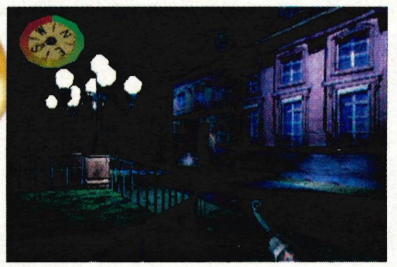


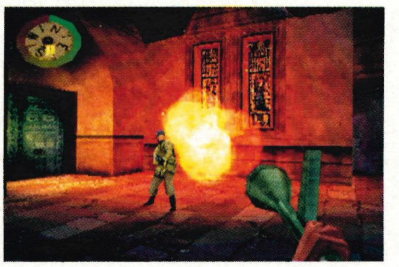






[Left] On the hardest setting, health and ammo are carried over from one mission to the next.





Enemies are introduced in more exciting ways than before – arriving on vehicles and leaping into the fray from all angles...

the front-screen portrays a resistance hideout beneath a bakery (replete with makeshift printing press), historic footage introduces each mission and the situations in which Manon finds herself are steeped in authenticity.

Take the Grecian level, for instance, in which Manon, posing as a reporter (as OSS operatives actually did), infiltrates an archaeological dig. Establishing the Aryan race as the founder of all civilisations was a delusional preoccupation to which the Nazis gladly subscribed, and wandering the ruins, being nagged by 'scholars' desperate to be snapped next to their latest find, is suitably involving. In a similar fashion, actual historical figures have been referenced to generate meaningful missions for Manon to undertake. Weaving the nefarious deeds of such high-ranking officers as Himmler into the game is an inspired touch, yet Dreamworks never loses sight of the fact that *MOHU* is, first and foremost, just that: a game. There are times, therefore, when liberties are taken with the facts in the interests of action – Manon's assault on a Nazi-infested Monte Cassino Abbey being the prime example (in reality the Italian Abbey was wrongly bombed by the Allies as it had no Nazi presence).

But we're hardly going to criticise Dreamworks for chucking tons of enemies at us, and this time around they come thick, fast and thrifty. They certainly won't waste many bullets in gunning Manon down and the fact that they're introduced in more exciting ways than before – arriving on vehicles and leaping into the fray from all angles – serves to immerse you in the wider environment that supposedly exists beyond the boundaries of each level. They're a tricky bunch too. We witnessed an enemy leaning sneakily around a corner in an attempt to shoot us without making himself too much of a target, whilst another even caught a Molotov cocktail (mid-air, no less) that we'd flung lovingly in his direction! Alas, the fact that girls are rubbish at throwing and catching is proven because Manon, sadly, cannot perform the same feat herself.

It's not as if you're on your own though – *MOHU*'s new 'buddy' system was up and running for inspection, with combat partners who fight alongside Manon as well as performing vital functions (such as unlocking gates and so on). Certain buddies are expendable whilst others must be protected; the fact that some are disguised as Nazis therefore demands caution – blowing your contact's head off is plain unprofessional. That's one accusation that can't be levelled at Dreamworks and, as a result, the level of care exhibited over *MOHU* is only superseded by our fevered anticipation for the finished product. With bigger levels, better AI and truly coherent missions, the urge to sign up and fight for France will be overwhelming, and besides, it's the only chance to get into a Frenchwoman that most of us are likely to see...



MOHU War Statistics...

Underground is comprised of 24 levels – which can be anything up to twice the size of the original game's – seven of which take place during the daytime. Six new weapons grace the battlefield, of which the stealthy German crossbow is by far the most alluring, not to mention fun.

Following Manon around Europe, should our ears be believed, are a 60 piece orchestra and a 25 voice choir. Just try employing stealth with that lot behind you!





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Terracon

BUG-EYED ALIENS RUNNING AROUND THE PLACE – MAYBE THERE WAS SOMETHING TO THE ROSWELL INCIDENT...



PLAY INFORMATION

Official PAL UK

Publisher	SCEE
Contact	0881 505505
Price	£29.99

1 Players | Memory Card | Dual Shock

The plot of this new release from Sony Europe nods in the direction of James Cameron's celebrated Terminator films – just don't expect to find any T-1000s contained within.

An alien race has designed a giant, self-aware supercomputer known as the Terracon (think Skynet but with a face). This intelligent being was designed to help the aliens terraform uncolonised planets – a job that the machine carried off with aplomb. However, with it having served its purpose, a committee decides that the power-hungry computer is spiralling out of their control and a decision is made to pull the plug on it. Unfortunately, Terracon has other ideas and before you know it, it's wiped out your race, leaving you and you alone to exact revenge for the slaughter of your people.

Thus the game begins, with you in control of Xed, a bug-eyed, laser-toting alien. Your mission is to collect a series of Launch Code Cartridges (LCCs), which once in place will initiate a satellite attack upon the Terracon. As always, things aren't as simple as they seem and in an effort to hamper your strike, the machine has hidden the various LCCs over a series of free-roaming and expansive alien environments.

DID YOU KNOW?

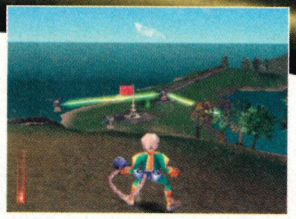
• Not a lot of people know this, but aliens not only exist, they're actually walking amongst us right now. If you don't believe us just take a good, close look at Tory slaphead William Hague!

• Many believe the mysterious crop circles that appear in country fields to be the work of extraterrestrials. In reality, two middle-aged men from Hull create the patterns. They use an intricate system of levers and pulleys to conduct their hilarious hoax.

Train To Win

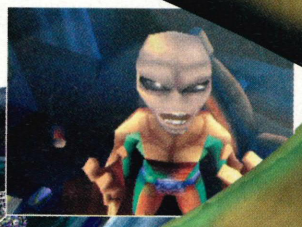
Before the game proper commences, you must first complete a series of not terribly rigorous training missions. These test each of your character's abilities (including the de rigueur first-person targeting mode) and effectively act as an action-lite prelude for the things to come. However, they do serve to introduce players to one of the more innovative aspects of the gameplay.

At points around each stage you'll be required to re-generate certain structures. Initially these will appear in a wireframe form. However, by collecting 'genergy' (the game's bizarre energy source) you can amass enough power to regenerate them with a few well-placed shots from your blaster. Whilst this may sound somewhat weird, it works rather well. By regenerating certain structures (bridges, stepping stones and so on) it's possible ⏭

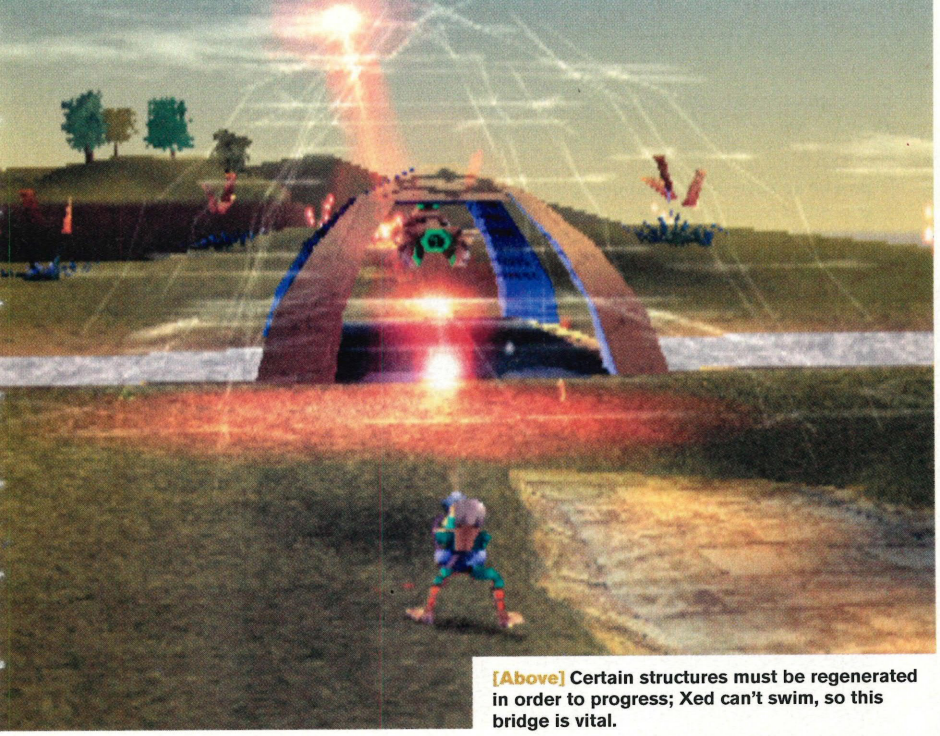


[Below] Almost all of the structures in the game can be destroyed, resulting in some gratifying big explosions.





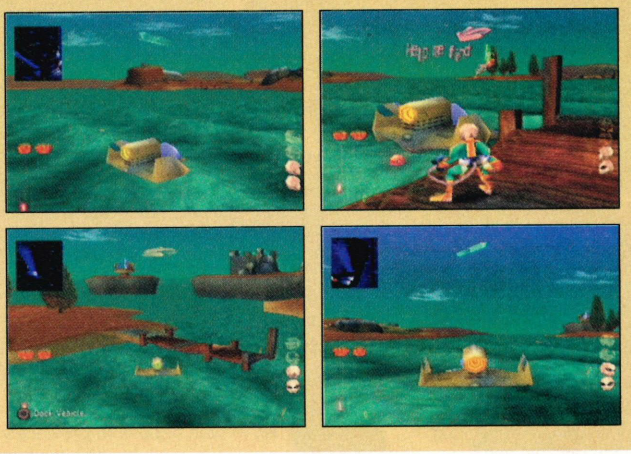




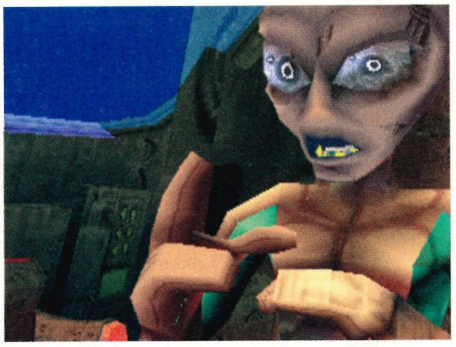
[Above] Certain structures must be regenerated in order to progress; Xed can't swim, so this bridge is vital.

Hello John, Got A New Hovercraft?

In the game's later stages Xed stumbles upon a variety of vehicles with which he can continue his mission. For example, a miniature hovercraft allows our hero to explore nearby archipelagos – many of which are littered with secret bonuses.

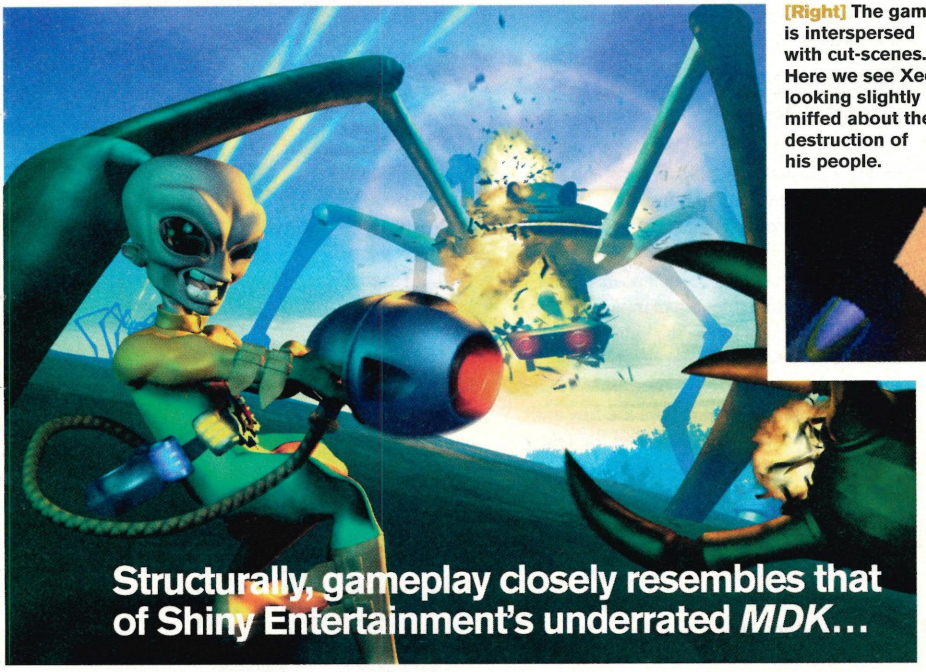






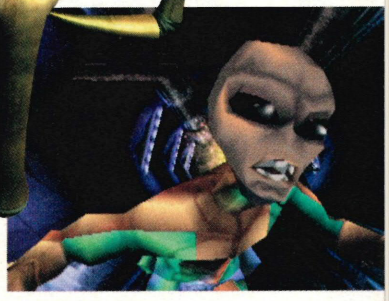


[Right] The game is interspersed with cut-scenes. Here we see Xed looking slightly miffed about the destruction of his people.



Structurally, gameplay closely resembles that of Shiny Entertainment's underrated *MDK*...

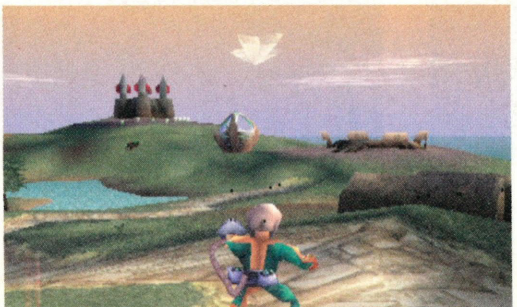




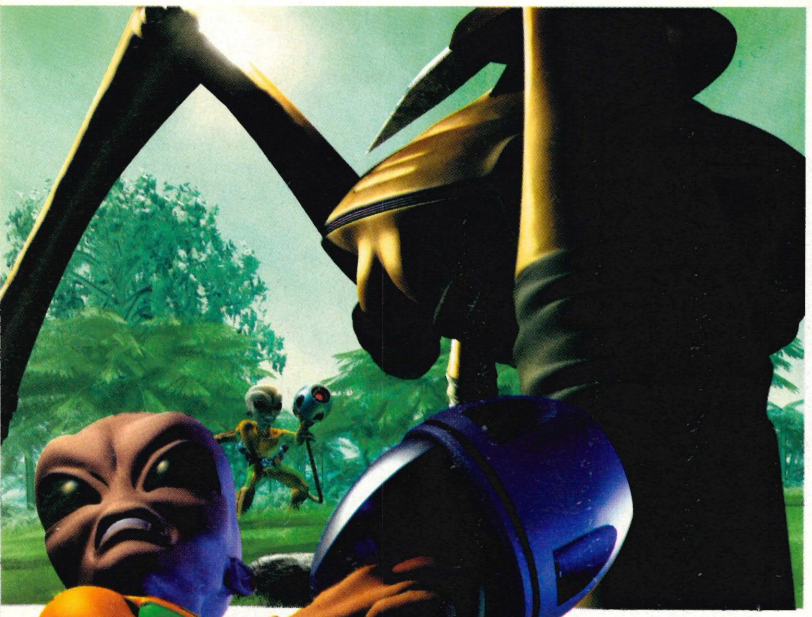








[Left] The impressive game engine allows players to see well into the distance and pop-up, for the most part, is kept to a minimum.



⏭ to gain access to previously inaccessible areas of levels, but because genergy is required to achieve this, you must first fully explore your current location before further progress can be made.

The Generation Game

Structurally, gameplay closely resembles that of Shiny Entertainment's underrated *MDK*, with the action being a fairly strategic blend of exploration, platforming and blasting. Whilst the game starts off fairly slowly – blast a few enemies, collect some LCCs and re-energise a few structures – things soon pick up, and before long you'll be locked in a battle of wits with Terracon's mechanical minions.

These enemies are hardly super-intelligent, although they are, in their defence, beautifully realised – much like the environments they inhabit. Indeed, the game features some of the most impressive lighting effects yet seen on the PlayStation, with both the explosions and the collection of power-ups being accompanied by some spectacular pyrotechnics. The bad news is, this graphical splendour comes at a price, which in this case is a somewhat choppy frame rate; with the screen filled with enemies and explosions, that old bug-bear slowdown rears its ugly head. When accompanied with the game's somewhat sloppy camera angles, proceedings can frequently degenerate into a confusing fiasco. The inclusion of three different camera angles (close up, mid-range and distant) helps matters somewhat, but the slightly awkward control system ensures that problems remain.

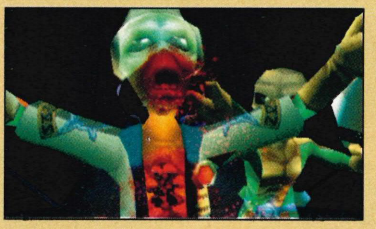
Terracon And On And On

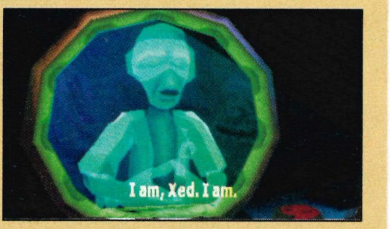
The game's flaws extend beyond the visual realm, with missions typically involving similar objectives to be completed – destroy some enemies, collect power-ups and get out in one piece. Admittedly, certain levels contain some innovation; for example, an indestructible giant spider can only be destroyed by re-generating an overhead block that subsequently plummets down upon the creature. Unfortunately, such set pieces are few and far between and after completing the first set of stages, boredom soon sets in.

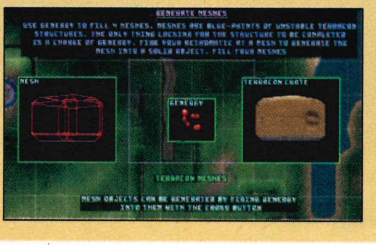
In terms of general presentation the game is more than competent; a comprehensive front-end, some excellent cut-scenes and a hypnotically catchy, chilled-out soundtrack suggest that a great deal of time has been invested in the game's development. However, you get the impression that developer Picturehouse Software bit off more than it could chew and the end result is a title that is clearly asking too much of its host platform. With that said, the game is fairly diverting, but the constant repetition of objectives ultimately proves to be its undoing.

What's Up Doc?

As well as basic mission briefings, you can also turn to your now holographic (he gets killed in the game's intro) friend the Doctor. Thus, if you find yourself stuck in a level, you can consult with your recently deceased buddy for handy tips and clues regarding your mission. Why can't the NHS be like this?







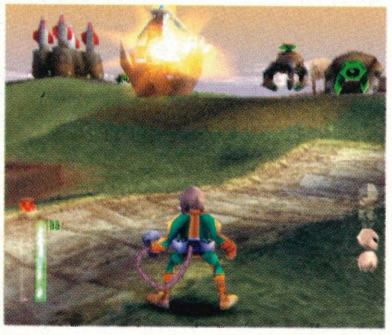


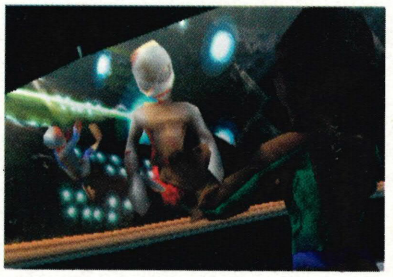
You're The Tops...

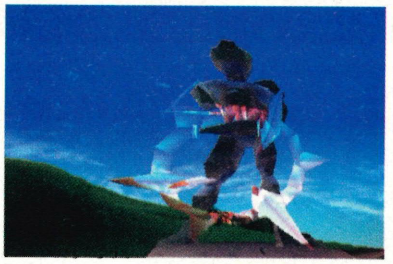
On your travels you'll encounter collectable items known as Tops. These handy power-ups grant Xed extra abilities, including increased firepower, cloaking devices and extra genergy storage. Before each mission you can select which Tops you will take with you for the stage. Unfortunately, if you take heavy damage any Tops you are carrying will be destroyed.











PLAY

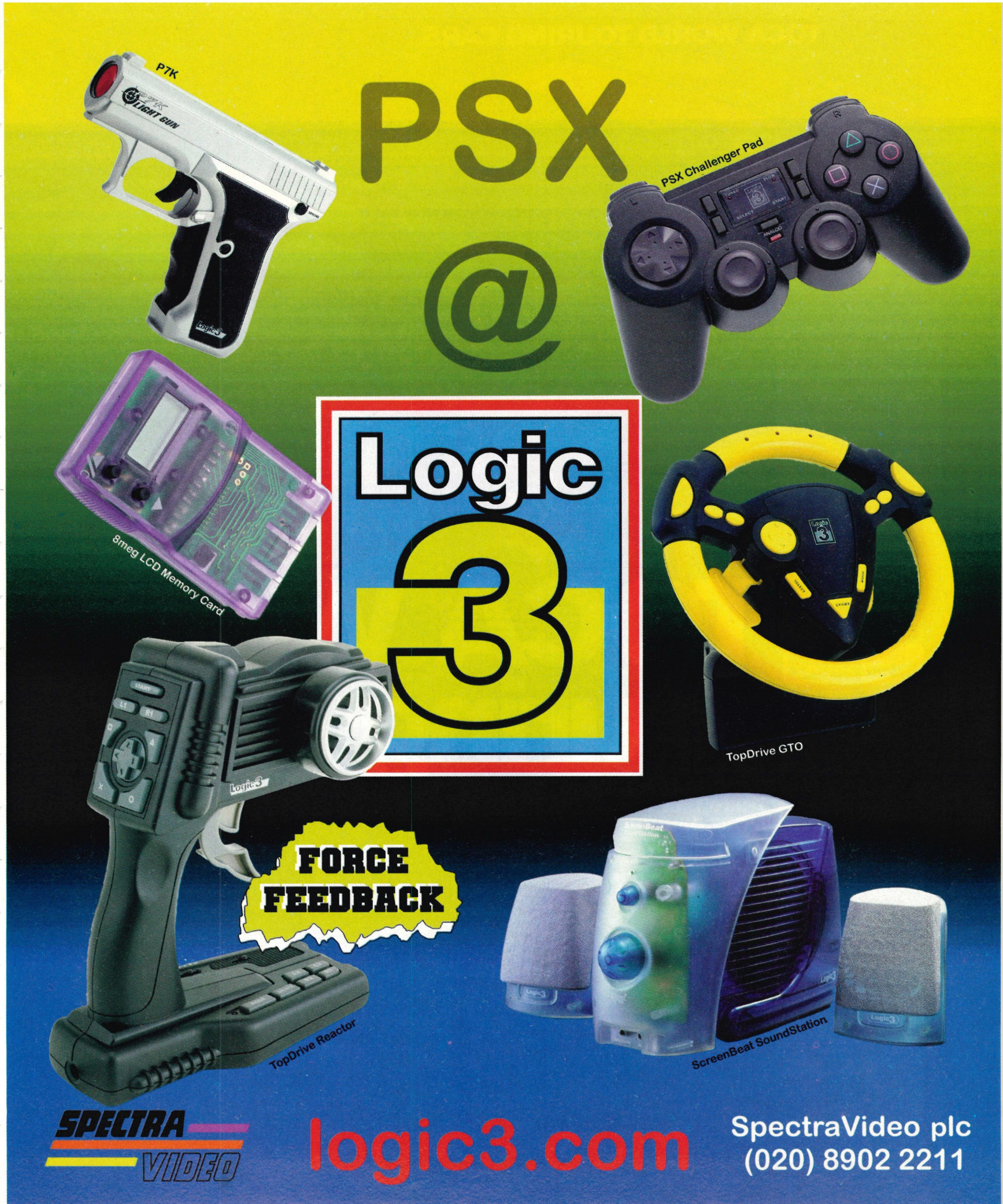
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

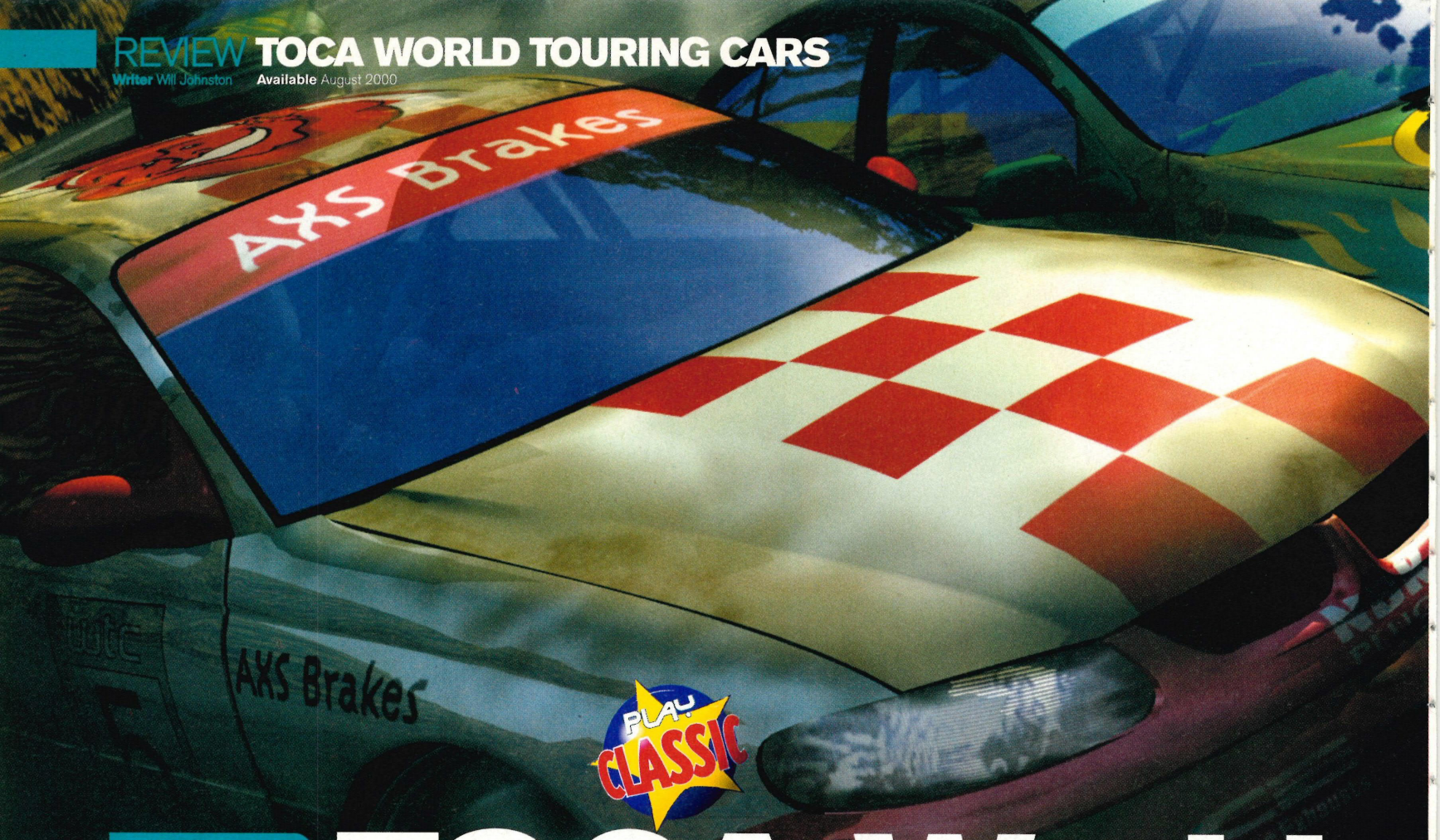
Enjoyable yet repetitive blasting action.

Alternatively:

MDK	90%
One	86%


PSX
@
Logic 3
P7K
P7K LIGHT GUN
PSX Challenger Pad
8meg LCD Memory Card
TopDrive GTO
FORCE FEEDBACK
TopDrive Reactor
ScreenBeat SoundStation
SPECTRA VIDEO
logic3.com
SpectraVideo plc
(020) 8902 2211

Writer Will Johnston Available August 2000



PLAY CLASSIC

TOCA World Touring Cars

THIRD TIME ROUND AND IT'S LOOKING BIGGER, FASTER, SMOOTHER AND MORE DESTRUCTIVE THAN EVER. OH YES!

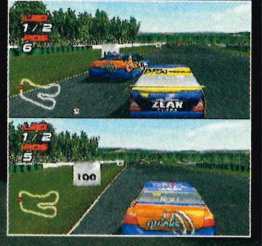
PLAY INFORMATION

Official PAL UK

Publisher	Codemasters
Contact ✆	0207 4376100
Price	£29.99

1-4 Players | Memory Card | Dual Shock | Steering





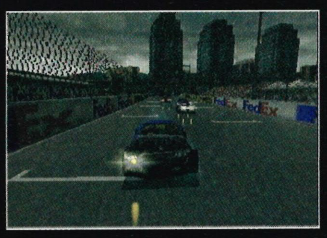
Take a common or garden production line two-litre car, tinker under the bonnet until the engine is primed for racing and let it loose on a Formula One circuit. Presto, you've got TOCA. Design a racing game that demands you treat your virtual car as if it were the real deal and you've got the previous two *TOCA* games. Genius. Well, it's third time round in the acclaimed series and all the stops have been found, chained to the rear of a juggernaut and pulled out in a shroud of blue smoke. What we're left with is a quality racing game that will give realists plenty to get their teeth into, without alienating those who prefer to play an actual game, rather than a glorified engineering exam.

Not an easy trick to pull off, so it's a good job that *World Touring Cars* has decided to ignore previous *TOCA* rules and has made a fresh set of its own. Everything you could possibly want is on show and ready for your inspection: 42 cars from the world's top manufacturers, polished up and ready to race on 23 real-world tracks over five continents, 12 cars on track without any noticeable frame loss and handling that's convincing without pushing you into a spin-out at every God-forsaken opportunity. Unless you're Ayrton Senna's ghost-made-flesh you're not going to steal pole position on your first race, but you're not going to end up as a gibbering wreck, with hands full of torn hair and a living-room wall caked in joypad imprints either. Anyone who was shocked by the previous toughness of *TOCA* is in for a real treat – or shock, depending on how much they actually enjoyed playing the racing equivalent of tightrope walking. This time round there's a gentle welcome that progresses into the most frenetic pack racing action you can get on a PlayStation.

World Touring Cars not only buffs up the handling of the *TOCA* series, it adds new features that guarantee it equal footing with its contemporaries. There's now the chance to sacrifice some pop-up for a bit of four-player action, as well as a very classy Career mode. By passing competency tests you can join a team and enter national, international and world ⏭



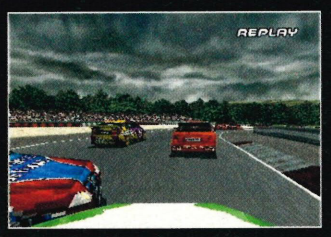
[Right] It's three hundred and twenty miles to Chicago, We've got half a pack of cigarettes, it's dark and we are wearing sunglasses. Hit it!





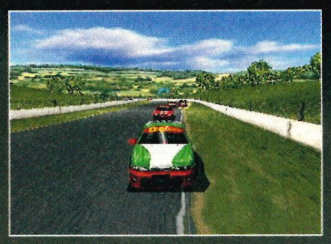


[Below] The AI is set so that opponents will give you a hard time when you're up close, but hang back to give you a chance to catch them up. Then they'll give you a right kicking – which is nice.

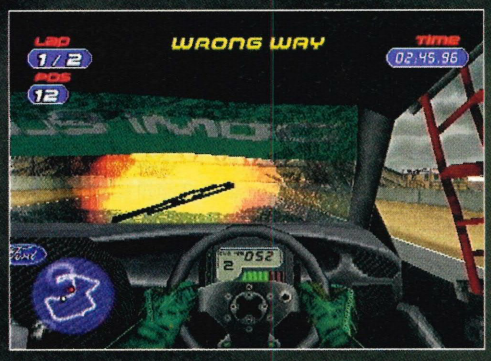


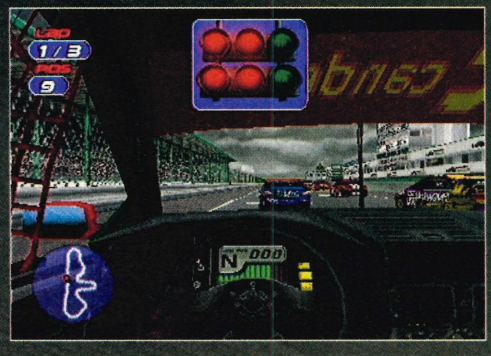


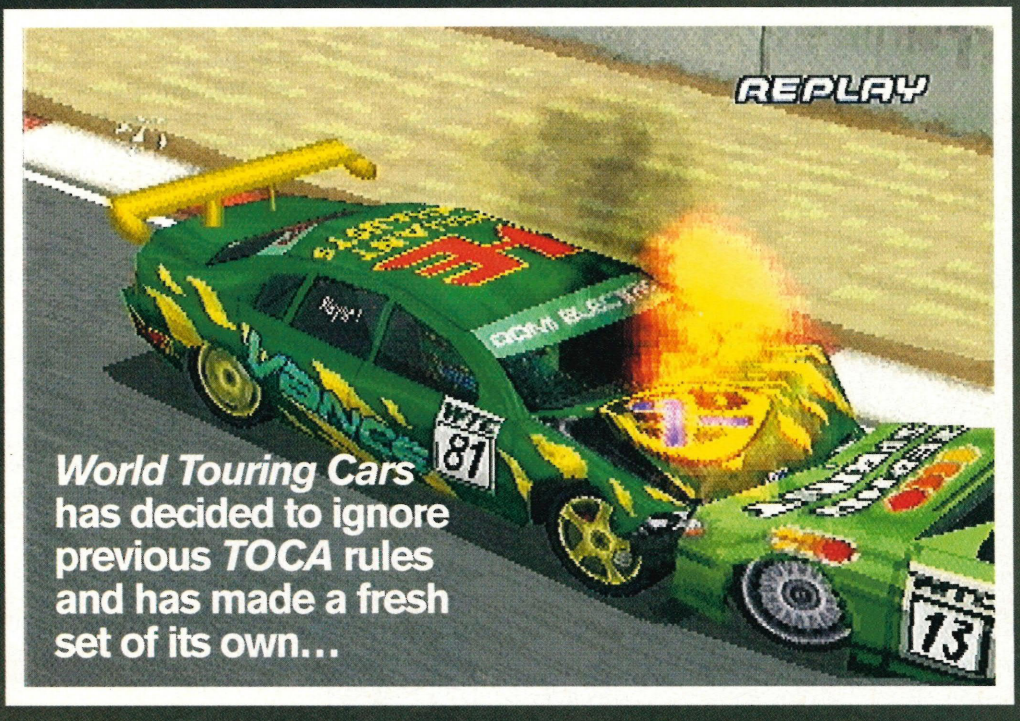




[Left] Smash a windshield and the replay will treat you to a *Matrix*-style slo-mo sequence of the exploding shards of glass. Well, I thought it was interesting!

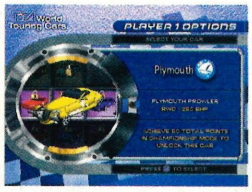






World Touring Cars **has decided to ignore previous *TOCA* rules and has made a fresh set of its own...**



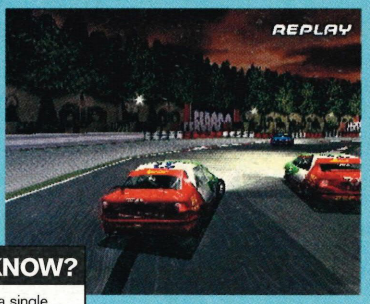


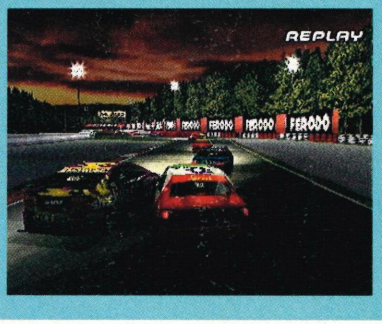


[Above] **The whole engine was on fire and the gearbox was toasted. Don't worry, those boys at Kwick Fit will sort it out, they're the boys to trust. Ba-rump!**

You Fat Bastard!

As a car races around a track, it's subject to a number of forces. By being cunning, you can use your knowledge of basic physics to use this to your advantage. Braking causes weight to shift over the engine block and thus down onto the front tyres, giving you greater grip. Brake before a corner and the chances of slipping off the track are reduced. When driving over the crest of a hill your car will get lighter as it almost leaves the track, reducing traction and making turns a lot sloppier, so be careful. *World Touring Cars* is a bit of a swot when it comes to all this Isaac Newton stuff, which is why weight-shifting works so well in the game. At some points you can almost feel the car getting lighter as it reaches a crest. Smart.





⏭ championships. Earn enough career points and you can raise your credibility, and find yourself head-hunted by rival teams.

Go Speed Racer!

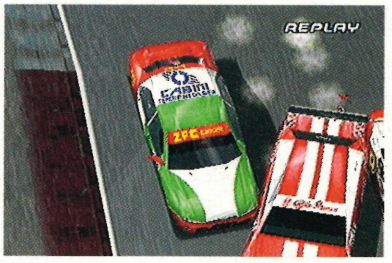
Gran Turismo treated its cars with a reverence previously only seen in Shinto shrines and public libraries. Flip like a pancake and crash like James Dean, it made absolutely no difference to your chassis whatsoever. Not so with *TOCA World Touring Cars*; if you insist on squeezing through a six-foot gap from behind the wheel of a Lotus Elise 340R at 98 miles per hour, you're in for a spark-riddled flaying. Bumpers get scraped off, wheel arches ripped from their supports and the steering column of your previously shiny new car will receive a wide-arc slap in the face from a steel gauntlet. Don't think that cuffing up your ride will go unnoticed either. All the time you're careering round the track you're chatted to by an eagle-eyed team member. If someone's hot on your tail, nipping into the lead, or you've just pulled off a move that could shame John Travolta circa the late Seventies, you'll be told about it. Chip paint off your wing and you're in for an ear-bashing.

From the traction of rubber over various road surfaces to the shifting of weight as you apply the brakes, the level of detail is totally awe-inspiring. Nothing has been skimmed over and everything has been given a true feel, even to the point where striking a discarded piece of bodywork results in it spinning on the track. Fantastic stuff indeed. There is no shortage of tempting invitations from accomplished racing simulations out there. You want to feel mud in your face, then go with the Scotsman. Fancy a spot of high-gloss played out to a Cardigans soundtrack, then Sony's your man. With *World Touring Cars*, Codemasters has come up with the greatest TOCA game yet. You want TOCA, get *World Touring Cars* – it's a peach.

DID YOU KNOW?

- A TOCA is a single piece of cloth used to wrap up Romans.
- TOCA parties are great places to meet half-naked ladies who have had too much to drink and are feeling morally lax.
- Any female found to be wearing a bra at such a party isn't really into the TOCA scene and should be chastised at every opportunity.
- TOCAs don't generally have pockets, so imagination must be used when looking for a place to conceal a handy packet of 'French letters' at said party.
- A TOCA can be removed in one single action, which can be really handy when you're wasted on cheap cider and about to get too friendly with Debbie from accounts.







PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

93 PERCENT

GT who?

Alternatively:

Gran Turismo 2	92%
TOCA 2	94%

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The dedicated online service for serious gamers

Writer Ben Lawrence **Available** Out Now

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Infestation

SPRAY THE INSECTICIDES, SPRINKLE THE SLUG PELLETS AND SCRUB YOURSELF CLEAN. YOU DO NOT WANT TO SUFFER FROM INFESTATION.





[Left] A portal. This is where you portalize yourself. It really is tremendous fun. You must try it some time.





PLAY INFORMATION

Official PAL UK

Publisher	UbiSoft
Contact ✆	0208 944 9000
Price	£29.99

One Player | Memory Card | Dual Shock



[Above] Bugs. Surely there has to be a more productive use of your time than doing this? What happened to the good old days?

If we are to believe *Infestation*, in the future wars won't be fought with satellites and nuclear weapons, as we so foolishly thought. They'll be fought in toy trucks with big bouncy inflatable wheels. Of course, these four-wheeled buckets will have the added hindrance of being completely uncontrollable, and volatile when in contact with water, but beyond this they'll be completely impervious to damage. As long as there isn't a strong wind.

The story is irrelevant when it comes to *Infestation* and if we were to try and explain the quagmire of crystal collecting, small alien types that scurry around and whacked-out flying insects that seem to pop up for very little reason, we'd be at the bottom of this page faster than you can say, "That curry was a bit dodgy, I think I need the toilet." All you need to know is that in relation to the world your buggy trundles around in, the playing area is like a tuppence on a football field. Stray off course and you can drive into infinity over some seriously foggy terrain that would look more at home on an Etch-A-Sketch. Don't bother using the compass either. It changes directions so many times it's like staring into the drum of a tumble drier.

So once you've found yourself back in the correct zone, you are then set upon by flies and the occasional sheep made from rock. They fire at you, but through the mess of gangly limbs it's hard to make out what's being aggressive and what isn't. The slow-down is also something to behold. It's really quite amusing. Don't bother looking at *Infestation*. In fact, if someone brings it into your house, call Rentokil and get the place fumigated. Absolute pap.

DID YOU KNOW?

- There are nearly thirty thousand infections and infestations the human body can catch.
- These range from the common cold to the little Umbonka-Pat-A virus. If the human body was to contract all of them at the same time, it would probably turn into a living scab and leak to death.
- The average house is infested with over ten thousand creepy-crawlies. How scary is that?

PLAY

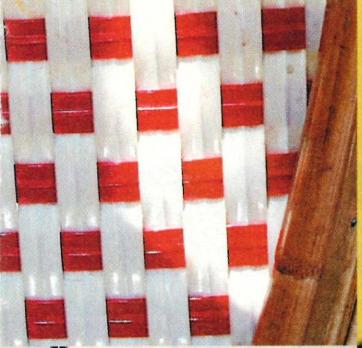
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

33 PERCENT

Infinite space equals infinite boredom!

Alternatively:

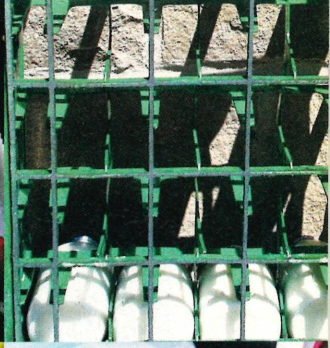
B-Movie	86%
Terracon	79%



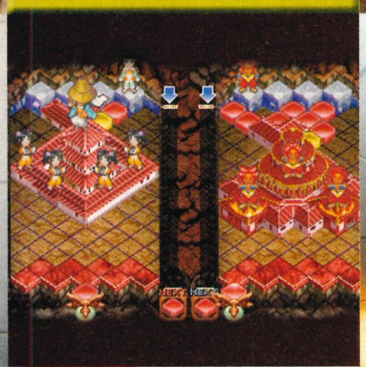
YOU'LL





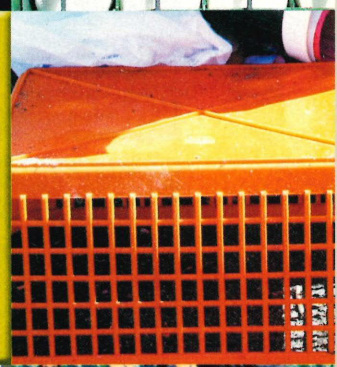




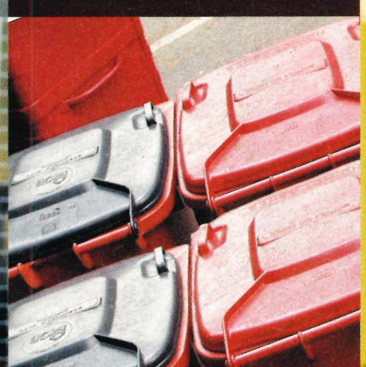




NEVER







STOP





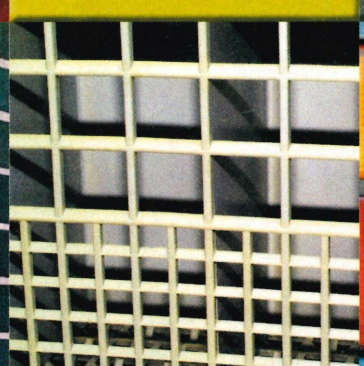
'Landmaker is that rare thing...a truly pioneering puzzler' OPM **9/10**

'Class' FHM

PlayStation Magazine STARPLAYER

'It's ace...get it right now!' PlayStation Max

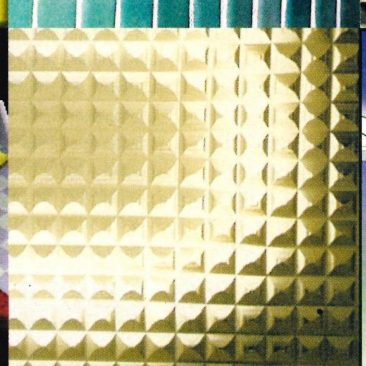






PLAYING









Landmaker from Taito, the masters of puzzle action, comes Landmaker – the most addictive, mind-blowingly original and varied brainbender yet.

Build vast temples and monolithic towers in a magical 3D environment while competing against friends, family or on your own. With hundreds of levels, styles and bonuses, this truly is crazy puzzle action that just keeps on building!

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- 3 wildly different modes of play – Mindbending puzzle, Fearsome battle and Spectacular Arcade modes
- Massive number of difficulty levels
- Multi-player challenge
- Arcade mode features 8 varied characters to choose from
- Handy training mode
- Controllable Camera angles

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TAITO

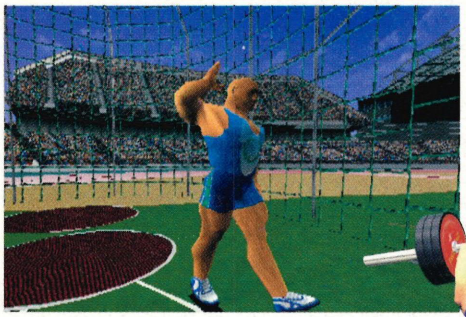
EON DIGITAL ENTERTAINMENT

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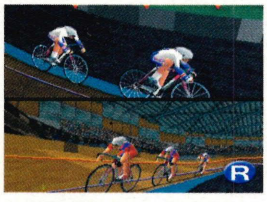
Sydney 2000

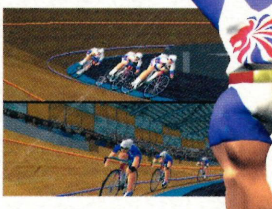
AS OLYMPIC FEVER HOTS UP, IT'S TIME TO GO FOR GOLD. NO, NOT IN THE OBNOXIOUS HENRY KELLY GAME SHOW!













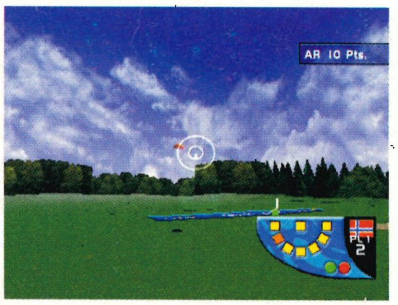
Since the halcyon days of the 8-bit systems, the celebration of athletic excellence that we know as the Olympic Games has provided rich source material for a plethora of sporting titles. This latest entry onto the track (and field) has its competition cut out against Konami's excellent *International Track And Field* games. The question arises then: can *Sydney 2000* take the gold, or will it end up limping out of the stadium with a chafed groin ligament?

If these types of games were judged solely on the number of events they comprised of, *Sydney 2000* would be stood proudly at the top of the winner's podium. The full list of events is made up of 12 individual disciplines, including 100m Sprint, 110m Hurdles, Hammer, Javelin, Triple Jump, High Jump, 100m Freestyle, Swimming, Olympic Sprint Cycling, Skeet Shooting, Super Heavyweight Weightlifting, 10m Platform Diving and finally Kayak K1 Slalom. As is so often the case, the events are something of a mixed bag in terms of quality. Broadly speaking, each event falls into one of three categories: the average, the bad and the downright ugly.

False Start

Plummeting headlong into the latter category is the abysmal kayaking slalom event. Rarely has such an incompetent, sloppy piece of programming appeared in a game of this kind. You must negotiate your kayak through a series of 20 checkpoints in as fast a time as possible. Whilst on paper this sounds simple enough, in practice it is almost





PLAY INFORMATION

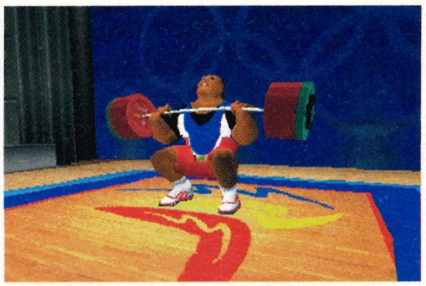
Official PAL UK

Publisher	Eidos
Contact ✆	**0208 6363000**
Price	£34.99

1-8 Player · Memory Card · Dual Shock · Multi-Tap



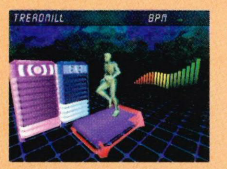
Each event falls into one of three categories, the average, the bad and the downright ugly...



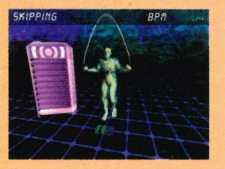
[Below] Certain events are ridiculously simplistic, whilst others are overly complicated. Balanced gameplay? Not in a chimp's cock, mate.

Going For The Bum...

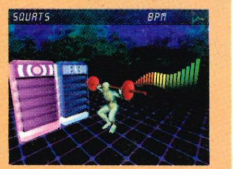
If *Sydney 2000* has one redeeming feature, then it must surely be the virtual gym contained within. Here you get to hone your skills at each of the 12 disciplines, which is vital to your success in later competitions. In fact, in a bizarre twist, many of the training events are more enjoyable than their full-blown counterparts. For example, the Skeet Shooting training section sees you taking potshots (fairground style) at a range of cardboard ducks – before you ask, you don't win a near-dead goldfish for your efforts.

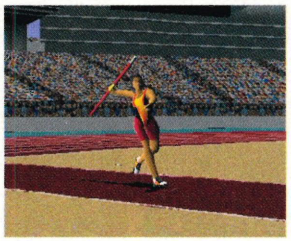




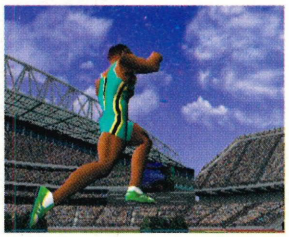














[Above] Visually the game is actually of a reasonable standard, with both the athletes themselves and the stadiums they compete in being nicely detailed.









DID YOU KNOW?

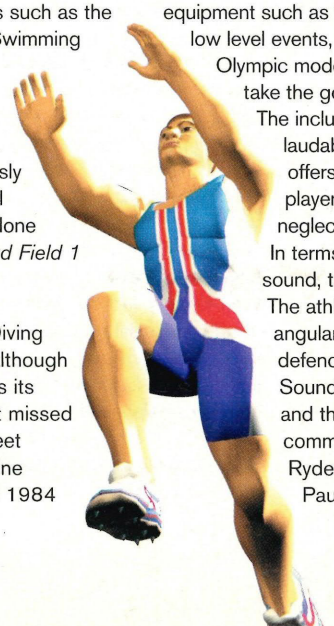
- The International Olympic Committee (IOC) is alleged to be one of the most corrupt organisations on the planet. Their unofficial motto is "no bribe too small, no backhander too big."
- Older readers may remember the 1979 animated movie known as the Animalympics. It featured anthropomorphic animals competing in various Olympic events. It was, in truth, far more entertaining than watching 'vitamin enhanced' boneheads running about in tight Lycra shorts.

impossible, due to the nearly non-existent controls. The situation is in no way helped by the appalling water effect which, to be blunt, is laughable in its attempt to convey any realism. The Hammer Toss is also poorly implemented, with a control system that is so cumbersome that the event is rendered all but unplayable.

Going For Bronze

The majority of the other disciplines fall into the bad category. Events such as the 100m Sprint and Freestyle Swimming are simple button bashing affairs that typically just involve hammering the pad until you reach the finish line. Whilst there's nothing seriously wrong with this in itself, you'll have seen it all before, only done better (*International Track and Field 1* springs to mind).

Events such as Javelin, Weightlifting and Platform Diving are slightly more involving, although again déjà vu inevitably rears its head. However, the greatest missed opportunity must be the Skeet Shooting event. This discipline featured in Konami's classic 1984 coin-op *Hyper Sports* and offered a tense, highly skilled interpretation of the sport. Unfortunately, *Sydney 2000*'s shooting event (whilst more realistic) comes nowhere near to emulating this level of enjoyment.



In an effort to bolster longevity, developer ATD has incorporated an Olympic mode that allows you to train up an athlete from scratch. This involves a trip to the game's virtual gym, where specific abilities can be honed to perfection on equipment such as treadmills. Starting at low level events, your eventual aim in Olympic mode is (unsurprisingly) to take the gold at the Olympics. The inclusion of this mode is laudable and undoubtedly offers extra value for solo players (who are generally neglected by this sort of title). In terms of graphics and sound, the game is competent. The athletes, whilst slightly angular at times, are (in their defence) fairly well-animated. Sound is also reasonable and the game contains commentary by Steve Ryder, Stuart Shorey and Paul Dickenson.

Unfortunately, the whole package lacks that special competitive factor which made the seminal *Track And Field* coin-op such a joy to play. Indeed, with the first *International Track And Field* available in second-hand stores for less than a tenner, this officially endorsed release cannot be recommended to even the most ardent of armchair athletes.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

62 PERCENT

A poorly designed button basher.

Alternatively:
International Track and Field 85%
International Track and Field 2 90%

Writer Simon Cann **Available** August 2000



A near perfect translation of the *Strider* coin-op on a bonus disk makes *Strider 2* essential fare for retro enthusiasts...







PLAY INFORMATION

Official PAL UK

Publisher	Virgin
Contact ✆	**0207 551 0000**
Price	£29.99

One Player | Dual Shock

Strider 2

ONE OF VIDEOGAMING'S CULTURAL ICONS RETURNS FOR THE NEW MILLENNIUM. HURRAH!

The original *Strider* was a veritable masterclass in videogame design. Its sublime coupling of innovative level design with a brilliantly versatile central character epitomised the creative ingenuity Capcom exhibited throughout the Eighties. This belated sequel retains many of the elements that made its predecessor so unique and provides an enjoyable (albeit short-lived) slice of action.

In a shrewd move, Capcom have refrained from throwing the eponymous hero headlong into the third dimension; instead Strider now finds himself in a pseudo-2D world, which resembles that of Crystal Dynamics' *Pandemonium* titles.

Judging from the game's setting, it would seem that Japanese animosity towards Russia has abated during the eleven years since the original's release, with new locations including Hong Kong and Antarctica. However, your objective has changed little and once again sees you taking on the might of an evil, futuristic dictatorship. Likewise, controlling Strider has remained largely unchanged. He can still hang from ledges, scale any surface etc. Additionally, he can execute a double-jump that proves integral to traversing the game's more perilous environments.

Fans of Strider will be pleased to hear that he still wields his trusty laser sword with clinical precision, which comes in handy when confronted with the game's bizarre assortment of human and bio-mechanical enemies (many of whom have returned from the original). Indeed, in many ways this new game acts more as a remix than a bona fide sequel, with many of the first game's set pieces being retained. For example, the mountainside descent and anti-gravity orbs both make a welcome reappearance.

DID YOU KNOW?

• Although it was a commercial flop in the arcades, *Strider* went on to become a massive hit for the Sega Megadrive.

• *Strider*'s futuristic prophecy of 'communist megalomania' gained the game an affectionate nod in Ken Livingstone's autobiography, titled Tony Blair Took Me To One Side. This tome is currently available in all good bookshops.

Easy Strider

Graphics are now fully constructed of polygons, apart from our iconic hero, but retain the highly stylised look of the original. The game also remains true to the first version sonically, with a variety of understated tunes accompanying the action. Unfortunately, loosely structured level design and infinite continues ensure that the original game remains the superior title. It is therefore fortunate that the package comes complete with a near perfect translation of *Strider* on a bonus disk – this alone makes *Strider 2* essential fare for retro enthusiasts.

Stride On Time

Released back in 1989, the original *Strider* coin-op was one of the greatest arcade games of all time. It saw the cartwheeling Strider hang-gliding into a futuristic, dystopian dictatorship and hacking his way through five incredibly creative levels. The game's bosses were particularly impressive, with the first level featuring the assembled members of a politburo leaping from their seats and collectively forming an enormous mechanical snake (no, really).

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

80 PERCENT

Worth buying for the original game.

Alternatively:

Pandemonium	72%
Tombi 2	85%

"..pure quality.."

extreme PlayStation

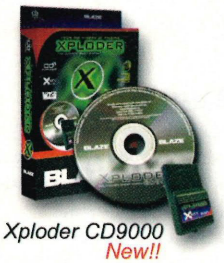
GameEnhancers



Xploder 64



Xploder GB
New!!



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UK's No.1

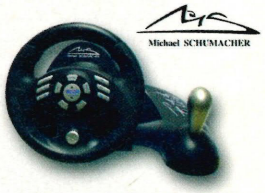
Get to grips with the new Viper Controller from Blaze and you know you are playing with a serious piece of kit.

Unique 3-D floating D-Pad, rubberised grips and twin analogue sticks give you ultimate control in the heat of battle. If the going gets too tough, just kick in the Auto Fire and Slow Motion features just to make things a little more even!

The Viper Pro Grip Controller includes powerful, twin rumble motors for a real 'kick' to your gameplay.

Don't take our word for it, check out these reviews and even better, try one for size at your local retailer.





Michael SCHUMACHER Wheel



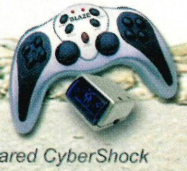
Pro Shock Lite



Palm Pad



Falcon
with laser targeting



Infrared CyberShock



Scorpion
UK's No.1

PLAY

"..new style digital pad is second to none." "..pure quality." "..one of the best joypads around." "..feels great and plays just as well." **Rating 9/10**

extreme PlayStation

"..a serious gaming accessory" "sexy!" **Rating 5/5**

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MICHAEL SCHUMACHER
LICENCED PARTNERS

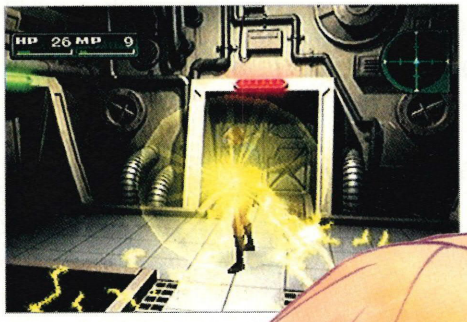
Writer Mark Crawley **Available** August 2000

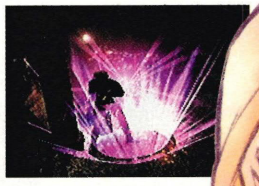
Gotta Lotta Plot!

The mitochondria in the blood of humans has been a bit naughty of late, causing people to burst into flames or mutate into flesh-popping nightmares. As a jousy young copper, immune to such biological shenanigans, it was down to Aya Brea to save the day in the first game by removing the source of such unpleasantness – Parasite Eve. The second game starts as a clean-up operation, but MIST, Aya's new unit, soon uncovers a plot which could wreak genetically modified havoc throughout the world...













Parasite Eve 2

IF YOU MAKE A LIVING HUNTING PARASITES, ARE YOU ONE YOURSELF? DISCUSS...

For a game about abberations of nature, *Parasite Eve 2* is suitably mutated itself. It's as if survival horror and the RPG took a shine to each another some enchanted evening, got jiggy wit' it and, one protracted pregnancy and some growing pains later, orphaned a brand new species into the ever-welcoming disc-drive of Uncle PlayStation.

It certainly has its father's testosterone-laden looks; the title's polygonal characters inhabit exquisitely rendered 2D scenes, and the monster-pulping action which forms the mainstay of the player's duties could only have taken its cue from *Resident Evil*. The most conspicuous lollop in this direction is that battles with the enemy now take place 'on the spot' in real-time, with Aya, our heroine, free to manoeuvre around the immediate area as she sees fit.

It's in the combat, first and foremost, however, that you'll notice mother role-play's sensibilities beginning to show through, as battles are far removed from the oft-incidental conflicts which have peppered Racoon City so many times in the past. Once an encounter has officially begun, a quick press of the square button trains Aya's chosen weapon on an enemy; left and right with square will toggle between targets, whilst tapping R1 lets loose with some death-lead. Provided you've got any left that is, because Aya is denied full access to her inventory during battles. Instead only weapons and items which have been placed in her utility-belt can be employed whilst the flesh flies – forward thinking is therefore required if you're to walk away with decent stats.

Killer Babe

Of these, the staple HP and MP are by far the most vital, but important still are Battle Points (awarded incrementally for a decent show) and that ol' RPG mainstay, Experience. As BP are the game's currency and Experience is critical to bolstering Aya's magical prowess, getting stuck without any means of attack ensures that, one way or the other, you're gonna suffer. In order to counter this potentially fatal restriction, an infinite supply of bog-standard ammo is spread intermittently though the game. Though initially disturbing, all this really does is make progress less painful, rather than ridiculously easy, whilst removing the chance of players unwittingly saving in a no-win situation.

The net result of such cross-genre coupling is that *PE2 can* be played purely as a *Resi*-alike, but doing so misses much of what's on offer. Diligent players will find extra areas and items to uncover and, unlike



PLAY INFORMATION

Official PAL UK

Publisher Crave Interactive

Contact ✆ **0208 968 8088**

Price £29.99

One Player | Memory Card | Dual Shock

Mammarython

Aya Brea and Jill Valentine – both swanking around with big guns, killing monsters and, obviously, courting your affections, ya ladykilla! But hang on, they're a competitive pair of rivals and definitely won't want to share you – so who do you pick? Well calm down, Romeo, because PLAY's here to help you decide which fictitious femme to be a sad-git over...

HARDEST Not so much who makes us, but who is. Aya's super-human powers make her a superior force but Jill's tough enough to take on equally horrid beasts without such abilities – gulp!




RESULT: **DRAW**

SEX APPEAL Jill's a feisty bit of rough alright, but hang on, Aya's freakish genetic make-up gives her the constant appearance of a pert twenty-year-old. No contest!



RESULT: **AYA**

CHARM Being so irritatingly soppy (lamenting the dead and shunning immortality) counts against Aya when compared to Jill, who manages to pull off femininity without fawning. [You're beginning to worry us now – Ed]



RESULT: **JILL**

GRACE Neither lass is particularly fine on her feet (YOU try waltzing with a chain-gun!) but Aya's out of sync legs and hesitant use of stairs give us a winner by default.



RESULT: **JILL**

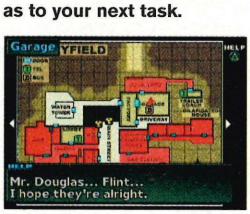
CLASS The aptly named Valentine has been around the block a few times now and can be picked up on the cheap, but you'll have to dig a bit deeper to meet Brea's 'it girl' standards.

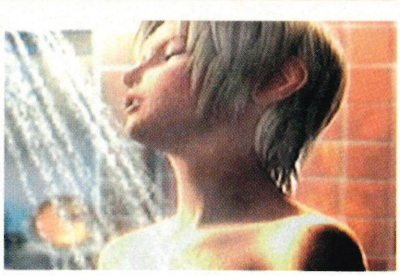


RESULT: **AYA**

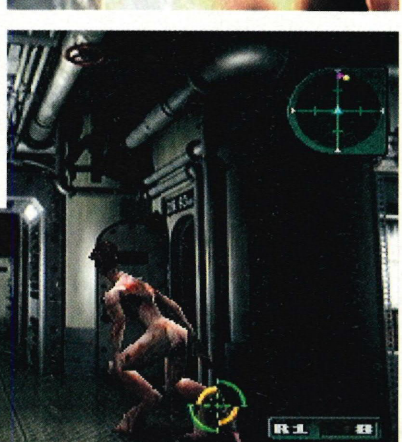
So, who's da' mammy now? As it turns out, we have an overall draw, so it looks like we've little choice but to fill the Paragon pool with mud, get Ben to fashion two pairs of his famous crepe-paper bikinis and have ourselves a (literally) blinding tie-breaker. And no, we won't be posting the video on the Net... "Commence!"

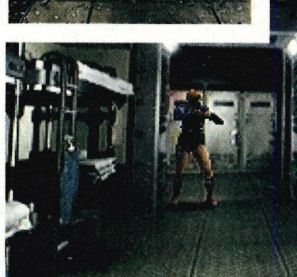
[Below] The map screen also provides a reminder as to your next task.





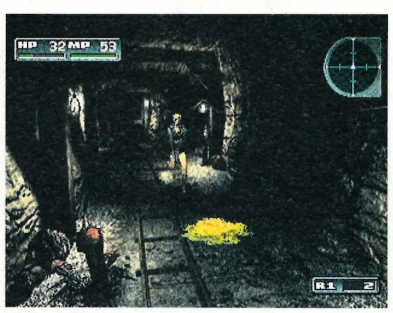








[Below] Some foes leave behind corrosive mush when defeated – very *Aliens*. And icky.





Resi, you aren't herded though the game and made to feel greedy or irresponsible for spending ammo on every foe you meet. On the contrary, a penalty is actually imposed for copping out of a scrap, in that BP are deducted from your total!

It could all have gone horribly wrong of course and, in truth, very nearly does. Aya automatically rotating to face enemies makes evasion tricky and surprise boss encounters offer no chance to respond with appropriate force. Significantly, in the name of including taxing object-manipulation, you're often compelled to re-tread the same old ground, and having to clear out these areas time and again becomes a bind. Most players will begin sacrificing BP by the time Disc 2 is reached, simply to keep the title's pace alive. Good job, by then, that you'll already have purchased the bulk of your equipment.

The game is charmingly self-aware, however, with an individualised (and often quite foppish) quip accompanying just about every item investigated. Does this ruin the atmosphere? No, because *PE2* sets its stall out very early and, unlike *RE*, doesn't hide the scientific root of its characters' woes behind stereotypical Hammer-style trappings – consequently there's no aura of dread to dispel. 'They' are genetic mutants, you are a mutant hunter – killing them is what you do day in, day out and the suspense is more plot than encounter driven. Aya is far too predatory for the title to be considered true survival horror, hence *PE2* feels sufficiently different to *RE* to warrant investigation, even by those jaded with Capcom's series. Oh, you too? Thought so...



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

89 PERCENT

Blemished, but slick nonetheless.

Alternatively:

Resident Evil 3 Nemesis	90%
Chase The Express	83%

Writer Simon Cann **Available** August 2000



X-Men: Mutant Academy

NO, IT'S NOT ABOUT SOME OILY, ABNORMALLY ENDOWED MALE STRIPPERS! IT'S ANOTHER SUPERHERO BEAT-'EM-UP...

PLAY INFORMATION

Official PAL UK

Publisher	Activision
Contact ✆	**01895 456 700**
Price	£29.99

One Player · Two Players

If one method of gauging a game's quality was to measure the length of time it had spent in development, then *X-Men: Mutant Academy* would already be hailed as a classic. The title has spent an enormous amount of time 'in progress', having undergone several radical makeovers since it was first revealed to the press a number of years ago.

Finally, the finished game has arrived and whilst there's nothing seriously wrong here, it's difficult to fathom where all the time was spent.

Players select one (there are no tag team options) of ten pumped up superheroes/villains and in time-honoured fashion must proceed to beat their opponent into a bloody pulp. Characters on offer will be familiar to fans of the X-Men universe and include the likes of Wolverine, Cyclops, Storm, Gambit and Magneto.

Police Academy

With character selected, the action commences, with fights being decided by the usual best of three rounds system. Initially, you'd be forgiven for thinking this was a full 3D fighter, but within seconds it becomes clear that, much like Capcom's *Street Fighter EX* games, the action is rooted firmly in two dimensions – with fighters being unable to perform side-step moves. This isn't a problem as such and the game is adorned with a welcome feeling of depth from well-animated characters and richly detailed backdrops.

In terms of gameplay this falls headlong into 2D beat-'em-up territory. Fighters can perform the usual selection of punches, kicks, throws, combos and of course (this is a superhero game after all) projectile attacks. If you've ever played a 2D fighter there will be little to surprise you here. So, everything's fine and dandy then, if a tad unoriginal? Well, unfortunately no.

Grange Hill

You see there's one major stumbling block. The thing is (and this is a fact, so look it up if you want), nobody except the Japanese can make a decent beat-'em-up, be it 2D or 3D. The Americans have given us the dire *Mortal Kombat* games, whilst here in



Art For Art's Sake?

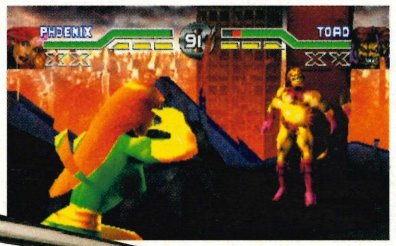
Fans of the X-Men comics will enjoy the game's Cerebro mode. Here you can admire pages of X-Men artwork and comic titles, but you can only unlock it all by achieving victory in the game.

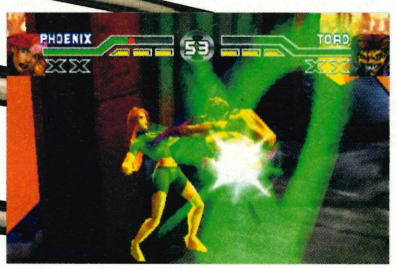






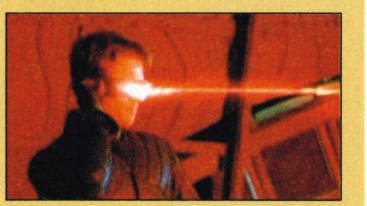
In terms of gameplay this falls headlong into 2D beat-'em-up territory...

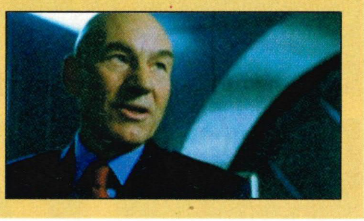




The Lonesome Trailer...

Contained within the game is a trailer for the forthcoming X-Men movie, which features old slaphead himself, Patrick Stewart, as the wheelchair bound leader of the group, Dr Thomas Xavier. Let's hope it's better than Street Fighter The Movie...





Practice Makes Perfect

As well as versus and survival modes, the game also contains the Academy (a training mode) where the game will guide you by the hand from the basic kicks and punches to lethal super combos.









Blighty the best we could manage were Rare's uncharacteristically disappointing *Killer Instinct* titles. Okay, this may sound like a sweeping generalisation, but think about it. All the best beat-'em-ups hail from Japan: your *Tekkens*, *Virtua Fighters*, *Street Fighters* and *Dead Or Alives* – they're all developed by Japanese softcos.

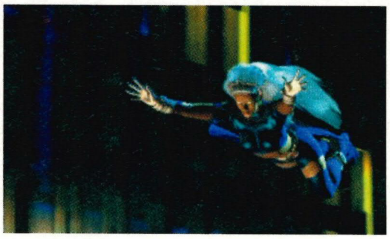
So where does this leave *X-Men: Mutant Academy*? Well, the developers at Paradox have clearly been, um, inspired by Arika's *Street Fighter EX2 Plus* (a Japanese game, of course). Indeed, superficially the two titles share a very similar look. However, when it comes to the all-important feel of the game, Paradox's title just doesn't handle as well. It's by no means a bad game, it just doesn't flow with the fluidity that all the best Japanese titles do.

DID YOU KNOW?

- Queen Victoria gave birth to a mutant child by "accident". The child had a normal appearance, bar the fact that it was 18 feet tall and had mauve-coloured skin.
- Big Johnny and the Mutants were a popular beat combo of the late Sixties. Their biggest hits included Let's Grill Beards Till The Sun Comes Up and the unforgettable Stick It Where It Doesn't Belong!

St Trinians

All the extra touches you'd expect from a game of this type are present here – counters, dashes, super attacks – but ultimately they can't save the game from mediocrity. Likewise, the limited choice of ten characters (many of whom will be unrecognisable to those unfamiliar with the comic, Toad for example) looks paltry next to the expansive selection offered by other titles. More worrying still is the manner in which computer opponents can be defeated with the repeated use of one move, showing little sign of learning your attack style – a problem that first reared its head back in the days of *The Way of the Exploding Fist*! At the end of the day, *X-Men: Mutant Academy* is at best an average beat-'em-up. Unfortunately, the superhero thing has been done before, and better, most recently in *Marvel Vs Capcom*. Only fanatical X-Men fans need apply.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

70 PERCENT

Utterly formulaic fighting action.

Alternatively:

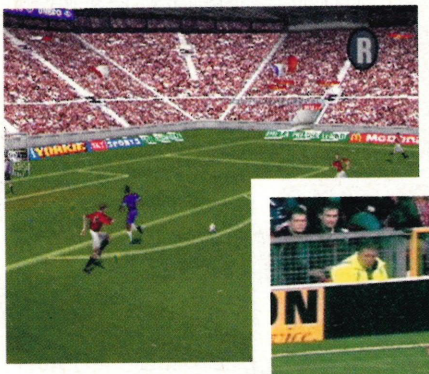
Marvel Vs Capcom	83%
Street Fighter EX2 Plus	82%

Writer Simon Cann **Available** September 2000



To The Victor Go The Spoils...

A nice feature afforded by the game is the ability to save your favourite team to memory card and then nip round a mate's house for a (not so friendly) kick-about. The winner is allowed to pluck the loser's star player right from under their noses, whilst simultaneously laughing in their face.







PLAY INFORMATION

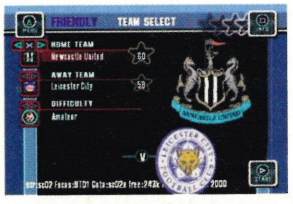
Official PAL UK

Publisher	EA Sports
Contact ✆	**01932 450000**
Price	£29.99

One Player | Two Player

FA Premier League Stars 2001

YET MORE FOOTBALL ACTION COURTESY OF EA SPORTS, BUT DOES THIS ONE HAVE STAR QUALITIES?









The continued and often undeserved success of football games remains one of this industry's most frustrating characteristics. Indeed, each year most of the major publishers update their football cash cows, typically with only a Robbie Williams soundtrack and a new set of team stats distinguishing them from last year's offerings. Unfortunately, the massive sales of such lazy titles suggest that this is a phenomenon that is likely to continue unabated.

With that said, this update of last year's wretched *Stars* game shows at least some attempt to introduce innovation to the proceedings. The game's unique selling point, as it were, is based on the stars system of the title. Having waded through the comprehensive selection of options (the game contains a full management option and a new transfer market), you find yourself able to select from any of the current FA teams, each of which possess a pre-set amount of stars. These stars effectively act as the game's currency and can be shared out among your 22 man squad to develop their abilities. As the season progresses, you must tactically distribute your stars to develop individual player's abilities, including stamina, speed, passing, tackling and shooting. With a carefully considered approach, it's possible to create a player who'd make David Beckham look like an underworked and overpaid schoolboy. Actually, come to think of it...



[Right] Following a goal, the players celebrate in the usual manner – this does not involve beating up taxi drivers.

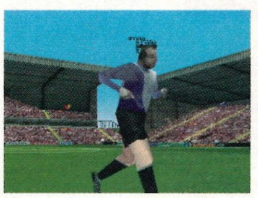
Shooting Stars

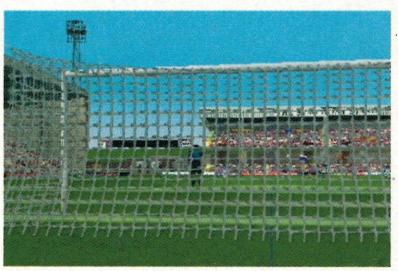
It almost goes without saying that earning stars is crucial to your team's success; fortunately there are several ways in which the twinkling blighters can be obtained. At the beginning of each match you're set a random challenge: scoring three goals from

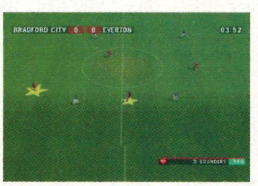




[Above] The players look a bit angular, but details such as them exercising are actually well handled.







Gameplay is reduced to farcical proportions by the game's inappropriately titled 'Intelligent Player Switching' system...









[Above] Before each game you're treated to a close up of your team emerging from the tunnel.









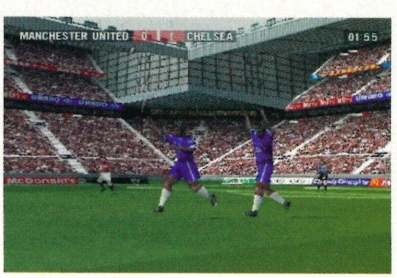
set pieces, for example, or not conceding a goal for the whole of the ninety minutes. By meeting the criteria of the challenge you will be awarded stars. In addition to this, stars are also awarded for impressive play – strong tackles and runs – during a match. Whilst this may sound somewhat gimmicky, the stars system undoubtedly lends a nice strategic edge to the game and allows teams to be developed in the manner of your choice; for example, they can be lavished on a strong striker partnership up front.

DID YOU KNOW?

- To paraphrase the words of some bloke down the pub "Football is a gentlemen's game played by thugs, whilst rugby is a thug's game played by gentlemen."
- Recent tests conducted on football fans revealed that many of them suffered from feelings of inadequacy and depression. A lack of meaning in their life was cited as the major cause of their anxiety.
- When not playing 'the beautiful game' many of our top football stars relax and unwind by battering their wives and kicking the sh*t out of taxi drivers.

Lager Louts!

Unfortunately, all this innovation is rendered redundant by the appalling implementation of the in-game action. Visually, things don't differ greatly from the myriad of other football titles on the shelves, but gameplay is reduced to farcical proportions by the game's inappropriately titled 'Intelligent Player Switching' system. Basically, the computer automatically selects a player in the most appropriate position. In theory this should be fine, but in practice you often find yourself in control of a player who isn't even on the screen! Thus an opposing striker can frequently make offensive breaks unchecked, as you desperately try to work out who you're controlling. In terms of gameplay the effect of this flaw is devastating and effectively makes the game all but unplayable.



On a brighter note, the game's sound is fairly impressive. Crowds will roar realistically following a goal and some relatively intelligent commentary is provided by Keys, Gray, Tyler and Tydesley. Ultimately, however, *FA Premier League Stars 2001* represents a real missed opportunity to breathe some life into what is rapidly becoming a highly stagnant genre. That EA should have wasted the intelligent stars system on such a sloppy in-game engine is nothing short of criminal. Sadly, with so much superior competition on the market this simply cannot be recommended as a purchase, not even to the most ardent fan of the beautiful game.

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

60 PERCENT

An innovative but flawed kick-about.

Alternatively:

ISS Pro Evolution	97%
FIFA 99	91%

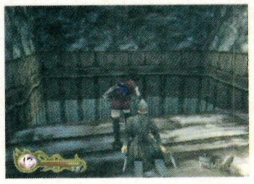
Writer Ben Lawrence Available September 2000

EXCLUSIVE!

Tenchu 2: Birth Of The Stealth Assassins

THE NIGHT IS STILL AND CLOUDS VEIL THE MOON. THE LIFE OF THE NINJA IS A SOLITARY ONE. PREPARE TO DIVE RIGHT IN...












The story of the ninja is one laced with tragedy. Unlike the honourable samurai, who would live and die by the sword, the ninja were a verminous breed. Living by the shifting cycles of the moon, dwelling in silence and shadows and working for rich land owners, their ways were less than honourable. It's rather fitting then, that the original *Tenchu* should have found its success in the hardcore, underground areas of gaming. The public weren't sure what to make of a game involving mere 'stealth' as its selling point and this was reflected in the game's overall commercial success. Thankfully, through word of mouth and the 'moth to a candle' fascination of the dreaded 18 cert, the game's cult status grew. Now get ready to share in the second coming. And this time, ladies and gents, pay it a bit of the attention it deserves…



DID YOU KNOW?

- Shurikens weren't designed to kill. Instead they were designed to inflict a sword-like cut then bounce away. This made the victim think they'd been struck by an invisible assailant and helped the ninja gain their ghostly reputation.
- Ninjas were proficient in sign language. In this way they could communicate with partners without ever saying a word.
- Ninjas would carry a leather pouch called a *doka*. Inside the *doka* the ninja would carry a hot coal. This could be used to light fuses, or, more importantly, help the ninja warm his fingers on cold nights when undertaking delicate tasks.
- Cunning little sods, weren't they.

Let's get a few things out of the way to start with though. The control system is truly shocking. Trying to navigate through levels is like pushing a shopping trolley. One minute Rikimaru – our scarved, sultry hero – is walking to the left, next he's jumping backwards. It was the same with the original though and with a little patience you soon become accustomed to a control system that should be perceived as more original than ill-conceived. Graphically *Tenchu 2* is only a little tweaked. It doesn't look bad, but you'd at least expect a positive lunge towards the box marked 'pretty', rather than the quality of the graphics staying stationary on us. Fogging, in the form of mist or the veil of night, also seems to be a little too convenient at times, hiding a multitude of sins. It adds to the tense sense of stealth and concealment but it would have been interesting to see what the levels would appear like without such 'cinematic' aids.

Tenchu 2 is a prequel. Rikimaru is a young Japanese Leonardo DiCaprio, without the disgruntled look and scars ⏭

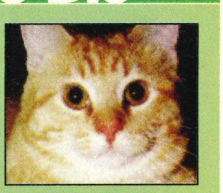
PLAY INFORMATION

Official PAL UK

Publisher	Activision
Contact	01895 456 789
Price	£34.99

One Player | Memory Card | Dual Shock

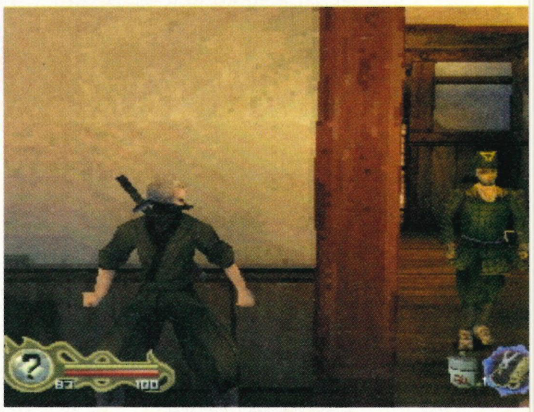
Time To Die



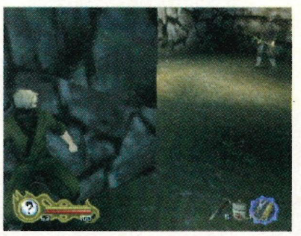
Ninjas were a clever bunch. Work often involved a considerable amount of patience, waiting for the correct time to strike, but judging time was difficult if the sun was obscured by cloud. Instead, the ninja would enter a village and look for a cat. By examining the highly photosensitive eyes of a cat, the ninja could then determine the time: the narrower the eye, the nearer to noon it was. Fascinating stuff, we're sure you'll agree.



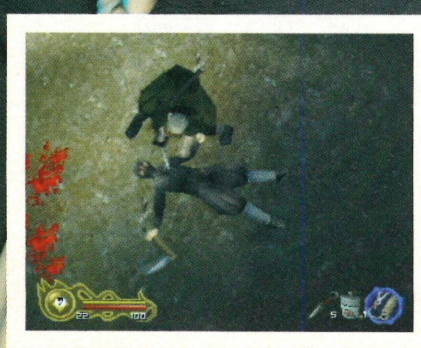
[Right] In five seconds this guard will be spilling his belly all over the floor and you'll be nothing but one of the shadows again. A bit like Hank Marvin then, really.

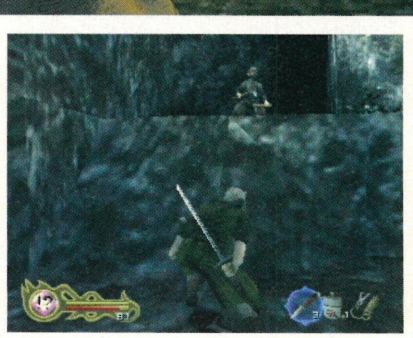






If there was ever a game to get the heart beating in absolute fear and anticipation, you're looking at it...





Snack Attack

After years of training to fine tune your ninja skills, at last you bow before your master. You are finally a ninja. Your reward? A hotdog.





sported in the original, and Ayame is a little less buoyant up front. They still harbour a serious bloodlust though, and after finishing their training are sent out to slit many a throat.

Depending on which of the two characters you choose (there is a third up for grabs should you complete the game), the direction the storyline takes varies. Much like *Resident Evil 2*, the stories of our two chaps intertwine and indirectly affect the outcome of each other, making for two games in one, essentially. Of course, if you include the third of our intrepid heroes there is a trilogy of stealth-related games for your money.

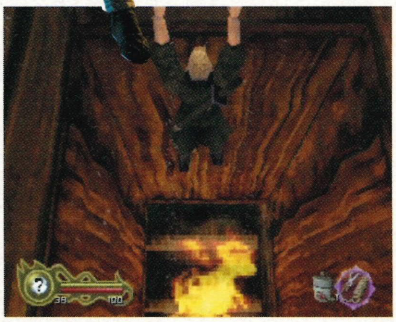
The premise of the first *Tenchu*, obviously, was stealth. Clambering around roof tops was the crux of it, plus breaking into fortified settlements, but a little more imagination has blessed this latest offering. You still have the midnight roof top death-bringer thing to play around with, but there are now a wealth of slyly implemented missions too. Bandits will overrun a temple high in the mountains concealed by a canopy of clouds. To defeat them you need to harness the potential of your grappling hook, searching out nooks in order to progress to the summit. Water also plays a considerable part in this visceral procession. Whereas you could only paddle in the original, now a blowpipe acts as a snorkel, as you submerge yourself and sneak up on foes from below. Combat also takes place in water, with blood swirling out and diluting as you battle – defeat the rascally villain and he'll bubble under in a red froth. It's all rather satisfying too.

The sequel builds on the underground success of the first, ad infinitum!

Purists will already know that *Tenchu* was the first game to introduce stealth as a serious gaming genre on the PSX. Fully utilising the subversive, clandestine nature of the ninja, the sequel builds on the underground success of the first, ad infinitum. The controls may be drunkard-like in execution but the storyline and gameplay are second to none. Not even *Metal Gear Solid* can match the sheer volume of snooping required of you in *Tenchu 2*, and that's something you don't often get the chance to say.

Obviously, if you were to confront the bad guys one on one you'd find *Tenchu 2* was just another beat-'em-up, but stalk them, watch their patterns of movement, learn their habits and you'll discover a truly superior sequel. If there was ever a game to get the heart beating in absolute fear and anticipation, you're looking at it. *Tenchu 2* – really something quite special.





PLAY

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Superlative snooping sequel. Spectacular!

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Tenchu	77%
Metal Gear Solid	97%

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Writer Simon Cann **Available** August 2000





[Above] Despite his sinister appearance, the end of game boss proves to be as threatening as a Smurf with a butter knife. **[Right]** Enemies are willing to stand still whilst you pummel them into submission.

Crisis Beat

Mid-game crisis

PLAY INFORMATION

UK PAL

Publisher Virgin Interactive

Contact ✆ 0207 55100000

Price £19.99

One Player | Two Player | Dual Shock

This wouldn't represent good value as a rental, let alone a purchase...

They don't make them like they used to, or so the old saying goes. Backing this statement up is the inexplicable decline in the once popular side-scrolling beat-'em-up. The most celebrated examples in the genre included the enjoyable *Final Fight* and *Double Dragon*. However, since the advent of the PlayStation it would seem that developers have lost the knack of creating such titles, with the biggest hurdle being translating the action into a 3D environment. Recent failures have included the average *Fighting Force 2* and the abysmal *Gekido*. Unfortunately, the workmanlike *Crisis Beat* does little to make amends.

Choosing from four stereotypical characters, one or two players must proceed through the game's bland levels in a bid to foil the plans of an evil terrorist group. These cheeky so-and-so's have hijacked the bizarrely named "Princess of Fearless" passenger cruiser and it's your job to save the day. Essentially, you achieve your objective by wandering through a spartan series of rooms and corridors, kicking the hell out of the equally bland enemies you encounter.

As is par for the course, you can perform a limited range of kicks, punches, throws and special moves (none of which inspire). Parts of the scenery and weapons dropped by vanquished foes can also be used in the melee. Whilst for five minutes the action is mildly diverting, the basic graphics (rough character detail and animation), poor enemy AI and infinite continues soon kill the simplistic action dead. To be honest, this wouldn't represent good value as a rental, let alone a purchase. **35%**

Dracula: The Resurrection

Fangs, but no fangs...

PLAY INFORMATION

UK PAL

Publisher Microids

Contact ✆ 01525 852900

Price £29.99

One Player | Memory Card | Dual Shock

This is the videogame equivalent of being shown your dead neighbour's holiday snaps...

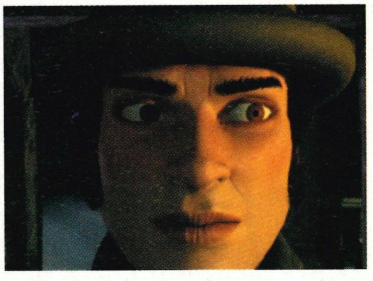
Remember those old horror movies where you think the bad guy's been killed, but inevitably he rises from the dead? Well that's the feeling invoked upon encountering *Dracula: The Resurrection* (*DTR*). Much like Jason Vorhees/ Michael Myers and Co, the point and click interactive 'movie' genre just doesn't seem to stay down. Here at PLAY we'd hoped (nay, prayed) that this type of affair had finally been laid to rest. Unfortunately, this doesn't seem to be the case, and thus we find ourselves with yet another nigh on unplayable piece of glorified FMV, posing in the guise of a videogame.

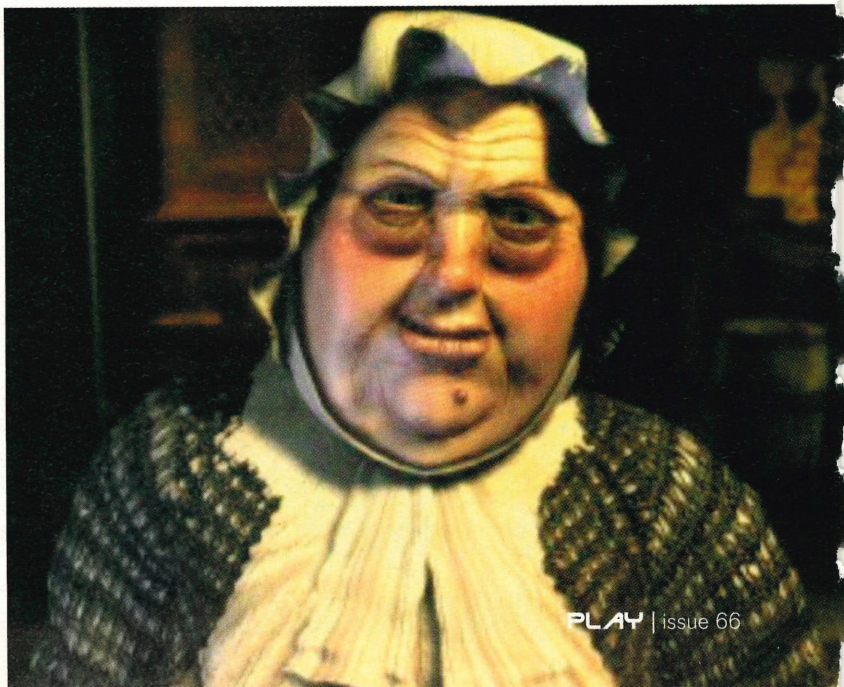
Indeed, what you have with *DTR* is a string of FMV sequences (spread over two discs), lumped together via an incredibly cumbersome point and click user interface. You assume the role of a young vampire hunter, whose raison d'être is to vanquish the abominable Count Dracula. This involves trudging through a series of drab, static locations, solving some ill-conceived puzzles and indulging in some banter with the archetypal, inbred locals – whose dialogue consists of the usual "you're all doomed" type of nonsense. Progress is made by moving your cursor around the screen until an action prompt is highlighted; this signifies that you can move to another location, examine an object or talk to the aforementioned locals. Suffice to say the 'action' is incomprehensibly dull.

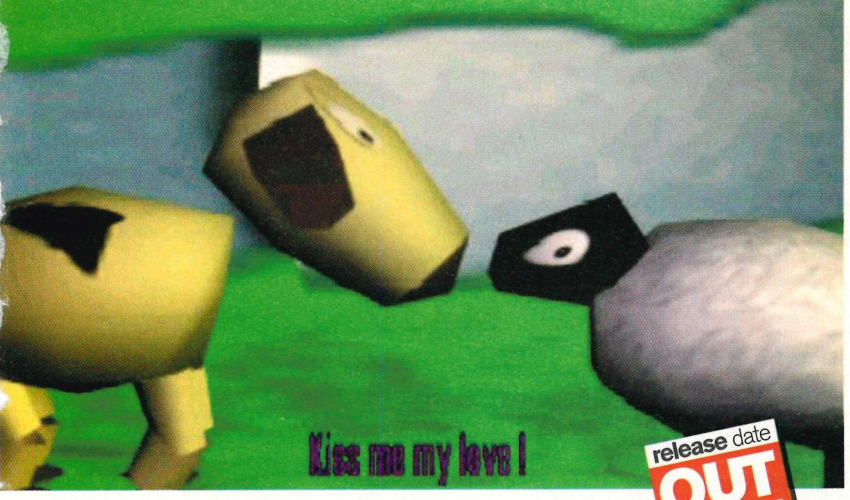
In short, this is the videogame equivalent of being shown your dead neighbour's holiday snaps, only you don't get a cup of tea and a biscuit. **20%**

release date OUT NOW









release date OUT NOW



[Above] The game starts with a lengthy animated sequence. [Right] Poor camera angles makes navigation extremely tricky.

Evo's Space Adventures

Evo over we go!

PLAY INFORMATION

UK PAL

Publisher Take 2

Contact ✆ 01753 854444

Price £9.99

One Player | Dual Shock | Memory Card

Unfortunately, the glitchy graphics and a ridiculously limited draw distance hamper the action...

This platform/puzzler hybrid appeared two years ago on the N64, where it went by the name of *Space Station Silicon Valley*. Unfortunately, the game has gone through more than a simple name change in its transition to the PlayStation and the end result is a sloppy conversion that totally fails to emulate the enjoyable animal-possessing action of the original.

Having crashed your rocket ship on an isolated space station (which is on a collision course with Earth), you find yourself in control of the robotic Evo (or what's left of him). You see, during the crash Evo ejected and his body was shattered, though his control microchip landed intact and can handily possess the bodies of the various robotic animals who inhabit the locations.

The range of animals on offer is vast and includes sheep, mice-on-wheels, tank turtles and even rocket dogs. Your mission involves utilising these animals (each of which possesses different abilities) to complete a series of objective-based missions. One minute you'll be herding in sheep with a mechanical dog, the next you'll be negotiating a series of sewers in a rat! The gameplay attempts to blend together puzzle and platforming action and the sad thing is – as the N64 version proved – this could have worked brilliantly. Unfortunately, the glitchy graphics and a ridiculously limited draw distance hamper the action. The game's incredibly slow pace is the final nail in the coffin and ensures that, even at £9.99, this should be avoided. Put simply, the developer responsible for this conversion shouldn't be allowed to work in the industry again **25%**

Toshinden 4

Four beat-'em-ups and a funeral

PLAY INFORMATION

UK PAL

Publisher Virgin Interactive

Contact ✆ 0207 5510000

Price £19.99

One Player | Two Player | Dual Shock

The lack of visual finesse is backed up by some equally shoddy fighting action...

The original *Toshinden* preceded *Tekken* as the first 3D beat-'em-up for the PlayStation. Indeed, in its day the game looked fairly impressive: huge characters battled with weapons and projectiles on some nicely detailed backgrounds. Since then the series has aged like a fine wine in reverse, and this fourth (and worst) instalment is the videogame equivalent of Blue Nun.

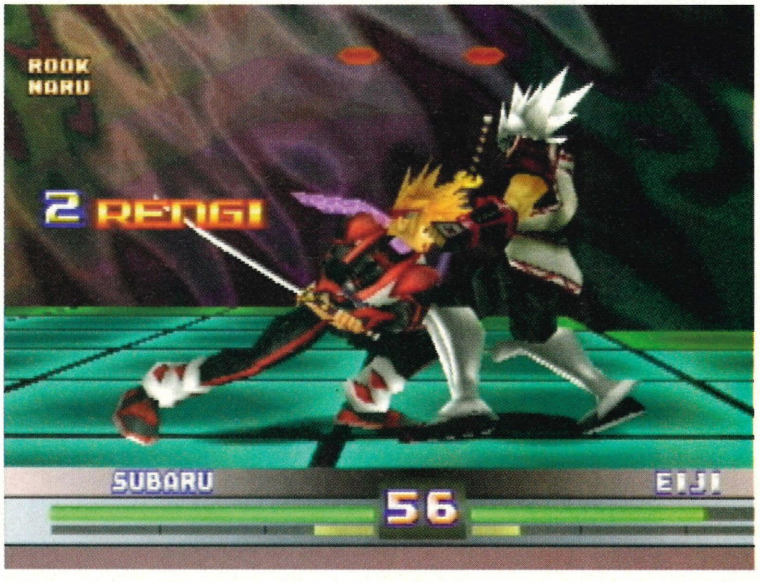
In fact, it's difficult to fathom how the developer has managed to release a game that, in almost every respect, is inferior to the half-decade old original. For starters, the game's visuals are appalling. The unimaginative characters are both small and badly detailed; animation is also unbelievably choppy and looks laughable when placed next to the visually resplendent *Tekken 3*. You might be forgiven for thinking that this lack of character detail represented some kind of trade-off, allowing the implementation of some fancy, interactive backdrops (as in Tecmo's *Dead Or Alive 2*), but think again. Certain levels consist of little more than some flat tiling surrounded by an ominous black void.

This lack of visual finesse is backed up by some equally shoddy fighting action. A token team battle mode has been included, but does little to mask the ill-conceived gameplay that lurks within. Controls are unresponsive and the lack of depth in the characters' repertoire of moves is simply unforgivable. As a piece of software, *Toshinden 4* would have looked substandard five years ago; today it looks positively archaic. Hopefully, this signals the end of a series that should have been laid to rest years ago... We can but hope. **23%**

release date OUT NOW







Writer Simon Cann **Available** Now (Import)





[Above] This little fella is one of the many bizarre characters you'll encounter on your travels. For those of you who can't read Japanese, he's saying "Help me! I must have fruit!"

release date OUT NOW

Dr Slump

Doctor, I've got this little problem...

PLAY INFORMATION

Japanese

Publisher Bandai

Supplied by Project K

Contact ✆ **0208 508 1328**

Price £Call

One Player | Memory Card | Dual Shock

The game contains a truckful of indecipherable Japanese text, but for God's sake don't let that put you off – allow the gameplay itself to do that...

Although the title may suggest otherwise, *Dr Slump* is not a game based on the comical exploits of our much beloved and overburdened NHS. Nor does it centre on a medical practitioner with impotence – this much we can be sure of. However, beyond these two solid facts we can be certain of precious little else regarding this bizarre Japanese import. You see, as is so often the case with the games reviewed on these two pages, this title contains a truckful of indecipherable (to non-Japanese readers at least) Japanese text; but for God's sake don't let that put you off – allow the game itself to do that.

The 'action' commences with you in control of a peculiar looking female youngster. Having waded through a plethora of the aforementioned text, you find yourself free to wander off and explore your 3D surroundings. And a very strange world you find yourself in too. Indeed, it is a world loaded with gaudily coloured buildings and locations, each of which are full to bursting with beautiful Western consumer items, such as radios and books. Many of these objects can be examined, revealing yet more text. Likewise, it's also possible to communicate with the other cute characters you chance upon, with language once again presenting a barrier to progress.

You will eventually find yourself thrown into special (very special, in fact) events: running round a school athletics track with smoke billowing from your feet, for example. At one point in the game you encounter a man standing outside a coffee shop... he may be God. **45%**

K-1 King Of Kings

More like Court Jester!

PLAY INFORMATION

Japanese

Publisher Xing

Supplied by Project K

Contact ✆ **0208 508 1328**

Price £Call

One Player | Memory Card | Dual Shock

In a desperate bid to lend the game some substance the developers have included a 'train your fighter' mode...

This month has seen some of the poorest import releases in living memory. Surfing on the crest of this tidal wave of foreign excrement is this incomprehensibly awful kick-boxing title.

From what we can fathom, you select one of a motley-looking, appallingly animated group of kick-boxers and then proceed to take your fighter through the ranks. If you can actually manage to make your way through the nightmarish range of Japanese options, you'll discover a game so unremittingly dire that you'll question why you ever started playing videogames in the first place.

To all intents and purposes the developers might as well have set the fights underwater, because when you see the unbelievably slow-moving pugilists, you'll find yourself looking for the bubbles of oxygen rising up out of their mouths.

In a desperate bid to lend the game some substance the developers have included a 'train your fighter' mode. Here you put your character through his paces in a virtual gym. Various exercises are on offer, including sparring, weight training and aerobics – although they seem to have little bearing on your performance in the ring. In addition to this, you can also develop your repertoire of moves by assigning different techniques to individual limbs. In keeping with the rest of the game, this is an exercise in futility and ultimately leaves you feeling used and dirty.

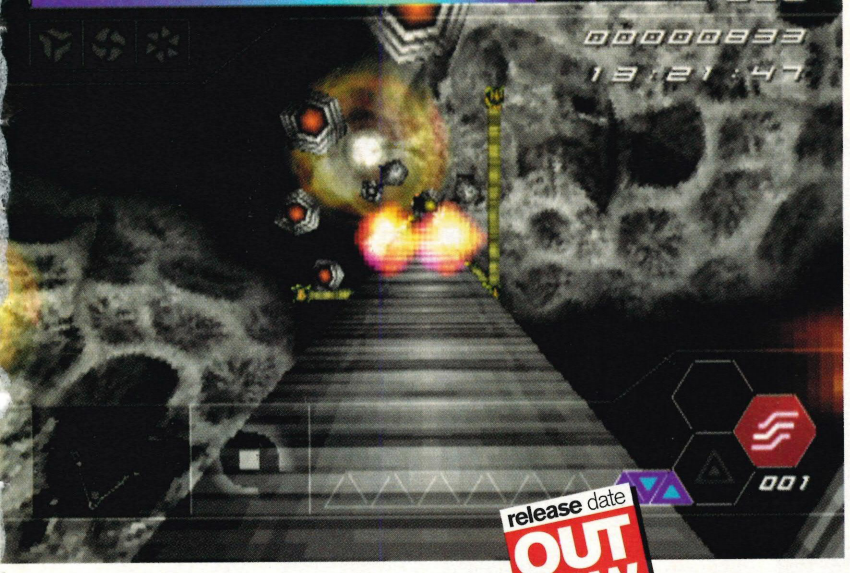
Okay, so the mass of Japanese text doesn't help matters, but it's plainly clear that *K-1 King of Kings* would be an abysmal game in anyone's language. **10%**

release date OUT NOW

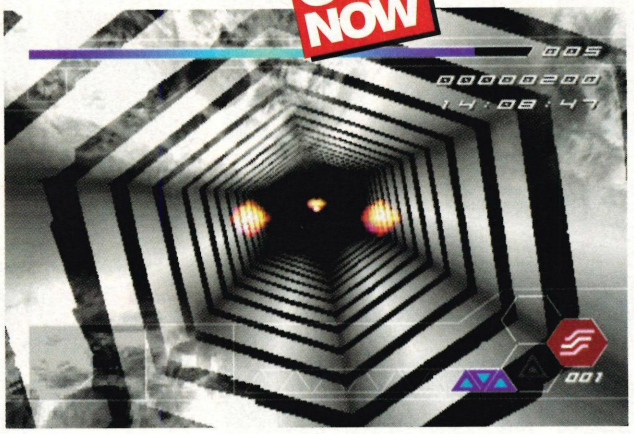








[Above] A typical scenario from the game. Objects such as these constantly fly towards you in kamikaze style formations. Quite what's actually going on is a mystery...



Lattice

What the hell is this?

PLAY INFORMATION

Japanese

Publisher	Nousite Inc
Supplied by	Project K
Contact	0208 508 1328
Price	£Call

One Player | Memory Card | Dual Shock

Quite what was going through the minds of the developers when they cooked this one up is anybody's guess...

Every so often a new game comes along and completely tears up the rule book. *Lattice* is one such game, but unfortunately because the rule book has been torn into such tiny pieces, you can't stick it together again to find out what the hell the game is about.

Basically, you're at the controls of some state of the art starfighter-type craft and find yourself tearing around a series of freely suspended platforms in outer space. Within seconds the screen has filled with bizarre alien shapes and objects, which presumably you're supposed to destroy.

An energy bar at the top of the screen depletes as you take hits, but apart from that nothing else in the game makes a great deal of sense. Quite what was going through the minds of the developers when they cooked this one up is anybody's guess, but one thing's for sure: these boys weren't playing with anything near a full deck.

The pace and intensity with which the game plays would require a Jedi's reflexes to comprehend. Thus, after a brief attempt to get into the proceedings, you eventually resign yourself to just sitting back and watching everything go by. Once you accept defeat, the game does a pretty good impression of those light show demos that came packaged with the PlayStation at launch. The question remains though: would you pay good money for this? If the answer to that question is yes, then you're probably further gone than the loons who developed the game. **30%**

Rampage Through Time

Somebody's gotta stop them!

PLAY INFORMATION

US

Publisher	Midway
Supplied by	Project K
Contact	0208 508 1328
Price	£Call

Three Players | Memory Card | Dual Shock

The sub-games are a damn sight more enjoyable than the main game, but then again so is influenza...

In case you were in any doubt, the introduction to this review isn't referring to the giant, city-razing monsters that feature in this 'game'. It is instead referring to Midway, which has now released not one, not two, but three (yes three) updates of the ageing *Rampage* coin-op. We can only pray that this time travel-based instalment of the series is the last, because the concept is now well and truly past its sell-by date.

If you're not familiar with the series, we'll explain. One to three players assume control of a giant mutated beast. Having selected your monster, you must destroy a series of scrolling cityscapes by climbing each building you pass and punching and kicking it into dust. Naturally, you're competing against your two rivals (which are computer controlled in solo mode) for both destruction points and the special items, which appear in the smashed windows of the buildings you're wrecking.

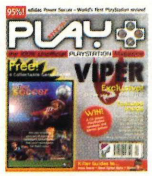
As well as your overgrown accomplices, you'll also have to tend to the tiny inhabitants of the city you're destroying; these vary depending on which time zone you're in. Oops, we almost forget to explain this latest game's unique selling point: instead of travelling around the world or universe, you travel through time. Where do they get these enchanting ideas?

Some token mini-games (variations on *Pong* and *Combat*) have been thrown in and look every bit the afterthought they so obviously are. With that said, the sub-games are a damn sight more enjoyable than the main game, but then again so is influenza. Stop it Midway! It's OVER! **33%**



BACK ISSUES 1995 2000


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issue 06 **sold out**

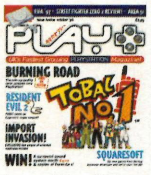

issue 07 **sold out**


issue 08 **sold out**


issue 09 **sold out**


issue 10 **sold out**


issue 11 **sold out**


issue 12 **sold out**


issue 13 **sold out**


issue 14 **sold out**


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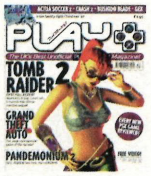

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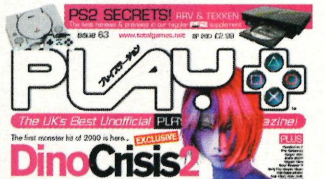

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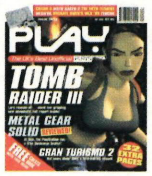

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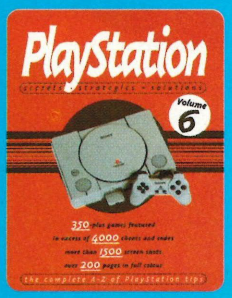
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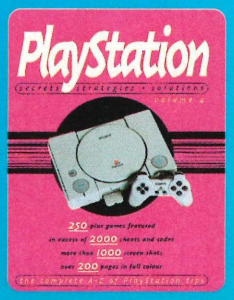
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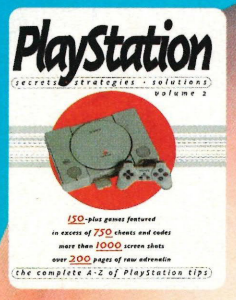
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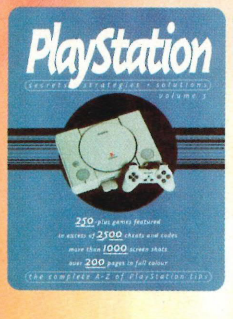
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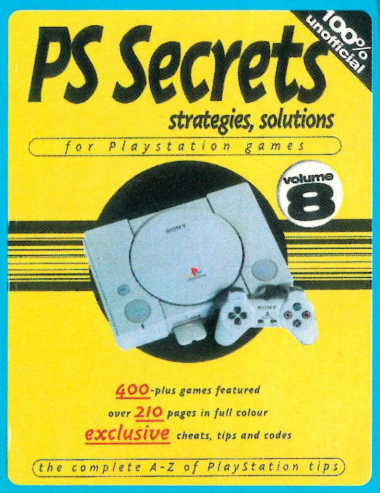
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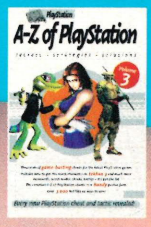
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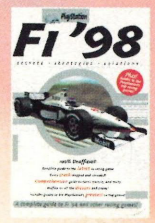
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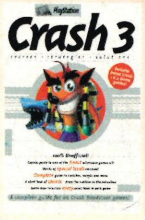
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StationMaster

Welcome to **station**master, where we provide the latest cheats, tips and codes for the hottest releases. If you have any cheats or requests, then feel free to contact us at the addresses shown below...



Q&A

questions&answers

Q I am stuck on *Heart Of Darkness*. I keep getting eaten by Shadow monsters and would like a cheat for infinite health or a level skip. Help me, I'm going mad!
Chris Tarik, Bath
A To access the cheat mode, hold all the shoulder buttons on joypad two and turn the PlayStation on. Keep them pressed and enter the options screen from the main menu using controller one. Now choose 'load game' from the tree-house options screen and you'll be able to start the game from any level.

Q My friend keeps going on about a mole that pops up in the middle of *Track and Field 2*. We both have the game but I've never found it. Does it exists and what does it do?
Lee Manger, Hammersmith
A The mole does appear on the long jump event. He pops his head up through the sand if you manage to get a score ending in three identical numbers – 2.22, 3.33, 4.44 etc. He doesn't actually do or mean anything, he's just something the developers put in for a laugh.

Q Can you please help my son? He's forever screaming at Buzz Lightyear in *Toy Story 2* because he's always getting killed. Got anything to shut him up?
Christine Nightingale, West Brom
A For a level skip press ⇨, ⇦, ●, ▲, ▲ at the options screen. He'll still need to collect the pizza tokens though, so maybe your peace and quiet will only be short-lived. Sorry!

Q In *Twisted Metal 4*, I want a cheat to get infinite special weapons. Is there one?
Jake Bickerdyk, Guildford
A Well you're friendly, aren't you! Try entering ▲, L1, ⇩, ▲, ⇧ as a password at the options screen. For 'God' mode enter ⇩, ⇦, L1, ⇦, ⇨ as a password, again at the options screen. You should hear laughter when these codes are entered correctly. Happy now?

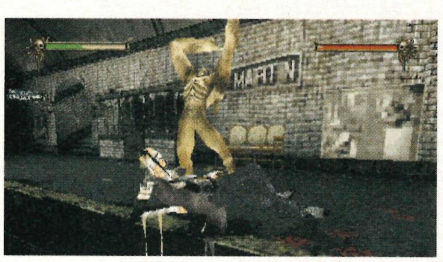
Q Great review of *Tony Hawk's 2*, I'll be buying it as soon as it comes out, but in

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Nightmare Creatures 2

One cheat does it all in this horrendous sequel! official UK

INVINCIBILITY:
Press Start to pause gameplay, then hold R2 + L1 + ● + ■ and press Select. Select the Cheats option to access an option for unlimited lives.









Hogs Of War

Save your bacon!

official UK

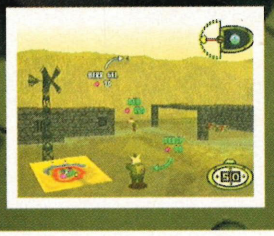
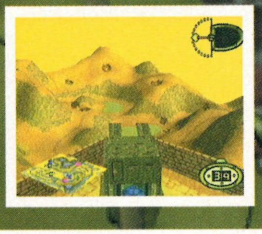
ALL MOVIES

To gain access to all the FMV scenes, use the password PRYING PIGS as your team name. If you use WATTA PORK as your team name you can access an additional scene.

SECRET TEAM

To access the secret team known as 'Team Lard', use the following password as your team name: MARDY PIGS.



Jackie Chan's Stuntmaster

He's so small, he needs you to give him a hand!

official UK



LOADSA LIVES

At the start of the Roof Top level 2, jump on the lift. Kill the stick-wielding ninja on the right to turn on the light above the door. Enter the room and kill the enemy to make a ladder descend. Climb it for an extra life. After collecting this, exit the level. Re-enter the same level and you can go and get that extra life again! Repeat this trick as many times as you want to accumulate loads of lives.

BONUS MOVIE

Upon completing the game, a door opens on the left of the level select area, leading to the Shaolin Temple. However, you need to have collected all 20 Gold Dragons (15 for all the Red Dragons collected, plus five more hidden ones) to view the bonus movie there. Enter the door and take either the upper or lower path to the temple steps, killing all the enemies there to open the gates. Enter and defeat the ninja to open the inner chamber. Enter it and kill all the ninjas to see the movie – an interview with the great Jackie Chan himself, showing how he did the motion-capture stunts.

the meantime, have you got any cheats for *Street Sk8er 2*?
Joe Downey, Fort William

A For all characters, press ⇦, ⇦, ●, ●, L2, ■, ⇨, R2. All tracks can be obtained by pressing ⇦, ⇨, ⇦, ⇨, ●, ●, R1, ■ at the main menu.

Q Are there any cheats for the fantastic *Oddworld: Abe's Exoddus*? I've encountered some sluggy things that like eating me and I'd really appreciate some cheats, preferably for a level skip or invincibility. Hope you can help. Cheers.
Billy Vincent, Swindon

A To advance to the next path hold R1 and press ●, ●, ×, ×, ■, ■ during the game. This will also let you watch the FMV, but you still need to complete the last level if you want to see the FMV for the end sequence. For invincibility hold R1 and press ●, ▲, ■, ×, ⇩, ⇩, ⇩, ●, ▲, ■, × during the game.

Q Yo! [Oh God, here we go, a 'cool' one – Ed.] Me and my bro's want some phat cheats for da wicked *Colin McRae*. Not da second cumming ya understand, we wants da first of da mutha games. Styleeeeee!
MC Crispbread and da Brummie massive

A Yo, wicked letter. Indeed. Right, you can have a cheat for all tracks for the first *Colin McRae* game because we think that's what you're asking for. If you want any more, write to us in English. Enter OPENROADS as a name. Phat?

Q Do you have any cheats for *Croc 2*? Thanks!
John McCloud, email

A Hold L1 and press ▲, ⇦, ⇦, ⇨, ■, ⇧, ⇧, ⇦, ● at the title screen, and then hold L2 and press R2 during the game to access a cheat menu.

Q Are there any cheats for *Eagle One Harrier Attack*? It's so hard that I can't control the plane most of the time, so any cheats would be really handy!
Richard Cooper, Westminster

A For a level select pause the game and press R1, L1, R2, L2, Start.

more Q&A next month

Silent Bomber

Suffer in silence no more! official UK





ADVANCED MODE
Complete the game to unlock Advanced mode. You can then select any mission and replay it to collect any datachips that you have missed.

MERCURY IN VR MODE
Achieve a rank of B or higher in each level to unlock Mercury. The easiest way to do this is in Advanced mode, after completing the game.

BENOIT MANDERUBROT IN VR MODE
Achieve a rank of A or higher in each level to unlock Benoit. The easiest way to do this is in Advanced mode, after completing the game.

NEKO TANK IN VR MODE
Achieve a rank of S in each level to unlock the Neko Tank. The easiest way to do this is in Advanced mode, after completing the game.

MAXED OUT E-UNIT
Achieve a rank of A in each level to get an E-Unit with maximum stats, in addition to Benoit, in Battle mode.

Colin McRae Rally 2

EXTRA CHEATS

Select Create New Driver Profile, enter any three-letter tag, and then enter one of these codes as the driver's name:

- **HELLOCLEVELAND**
All tracks unlocked.
- **ONECAREFULOWNER**
All cars unlocked.
- **RORRIMSKCART**
Mirror tracks (to turn cheat on, select Options, then Cheats).
- **HELLO_RAZU_AND_FLEA (where '_' = space)** Cat silhouette (shape of track on main menu!)







Glover

CHEATS

Pause during play to enter the following codes. A message will confirm correct entry.

- **Cheat Menu:** R1 x3, L1 x2, L2, L1, L2.
- **Infinite Lives:** R1 x5, L2, R2, L2.
- **Infinite Health:** L2x2, R2, L2 x3, R1, L1.
- **Checkpoint Select:** R2 x2, L2, L1, R1 x2, R2, L1.
- **Call Ball:** R1, L1 x2, R1, L2, L1, R2, R1.
- **Disable All Cheats:** L2 x8

Hackers Paradise

We've had hundreds of letters begging for codes and here are your favourites. Enjoy them, because blood, sweat and tears were shed getting them! If you have a game you're dying to crack then send us a postcard labelled **"Most Wanted"** and tell us which game you'd love to see blown apart. The most popular games will then receive the full PLAY treatment. More next month!

XPLORER latestcodes

Hogs Of War (These only work with the latest XPlorer cartridge)

Note: This code must be activated to allow the others to work.
05ABD637CECD
Infinite Ammo & Items
05B3FF13CECD
Max Promotion Points
85AB739DD1B4

Driver (Platinum)

Complete Trial
B65D5756 8D8E
16748CF2 595A
Take No Damage
865D03B4 595A
No Felony
865DC89C 595A

Vagrant Story

Infinite HP
75BAB8FD4EDE
85BAB827D1B4
Max HP
75BAB8FD4EDE
85BAB829D1B4
Infinite MP
75BAB8FD4EDE
85BAB82BD1B4
Max MP
75BAB8FD4EDE
85BAB82DD1B4
80060070 03E7
'Risk' Always Zero
35BAB82FCECD
'Body' Always Excellent
35BBBE3BCE95
'Right Arm' Always Excellent
35BABC83CE95
'Left Arm' Always Excellent
35BABBA7CE95
'Head' Always Excellent
35BABD5FCE95
'Legs' Always Excellent
35BBBF17CE95
Super Strength
75BAB8FD4EDE
85BAB831F5DC
Max Strength
75BAB8FD4EDE
85BAB833F5DC
Super Intelligence
75BAB8FD4EDE
85BAB835F5DB
Max Intelligence
75BAB8FD4EDE
85BAB837F5DB
Super Agility
75BAB8FD4EDE
85BAB839F5DC
Max Agility
75BAB8FD4EDE
85BAB83BF5DC

Tomb Raider: TLR

All Weapons
8660062C 504F
8660062A 504F
86600630 504F
8660062E 504F
Spider Lara
8660051A 5959
Maximum Sprint
8660D470 594F
Infinite Small Medipacks
86600654 504F
Infinite Large Medipacks
86600652 504F
Infinite Flares
86600B58 504F

Star Wars: Jedi Power Battles

P1 Infinite Health
800B1EF4 0064
P1 Infinite Force Power
800B1EFC 0064
P1 Have Lots Of Jedi Points
800B1EF0 423F
800B1EF2 000F
P1 Have Infinite Special Weapon
800B1F02 0005
P2 Infinite Health
800B1F10 0064
P2 Infinite Force Power
800B1F18 0064
P2 Have Lots of Jedi Points
800B1F0C 423F
800B1F0E 000F
P2 Have Infinite Special Weapon
800B1F1E 0001
Infinite Continues
800B1EEC 0000
P1 Play As Darth Maul
800B1D6C 0005

ACTION REPLAY latestcodes

Alundra 2

Health
8006645A 03E7
80066458 03E7
Lots Of Gold
8006644C FFFF

WWF Smackdown

P1 Infinite Special Attacks Single Match
D00BB836 0000
800BB836 0005
P1 Infinite Special Attacks Hardcore
D00BAEE2 0000
800BAEE2 0005
P1 Infinite Special Attacks Special Referee
D00BC16A 0000
800BC16A 0005
P1 Infinite Special Attacks Anywhere Fall
D00BC16A 0000
800BC16A 0005
P1 Infinite Special Attacks I Quit
D00BAF7A 0000
800BAF7A 0005
P1 Infinite Special Attacks Cage Match
D00BACFE 0000
800BACFE 0005
P1 Infinite Special Attacks Survival Match
D00BACFE 0000
800BACFE 0005

Final Fantasy 8

Save Anywhere
80070B02 0100
Have Infinite Money
80078334 0FFF
80078336 5F5E
Infinite ALL Items
5000C601 0001
8007836C 6301

Medievil 2

Infinite Health
800AED4A 3C00
Lots Of Gold
800F1248 270F
Infinite Life Potions
300F11C9 0009
800F11C4 0834
100% Chalice Of Souls
800EFB1C 0063
All Weapons And Full Ammo
50001404 0000
800F11F0 1000
All 12 Enchanted Spirits
800F1288 000C

Silent Hill (Platinum)

Infinite Health
800B96AE 0006
Infinite Ammo And No Reloads
800B95F8 0063
Have All Weapons
800BC098 0180
800BC09C 0181
800BC0A4 0184
800BC0A8 0185
800BC0B0 0187
800BC0B4 FFA0
800BC0B8 FFA1
800BC0C0 FFA3
800BC0BC FFA2
Always Finish With One Save
800BC0CA 0000
Always Finish Game With Time Set To Zero
800BC274 0000
800BC276 0000
Slide And Glide Mode
800B9722 3800

Soul Reaver (Platinum)

Unlimited Health
D00D5DE4 0002
800D5DA8 86A0
D00D5DE4 0002
800D5DAA 0001
D00D5DE4 0001
800D5DA8 A120
D00D5DE4 0001
800D5DAA 0007
Have All Glyphs
800D5DB6 03FF
Unlimited Magic Power
800D5DBC 0063
800D5DBE 0063
Level 4 Energy
800D5DA4 0004

Writer Paul Malinowski

Play Guide

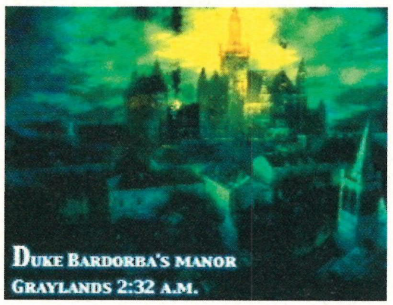
Vagrant Story

Can we spare ten pence for a cup of tea? No, but we can spare you one walkthrough for the best RPG ever! The adventure starts here...

Intro

The intro consists of two small battles, with a lot of talking in-between. Note that there are three intros: the FMV intro, when you load up the game; the plot intro, when you leave the game running; and the mission intro, when you begin the game. The FMV intro shows some nice graphics of the creatures you'll fight during the story. The plot intro will detail the parameters for the mission and the reason behind your assignment to the castle. The mission intro will allow you to practise combat against a few very poor opponents, allowing you to hone your fighting technique before you mix it up with the big boys. Pay attention to all the intros, as they'll provide you with valuable clues to your quest – if you skip through them, you'll be going in blind.







Risk

As a Riskbreaker, Ashley has a special Risk property. Risk is the by-product of chain attacks and battle abilities. The more you use Ashley's abilities, the higher the Risk value gets. Risk can reach a maximum of 99 points. When Risk is low, Ashley's attack success and damage will be high – this is also true for his spells. The greater his Risk, the lower the chance he'll have of successfully striking the enemy and causing palpable damage. To keep Risk low you can use Vera Roots, or simply keep your attack chains quite small.





Break Arts

Break Arts are abilities that are earned by killing a certain number of enemies with a specific weapon. For instance, by using the dagger to kill 30 creatures you'll earn the first Break Art of that weapon. To earn the next, you must kill a higher number of enemies, and so on. If you change weapon type (from sword to dagger) the number of kills required will be altered in relation to the weapon you are currently using.

There are four levels of Break Art, each requiring a different number of Hit Points: a Level 1 attack costs 25; Level 2 costs 40; Level 3, 55; and Level 4, 75 Hit Points.

The best way to use Break Arts is in combination with your heal spells. For maximum effect, use Break Arts when your Risk is at zero. This method works well against end-of-level guardians. Use Break Arts until your Hit Points are very low, then heal Ashley up again and repeat the attacks until the enemy is dead.

Dagger

Break Art: Whistle Sting	Break Art: Double Fang
Alignment: N/A	Alignment: N/A
Damage Type: Blunt	Damage Type: Piercing
Effect: Batters the target with blade power	Effect: Repeatedly strikes specific location
Break Art: Shadoweave	Break Art: Wyrm Scorn
Alignment: Dark	Alignment: N/A
Damage Type: Blunt	Damage Type: Piercing
Effect: Paralyses and damages target	Effect: Shard attack to all body parts

Sword

Break Art: Rending Gale	Break Art: Cherry Rhonde
Alignment: N/A	Alignment: Water
Damage Type: Piercing	Damage Type: Edged
Effect: Long-range attack	Effect: Blasts target with icy force
Break Art: Vile Scar	Break Art: Papillion Reel
Alignment: N/A	Alignment: Light
Damage Type: Edged	Damage Type: Edged
Effect: Chokes with poison cloud	Effect: Imbues target with light power

Greatsword

Break Art: Sunder	Break Art: Swallow Slash
Alignment: N/A	Alignment: N/A
Damage Type: Piercing	Damage Type: Edged
Effect: Focused energy strike	Effect: Delivers critical hit on target
Break Art: Thunderwave	Break Art: Advent Sign
Alignment: Air	Alignment: Light
Damage Type: Edged	Damage Type: Edged
Effect: Damages and paralyses enemy	Effect: Blistering Holy energy strike

Axe/Mace

Break Art: Mistral Edge	Break Art: Killer Mantis
Alignment: N/A	Alignment: N/A
Damage Type: Edged	Damage Type: Edged
Effect: Massive air blast	Effect: MP drain from target
Break Art: Glacial Gale	Break Art: Black Nebula
Alignment: Air	Alignment: Dark
Damage Type: Edged	Damage Type: Blunt
Effect: Strikes with Numbness	Effect: Powerful Dark energy strike



Wine Cellar

You start off in the cellar. Proceed through the door and scale the rocks to reach the first chest. Take the Tovarisch, Buckler, Leather Glove, Cure Bulbs and the Vera Bulbs. Proceed through the door and nail the bat. Use the two boxes next to the wall to climb to the ledge. Go through the door. Climb the steps after the knights have finished talking. When they rush your position, take them one at a time, going for head-shots if you can. When they have both been dispatched, save your game at the chest then walk over to the floating block and use it to cross to the high door.

TOP TIPS

Helping us out this month is our very own vagrant with a story, Tony the tramp. After we threw him some spare change, he came up a fine selection of trashy tips.

When your Risk gets too high, your magical attacks will become less accurate. Use magic before wading in with your sword.



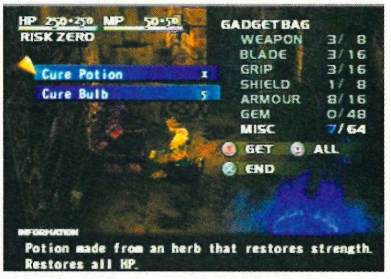
Enter combat mode as soon as you are through the door. Drop the bat as it swoops down, then back away from the steps before the silver wolf pounces. Strike the beast twice with your blade to make a fur coat out of it. Scale the steps to the high door, sticking to the right wall to avoid the gust trap.

Wait at the bottom of the ledge until the first knight drops down. When he does, catch him off balance and get in a few head-shots, then finish him off. Climb to the ledge using the boxes. Quickly drop down and nail the crossbow dude below. Go through the next door. Kill the bat and climb the boxes to get to another high door. Slay the silver wolf below to access the door. Once in the next room, the door will seal itself. Battle the bats and the wolves to get the weapons from the chest, then return to the previous room and continue.

Pass through the door. Kill the wolf. Grab a crate from the top of the stack, after scaling the ledge. Drop into the pit beneath the high doorway. Stack the block next to the ledge and climb up to the high door. Pass through. Drop down and slay the wolf. Walk over to the pile of three blocks. Smash the middle one with your sword. Pick up the crate and stack it near the lever. Try the door, then climb







Break Arts Continued...

Great Axe

Break Art: Bear Claw	Break Art: Iron Ripper
Alignment: N/A	Alignment: N/A
Damage Type: Blunt	Damage Type: Blunt
Effect: Strong hammer blow	Effect: Strike damages armour
Break Art: Accursed Umbra	Break Art: Emetic Bomb
Alignment: N/A	Alignment: N/A
Damage Type: Blunt	Damage Type: Edged
Effect: Curses targets	Effect: Multiple strikes on target

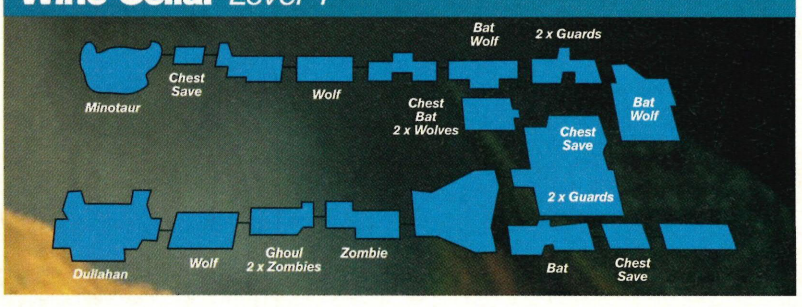
Staff

Break Art: Sirocco	Break Art: Gravis Aether
Alignment: Fire	Alignment: Earth
Damage Type: Blunt	Damage Type: Blunt
Effect: Fiery blast engulfs target	Effect: Uses solid ground against target
Break Art: Riskbreak	Break Art: Trinity Pulse
Alignment: N/A	Alignment: N/A
Damage Type: Piercing	Damage Type: Blunt
Effect: Reduces Risk	Effect: Shockwave attack on target

Heavy Mace

Break Art: Bonecrusher	Break Art: Ignis Wheel
Alignment: N/A	Alignment: Fire
Damage Type: Blunt	Damage Type: Blunt
Effect: Hammer-like blow on target	Effect: Flame wall strikes target
Break Art: Quickshock	Break Art: Hex Flux
Alignment: Air	Alignment: Light And Dark
Damage Type: Blunt	Damage Type: Blunt
Effect: Numbing strike	Effect: Light and Dark strike on target

Wine Cellar *Level 1*



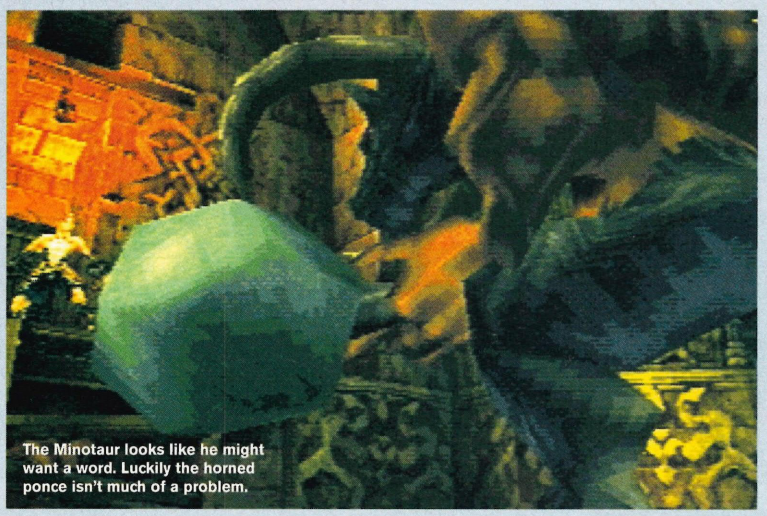


up the box and throw the lever. You now have three seconds to drop down and go through the door. In the next room, pick up two boxes and stack them underneath the high doorway. Climb up to reach the next room. Enter the following chamber and steal the Cure Potion and the Cure Bulbs from the chest. Save your game at the blue circle before entering the guardian chamber.

Boss Minotaur

ATTACKS: .....Giga Rush, Hammer Blow
ITEMS: .....Grimoire Guerir, Grimoire Debile, Chamomile Sigil
TOUGHNESS FACTOR: 1

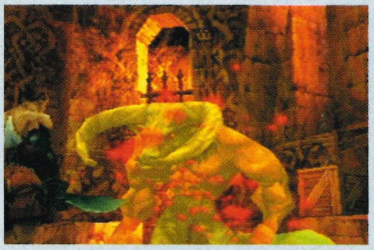
The Minotaur is half the screen high, but hey – the bigger they are, the easier they are to hit. It has two main attacks: the Hammer Blow and the Giga Rush. Neither of these is very damaging, so they shouldn't pose a problem if you have low Risk and high Hit Points. Use head strikes to blind the Minotaur, and kill him with four such hits. After the Sandra Bullock lookalike (or rather, soundalike) has been carved up, climb the ledge at the far end of the chamber. Examine the chest to get the Pelta Shield, Vera Bulbs and Yggdrasil's Tears. You'll also get the Chamomile Sigil.



The Minotaur looks like he might want a word. Luckily the horned ponce isn't much of a problem.



Drop down off the ledge and strike him with head-shots so the freak is stunned by your attack.



Once you have made a quarter pounder out of him, collect the Chamomile Sigil to exit the cellar

Break Arts Continued...

Polearm

Break Art: .....Ruination
Alignment: .....N/A
Damage Type: .....Piercing
Effect: .....Energy ball attack

Break Art: .....Giga Tempest
Alignment: .....N/A
Damage Type: .....Piercing
Effect: .....Damages armour and target

Break Art: .....Scythe Wheel
Alignment: .....Air
Damage Type: .....Piercing
Effect: .....Damages armour and target

Break Art: .....Spiral Scourge
Alignment: .....Water
Damage Type: .....Piercing
Effect: .....Whirlwind attack

Crossbow

Break Art: .....Brimstone Hail
Alignment: .....Fire & Dark
Damage Type: .....Piercing
Effect: .....Dark attack on target

Break Art: .....Death Wail
Alignment: .....Earth & Dark
Damage Type: .....Piercing
Effect: .....Demonic power blast

Break Art: .....Heaven's Scorn
Alignment: .....Air & Light
Damage Type: .....Piercing
Effect: .....Light attack on target

Break Art: .....Sanctus Flare
Alignment: .....Water & Light
Damage Type: .....Piercing
Effect: .....Short-range dragon attack

Bare-Handed

Break Art: .....Lotus Palm
Alignment: .....Physical
Damage Type: .....Blunt
Effect: .....Ashley's spirit attacks

Break Art: .....Vermillion Aura
Alignment: .....Light
Damage Type: .....Blunt
Effect: .....Holy power attack

Break Art: .....Vertigo
Alignment: .....Physical
Damage Type: .....Blunt
Effect: .....Attack with Numbness

Break Art: .....Retribution
Alignment: .....Dark
Damage Type: .....Blunt
Effect: .....Darkness consumes all

Body Talk

During combat you'll notice the little picture of Ashley (in the bottom-left corner) changes colour when hit. Each limb has five stages of health:

Blue	Perfect	This is the normal level of health. Ash has taken no damage.
Green	Good	Ash has taken a few light wounds and is not in need of healing.
Yellow	Average	Several hits have been taken. Fighting ability is not impaired.
Orange	Injured	Limb on the point of destruction, so make with the healing magic.
Red	Dying	Limb has been mortally damaged, combat penalties apply.

If a limb is reduced to red then Ashley, or the wounded creature, will suffer debilitating combat effects, depending on which part is injured:

Head	Silenced	Cannot use magic.
Body	Risk doubled	When in battle mode, Risk will increase quickly.
Right Arm	Attack at 50%	Damage inflicted is halved for Break Arts and regular attacks.
Left Arm	Parry at 50%	Ashley's chance to deflect attacks is reduced by 50%.
Legs	Move at 50%	Move rate and agility are halved. Jumping also impaired.



Weapons Workshops

Containing a save point and an empty chest, these rooms prove puzzling at first. As you enter a workshop, the type of materials that can be combined there will be displayed. You can then go to your inventory and combine different types of weapons and armour to produce stronger stuff. There are six elements: Leather, Iron, Bronze, Silver, Hagane and Damascus. There is also a chest in each workshop that you can store your stuff in. These operate in much the same way as the chests in *Resident Evil*: whenever and wherever you open them, the chests will always contain the stuff you left inside. Use them for storing redundant armour and weapons that you can't combine yet. Note: There are many workshops, each can only combine two elements. You can also repair your weapons in the workshops, this reduces their Phantom points but increases Damage points. You should repair your gear at every opportunity to avoid breaking it.

Workshops

Work of Art
Location: .....The Catacombs. Get to it from withered spring
Materials That Can Be Worked: .....Wood, Leather, Bronze

The Magic Hammer
Location: .....Town centre west. Use the Rene coast-road
Materials That Can Be Worked:.....Bronze, Iron

Keane's Crafts
Location: .....The Keep. Enter it from Warriors Rest
Materials That Can Be Worked: .....Bronze, Iron, Hagane

Junction Point
Location: ....Access it from Rue Criminade, town centre east (requires Cattleya Sigil)
Materials That Can Be Worked: .....Wood, Leather, Bronze, Iron, Hagane

Metal Works
Location: .....Use Rue Fisserano in town centre east
Materials That Can Be Worked: .....Silver, Damascus

Godhands
Location: ..Travel to Bite The Masters Wounds, in undercity west (second game only)
Materials That Can Be Worked: .....Leather, Bronze, Hagane, Silver, Damascus



Weapon Alignment

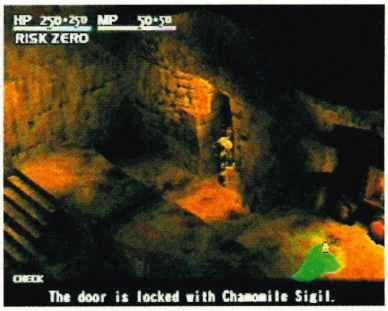


Altogether there are six classes of creatures that you'll fight in Lea Monde. By using the same weapon against a particular class of creature, you'll increase the weapon's alignment against that particular class, inflicting more damage. You can't really have one weapon that is good against all classes of creature, unless you plan your fights carefully. You are better off using a selection of weapons, changing when you fight different classes to really raise their alignment. Also, if you use a weapon against a creature with an opposing alignment to the one the weapon already possesses, you'll reduce the initial alignment. The alignment order is:

Human
Beast
Undead
Phantom
Dragon
Evil

Each weapon can only have two classes aligned to it and those classes have to be next to each other on the list. For example, you could use a weapon on Phantoms and Dragons, which would lose no alignment points, but you couldn't use a weapon on Undead, Phantoms and Dragons, otherwise it would lose Dragon alignment points when used on Phantoms, and vice versa. Bearing this in mind, your minimum weapon count should be three: one for each of the two adjacent classes.

Wine Cellar: Chamomile Sigil



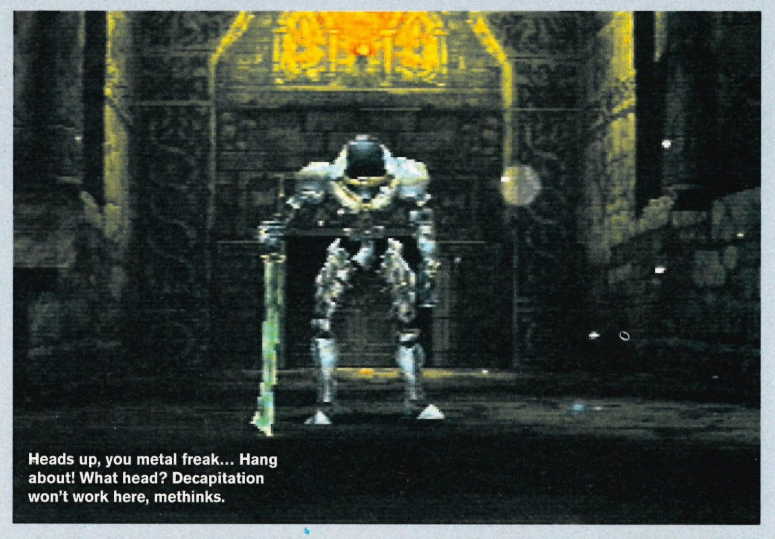
When you head for the exit, that bloke in a skirt will try to stop you. After the trannie leaves, you'll have new battle and defence abilities – bring up the menu screen and assign buttons to these skills. Head through the door to the save point – you can practise your chain moves on the knight there. Now return to the locked door. Pass through it and you'll enter the catacombs.

In this level the undead will make an appearance. Ghouls and zombies guard the catacombs, so make sure you have a weapon that will cause significant damage to these monstrosities. The zombie in the first room is easy to deal with. Collect the Rapier from his corpse. The second room is packed full of enemy creatures. Drop down to one side of them so they can only attack one at a time. Use your chain attacks to deliver repeated hits and dispatch these grotesque ghoulies as quickly as possible. If you fail to dispatch the goons quickly enough, poor Ashley will be overwhelmed. Remember to hit the ghouls in the head for maximum killing effect. When they're dead, enter the next chamber and battle the wolves. Make sure you are fully healed and have minimum Risk before entering the double doors. You are about to encounter something rather nasty...

Boss Dullahan

ATTACKS: .....Life Drain, Mortal Slash
ITEMS: .....Elixir Of Queens, Grimoire Lux, Elixir Of Mages
TOUGHNESS FACTOR: 4

The Dullahan is very tough to beat. His Drain Life spell steals Ashley's Hit Points and adds them to his own life total. You'll need to use all your chain attacks and defensive abilities to drop this headless choffer. If you start to get into trouble, run away from him to lower your Risk, then use the Grimoire Debile to do damage. Aim for his abdomen and chain as many attacks as you can, particularly the Gain Life and Heavy Shot. Keep your HP above 100 to avoid death by critical hit.



Heads up, you metal freak... Hang about! What head? Decapitation won't work here, methinks.

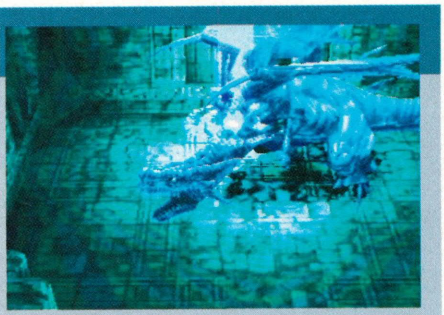


Eat abdominal pain, tough guy. Hit the Dullahan in the midriff to cause the most damage to his hide.



Oi! What you doin'? Dullahan's Life Drain will rob your Hit Points and add them to his own.

Spells



Mastery of magic is the cornerstone of success in the game. You'll need to learn spells by using one of the many Grimoires found in Lea Monde. You can use spells until you run out of Magic points. You are far better off, for instance, using a healing spell, rather than wasting Items to restore Ashley's Hit Points. Magic regenerates faster than your Hit Points but slower than your Risk. Once you use a Grimoire from your inventory to learn a spell, the spell will then be transferred permanently to your spell list.

There are four different types of magic and each produces a different effect. Remember, the higher your Risk, the less chance of success your spell will have, but the more damage it'll do. There are the aggressive Warlock spells, the healing Shaman spells, the deluxe Sorcerer spells and the weapon-altering Enchanter spells. Here is our guide to all the spells that you can cast in the game...

Warlock

Warlock spells are powerful attack spells that damage target creatures. Use them if your Risk is high, or if you want to damage a heavily armoured opponent.

SPELL	ALIGN	EFFECT	MP COST
Aqua Blast	Water	An icy blast that freezes the target	25
Avalanche	Water	Attacks multiple targets	36
Banish	Dark	Destroys all creatures	25
Dark Chant	Dark	Wracks enemy with most heinous pain	28
Drain Heart	Dark	Drains HPs from target	12
Drain Mind	Dark	Drains MPs from target	2
Exorcism	Light	Destroys undead creatures	22
Explosion	Physical	Attacks multiple targets	36
Fireball	Fire	A ball of flame strikes from long range	25
Flame Sphere	Fire	Attacks multiple targets	36
Gaea Strike	Earth	Attacks multiple targets	36
Lightning Bolt	Air	Electric blast that stuns enemies	25
Meteor	Dark	Attacks multiple targets	36
Radial Surge	Light	Attacks multiple targets	36
Solid Shock	Physical	Massive electrical discharge	36
Spirit Surge	Light	Holy spirits rise to destroy foe	28
Thunderburst	Air	Attacks multiple targets	36
Vulcan Lance	Earth	Rocks fall from the sky to crush enemy	25

Shaman

Shaman magic is that of healing, restoration and recovery. These are the spells you will use the most to keep Ashley's status in peak condition.

SPELL	ALIGN	EFFECT	MP COST
Antidote	Light	Removes Poison from target	3
Blessing	Light	Removes Curse from target	17
Clearance	Light	Removes all status effects	15
Heal	Light	Restores Hit Points/ injures undead	5
Restoration	Light	Removes Paralyse from target	3
Surging Balm	Light	Slowly causes HP to recharge	20

Sorcerer

This type of magic enhances and alters character status and affects objects. These are luxury spells that you should only use if you have the Magic Points to spare.

SPELL	EFFECT	MP COST
Analysis	Displays target's statistics	5
Degenerate	Weakens opponent's strength	7
Enlighten	Increases intelligence	12
Eureka	Displays All traps in the room	6
Fixate	Freezes the floating cloudstones	3
Herakles	Increases strength	12
Invigorate	Increases agility	12
Prostasia	Increases armour and weapon power	15
Silence	Stops target from casting spells	7
Unlock	Opens magically sealed doors and chests	3
Psychodrain	Decreases target's intelligence	7
Lead Bones	Decreases target's agility	7
Tarnish	Weakens target's equipment	7
Magic Ward	Counters the next spell cast	21
Stun Cloud	Causes Paralyse status effect	7
Poison Mist	Causes Poison status effect	11
Curse	Reduces target's stats	17
Dispel	Cancels target's spell effect	10





Enchanter

Altering the alignment of your weapons is where this class of magic comes in handy. If you're fighting a creature of Fire, then altering your weapon to Water would be a good idea.

SPELL	ALIGN	EFFECT	MP COST
Aero Guard	Air	Increases Air protection	9
Aqua Guard	Water	Increases Water protection	9
Frost Fusion	Water	Increases Water effect	10
Luft Fusion	Air	Increases Air effect	10
Pyro Guard	Fire	Increases Fire protection	9
Soil Fusion	Earth	Increases Earth effect	10
Spark Fusion	Fire	Increases Fire effect	10
Terra Guard	Earth	Increases Earth protection	9



Catacombs

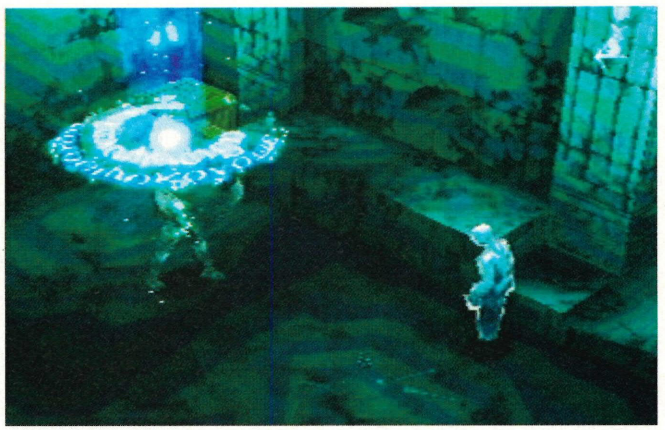
With the Dullahan dead, collect his gear, then search the chest he was guarding. Go through the next set of double doors. Kill the bat and make your way to the next blue save point. On the opposite side of the room, near the chest, are two heal traps. Set these off to restore Ashley's Hit Points. Pass through the door and kill the creatures. Make your way into the next section, avoiding the freeze trap in the middle of the room.

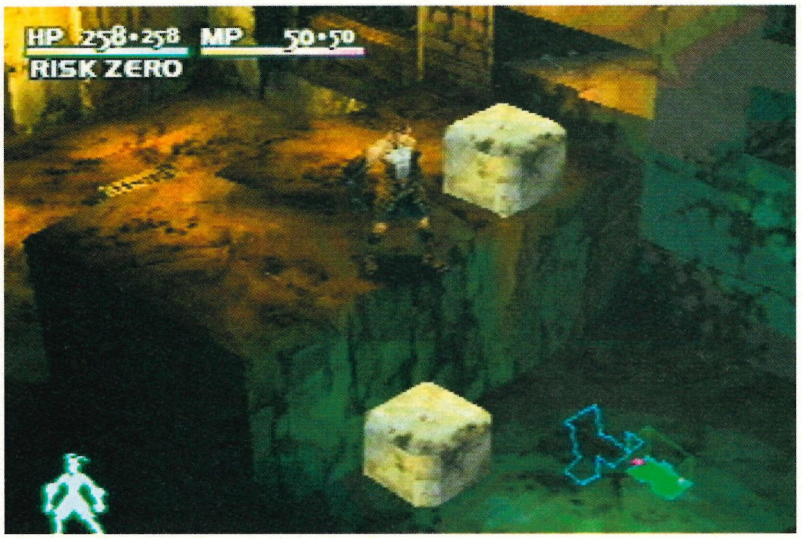
As you delve into the catacombs you'll encounter a couple of new creatures: the skeleton and the hellhound. Go for the hellhound first as it likes nothing more than to charge up and breathe fire at you. The











skeleton, on the other hand, is a pretty poor fighter. It moves slowly, allowing you to circle behind it.

Go through the next door to face another new opponent. Get close to the slime and unleash the power of the Grimoire Lux on it to learn the Spirit attack. This will kill the monster instantly, allowing you to deal with the skeleton. Smash two of the three crates on the far side of the room. Carry the last over to the opposite wall. Place it in the corner, to the left of the three sarcophagi. Climb up and enter the secret room at the top. Kill the skeleton here and then stack the two boxes against the large pillar. Climb to the top of the pillar and recover the Pink Squirrel, Cuirass, Locus, Long Boots, Mana Root, Cure Bulb and Cross Guard. Go back to the previous chamber.

Press on north. Examine the rusted door at the far end of the chamber, then take the passage to the right. Inside you will find an angry spirit. Run away from it until it teleports next to you, then use chain moves to kill it fast. You only have 60 seconds to defeat it, otherwise an earthquake will bury you alive. If you move towards the ghost at any time, it will vanish. You'll have to wait for it to come to you, and then inflict as much damage as you can with chain attacks. Use the Impact Guard defence when it uses its spells. While you are fighting the ghost, search the chest in the corner to get the Shandy Gaff, Knuckles and Elixir Of Queens.

Ignore the locked door and examine the rusted door in the previous room: the earthquake will have shaken it loose.

Hack the undead that litter the floor; they're waiting to reach out and grab Ashley as he walks past, so get your attacks in first. Stack the two blocks against the left wall and enter the secret door at the top. Drop down, deal with the ghost and his friends, then destroy the box next to the granite block. Roll it to the high ledge. Leap up and steal the Soul Kiss, Targe, Knuckles, Bear Kiss, Spirit Orison and the Eye Of Aragon. Return to the previous room. Enter the door to the top-right.

On the other side is a puzzle. Stack two blocks next to each other so you can take

TOP TIPS

Check your bestiary to find out more about the creatures you are fighting. It could save your life if you're low on hit points and need an edge.

The blue magic circles not only provide a save point, they also reduce Ashley's Risk status to zero when he passes through them.

The training dummies that you encounter in Lea Monde provide an opportunity to practice your chains. They will also raise the weapon type by that of the dummy's alignment.



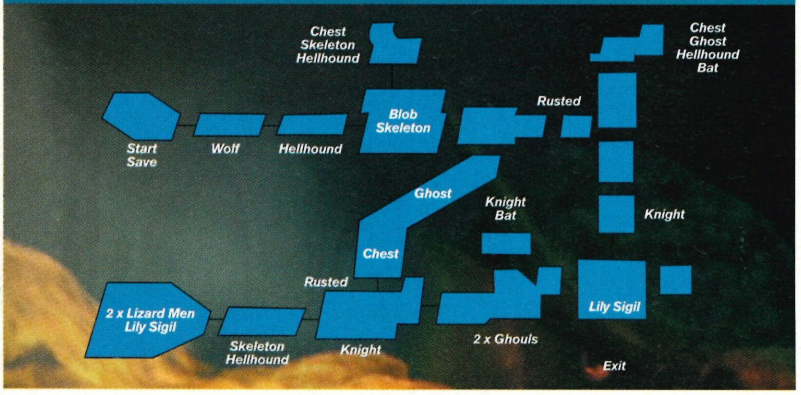








Catacombs *Level 2*



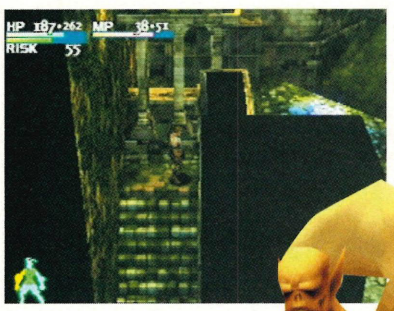


the third one over to the other side of the ledge. Drop it down onto the grey block in the ditch. Push both blocks until they are adjacent to the grey block on the ledge. Shove it over to the opposite side and stack it next to the two blocks there. Carry another of the light blocks over to the far side and stack two of them underneath the exit to escape. Slay the knight in the next room and then press on ahead.

Inside there is a set of double doors and two other exits. The double doors are locked – you'll require the Lily Sigil to open them. To the left is a workshop where you can adjust your weapons and try out different equipment. Go through the door on your right to continue with the quest.

Slay the creatures in the first room that you come to. Continue straight on (the room to the right is trapped). Slay more of those pesky skeletons. If you didn't get the chest when you fought the ghost, you can open it now, as the next door to the right leads to the earthquake room. Keep pushing north, slaying the skeletons as you go – they're particularly vulnerable to body hits.

On reaching the last room, climb up the steps to the left. Ashley is now faced by two lizard men. These particularly agile opponents have long-reach spears. They leap from block to block and attempt to attack Ashley from above. Either draw a spear or halberd of your own and face them on their terms, or just stick with the Fandango and chase them as they try to dodge. Crush their arms to disable the spear attacks. If the lizard men can't hold their spears properly, their attacks become ineffectual. Once they are disarmed, wade in and finish them with body blows. Now return to the locked door that's protected by the Lily Sigil.





Weapon Master

To stand a chance against the hordes of creatures that infest Lea Monde, you must learn the strengths and weaknesses of the weapons you come across. As samurai sword-master Miyamoto Musashi once wrote, "Use the right tools for the right job." The correct weapon can mean the difference between life and death for Ashley.

DAGGER
Damage: .....Piercing
Hands: .....One
Strong: .....Undead
Weak: .....Beast, Evil, Phantom
Range: 1/2
Daggers are the fastest weapons. They give a good bonus to combat initiative, ensuring that Ashley will almost always strike first. Piercing damage is good against unarmoured creatures. The dagger doesn't do much damage due to its short range and small size.

SWORD
Damage: .....Edged/Piercing
Hands: .....One
Strong: .....Beast, Human
Weak: .....Dragons
Range: 3/4
With both edged and piercing damage, the sword is good at fighting unarmoured opponents and the undead. It has medium range and doesn't give bonuses to initiative. Only the larger weapons will be able to get the drop on the sword. A pretty average blade.

GREATSWORD
Damage: .....Edged
Hands: .....Two
Strong: .....Dragons
Weak: .....Beast, Phantom
Range: 6/7
With a fantastic range, the greatsword is good for picking off small enemies, such as goblins, before they get close. Once they get close, however, you should switch to a less cumbersome weapon, otherwise your attack rate will be severely reduced.

AXE/MACE
Damage: .....Piercing/Blunt
Hands: .....One
Strong: .....Evil, Dragons
Weak: .....Undead
Range: 3/4
These two holy weapons are good against guardians and ethereal beings. The blunt damage inflicted by the mace is also excellent for crushing armoured targets and bone. This is a good weapon to keep along with the sword, so you can change easily between the two.

GREAT AXE
Damage: .....Edged
Hands: .....Two
Strong: .....Human, Dragons
Weak: .....Phantom, Beasts
Range: 6/7
Another weapon with huge range, the great axe is good against armour and the undead, due to its huge crushing potential. Its strike rate is very low, so you'll have to rely on keeping the enemy at a distance and battering them with long attack chains.

STAFF
Damage: .....Blunt
Hands: .....One
Strong: .....Undead
Weak: .....Human
Range: 3/4
The staff is a very light weapon that has a reasonable range. It is quite capable of crushing undead bones with a few strikes. It also gives a Magic and Intelligence bonus. It's a lot faster than most of the other blunt weapons you'll find around.

HEAVY MACE
Damage: .....Blunt
Hands: .....Two
Strong: .....Human
Weak: .....Beast
Range: 6/7
This is a good armour-piercing weapon. Its massive weight crushes plate-mail like an eggshell. Use it primarily to deal with the Crimson knights and any undead knights you come across. This weapon is very hard to use against small creatures.

POLEARM
Damage: .....Blunt
Hands: .....Two
Strong: .....Dragon
Weak: .....Undead
Range: 7/8
With a sharp point and long shaft, this sucker is the bane of all dragons. It won't do much against armour or the undead, as the point won't be able to find purchase on metal or bony surfaces. It's very effective against the big enemies though.

CROSSBOW
Damage: .....Piercing
Hands: .....Two
Strong: .....Beasts
Weak: .....Undead
Range: 8/9
The coward's way of fighting is from a distance, but hey, if it works... Use the crossbow to pick off stirges or bats, since these pesky critters are hard to target at close range, as they swoop in and out. Don't bother using bolts against the undead – they'll do little substantial damage.

UNARMED
Damage: .....Blunt
Hands: .....One
Strong: .....None
Weak: .....All
Range: 1
Well, if you fancy a bit of fisticuffs, or your weapon gets broken or unusable, you'll have to resort to hand-to-hand fighting. This does negligible damage against even the weakest of creatures and it also has the shortest range.

Steel Toecaps*

Damage: .....Blunt
Hands: .....None
Strong: .....Front Teeth
Weak: .....Bouncers
Range: 1
The classic gothboy footwear, steel toecaps have been the mainstay against all the Barry lagers that are drunk enough to laugh at a guy wearing make-up. Good for flying kicks and knee strikes but pretty useless at getting into pubs and clubs at night.
**Note: It seems likely this alleged weapon is a figment of our imagination.*







Sanctum

TOP TIPS

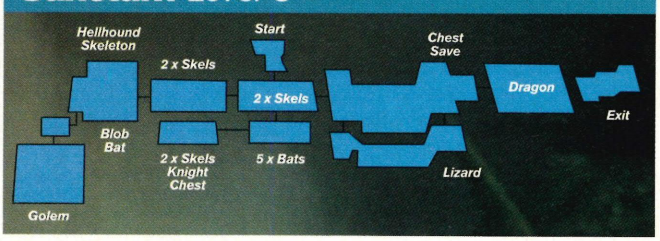
If the enemy is about to attack, place a piece of furniture or scenery between them and Ashley, so that their blow will be deflected.

When an exclamation mark appears in your opponent's thought bubble, it means they are about to attack, so get ready to defend.

When chaining attacks, don't bother waiting for the exclamation mark to appear, as your attack will be too late. Instead, press the attack button just after you hear Ashley's kiai (shout): doing this will almost guarantee a successful chain.

Pass through the door. Move the two light crates out of harm's way. Destroy the heavy crate on the far right. Push the heavy crate to join the other two. Stack the light crates on the heavy crates to make a stack three high and use this to reach the other side of the room. Go through the next door into a three-way antechamber. Mosh the skeletal guards. Take the door to the front. Defeat the bats. Climb up the right side of the room, onto the bookcase. Jump left from the bookcase to grab onto the secret ledge above. It's difficult to do, so keep trying until you've got it. Enter the next room. Use the Spirit Surge to deal with the blob, then fell both the undead guards. Use the tops of the bookcases to reach the chest and reclaim the Bosom Cleaver, Dragonite and Grimoire Halte. Go through the door on the right. Take the south exit from the room. Defeat the two skeletons in the chamber. The south exit from this room is trapped, with a ghost and a skeletal knight on guard. Go to the right to continue with your quest. Move through the next two rooms, defeating all you face. In the third room, another of dress-man's creations will attempt to stop you.

Sanctum *Level 3*

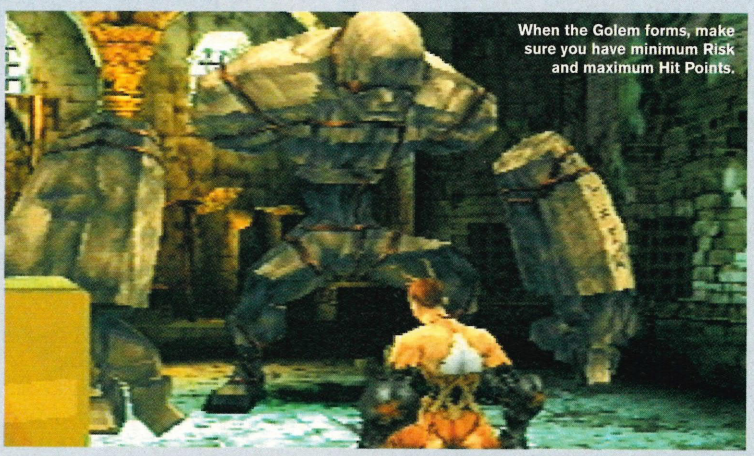




Boss Golem

ATTACKS: .....Granite Punch
ITEMS: .....Bulb x2, Elixir of Dragoons, Grimoire Ameliorer
TOUGHNESS FACTOR: 5

This monstrosity is pretty tough. The best weapon to use against him is the Bosom Cleaver. Attach the Braveheart Gem to it to get the maximum chance of hitting. Aim for the body. Make sure you have all the extra damage chains activated. For defence, use the Reflect damage chain. Engage the Golem at point blank range, if you get too far away from him, the freak will use his extended punch. If your Risk reaches ten or more, the chances of hitting the Golem become too low, so put your weapon away and run round to his back, staying behind him until your Risk lowers. Use healing magic to keep your hit points at around 70. If you get low on hit points, run behind him and use your magic. The Golem is so slow that it's impossible to get killed by him. With the death of the Golem, the platform in the other end of the sanctum will start moving. Make your way there.



When the Golem forms, make sure you have minimum Risk and maximum Hit Points.



Use the Bosom Cleaver with the Braveheart Gem to inflict damage on the creature's body.



If you start to take a beating, or your Risk gets high, hide behind him until you recover.

Sanctum: Dragon's Lair

Return to the sanctuary entrance. Take the left route. Move round the chasm. Destroy the heavy crate on top of the light crate. Move the light crate to the ledge and climb up to the chasm. Use the floating tile to get across. Slay the lizard man and make for the save point. Pass through the door to face the fearsome Dragon.

Boss Dragon

ATTACKS: .....Thermal Breath, Tail Lash
ITEMS: .....Cure Bulb x3, Elixir Of Sages, Grimoire Analyse
TOUGHNESS FACTOR: 6

The Dragon actually looks a lot tougher than he is. First of all you'll need to get up close to him. Circle the Dragon as you fight and he won't be able to hit you. The Thermal attack can't be used at close range. The only attack that is really any danger to Ashley is the Tail Lash, which can do upwards of 100 points of damage, It can only hit if you stay in the same place for too long, or if you put away your weapons. Instead of disarming Ashley to reduce Risk, use the Vera Roots. Keep Risk below 35, otherwise the dragon will be impossible to hit. Strike the creature's head with the Fandango. Eventually you'll be able to make a handbag out of him. Collect the Dragon's gear and proceed up the steps, towards the town.



Don't fight the Dragon from a distance, otherwise he'll Kentucky fry Ashley with his Thermal Breath.



Stay close and circle the overgrown lizard at close range. Use the Fandango to strike the Dragon's head.



Don't put away your weapon or stay still for too long, otherwise the Dragon's tail will swing round to attack.

Battle Skills

If you've got a really poor weapon, sometimes the only way to do any real damage is to perform a multiple-hit chain attack. When you gain a certain number of experience points, you'll be offered a choice of either defence or attack abilities. Defence abilities cannot be chained – they are one shot only. Attack abilities can be chained to rack up a massive hit combo upon the enemy. If you are skilled enough to do long chains, you can often kill an enemy without them ever having touched you. Each successful chain attack adds a point of experience to your total, therefore if you do a six chain attack you'll get six extra experience points.

ATTACK SKILL	RISK	EFFECT
Crimson Pain	2	Inflicts 100% damage, Ashley also takes 30 damage.
Dulling Impact	3	Adds Silence to weapon attack.
Gain Life	2	Adds 30% of damage to Ashley's Hit Points.
Gain Magic	2	Adds 30% of damage to Ashley's Magic Points.
Heavy Shot	1	Inflicts an additional 70% of total damage on target.
Instill	1	Inflicts 10% of total damage, adds it to weapon PP.
Mind Ache	1	Reduces enemy's MP by 20% of Ashley's used MPs.
Mind Assault	1	Reduces target's Magic Points by 30% of total damage.
Numbing Claw	3	Adds Numbness to weapon attack.
Paralysis Pulse	3	Adds Paralyse to weapon attack.
Phantom Pain	3	Inflicts additional damage equal to weapon PP.
Raging Ache	1	Inflicts 10% of damage Ashley has taken on target.
Snake Venom	3	Adds Poison to weapon attack.
Temper	2	Inflicts 40% damage, repairs weapon DP slightly.

DEFENCE SKILL	RISK	EFFECT	MAGIC USE
Absorb Damage	4	Reduces physical damage by 20%.	No
Absorb Magic	4	Reduces magical damage by 20%.	Yes
Aqua Guard	4	Reduces Water magic damage by 50%.	Yes
Demonscale	4	Reduces Dark magic damage by 50%.	Yes
Fireproof	4	Reduces Fire magic damage by 50%.	Yes
Impact Guard	4	Reduces attack damage by 50%.	No
Phantom Scale	6	Uses PPs in Ashley's shield to counter damage.	Yes
Reflect Damage	2	Reflects 40% of damage back at enemy.	No
Reflect Magic	2	Reflects 40% damage back to caster.	Yes
Shadow Guard	4	Reduces Light magic damage by 50%.	Yes
Siphon Soul	6	Adds 50% of attack's MPs to Ash's MPs.	Yes
Terra Guard	4	Reduces Earth magic damage by 50%.	Yes
Ward	1	Prevents Paralyse and Numbness effects.	Yes
Windbreak	4	Reduces Air magic damage by 50%.	Yes

Town Centre West

As you come out of the Sanctum, activate the save point. To enter the room ahead you'll need the Crimson Key. The left path leads to a dead end, guarded by knights. There is no way through them at the moment. Also, along the left route there is a workshop where you can store or repair weapons. Iron and Brass gear can also be combined here. Take the right path when you are ready.

Duane and two of the Crimson knights will be stationed next to the floating platform. You'll have to defeat this fearsome trio in order to get the Crimson Key. Stay hidden round the corner. Wait for the knights to come to you. Chain Poison and Paralyse attacks to your weapon: status changes will severely weaken the knights. They have about 150 Hit Points each.



Duane is much more difficult to defeat. Status changes affect him, but he avoids the direct approach and strikes with long-range magic. Use the Reflect Ability to repel his magical attacks back to him. Keep Ashley's Hit Points well above 100. You must strike Duane for a grand total of 250 points before he drops. The Magnolia Frau, Wizard Robe, Crimson Key, Grimoire Demolir and Grimoire Clef were in his possession. You can now return to the town entrance and unlock the door to the mine.

TOP TIPS

Try to use the scenery to cover your approach when facing the enemy. If you can creep up and attack them unawares, your hit will do extra damage.

Sometimes it's better to wear light armour rather than heavy, as it's better to dodge an attack rather than absorb it.



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Abandoned Mine

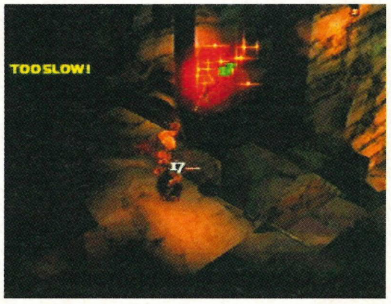
Open the door and descend into the mines. Take the first door on the left and defeat the two undead knights. Chop them up and exit at the far side of the chamber. Ashley will face the deadly vampiric stirges. These bat-like creatures drain his Hit Points and add them to their own. Pass through the next door to reach a save point and an antechamber with three exits. Go through the right door. Slay the two goblins here, using body blows. There is also a beast masquerading as a chest. Aim for its legs and head. Try to Reflect the Numbness

TOP TIPS

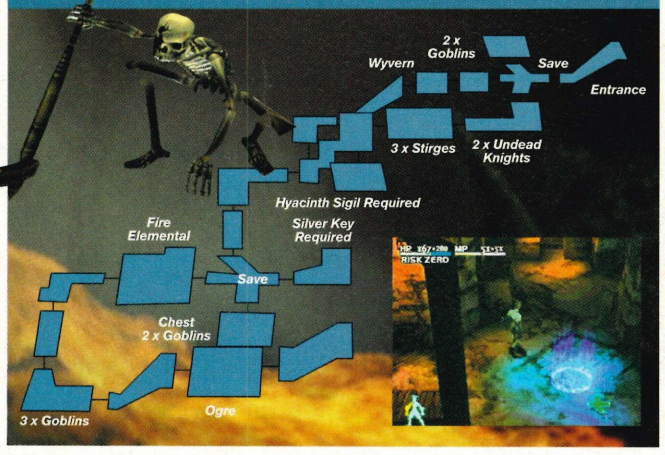
Don't bother chaining a Poison attack when fighting the undead, as they are immune. The same goes for chaining Silence when fighting non-spellcasters.







Abandoned Mine *Level 4*



Boss Wyvern

ATTACKS: .....Fine Burn, Bite, Wing Warp
ITEMS: .....Hyacinth Sigil, Elixir of Sages, Grimoire Ignifuge
TOUGHNESS FACTOR: 7

Make yourself a cup of coffee and cancel the milk: you're going to be here a while. Seriously, this dude takes half an hour to kill. First of all, get in close to the Wyvern so it cannot use its breath attack. Select your best Dragon weapon and equip it with the Dragonite Gem. Use the Degenerate spell on the Wyvern and the Prostasia spell on Ashley. This lowers and raises their stats, respectively. Don't bother attacking with your Break Arts – the Wyvern nearly always blocks them with his wings. Instead rely on weapon strikes and chain as many attacks as you can: go for the really damaging stuff like Crimson, Raging Ache and Heavy Shot. Keep your Risk down using the Vera Roots, otherwise you'll never hit the frikkin' lizard. After the second Ice Age, the creature will die, leaving you to plunder its corpse.



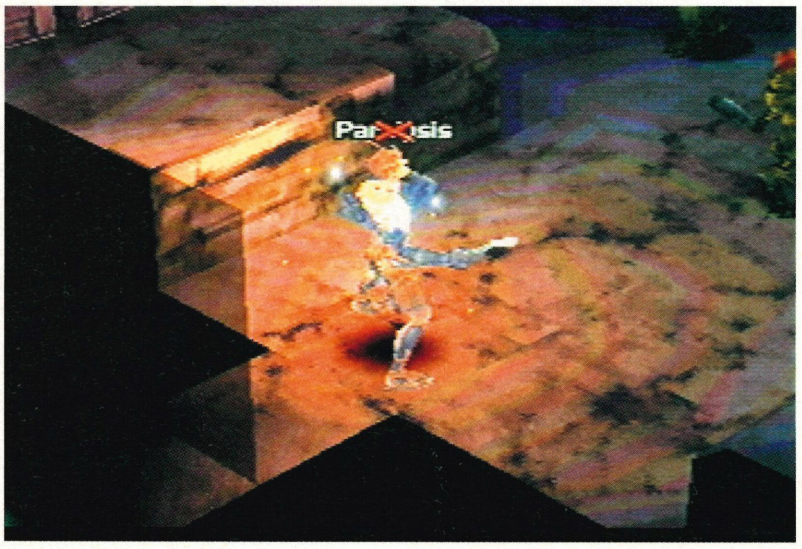
As with the Dragon, if you stick close to the Wyvern so it cannot bring its fiery breath into play, that will tip the balance of the fight your way.



When you are close enough, cast Degenerate on the Wyvern, then Prostasia on Ashley. This will give him a fighting chance.



Strike the head and try to stun the goon. Most of the time the Wyvern will guard – do at least a four chain to break through.







TOP TIPS

Always check your weapon alignment before fighting a guardian. Use the correct weapon for its creature type to gain the upper hand.

Try to keep your Risk low by avoiding excessively long chains. If your attacks start to miss, cease the chain immediately to avoid gaining a high Risk rating.

Two-handed weapons give Ashley extra reach but they severely impair his attack rate. Use them to pick off distant targets but change to a smaller weapon at close range.

Use Grimoires and Elixirs as soon as you get them. They are permanent, so they won't be missed and you'll also empty some space in your inventory.

Attack specific body parts when fighting strong enemies. For example, attack a spellcaster's head to stop him casting spells, or attack a warrior's sword arm to reduce his chance of getting in a successful hit.

attacks it uses. Once the room has been cleared of bad guys, search the chest in the far corner. Unlock it using the Grimoire you picked up from Duane. Inside you'll find weapons and Grimoires. When you have them all, return to the antechamber and save your progress.

Go through the door to the left. Fight your way through the first lot of guards, the goblin and the wolf. In the second room, Ashley will be trapped. A goblin swordsman and archer, accompanied by a stirge, will attack. Go for the archer first. Hack at the stirge when it comes within range: two good hits will kill it. The goblin swordsman is a piece of cake: aim for the body to bring him down.

Enter the next room. Slice up the three stirges on the bridge. Don't bother dropping down to the two doors below – they are both locked. Continue through the high door. Take care, as there is an eruption trap next to the ledge.

In this room you face the goblin warlord and his merry band. Equip Poison and Paralyse battle abilities, if you have them. Concentrate on killing the warlord's minions first to clear some breathing room for the battle with the big cheese. Go for his sword arm to reduce his attack success. The warlord has a Numbing attack attached to his weapon. Use Yggdrasil's Tears or the Antidote spell to counter the effects. Spirit Surge works well against him.

When they have all been defeated, walk over to the chest. You'll have to activate the poison panel trap in front of it – use the Antidote to counteract the poison. Grab the Fern Sigil and the armour from within. Return to the antechamber and use the save point. Proceed through the north door. Slay the creatures and press on north.









Abandoned Mine: Wyvern Lair

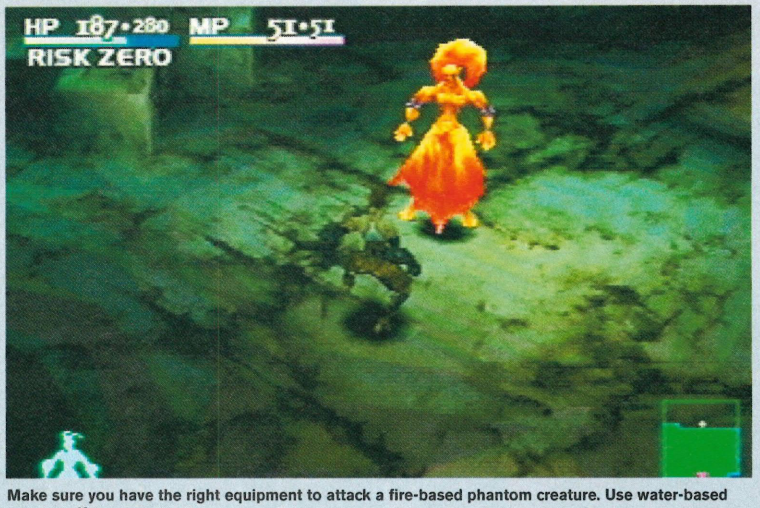
Head through the door the Wyvern was guarding. Slay the goblins and make your way to the floating platform. You'll notice that this is next to the room with two lower, locked doors. Smash the two 'destructible' boxes and push the indestructible one up against the ledge. Climb to the top and unlatch the door. Make your way to the blocked door and open it with the Hyacinth Sigil. A timer will start: before it runs down, Ashley needs to run through this room and exit the next. Sprint past the wolf guard and enter the far chamber – don't bother stopping to fight. In the next chamber you'll face a sodding goblin shaman, armed with that cursed Stun Cloud spell. Chain a Mind Numb to silence his spellcasting tactics, then wade in with your sword. If you haven't got the skill, select a missile weapon and skewer him from a distance. Be wary of his two goblin bodyguards – they may not be too handy with magic, but they do pack a punch. Use the save point in this room to make sure you don't have to fight that damned Wyvern again if you die. Continue straight ahead until you reach a room with two chests. The chest on the right is one of those mimic gits, so don't get too close to it until you have defeated the goblins. Once the room has been cleared, use your magic to unlock the chest. Get the Grimoire Undine from inside: it'll give you the edge in the next big battle, which you can get to by passing through the door on the right, back at the save point. The door on the left only leads to a dead-end room, which requires the Silver Key.

Boss Fire Elemental

ATTACKS: ..... Flame Sphere, Fireball
ITEMS: ..... Elixir Of Queens, Mana Tonic, Grimoire Flamme
TOUGHNESS FACTOR: 5

After the Wyvern battle, this one is a cakewalk. First of all, make sure Ashley is tooled up with all his fire-retardant gear. Equip a shield and armour with good fire affinity. You'll also need a weapon that is good against phantoms. Enhance your shield with the Salamander Ruby to give if a fire affinity boost. Place the Unadine Jasper on your blade. Ensure that you have Fireproof and Reflect Magic chained on your Defence.

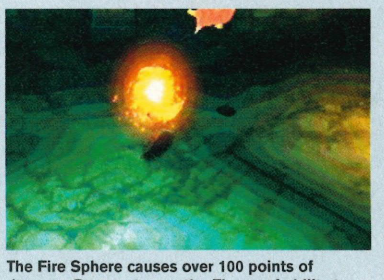
The Fire Elemental has two magical attacks: Flame Sphere, which does massive damage to every limb; and Fireball, which strikes a body part for medium damage. Use Reflect Magic to counter the Fireball and Fireproof to restore damage inflicted by the Flame Sphere. When fighting the elemental, aim for its head. If you get a good string of attacks on it, you should be able to destroy its spellcasting abilities.



Make sure you have the right equipment to attack a fire-based phantom creature. Use water-based weapons if you can.



The fireball doesn't do very much damage, so you may as well take the hit and reflect it straight back to the elemental.



The Fire Sphere causes over 100 points of damage. Be sure to use the Fireproof ability to restore your energy.

Combining Gear

Combining different weapons and armour not only produces tougher materials, you can also create entirely new stuff that is far superior to the items you find in the game. Remember that an item will take on the properties of the strongest of the two materials from which it is formed. Always save the game before attempting to combine stuff: that way, if you end up with something really useless, you can always quit and reload.

Body Armour

INITIAL ITEM	COMBINE WITH	RESULT
Banded Mail	Cuirass	Ring Mail
Ring Mail	Banded Mail	Chain Mail
Chain Mail	Ring Mail	Breastplate
Breastplate	Chain Mail	Segmentata
Segmentata	Breastplate	Scale Armour
Scale Armour	Breastplate	Brigandine
Brigandine	Breastplate	Plate Mail
Brigandine	Scale Armour	Plate Mail
Plate Mail	Brigandine	Fluted Armour
Fluted Mail	Plate Mail	Hoplite Armour
Hoplite Armour	Hoplite Armour	Jazeraint Armour
Jazeraint Armour	Jezeraint Armour	Dread Armour

Arm Armour

INITIAL ITEM	COMBINE WITH	RESULT
Reinforced Glove	Knuckles	Ring Sleeve
Knuckles	Ring Sleeve	Chain Sleeve
Ring Sleeve	Chain Sleeve	Gauntlet
Gauntlet	Vambrace	Plate Glove
Vambrace	Plate Glove	Rondanche
Rondanche	Plate Glove	Tilt Glove
Tilt Glove	Tilt Glove	Frieturnier
Rondanche	Frieturnier	Fluted Glove
Frieturnier	Fluted Glove	Hoplite Glove
Hoplite Glove	Hoplite Glove	Jazeraint Glove
Jazeraint Glove	Jazeraint Glove	Dread Glove

Leg Armour

INITIAL ITEM	COMBINE WITH	RESULT
Fusskampf	Poleyn	Jambeau
Poleyn	Chain Leggings	Jambeau
Jambeau	Poleyn	Missaglia
Jambeau	Chain Leggings	Missaglia
Missaglia	Poleyn	Plate Leggings
Plate Leggings	Missaglia	Fluted Leggings
Fluted Leggings	Plate Leggings	Hoplite Leggings
Hoplite Leggings	Hoplite Leggings	Jazeraint Leggings
Jazeraint Leggings	Jazeraint Leggings	Dread Leggings

Head Armour

INITIAL ITEM	COMBINE WITH	RESULT
Chain Coif	Bone Helm	Spangenhelm
Spangenhelm	Chain Coif	Cabasset
Cabasset	Spangenhelm	Sallet
Sallet	Barbut	Basinet
Basinet	Barbut	Armet
Armet	Basinet	Close Helm
Close Helm	Basinet	Burgonet
Burgonet	Close Helm	Hoplite Helm
Hoplite Helm	Hoplite Helm	Jazeraint Helm
Jazeraint Helm	Jazeraint Helm	Dread Helm

Shields

INITIAL ITEM	COMBINE WITH	RESULT
Targe	Buckler	Pelta Shield
Pelta Shield	Targe	Quad Shield
Quad Shield	Targe	Circle Shield
Circle Shield	Quad Shield	Tower Shield
Tower Shield	Quad Shield	Spiked Shield
Spiked Shield	Circle Shield	Round Shield
Round Shield	Tower Shield	Kite Shield
Round Shield	Spiked Shield	Kite Shield
Kite Shield	Round Shield	Casserole Shield
Casserole Shield	Kite Shield	Heater Shield
Heater Shield	Casserole Shield	Oval Shield
Oval Shield	Heater Shield	Knight Shield
Knight Shield	Oval Shield	Hoplite Shield
Hoplite Shield	Hoplite Shield	Jazeraint Shield
Jazeraint Shield	Jazeraint Shield	Dread Shield

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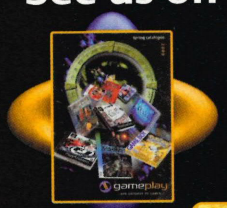
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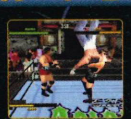
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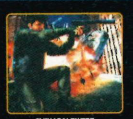

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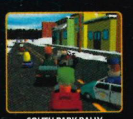

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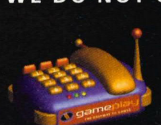

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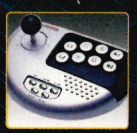


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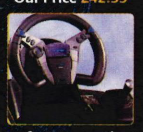
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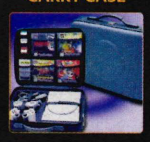


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WIRED UP

INCOMING GAMES LATEST REPORTS **NEWS**

Chicken Run

Run chicken, run chicken, run, run, run...

Based on the forthcoming animated movie by Peter Lord and Nick Park, *Chicken Run* the videogame is a third-person action adventure title, which will play in a similar vein (hard as it may be to believe, given the source material) to Konami's *Metal Gear Solid*.

The game's plot will closely follow that of its celluloid parent and will place players in control of two chickens – Rocky and Ginger – who, along with their fellow feathered captives, intend to break free from the prison-like confines of Tweedy Farm – the chicken farm they inhabit.

In terms of gameplay, *Chicken Run* will be a 3D adventure with a heavy emphasis on stealth, although several action sequences will also be included. During the course of their escape the chickens will

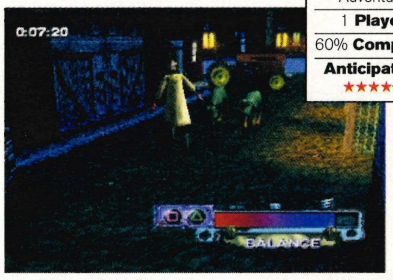
Chicken Run will be a 3D adventure with a heavy emphasis on stealth...

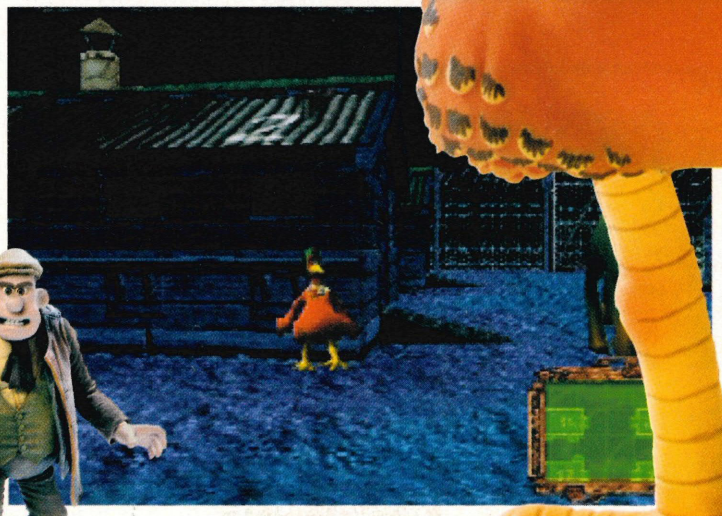
have to sneak around the farm, avoiding spotlights and other obstacles such as an overgrown guard dog.

The movie is essentially a comical homage to the cinematic classic The Great Escape, so naturally developer Blitz Games will be looking to incorporate a variety of tense set-pieces, which will involve the chickens' daring escape plans. Whilst the game is still only halfway into development, it's already showing much promise, with the graphics closely mimicking the claymation of the movie.

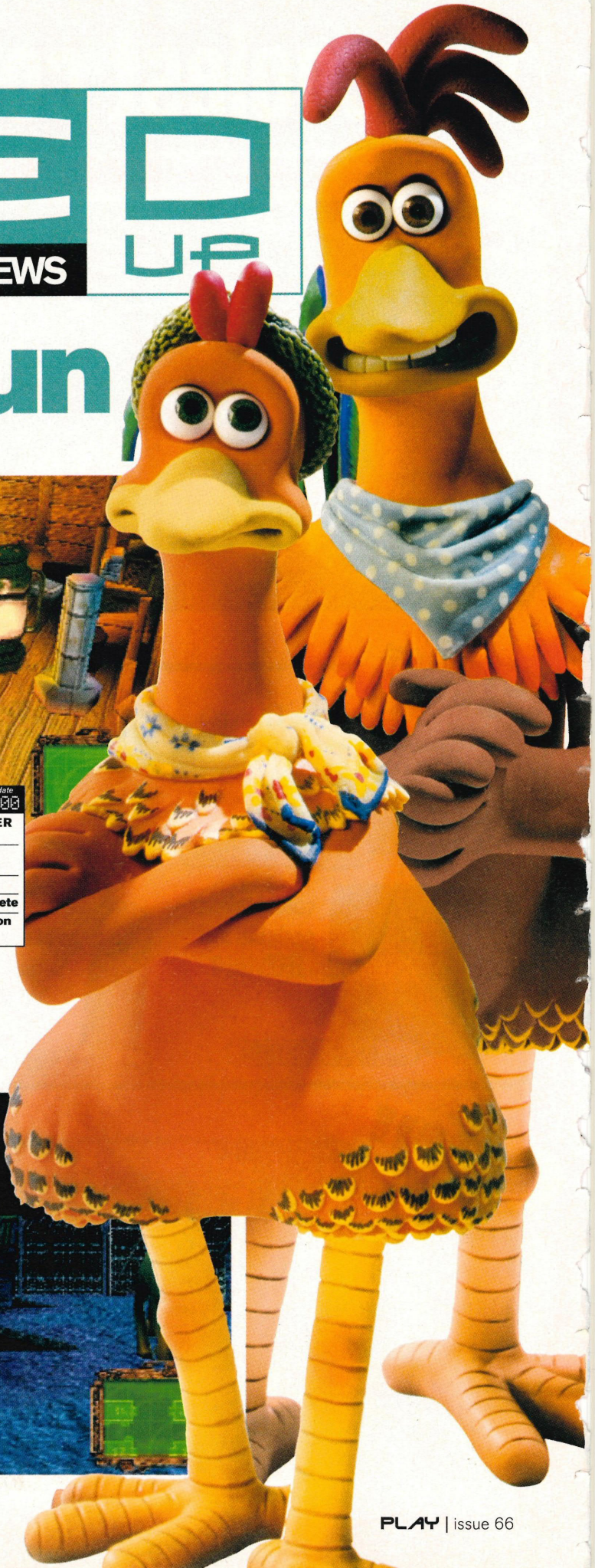
The developers have been working closely with the film's creators to ensure that the game conveys all the excitement of the film and whilst the finished product is unlikely to rival Hideo Kojima's sublime stealth-'em-up classic, it should provide some enjoyable covert-based shenanigans. Expect more on the game over the coming months.











expected release date
LATE 2000

PUBLISHER Eidos

GENRE Adventure

1 **Player**

60% **Complete**

Anticipation

★★★★★

World's Scariest Police Chases

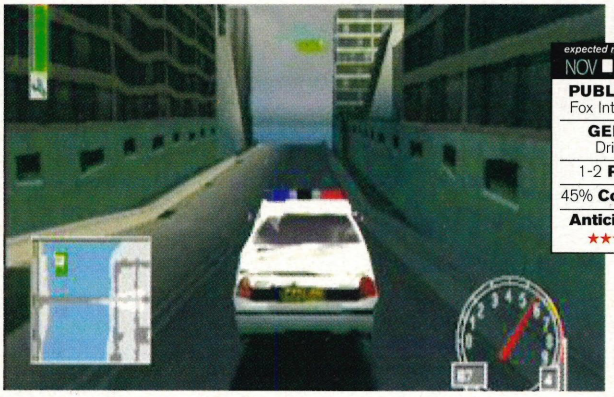
Finally something on TV it's okay to try at home – wreckless driving.

Here's a licence that it would have been criminal (thank you, thank you) to waste. The hit Fox TV specials World's Scariest Police Chases are syndicated across the world, crammed as they are with fantastic real footage of actual auto pursuits and crashes.

The suspects, invariably driving on three tyres down Georgia's freeways, tend to do far more dangerous things than those 'old lady forgets to indicate' clips from our domestic Police, Camera, Action series, so it makes for much better television.

Now there's a game in production which hopes to bring the thrills of the police chase to your home. With weather effects, dash-mounted cameras and even commentary from the improbably camp Sheriff John Bunnell, this should bring the TV show to life, sirens wailing, tyres smoking, sparks flying. If successful, it may not be long before we see videogame incarnations of bear mauling in When Animals Attack or sword swallowing in When Stunts Go Bad.





expected release date
NOV ■ 2000

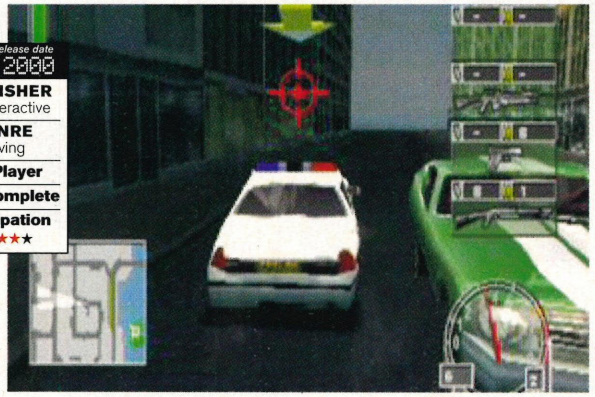
PUBLISHER
Fox Interactive

GENRE
Driving

1-2 **Player**

45% **Complete**

Anticipation
★★★★★



[Above] You can't lose your licence if you're a cop, so put your foot down, deputy! Sure, it may be slippery out there, but those criminals ain't gonna catch themselves!

Muppet Monster Adventure

Scream little froggy, scream!

expected release date
SEPT ■ 2000

PUBLISHER
Sony

GENRE
3D Adventure

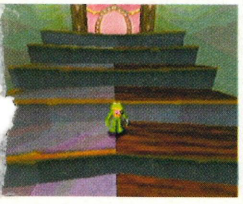
1 **Player**

80% **Complete**

Anticipation
★★★★★



[Above] Kermit makes a cameo appearance as Frankenstein's monster. Not all frogs are nice.







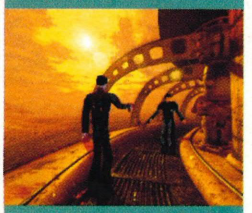
The Muppets are naturals to star in a series of videogames. I mean, they manage to be cute whilst still appealing to even the most cynical of men. (Do you actually know anyone who doesn't like them? Exactly.) Recently they have enjoyed their own karting game, and here they come again with *Muppet Monster Adventure*, a challenging platformer which bears more than a passing resemblance to the *Spyro The Dragon* series.

Here the main character is not, as expected, Kermit or Fozzie – it's tiny Robin, Kermit's froggy cousin. As he explores the increasingly scary worlds, he will encounter a series of tough bosses who are all recognisable Muppet characters in the guise of famous monsters. So, we get Kermit putting on a few pounds in his role of Frankenstein's monster, Gonzo The Great popping up as a vampire and best of all, Dr Bunsen as the Phantom Of The Opera.

Of course, it's a tradition in this type of game that you have to go around picking up items of some sort to progress. Whilst this happens here (with the collectable Evil Energy unlocking later levels), there is also an innovative token collection system. By picking up coins featuring the heads of different characters you learn abilities needed later in the game, such as being able to push blocks out of the way, jump higher to reach out of sight ledges and swim. (I thought frogs could… never mind.) *Muppet Monster Adventure* should be right up your (Sesame) street!

mini view

MARTIAN GOTHIC: UNIFICATION



PC-style adventures are thin on the ground – this one pits a space-age rescue squad of three against an unknown horror on a certain red planet not a million light-years from here. The team members enter the desolate Vita Base via different airlocks and, as you very quickly discover, must co-operate with each other without meeting face to face. Why? Because that's when "it" happens, whatever "it" is… oh, the suspense!

Although it seems unlikely to astound technically, the game's central premise is intriguing enough to whet our appetites for the completed code. Just remember, stay alone – stay alive (shiver!).









Incredible Crisis

Our boy Taneo is having a really bad day...

You know those crazy days when nothing seems to go right, when you feel that the whole world is against you and some incredible disaster is just waiting around the corner? Well, my friend, your problems are nothing compared to those of Taneo, the hapless salaryman at the centre of *Incredible Crisis*.

It's Grandmother's birthday and Taneo and his family are all instructed to get home early. Not a problem, you may think, but before you can say 'Aaah!', poor Taneo is having all kinds of trouble. Soon he is being chased by a huge rolling ball, hanging from a flagpole miles above the ground and even having to deal with an alien invasion.

All of these adventures take the form of mini-games, meaning that *Incredible Crisis* changes direction constantly and there is always a surprise, as well as a few laughs, waiting for you. Some games may seem similar; for example the opening scene requires our hero to dance, bringing to mind *Bust-A-Groove*, whilst communicating with the aliens involves a devilish version of the old Simon game. However, between these are games you have never even dreamed of. One requires you to scoop buckets of water out of a sinking boat – failure to do so results in a classic homage to Titanic. Our personal favourite is when Taneo takes a ferris wheel ride with a saucy lady who needs a massage, and you must find the necessary pressure points to make her moan. We had to play that level a few times to get it right...

Watch out for *Incredible Crisis* – a new concept in bizarre entertainment!

expected release date
SEPT ■ 2000
PUBLISHER Virgin
GENRE Party Game
1 **Player**
80% **Complete**
Anticipation ★★★★★

mini view

ARMY MEN: SARGE'S HEROES 2



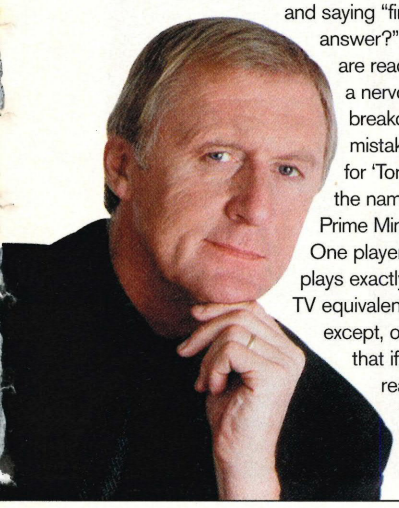
Trip Hawkins, true to his EA roots, continues to give the nod to game after game in this largely painful series. Will this instalment be any better than previous efforts? Boasting improved AI to support its buddy system, better control, more interaction with other characters and the obligatory graphical improvements (could it get any worse in this respect?), it certainly should be.

Who Wants To Be A Millionaire?

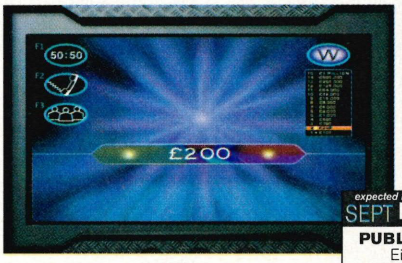
Your chance to sit in the hotseat opposite the boy Tarrant and get things wrong!

It is the latest spectator sport in living rooms all over the country. Whole families crouch in front of the goggle box, shouting "It's C, definitely C!" whilst the serious furrowed brow of Chris Tarrant fills the screen.

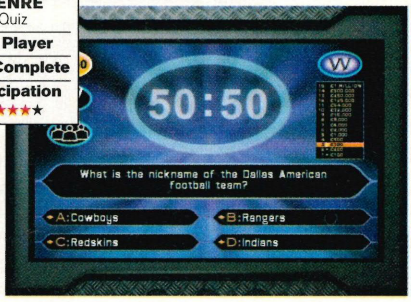
Think you'd do better than that 24-year-old blonde secretary from Essex, do you? Now is your chance to find out, as everyone's favourite TV quiz comes to the PlayStation. And yes, it will feature Tarrant, heckling you and saying "final answer?" until you are ready to have a nervous breakdown and mistakenly opt for 'Tory Blur' as the name of the Prime Minister. One player mode plays exactly like the TV equivalent – except, of course, that if you reach the top of the ladder, you only get to feel smug, rather than drink champers with Britney Spears. Multiplayer action comes in the form of Fastest Finger, wherein the first person to get the four answers correct goes through to the next round. Head-to-head mode allows you to take turns answering and the Team Game gives the family a chance to answer in turn. This should be a smash hit. Final answer.











expected release date
SEPT 2000

PUBLISHER Eidos
GENRE Quiz
1-4 **Player**
70% **Complete**
Anticipation ★★★★★



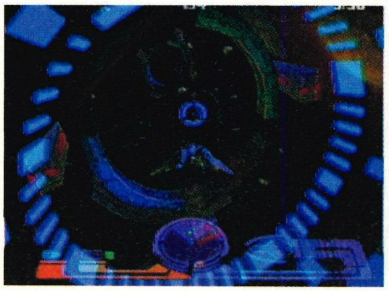
[Left] Better brush up on your knowledge of American sports, sonny. It's A.

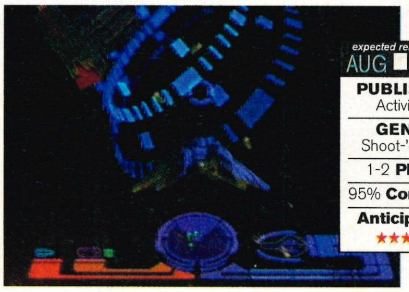
Star Trek: Invasion

Star Trekking across the PlayStation universe...

This first Star Trek foray onto PlayStation promises to deliver some of the finest 3D space-combat yet seen. The game will allow players to command a variety of fighter craft from the Star Trek universe and then engage in combat over 30 objective-based missions.

Certain levels will be straight-out dogfights against the Borg and various other unsavoury aliens, whilst other missions will require players to act as an escort to unarmed vessels. An impressive two-player mode is also included, allowing players to go head to head, or co-operate in some specially designed stages. Visually the game is a triumph. Developer Warthog has been working in close conjunction with Paramount Studios and Star Trek aficionado Jim Swallows, thus ensuring that the game offers players a fully authentic Star Trek gaming experience. The hard work seems to have paid off: the first-rate craft design and silky smooth visuals should delight fans of the series.





expected release date
AUG 2000

PUBLISHER Activision
GENRE Shoot-'em-up
1-2 **Player**
95% **Complete**
Anticipation ★★★★★







mini view

MAT HOFFMAN'S PRO BMX



It's only the quality of Activision's *Tony Hawk's* games and the innovative use of their game engine in *Spider-Man* which keeps our cynicism at bay with this one. On the surface it looks like *Tony Hawk's*, but on a bike, yet if realised properly, the range of skills needed to excel and amaze on such two-wheeled steeds should produce a distinctive gaming experience. The early version we had a peek at was pretty nippy, with impressively painful bails – nice to see that Activision's priorities are straight!

Rayman 2: The Great Escape

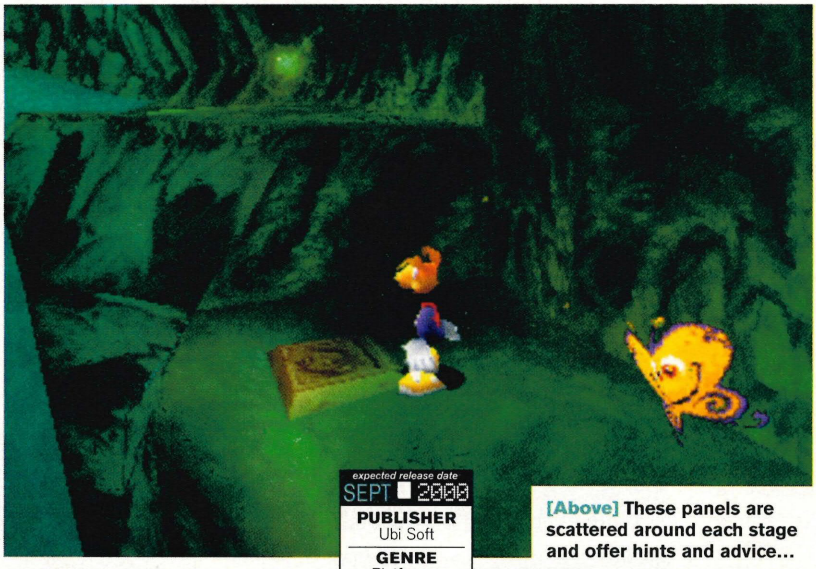
Rayman's back and this time it's personal!

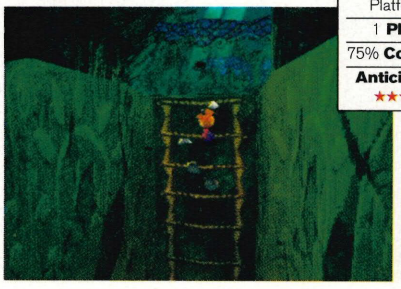
R*ayman 2* has already proved to be a big hit on other formats and this forthcoming PlayStation incarnation of the game looks set to be equally successfully. Unlike the original, which was a strictly 2D affair, this latest outing sees the big-nosed galoot exploring a luscious-looking set of 3D environments.

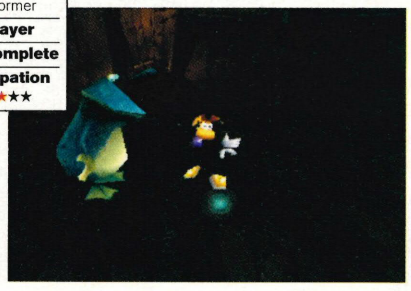
In order to get the best out of the PlayStation technology, the developers rewrote the game's engine from scratch. As the screenshots here confirm, the results are impressive and the game bears an uncanny resemblance to the Dreamcast version.

The developer has rewritten the game's engine from scratch...

Gameplay will be primarily platform based, with your central objective being to free your enslaved friends from the clutches of some nefarious pirates. Controlling Rayman should be a doddle, as the developer has incorporated a Dual Shock system, similar to that of *Ape Escape*, where the left stick controls movement, whilst the right will be used to jump and throw objects. We've got the review of this baby next month.







expected release date
SEPT 2000
PUBLISHER Ubi Soft
GENRE Platformer
1 **Player**
75% **Complete**
Anticipation ★★★★★

[Above] These panels are scattered around each stage and offer hints and advice...

mini view
ROGUE SPEAR



The original *Rainbow Six* pitted players against terrorists with the combined killer instincts of Zippy, George and Geoffrey, giving videogame mags all the excuse they needed to exploit a cultural reference at the game's expense (see!). This sequel might have a tougher name, but it'll take more than that to cease our 'friendly' fire! Still early in its development cycle, *RS* should hopefully provide the intricate, SAS-style action which the original promised but (snigger) Bungled so badly.

mini view
NASCAR 2001



The woeful 16-bit *Days Of Thunder* put many players off NASCAR for life, and the sport's tedious oval tracks and giddy lap-counts certainly haven't helped since then. Despite killer touring car, F1 and rally games appearing, there's still no must-have NASCAR title. EA will be hoping to change all this, having realised that, with such limited courses, the key to a good NASCAR game lies in the AI. If this is coupled with challenging but fair physics and decent visuals, the game should court those looking for something a bit different.

The Flintstones: Bedrock Bowling

Yabba Dabba Doo! Fred and Co go bowling...

This Flintstones-inspired UbiSoft release bears little similarity to the sport of bowling (which is probably a good thing.) Instead, it plays like a variation on the comedy karting genre and sees Fred, Barney et al getting inside a hollowed out half-boulder and proceeding down a series of bizarre lanes.

Gameplay involves you knocking down a series of pins that have been strewn carelessly over each level. In addition to this, secret items can be collected that reveal bonus sections of the lane. Proceedings will be made trickier by the unsociable antics of the spectators, such as cheeky monkeys who hurl rocks at you. Other pitfalls include explosive barrels, which will have to be avoided. At the moment *Bedrock Bowling* looks a little rough round the edges, so hopefully both the graphics and gameplay will be tightened up for its eventual release.



expected release date
AUG 2000
PUBLISHER Ubi Soft
GENRE Comedy Racing
1 **Player**
70% **Complete**
Anticipation ★★★★★

[Above] Despite a glorious intro sequence, the game's graphics look fairly ropey...

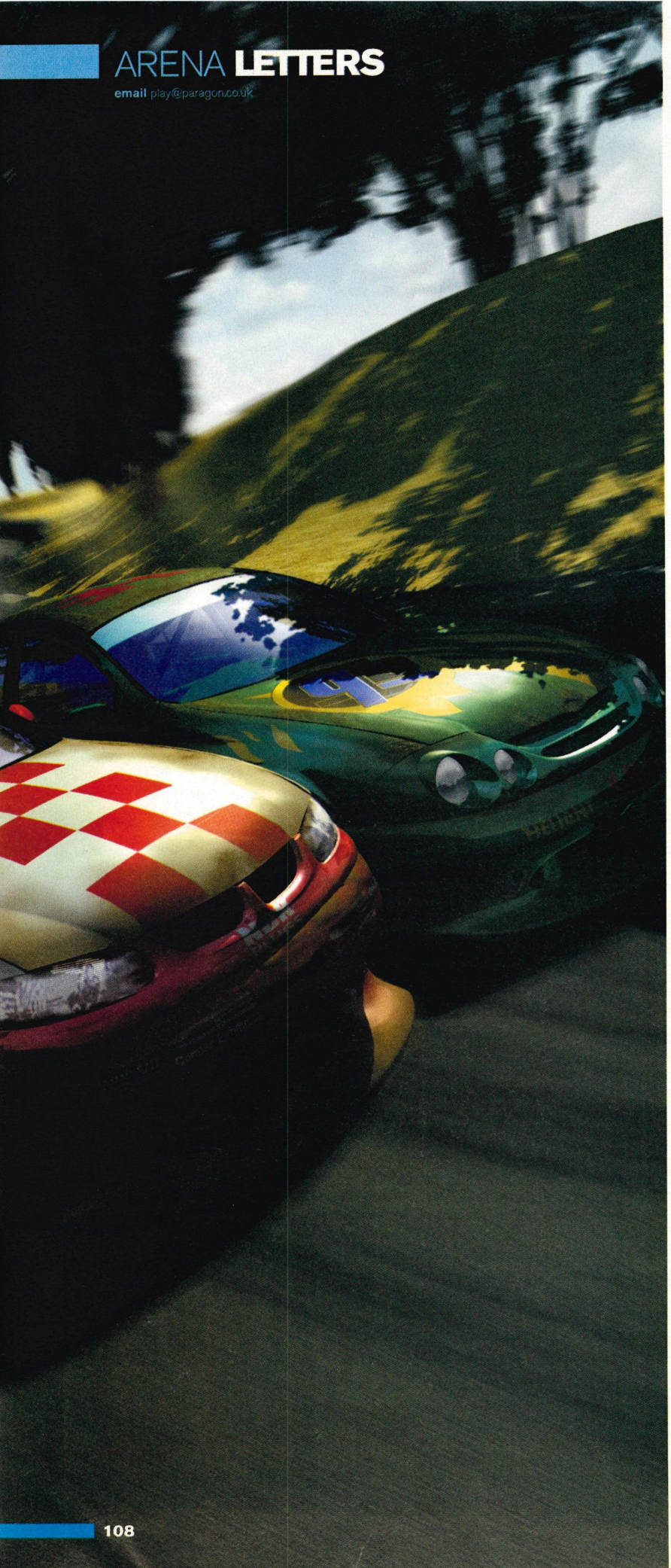
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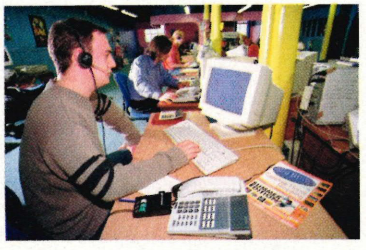
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A MATTER OF TAX

So the PlayStation2 is to retail at $299 in the US and at £299 in the UK. By today's exchange rate, that makes the UK version (which is admittedly inferior on at least two counts) over 51% more expensive than the US/Japanese versions. Is it me, or does Mr Blair keep telling us about the incredible strength and stability of the pound against most other currencies? This would indicate that the price should be lower... so why is the reverse true? Is this just another rip-off for the British punters? We have become used to them in the last decade or two, with music, movies, games, clothes, drink, cars, fuel and I don't know what else, all substantially higher than the rest of the world. Why is Sony continuing this trend? I know where I'll be getting my PS2 (if indeed the software support persuades me to get one), and even with transatlantic delivery costs I'll still be saving money...

Richard Walledge, email.

We're not too hot on the subject of petrol and car prices, but the prices we have to endure come as a result of three things: the North Sea, the Channel and the Atlantic Ocean. By cleverly conspiring against us, these bodies of water have turned us into an island and this, Richard, seems to be one of the many excuses given by the government. Of course, as many people who have to buy petrol will know, Gordon Brown gets his sticky mitts on most of our money through tax, and that is the bottom line. We're as powerless as Sony to stop the PS2 retailing at such a steep price. Just take some comfort in the fact that the original PSX went for £300 on release – and we're sure you'd agree £300 is cheap for the hours of gaming you've got out of it. If you need to blame anybody, blame the government.

FACE LIKE A SLAPPED ARSE

Great mag – best bit of the month when that little beauty plops through my letter box.

Right, a couple of questions for you. I understand the mini PlayStation (the PS one) will be able to hook up to mobile phones for Internet access. 1) Will you be able to save stuff off

the Net? 2) Will you be able to connect it to a land line instead of a mobile? 3) How much is the little screen gonna cost?

Right, now to the main point of this email. I have just set up a website called Ugly Mugs and wondered if there was any chance of a tiny little mention in your mag. The site is only small at the moment but will grow as I get more pics. The URL is WWW.UGLYMUGS.ARGENTINACITY.COM. It has been up for about 24 hours at the time of writing and has had about 60 hits so far, through word of mouth alone.

Thanks for taking the time to read my questions etc, and keep up the good work with the mag – you are all heroes. See ya later.

Pauly Trick, email

1) Theoretically, yes. The connection cable will be compatible with the PSX and PS2 as well as the PS one, so all three should 'theoretically' be able to do it. 2) No. 3) Sony haven't released details yet. Now, as for the Ugly Mugs thing... Ingrid? That scale of ugliness should be illegal.

BARGAIN BUCKET

This is my first time writing to your magazine. Your magazine is by far the best (the handy guide books are a nice touch too). I have all but a couple of your masterpiece magazines tucked nicely under my bed. [Stop it, you're making us feel sick – Ed.]

I would like to bring to your attention an issue that has had me at my wits' end for the past month. About four weeks ago I dragged myself from my PlayStation and went to the town centre. As I walked into HMV with the intention of purchasing a PlayStation mouse, I noticed that they are selling Sega Dreamcasts for £150. I also know a person who owns a Dreamcast; I played on it with him and I must say, it's impressive! He also owns a few Dreamcast magazines and I read one thing that disturbed me: Sega are going to copy hundreds of PlayStation games onto discs and sell them for about £15 each. This means that Dreamcast owners are paying a mere £15 for dozens of titles on one disc. The words 'cheeky bastards' popped into my head a few times.

Also, when the PS2 is released it'll cost £300 and by the time it gets here the Dreamcast will be even cheaper. All of this combined, plus the ability to play online, may cause people's loyalty in the PS2 to decrease. People will wonder why they have to pay double the price for a machine with the same power. It's tempting, but I still love the PlayStation and I trust Sony will release a machine that blows the Dreamcast away.

Damien Whinfrey, Doncaster.

There you go, Damien, you've just answered your own question. You still love the PlayStation, we still love the PlayStation and yes, of course, Sony will pull out all the stops to give Sega a thrashing. The disc you mention containing the games will not be Sega's doing – it is an emulator from a company called Bleem, and what you say is completely true. Unfortunately, Sony are powerless to stop them.



FAITHFUL TO THE END

Sony's plans to sell PS2 initially only through a pre-ordering system will no doubt bring the critics out of the woodwork but it is probably the only sensible thing they could have done in the circumstances. It is obvious that the demand for PS2 will far exceed capacity, so what was Sony to do? Launch the console in Europe and the UK knowing full well it could not meet demand? Just imagine all the bad publicity that would entail – shops filled with dozens of angry customers, retailers with no idea of delivery times. In short, everyone would be unhappy.

The pre-ordering system should ensure that the maximum number of impatient idiots possible are guaranteed to get the PS2 on launch day. Many will miss out, but this way the people who get upset should be kept at a minimum. Sony should be criticised for hyping a product before they could meet demand but this really is small beer in the great scheme of things.

What really bugs me on these occasions is the mad rush to buy a new console when it comes out. There is still plenty of life in the PSX, a huge back catalogue and plenty of good games in the pipeline. And if the slimmed down PS, due in September, is as cheap as suggested, it could attract a raft of new gamers to this format and ensure its longer term viability. Why not stick with the PSX until the last drop of gameplay has been extruded from its reliable bowels before shelling out on a new machine?

Martin D. Lillicrap, Harrow.

The PSX is hardly famed for its reliable bowels, but we get your drift. It would be right to stick with the PSX but times are moving. Don't tell us you wouldn't be interested in a console that far exceeds the power of the PSX but still has the ability to let you play PSX games. Don't think of this as sending out the old, bringing in the new. Think of it more as a caterpillar turning into a butterfly. God, we're poetic. ⏭

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PS TWO SOON?

With the imminent launch of the PS one, it makes you question a few things about the validity of the PS2. Let me explain. The reason the PS one is being released is because it is a refined version of the PSX. Unnecessary ports have been removed to cut prices and now Sony has ended up with the ultimate version of the PlayStation. This made me think though – why didn't Sony just do this in the first place? There have been many different series of the PSX and only now, as it's nearing the end of its shelf life, has Sony managed to get it right.

Suppose this was also true when it comes to the PS2. There have been tales of developers having problems programming the software, delays in release dates, many publishers expressing concern about whether they will support the PS2, and *Ridge Racer V* corrupting the DVD drive in the Japanese Station. The whole project hasn't fared well for Sony (especially since the news broke of the pre-ordering campaign). Could it be that this brand new console is just the first draught of a console that, in five years time, will look completely different and have many 'essential' component parts missing because they weren't as fundamental as once thought? Could it be that Sony is releasing the PS2 through pressure and hasn't turned it into the optimum machine that we hope it will be (maybe we'll see the PS Two in five years)? Is the PS2 we see now going to be the first step towards the PS2 we all deserve? The setbacks, strong competition, demand and emergence of the PS one as the 'proper' PSX would all suggest that the PS2 could be rushed. Let's hope for Sony's sake that I'm wrong.

Phil Stanley, Bournemouth

Mmm, conspiracy theories! The reason for the PS one's existence is more about not killing off a highly successful brand just because of progress. By selling it at a knockdown price, it still allows people to play for pocket money prices. The PS2 has had a few teething problems but don't worry, Sony wouldn't release a machine it knowingly knew would need refining. The PS2 may change throughout its life by almost indistinguishable levels but this will only affect your playing pleasure in one way: it'll cost you less.

VIB RIBBED

I am just writing to tell you that in issue 65 I was appalled to witness another person's pubic hair glistening in your magazine. It's a sick world we live in these days, with many people disregarding the feelings of you poor people at PLAY HQ. [Tell us about it!]

That isn't the reason I wrote to you though. My letter is about the release of some of the worst games to ever grace the glorious PlayStation. Never have I seen such an appalling amount of games being released in an abundance. The games I refer to as absolute garbage are *Gauntlet Legends* – which, let's face it, is a load of horse manure – and secondly, and probably the worst game to ever grace the holy grey box, *Vib Ribbon*. Tell me, how can a game so poorly designed get released for such a magnificent feat of technology? This game hasn't just got the graphics of a 1970s version of *Pong*, it has no lastability whatsoever. I rented it from my local video store and was restrained from smashing the TV into tiny little pieces. Perhaps it would have made the game look better. I'm sorry, but how could you give this lacklustre game 91%? What is the gaming world coming to?

Dean Jones, South Wales

Dean, you miss the point. *Vib Ribbon* is a fantastically strange game and one that was designed to be played in company. Okay, you may need the help of a few tins to get your head round the bizarre concept, but once you've got the Vengaboys forcing a chalk rabbit to jump over spikes by screaming "My Uncle John from Jamaica" at him, we're sure you'd agree with the score. In fact, 91% may have been too tight. *Gauntlet Legends* though. Completely agree.

WRITERS BLOCKED

Ahoy there Playskerteers! I know I've moved to the other side of the office, but that is not a decent reason to tell folks so many lies about me. For the record, I do not live under my desk. Au contraire, my naive friends, I have a busy and varied social life. I enjoy activities that vary from collecting rare and valuable sound samples of films from the Eighties to enjoying choux pastry. I do not, however, make my own clothes out of hospital waste bags and I have never spent a night wrapped up in my Macintosh's cables. Lies, lies, lies.

You know this, yet you still maintain that I never leave the office, that I was probably conceived in the office and that I'm like the ravens at the Tower of London: if I should leave, the place would fall down. And that smell that was left when I moved those few feet was nothing to do with me either, actually. I don't smell and that is a fact that I can prove on any given day – just test me and breathe that fresh air. Oh, I forgot that you don't even talk to me anymore. Well poor old me. Boo bloody hoo and all that. Please don't take my tone as anything but a mark of my confusion over this matter.

I've never stopped loving you guys and you know this, so please, no more. If I win star letter I'll split the proceeds and we can all go out for a fish supper and end this nonsense once and for all. See, there's no chippy in the office so I'd have to go outside. I win!

Cheers!

Will Johnston, PS Pro Magazine

PS If something unexpected happens to Simon, can I have his job?

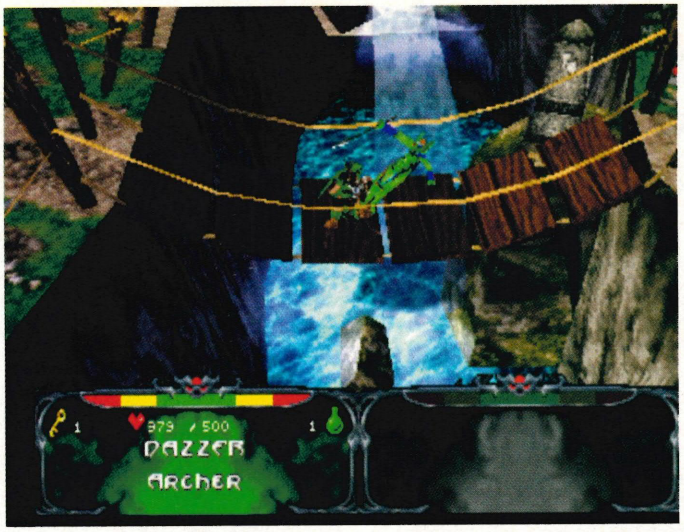
There you go, folks – conclusive proof that writers for other PlayStation magazines are insane. Can anyone make out a word of what he was saying? No. Thought not.

CAMP

In your last issue (Play 65) you said that there will be no PS2s in the shops on launch day because Sony doesn't want people sleeping outside just to get their hands on PS2. Didn't Sony ever think that when the PS2s do go on sale in the shops, people will just start camping outside then?

Psycho Mantis, email.

Sony's intentions regarding the PS2 are weird. One minute you pre-order, the next you don't (look in the news for the full story). Just to be safe, why don't you get a sleeping bag and head on down to a game store now?



[Above] Take a good look at the screenshot above. This is one of the most dire games you'll encounter on the PlayStation. Dean Jones, we salute you!

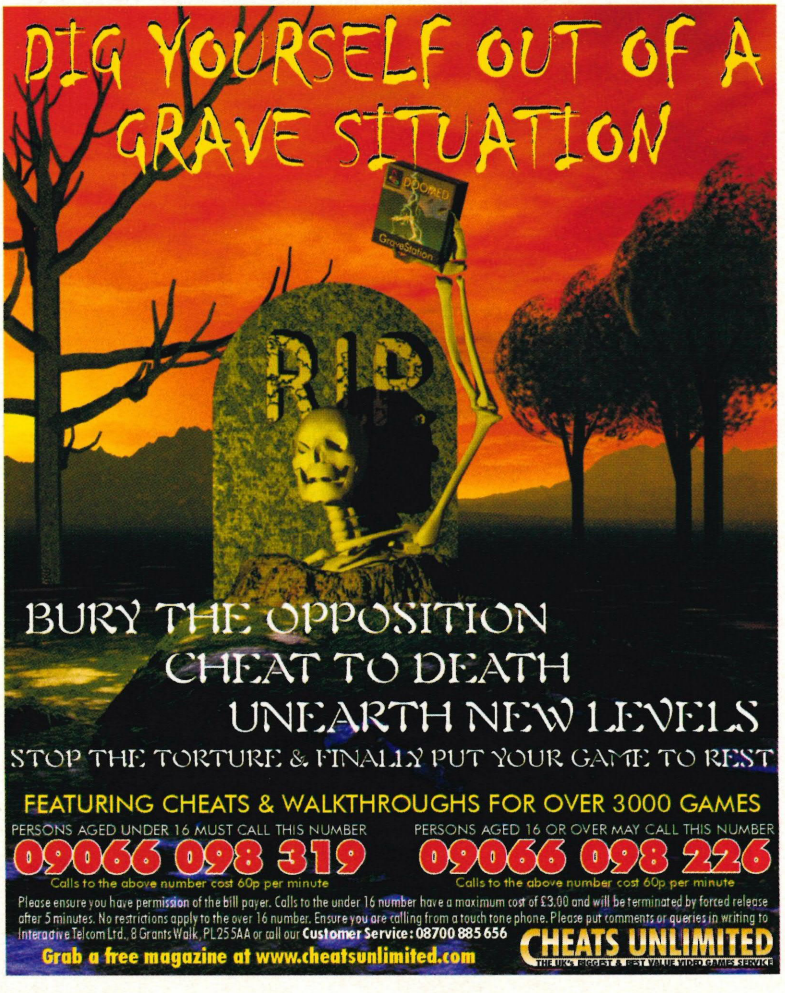
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THIRD PARTY POOPER

Why do people make third party peripherals? I bought (stupid me) a third party pad two weeks ago because it was the cheapest in the shop and I needed it so me and my mates could play *ISS*. The buttons weren't fixed in properly and wobbled. They felt really cheap too and didn't even have the proper symbols on them. The plastic case was really flimsy and there's already a crack in it. Why are companies allowed to get away with this? It's like playing my PlayStation with a brick, instead of the sturdy beauties Sony give us. Is there some sort of loophole in the law that means companies can rip-off Sony's ideas and sell them as their own for a fraction of the cost? Please enlighten me!

James Barton, Leeds

There are some seriously dodgy third party pads knocking about that do look remarkably similar to the Sony pads. There are also some sturdy ones out there though, some of which are revolutionary – Namco's Jogcon is the perfect example – but have £50 to buy yourself a couple of official Dual Shock pads anyway.



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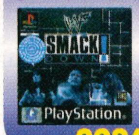
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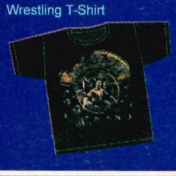
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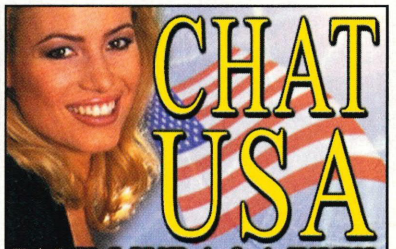
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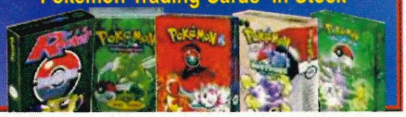
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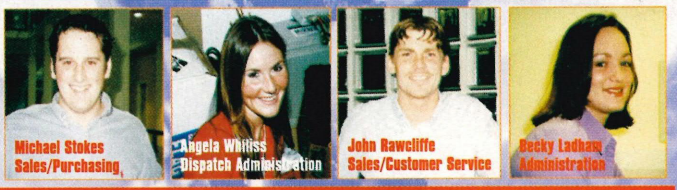
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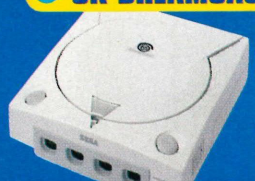
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Bishi Bashi Special	£24.99
Vagrant Story	£24.99
Vandal Hearts 2	£27.99
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Playlist

UPDATED EVERY MONTH

NEW REVIEWS

Tony Hawk's Skateboarding 2
Gauntlet Legends
Vib Ribbon
Chase The Express
MoHo
Eternal Eyes
Front Mission 3
Nightmare Creatures 2
Vagrant Story
Grind Session
Blaster Master
London Racer
Yeh Yeh Tennis
Wild Arms 2

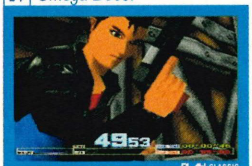
head-to-head 118
Miyamoto vs Kojima
fave... 120
Virtual gay icons!
dvd spy 121
New DVD movies rated
internet zone 122
Online sites bookmarked
trivia corner 122
Can you answer them all?
new peripherals 123
Expand your PlayStation
game hero 124
Kicking ass in *Tenchu 2*
game over 124
Hogs Of War finished!
most wanted 125
Can't have it, want it
PS2 software directory 126
Our top five PS2 games...
millennium games 127
The best games... ever!
hard copy 128
Neat new books reviewed
on the cards 128
Memory card favourites
new fads 129
Razor scooters
furgy zone 129
She's driving you mad

GAMETITLE										issue	SCORE	WESAY...
40 Winks	1	●							●	56	76%	Great to look at, but very, very boring.
4x4 World Trophy	1-2	●			●				●	62	72%	Surprisingly enjoyable off-road racing!
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 3D! 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!
All-Star Tennis 2000	1-4	●	●						●	64	71%	Update of dated tennis game. Not too bad.
Alone in the Dark 2	1	●								04	77%	Intriguing French 3D adventure based on PC.
Alundra 2	1	●								64	75%	Good in 2D, crap in 3D. Buy the original!
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 3D*	1-2	●							●	49	68%	Enjoyable, but short-lived plastic warfare.
Army Men: World War	1-2	●							●	64	28%	Quite awful plastic crap.
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.
Astro Trooper Vanark*	1-2	●			●				●	63	79%	Resident Evil meets Aliens, but very dull!
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 3D 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.
Ballistic	1-2	●			●				●	63	92%	The most addictive, and frustrating, game ever!
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!

TOP10 shoot-'em-ups

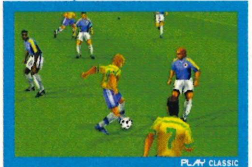


01 **G-POLEZ 2** – Still the best law enforcement title!
02 Colony Wars: Vengeance
03 Future Cop: LAPD
04 Point Blank 2
05 Vigilante 8
06 Ghoul Panic
07 R-Type Delta
08 Ace Combat 3
09 Omega Boost



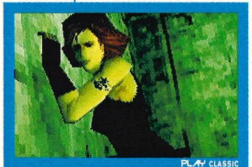
10 **TIME CRISIS** – Get some practice in before the sequel!

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 strategyadventure



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 Vagrant Story
09 C&C: Retaliation



10 **CHASE THE EXPRESS** – Not very original, but very playable...

BUYER'S GUIDE **PLAYLIST**

The greatest guide to PlayStation games in the world

TOP10 puzzleparty

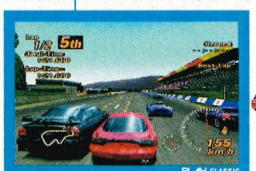


01 **BISHI BASHI SPECIAL** — *Madder than a hallucinating hare!*
02 Music 2000
03 Um Jammer Lammy
04 Bust-A-Groove
05 Bust-A-Move 4
06 Kurushi Final
07 Super Puzzle Fighter II Turbo
08 Guitar Freaks
09 Hogs Of War



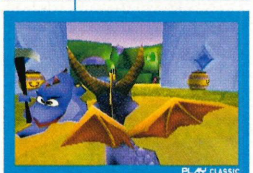
10 **MICRO MANIACS** — *As Prescott says – it's better on foot!*

TOP10 racing games

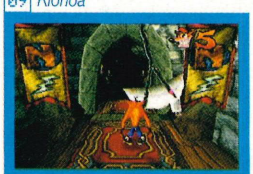


01 **GRAN TURISMO 2** — *More of the same, but loads bigger!*
02 Gran Turismo
03 Driver
04 TOCA 2
05 Colin McRae Rally
06 Wip3out
07 V-Rally 2
08 Ridge Racer Type 4
09 Crash Team Racing
10 Formula One '99

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...
Big Hurt Baseball*	1-2	●								09	81%	*Moderately successful sports conversion.*
Big 'Ol Bass	1-2	●		●					●	62	80%	*A great fishing game that dares to be different!*
Bio Freaks	1-2	●								41	78%	*Mutated, mangled, muddled mayhem.*
Bishi Bashi Special	1-2	●		●					●	62	92%	*The best two-player party game around!*
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.*
Blaster Master	1	●							●	65	65%	*Enjoyable at first, but soon repetitive, blasting.*
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 3D 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.*
Brunswick Pro Bowling 2	1-2	●							●	62	44%	*More like a sub-game lacking the main bulk...*
Bubble Bobble	1-2	●								11	85%	*Arcade fun from the early Eighties.*
Bubsy 3D	1	●								15	69%	*Passable 3D 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!*

HEAD-TO-HEAD Shigeru Miyamoto vs Hideo Kojima

Who's the ultimate Japanese videogame genius?



He did... **Mario!**

Shiggy

In these heated times of console rivalry, it's tempting to belittle Nintendo's trump card in typically childish fashion. However, you'd have to be mad not to respect just how much this man has done to innovate in and advance the field of videogames design.

Not many Japanese employees have got "started the platform genre; came up with *Mario*; conceptualized *Zelda*" on their resumés, that's for sure, but that's what Miyamoto-san has done. The creation of *Donkey Kong* in 1981 set the style of videogames for a generation, featuring 'Jumpman', a fat little man who was given dungarees just to stop his arms clashing with his body, who later became *that* plumber. Many years later a leap of similar size came with the 3D extravaganza of *Mario 64*, a revolutionary title whether you like it or not, and *Zelda: Ocarina Of Time* wasn't exactly shabby either...

Ichi ban! He's number one!

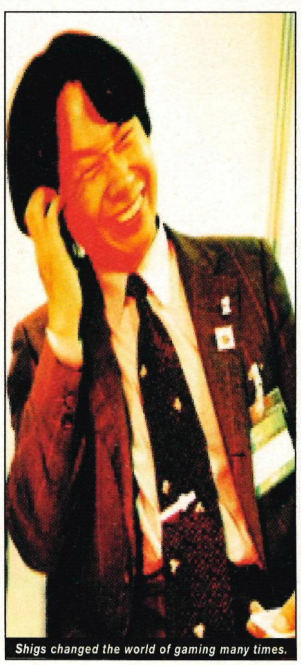


He did... **MGS!**

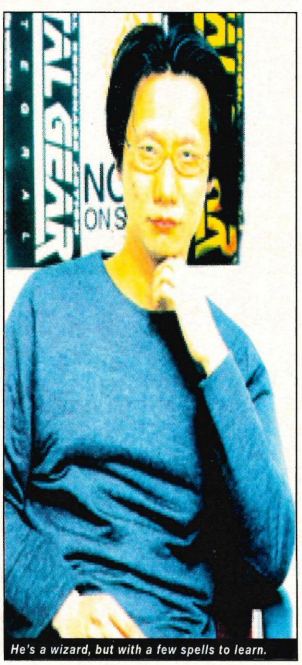
Hideo The Video

He's got a lot less miles on the clock than industry veteran Miyamoto, but look at what Hideo achieved with just one title... As it happened that title was *Metal Gear Solid*, the most hyped game ever (remember reading impossibly enthusiastic reports from the E3 show up to two years before *MGS* came out?) for the world's best ever selling console (that's the PlayStation, by the way.) Of course, Hideo is hardly wet behind the ears – nor is the *MGS* series – with the original *Metal Gear* being released in 1987 on MSX. What boosts this man's points in the battle we have arranged for you here is the fabulous design ethic boiling away in that super brain of his. When *MGS* came out, everybody found something to say "I've always wanted to do that in a videogame!" about. Still, currently the *MGS* phenomenon stands as one huge milestone of gaming – and Miyamoto's got three, the way we figure it...

Not yet a videogames vet!



Shigs changed the world of gaming many times.



He's a wizard, but with a few spells to learn.

GAMETITLE											issue	SCORE	WESAY...
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!
Championship Bass	1-2	●			●					●	63	60%	Fishy, stagnant and boring.
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!
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 3D 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!
Colin McRae Rally 2	1-2	●			●		●			●	64	93%	The best rally game ever. Even better than the first!
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.
Countdown Vampires (The)	1	●								●	62	76%	Cheap and tacky Resident Evil clone.
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 3D 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.

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 Driver
07 Crash Bandicoot 3: Warped
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

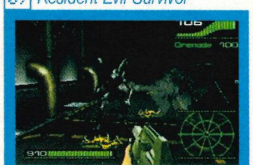


01 **TEKKEN 3** – The best fighting game around!
02 Soul Blade
03 Street Fighter Zero 3
04 Dead Or Alive
05 Bloody Roar 2
06 Street Fighter EX2
07 Bushido Blade
08 Marvel Vs Capcom
09 Kensei: Sacred Fist
10 Tekken 2

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

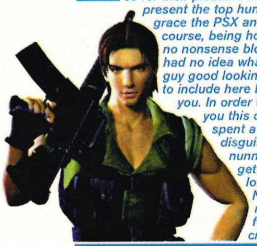


10 **ALIEN TRILOGY** – Very old, but still fun to play...

FAVE hunks

This month: our fave things are blokes!

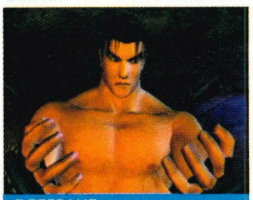
We do, believe it or not, have a small quota of female readers, so for their pleasure we proudly present the top hunks to ever grace the PSX and PS2. Of course, being hot blooded no nonsense blokes we had no idea what made a guy good looking enough to include here before you. In order to bring you this column we spent a week disguised in a nunnery, getting the low down. Next month... fave car crashes!



Jin Kazuya

Half Japanese, half devil, all man, Jin has broken many a girl's heart. With pecs as big as buses, Jin likes nothing more than to oil himself down naked in front of a full length mirror. Kinky devil.

Girth ★★★★★

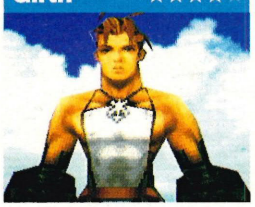


BEEFCAKE Of The **Month!**

Ashley Riot

Having seen his wife and child killed, Ashley is a tortured soul. This doesn't stop him bedding dozens of cheap whores night in, night out though, and secretly recording it to watch back in private with a tub of Vaseline.

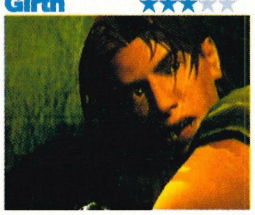
Girth ★★★★☆



Carlos Oliviera

Just because he hangs around women whose faces are falling off, this doesn't stop Carlos being a top Latino stud muffin. All the girls go wild for his greasy face and hairy back. He aspires to owning a kebab shop too.

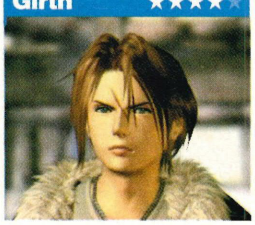
Girth ★★★☆☆



Squall Lionheart

Yeah, he looks like a batty boy. He dresses in furs and leather and likes nothing more than getting his hands around big sword shafts – but this guy is all bloke. Leonardo DiCaprio, eat your heart out.

Girth ★★★★☆



GAMETITLE		issue	SCORE	WESAY...
Destruction Derby	1-2	01	80%	*PSX showpiece and good two-player.*
Destruction Derby 2	1	14	82%	*Better, but lacks link-up – bah!*
Destruction Derby Raw	1-4	64	75%	*Improves little on its aging predecessor.*
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.*
Discworld II	1	28	80%	*Humourous off-the-wall adventuring...*
Discworld Noir	1	57	66%	*A Discworld departure... that doesn't work.*
Disney Racing	1-2	64	70%	*Great for kids who don't know better...*
Disruptor	1	14	87%	*Impressive 3D 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.*
Dragon Valor	1	63	74%	*A sadly wasted opportunity. Should have been big.*
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. Breathtaking!*
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!*
Eternal Eyes	1	65	45%	*Lacklustre blend of RPG and Pokémon.*
Euro 2000	1-2	63	70%	*It may be official but it's not the best!*
Everybody's Golf	1-4	36	85%	*Highly enjoyable, fast-paced party golf game.*
Everybody's Golf 2	1-4	62	83%	*Fun and rewarding, just like real golf is!*
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 3D 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 3D beat-'em-up. Buy Tekken 2 instead.*
Fighting Force	1-4	27	89%	*Brutally destructive two-player action.*
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!*
Final Fantasy VII	1	27	93%	*The final word in adventure!*
Final Fantasy VIII	1	54	96%	*The greatest RPG to grace the PlayStation.*
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!*
F1 2000	1-2	62	91%	*For a corking current F1 game, look no further.*
Formula 1	1-2	11	84%	*Exhilarating and glorious F1 sim!*
Formula 1 '97	1-2	26	90%	*Well upgraded and stuffed with excitement!*
Formula 1 '98	1-2	41	68%	*Enormously disappointing – just rubbish!*

GAMETITLE		issue	SCORE	WESAY...
Formula 1 '99	1-2	55	92%	The best Formula-1 game to date...
F1 Racing Ch'ship	1-2	63	68%	It's F1 racing but in the slow lane...
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.
Front Mission 3*	1-2	62	84%	Mechal gear solid! A destructive delight!
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.
Gauntlet Legends	1-4	65	49%	Time to lay down the Gauntlet games.
G-Darius	1-2	39	88%	Hair-raising shoot-'em-ups don't come much better.
G-Police	1	27	84%	Atmospheric, pulse-raising 3D arcade thrills!
G-Police 2	1	52	92%	Improves on the original in every way...
Galaxian 3*	1-4	10	69%	Repetitive and confusing shooter.
Gale Gunner*	1-2	63	56%	Stinking space soap opera. Snoresville!
Galerians	1	63	84%	Akira meets Resident Evil and it's explosive!
Gekido	1-2	62	65%	Proof enough that scrolling beat-'em-ups are dead!
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!
Ghoul Panic	1-2	62	78%	Good, light-hearted ghoul-shootin' fun.
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.
Gran Turismo	1-2	31	97%	The best racing game ever made!
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!
Grind Session	2	65	85%	A fine addition to the skateboarding genre.
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 skool 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!
High Heat Baseball*	1-2	63	45%	Beating yourself with barbed wire is more fun
Hi-Octane	1-2	03	80%	Reasonable Bullfrog racer.
Hogs Of War	1-4	64	90%	Fantastically good strategy. An absolute must.
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!
In Cold Blood	1	64	89%	Bond does 'point and click'. Smooth.
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.
ISS Pro '98*	1-4	38	92%	Nearly as good as the N64 version. Brilliant!
ISS Pro Evolution	1-4	55	97%	Quite simply the greatest footie game ever made!
Int Track & Field	1-4	09	85%	Superb multiplayer 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.

DVD cinemareviews

written 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?

Jaws: 25th Anniversary

Gladly, the movie looks stunning considering its age, and this edition has absolutely everything the hardcore fanatic could wish for, like an excellent documentary and incredibly rare out-takes. Perfect.

rating ★★★★★



Girl, Interrupted

Really just for women who watch too much Oprah, but Angelina Jolie's Oscar winning psycho-chic performance will engorge the boys. Documentary, commentary and deleted scenes. [R1]

rating ★★★★★



Bicentennial Man

When Continental decided to run this as alleged 'in-flight entertainment' recently, we seriously considered relocating to the undercarriage and taking our chances with the elements.

rating ★★★★★



Die Hard With A Vengeance

*Following a bungled release where the censored UK TV version was erroneously put on sale, the real Die Hard 3 is now available. And you **need** the whole set! Anamorphic, no extras.*

rating ★★★★★



The Green Mile

Tackling the eternal problem of what to do if an enormous black guy in your care turns out to be Jesus en route to the electric chair, this teary epic is so-so. Has a documentary and little treats. [R1]

rating ★★★★★



Mission: Impossible

Now that M:I2 has come out and contains action scenes so painfully brilliant it made us weep with joy, you've got a whole new reason to buy the original, in peachy anamorphic glory.

rating ★★★★★



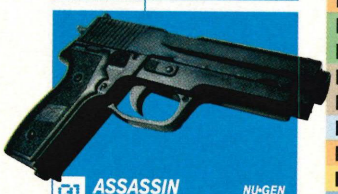
DVD Review issue 16 is on sale now priced £3.95

TOP 5 joypads



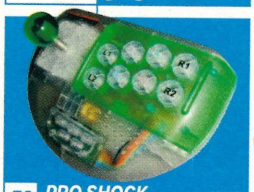
01	**DUAL SHOCK** *Still the best pad available...*	SCEE
02	Viper	BLAZE
03	Analogue+	JOYTECH
04	Dual Impact	NU-GEN
05	Shockhammer	THRUSTMASTER

TOP 5 lightguns



01	**ASSASSIN** *Closest to murder this side of the law...*	NU-GEN
02	Scorpion	BLAZE
03	G-Con 45	SCEE
04	Erazer	BLAZE
05	Pump Action	ACCESS LINE

TOP 5 joysticks



01	**PRO SHOCK** *Easy on the eye, responsive to the touch.*	BLAZE
02	Twin Shock Arcade	BLAZE
03	EagleMax	ACT LABS
04	Arcade Stick	NAMCO
05	PS Arcade	INTERACT

TOP 5 wheels



01	**TOP GEAR** *Still the best wheel we've used.*	LOGIC 3
02	Dual Force	GAMESTER
03	Jordan GP V2	JOYTECH
04	Racing System	ACT LABS
05	V3 Racing Wheel	INTERACT

TRIVIA corner

1. What is the name of the male hero in **Tenchu 2**?
2. Who is the director of Tomb Raider company **Eidos?**
3. What are the names of the giant mech robots in the classic **Front Mission 3**?
4. Who is **Jack Morton** and in which game has he recently made an appearance?
5. What is the name of the developer behind **PaRappa The Rapper** and the weird **Vib Ribbon**?

The answers are at the bottom of page 124.

GAMETITLE											issue	SCORE	WESAY...
Jackie Chan Stuntmaster	1	●			●				●		63	74%	*Hi-flying hi-jinks with the king of kung-fu!*
Jedi Power Battles	1-2	●			●				●		63	67%	*Once again the good name of Star Wars is mud.*
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!*
Jimmy White's Cueball 2	1-2	●			●				●		63	62%	*More like a pub sim than anything else*
Johnny Bazookatone	1	●									04	71%	*He's supposed to be cool. He's not.*
Jo Jo's Bizarre 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%	*Contemptible beat-'em-up. Avoid.*
King Bowling	1-4	●									02	37%	*Uninspiring cartoon bowling sim. Duff.*
King's Field	1	●									06	61%	*Long-lasting RPG, looks crap though.*
Kingsley's Adventures	1	●							●		53	60%	*Uneventful kids-orientated platformer.*
King Of Fighters '95*	1-2	●									11	62%	*Utterly pointless 2D 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!*
Land Maker	1-2	●							●		64	65%	*Bizarre puzzler. Bizarrely enjoyable. Bizarre!*
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.*
Legend Of Kartia	1-2	●									51	43%	*Too linear, too boring, too Japanese...*

INTERNET ZONE Getting Wired

The best Internet sites on the Web reviewed and rated.



Best *Videogame* Site

bookmark www.metalgear.com

Metal Gear

If you're as hyped up about the whole *Metal Gear Solid 2* thing as we are then it might be worth popping in to Konami to track the game's progress once in a while.

Although the site hasn't been up-dated since Noah and his motley crew of four-legged friends set sail on their boat, it still provides a homely reference point for those wanting to know about Solid Snake and his past exploits. There are screenshots of the first game aplenty, so you can reminisce about the good old days of Snake on the old PlayStation, crew biographies, storylines and a healthy bundle of cheats and hints for the game.

Don't expect anything too radical at the moment but, besides our good selves, this site will probably be the first to feature anything on the forthcoming blockbuster. Of course, if you haven't time to continuously search for news then we'll tell you when the site is updated.

They is also a *Metal Gear Solid* fan club available for you to sign up to for all the latest gossip as well as contacts with other *Metal Gear Solid* fans. Basically, this has got everything you'd need.

rating ★★★★☆

Espionage-tastico!



Best *Non-Videogame* Site

bookmark tv.cream.org

TV Cream

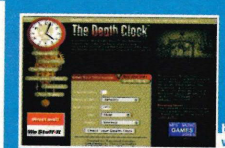
Remember Hong Kong Phooey? Going For Gold? Captain Caveman? Rainbow? Number 73? Get Fresh?

How 2? Name That Tune? Tizwas? Mr Benn? King Rolo? Brick-A-Brack? Well if you do then you've got a very bad memory. These TV gems are just the tip of the iceberg when it comes to recapturing our TV youth. Obscure French classic Watto Watto (a seldom remembered and oddly frightening anime inspired cartoon starring a bird with bacterial growing habits) makes a re-emergence, the classic Cheggars Plays Pop pokes its yellow and red dusty head off for a good spring clean and even the unforgettable Krypton Factor is documented in stunning glory. It's all written with such a refreshing style, you could easily get lost in this site for hours, day-dreaming about what it used to be like when you were young.

If TV shows aren't enough, you can even find confectionery (Marathon Bars, Spangles and Pacers are here) or drinks (Quatro, Blue Nun and Soda Stream) for your reminiscing pleasures. TV Cream is an absolute treat and not to be missed!

rating ★★★★★

Ahh, the memories...



Best *Totally bizarre* Site

bookmark www.deathclock.com

The Death Clock

Ever sat, alone in a darkened room listening to the silence of the night, the gentle patter of winter rain and the quiet beating of your heart as it drags your body nearer and nearer toits final, inescapable conclusion? Ever wondered then just how long it would be until you bought it big time?

Check out The Death Clock then. Simply type in your details, press enter and watch as the clock proceeds to countdown just how long you have left in this mortal realm. You can cut at least twenty years off your life if you are overweight and smoke and you are more likely to live longer it you are a woman.

You can also find out the exact dates famous celebrities snuffed it, and forward a clock to your enemies with their details ticking away in front of them when they open their email. At the last count, we had inhaled the contents of a Ford Focus' exhaust pipe and broken a set of industrial scales. This means (if the clock is to be believed) that we have approximately three seconds left to liv...

rating ★★★★☆

Snuffitastic!

GAMETITLE										issue	SCORE	WESAY...
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 3D, but awkward to play.*
CLASSIC LMA Manager	1-2	●							●	55	94%	*The best football management game, ever!*
Lomax in Lemmingland	1									14	70%	*Dull as dishwater platform game.*
London Racer	1	●							●	65	15%	*Avoid at any cost. The road to hell.*
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...*
CLASSIC MDK	1	●								27	90%	*Brilliantly conceived 3D 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!*
CLASSIC Medal of Honor	1-2	●			●				●	57	95%	*A deeply engrossing* GoldenEye *clone. Brilliant.*
Medievil	1	●							●	40	86%	*Death has never looked so appealing.*
Medievil 2	1	●							●	62	89%	*A darker, funnier side of platform games...*
Mega Man 8*	1	●								21	82%	*Playable and colourful, but ultimately shallow.*
Men In Black	1	●								37	35%	*Painfully unplayable movie tie-in.*
CLASSIC Metal Gear Solid	1	●							●	42	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!*
CLASSIC 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%	*Humdrum 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 buried!*
Mission Impossible	1	●							●	55	70%	*Dire graphics mask compelling gameplay!*
MLB 2001*	1-2	●			●				●	63	60%	*Yet more Yankee cricket. How dull.*
MoHo	1-2	●							●	65	69%	*Freaky but flawed futuresports.*
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%	*Homicidal battery at its best.*
MK Mythologies	1	●								29	71%	*Blood-soaked, but mundane platformer.*
CLASSIC Mortal Kombat Trilogy	1-2									14	92%	*Gory orgy of 16-bit gameplay. Not bad.*
Moto Racer	1-2	●							●	26	86%	*A seat-of-the-pants roller coaster ride.*
Moto Racer 2	1-2	●			●				●	40	87%	*A superb sequel that's huge entertainment.*
Motorhead	1-2	●			●				●	34	79%	*A turbo-charged, albeit short-lived racer.*
Motor Toon GP 2*	1-2	●		●			●			10	79%	*Highly playable cartoon racer.*
Mr Domino	1	●								37	72%	*Original, but lacks a lasting challenge.*
MTV Snowboarding	1-2	●		●					●	56	85%	*Trick combo heaven, but a tad glitchy.*
CLASSIC Muppet Race Mania	1-2	●							●	62	90%	*Racing so good, it's silly!*
CLASSIC Music	1	●								41	90%	*A fantastic music-making package.*
CLASSIC 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.*
N•Gen Racing	1-2	●			●				●	62	83%	*Slick, but flawed air racing action...*
Nagano Winter Olympics*	1-4	●	●	●					●	31	83%	*Excellent multiplayer 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.

LATEST game gadgets

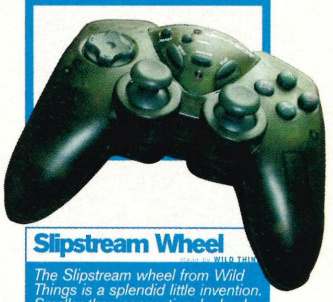
So many new bits and pieces appear in the shops each month, competing for your cash. How do you decide which add-ons are worthy of connection to your PlayStation? Read this, me lad, that's how.

Advanced Jolt Controller

price by JOYTECH

The PlayStation controller market is crowded with contenders, but Sony's Dual Shock is still regarded as the best. With another new pad on the scene are things set to change? The controller itself isn't bad to play with, although it's a little chunky and the buttons are a tad overweighted. The analogue sticks are higher than normal as well, making the L3 and R3 functions hard to use when they're anywhere but in the vertical position. On the positive side, the pad's very strong and fits into your hands with only a little reluctancy. There's a turbo button too, which, unlike some, isn't too hard to access during play. A good enough pad, but it seems that nothing can live up to Sony's masterpiece. It's been like that from the beginning and it looks to be how it's going to stay.

rating ★★★☆☆



Slipstream Wheel

price by WILD THING

The Slipstream wheel from Wild Things is a splendid little invention. Smaller than conventional wheels, it is a chunky little bugger fitted with fat, squiggy grips and easy to find buttons. Fitted with suction pads, the Slipstream is designed for table top use but a little too much corner could have it sliding around, even if you do find the cleverly concealed pull down flap that locks it to the edge of your table. The only real problem are the foot pedals, which are too close for anything other than a dwarf. Heavy, chunky and highly responsive – you could do a lot worse.

rating ★★★★☆

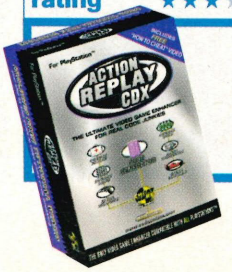


Action Replay CDX

price by DATEL

For PSX owners with the 9000 series, finding a cheat cartridge is difficult, but the CDX slips straight into a spare memory card slot instead. Stocked with hundreds of cheat codes, the CDX is ideal for anyone just breaking into the PSX scene. Unfortunately you can't programme your own cheats as you can with the X-Plorer cart and phoning the CDX code line costs 50p a minute. Cheeky, but 9000 owners may benefit.

rating ★★★☆☆

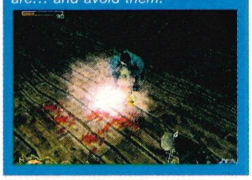


GAME HERO

Get to grips with one on one fighting in *Tenchu 2*...

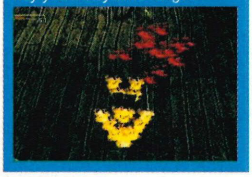
step 1

This is the first time you are required to fight without using stealth. Here's how to get the advantage in battle with the boss characters. All bosses possess an ability other than simple sword swinging. Learn what they are... and avoid them!



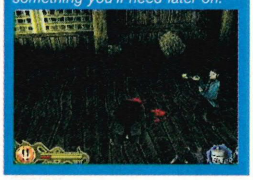
step 2

Some bad guys will have two attacks. The first you encounter has smoke grenades and fire bombs. They'll use them one after another, so watch for a change in their patterns to learn when they're going to strike. This way you'll stay alive longer.



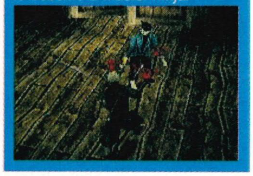
step 3

Backflips are an ideal way to get out of trouble quickly whilst keeping an eye on your foe. Use them if the enemy counters your attack and you are unable to get a clean hit in. This way you'll conserve precious energy, something you'll need later on.



step 4

Lunge attacks work the best when stealth is no longer an option. Double tap forward and press attack to jab at the enemy's belly. Hard to block, and packing some serious damage, this move is vital if you are going to become a master ninja.



step 5

Keep topping up your energy when you can and keep striking at the enemy from behind or with lunges and you'll quickly have them choking in a pool of their own blood. No wonder this game got an 18 cert. It's terribly gory. But we love it.



Trivia answers: 1. Rikimaru **2.** Ian Livingstone **3.** Wanzers **4.** The hero from Chase The Express **5.** Nasaya Natsura.

GAMETITLE		issue	SCORE	WESAY...
Namco Museum 2*	1-2	06	70%	*Worse than Vol 1 – best:* Xevious.
Namco Museum 3*	1-2	13	73%	*Decent retro fix – best:* Pole Position II.
Namco Museum 4	1-2	23	79%	*Some cool games – best:* Pac-Land.
Nanotek Warrior*	1	22	76%	*Tired shoot-'em-up set at molecular level.*
Nascar Racing '96	1	15	80%	*Comprehensive racing simulation – a bit jerky.*
Nascar Racing '98	1-2	28	82%	*The complete* Nascar *package.*
Nascar Racing 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!*
NFS: Porsche 2000	1-2	63	79%	*Drives like a dream, looks like a Skoda*
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!*
NHL Rock The Rink	1-2	63	70%	*All muscle and novelty value, little else!*
Nightmare Creatures	1	27	86%	*A fantastic, full-on splatter flick!*
Nightmare Creatures 2	1	65	65%	*Highly derivative slash-'em-up.*
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.*

GAME OVER Hogs Of War played out



100% Complete



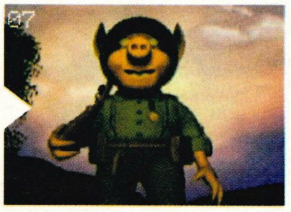
Over The Top

The land of Saustralasia is yours, but the Isle of Swill still stands strong. It is the last island and if your battalion isn't made up entirely of hero class pigs, you can forget it. The enemy is made up of elite members of every enemy you've encountered. There are pill boxes, poisoned water, infinite air strikes and mines to contend with. Remember, the enemy want to protect the oil wells you are attempting to destroy, so tuck your pigs in as tight as you can by as many wells as you can. This is the only way you can even think about winning this monster battle.

We show you the ending in case you haven't reached it...

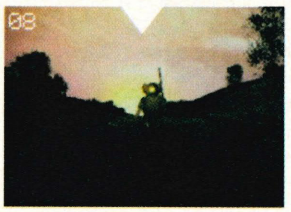


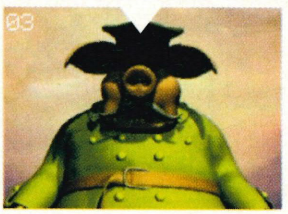














Hogs Of War **is an absolute classic. You've got to be a bit of a Rambo to complete it though!**

Forward March...

Old news reels show the world celebrating the end of the war but the lowly soldier is nothing but a left-over. Colonel pig arrives though, dusts him down, gives him a medal for bravery and sends him off into the sunset look for another war. Yes, we have a moral to our story: as long as there are stupid politicians there'll be wars. How true.

GAMETITLE										issue	SCORE	WESAY...
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 3D 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 3D 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!
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 3D 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 3D platform romp.
Player Manager	1-2	●				●				14	74%	Banal management game. No frills and slow.
CLASSIC Player Manager 2000	1-2	●				●			●	62	92%	Not as user-friendly as LMA, but just as rewarding!
Pocket Fighter*	1-2	●								38	84%	Rehashed formula, but still immensely satisfying.
PO'ed	1									07	87%	Scrappy Doom clone, meant to be humourous.
CLASSIC 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 Academy	1-2	●						●		64	53%	The worst of the pool sims.
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.
CLASSIC 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!
CLASSIC 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!
Radikal Bikers	1-2	●			●				●	62	56%	Provides short-term fun, but little beyond...

HOTTEST incoming

The very best games we're most looking forward to receiving here at PLAY. In no particular order, here goes our wish list for titles almost upon us...

Metal Gear Solid 2

Nobody's played it, not many have even seen the in-game footage, and it's not due for a very long time indeed, but MGS2 is already the most wanted game around. Snake and his environment look simply amazing.

rating ★★★★★



Driver 2

Covered last issue, this game is going to be huge! Tanner can now get out of his car, drive other massive vehicles and take part in over forty highly illegal, fuel guzzling missions. We quite simply can't wait!

rating ★★★★½



Medal Of Honor: Underground

As more news filters in, this baby just keeps on looking sweeter and sweeter. Now we've learned that the Germans drive tanks and motorbikes at you to squash you! Can this really sound any better? Not on your Nelly!

rating ★★★★½



Final Fantasy IX

Getting all misty eyed at the thought of the last Final Fantasy adventure ever to appear on PlayStation? Square is sure to pull your heart strings with its most involving role-playing outing, and we're desperate to see how.

rating ★★★½★



Silent Scope

Everybody knows that snipers have a cool job, and Silent Scope lets you get a taste for the exquisite long range death dealing these guys get to enjoy on a day-to-day basis. For that, we are thankful. Due on PS2 before long.

rating ★★★★½



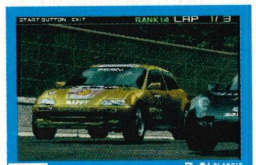
PS2

The database of the best PS2 games can be found here...



01 Dead Of Alive 2

Undoubtedly the best PlayStation 2 game so far, Dead or Alive 2 is a blistering title. Sumptuous visuals, stunningly defined characters, birds with really large knockers, more action than you could imagine and a frame rate to make your eyes bleed make this an absolute must!



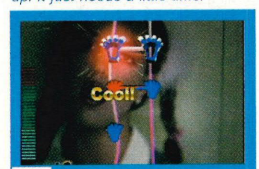
02 Ridge Racer V

The current champ of PS2 racing games (well, its nearest rival is Driving Emotion Type S *at present) the game disappointed a few hardcore gamers with its lack of innovation but it's a sturdy enough effort to please the majority and it looks bloody lovely.*



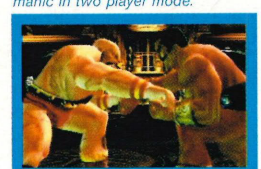
03 Tekken Tag

Coming in at number three, TTT isn't at our top spot because of its rushed appearance. Slow and cumbersome compared to DoA2 it still manages to pack a wallop. Stuffed with hundreds of moves, this is the serious gamers beat-'em-up. It just needs a little time.



04 Stepping Selection

Britney Spears does it for us big time, hence to position in the top five. The game doesn't use the PS2's processing power at all and is strangely out of place, looking more suited to the PSX. It is rollicking good fun though and is manic in two player mode.



05 Street Fighter EX3

Making it into the top five purely because everything else we have encountered is worse, Street Fighter EX3 sucks big time. Old, badly executed and tired looking, TTT and DoA2 are the only sensible alternatives. We're hope the series will make a come back.

Also available on import...

Sky Surfer *This high flying chocolate log goes into free fall and lands with a satisfying splat. Awful!*

Kessen *We're still nowhere near finding anyone in Bournemouth with games playing skills, the ability to write and a grasp of Japanese so it still goes unreviewed. Pity!*

GAMETITLE											issue	SCORE	WESAY...
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!*
Ray Crisis	1-2	●								●	64	60%	*A mindless button bashing fiasco!*
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.*
Reboot	1	●								●	33	68%	*Easy on the eye, short-term fun.*
Rescue Shot	1	●							●	●	64	83%	*Bunny filled gunning mayhem. Go figure!*
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.*
Rhythm and Face	1-2								●		64	65%	*Mad bad memory game. Weird or what?*
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 3D 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.*
Ronaldo V-Football	1-2	●			●		●			●	64	70%	*Speedy but one for beginners!*
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.*
Saga Frontier 2	1	●								●	62	70%	*Too dull, even for a role-playing 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 Francisco 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...*

GAMETITLE										issue	SCORE	WESAY...
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	●							●	62	87%	An all-round explosive package!
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 3D shooter...
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!
Special Ops: Stealth Patrol	1	●								64	85%	War fans'll love it. Rainbow Six is beaten. (Not hard.)
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.
Spin Jam	1-4	●								64	44%	If you understand it feel free to tell us.
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 2D 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 EX2 Plus	1-2	●							●	62	82%	Seems a bit dated now, but still pretty solid!
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.
Street Skater 2	1-2	●							●	62	74%	Mild fun, but it's still no Tony Hawk!
Strider 2	1-2	●							●	62	50%	Very old school gaming, but still a riot!
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 surpass all sequels!

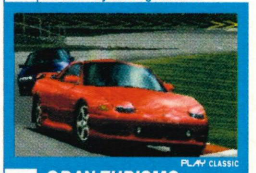
TOP30 of the Millennium

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...

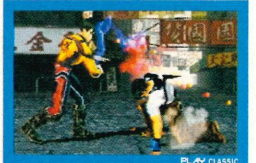




01 **METAL GEAR SOLID**
The best PlayStation game ever!



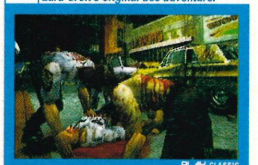
02 **GRAN TURISMO**
The undisputed king of the road!



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	GoldenEye	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

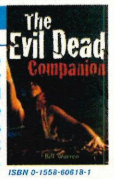
11 Resident Evil
12 Final Fantasy VIII
13 Zelda 64
14 Street Fighter II
15 Super Mario Kart
16 Mario Kart 64
17 Quake II
18 Tomb Raider III
19 Tomb Raider II
20 FIFA 2000
21 Super Mario World
22 Grand Theft Auto
23 Silent Hill
24 WWF Attitude
25 Super Mario 64
26 Tony Hawk's
27 FIFA '99
28 Dino Crisis
29 Syphon Filter
30 Tomorrow Never Dies

Thanks for all the votes, readers!

HARD Copy

Crucial books with tenuous links to the interests and lifestyles of console gamers.

EVIL DEAD COMPANION
Amazon.co.uk ■ £25.56



There's a game coming out in the far distant future and there were some films made. That's right, it's tenuous link time again...

ISBN 0-1558-60618-1

Like snooping through your Mum and Dad's bedroom and accidentally finding a collection of rubber toys, this book is unnerving.

It has never-before-seen photos and in-depth bios of the cast and crew, with an especially sympathetic slant toward Bruce Campbell, star of the films and subsequent bit-parter in the likes of Xena and Hercules. This is the essential guide to budget film making, discussing studio problems and revealing facts such as 'The hag in the pit in Army Of Darkness *also played the Marshmallow man in* Ghost Busters*'. Fab or what?*

ON THE Cards

TOPS saveslots



The games we have been playing, saved lovingly to our office memory cards.

01 TENCHU 2
Training to be a ninja is harder than we thought – so we're still playing this one.



02 COLIN MCRAE 2.0
The most frustrating yet compelling racer around keeps us keen.



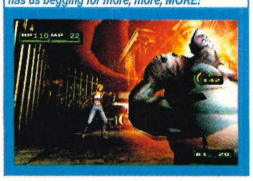
03 IN COLD BLOOD
We said it was good, you said it was shite, so we're just checking this month.



04 TOMBI 2
Fluffy platform action proved embarrassingly addictive for one team member.



05 PARASITE EVE 2
Actual PAL code of this thriller has us begging for more, more, MORE!



GAMETITLE											issue	SCORE	WESAY...
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 3D beat-'em-up, still decent.*
Tekken 2*	1-2	●									07	95%	*Brilliant 3D 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 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.*
Thrasher: 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 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.*
Tombi 2	1	●									64	85%	*An excellent piece of platforming action*
Tomb Raider	1	●									14	94%	*Superb Indiana Jones-style 3D 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...*
Tony Hawk's Skateboarding 2	1-2	●				●				●	65	92%	*Finest skater, bar none.*
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!*
Tron Bonne	1	●								●	64	70%	*An odd gaming combo that's worth a peek.*
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!*
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.*

GAMETITLE											issue	SCORE	WESAY...
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.
Urban Chaos	1	●								●	62	40%	Chaotic from start to finish!
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!
Vampire Hunter D	1	●			●					●	63	53%	Sucks in every sense of the word
Vandal-Hearts*	1	●									22	81%	Very Japanese fantasy strategy RPG.
Vandal Hearts II	1	●								●	61	84%	Engrossing and very playable adventure game.
Vib Ribbon	1	●								●	65	91%	Truly unique dancing platformer.
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.
Victory Boxing Challenger	1-2	●								●	62	80%	Crap to look at, but still enjoyable to play.
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!
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.
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.
Wild Arms 2	1	●								●	65	75%	Nice, but it'll never be Final Fantasy.
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...
Wip3out Special Edition	1-4	●		●	●		●			●	64	89%	Enjoyable but smells like 'cash in' to us.
World C'Ship Snooker	1-2	●								●	62	78%	A good crack, if you like that sort of thing...
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 multiplayer.
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 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-skool 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.
Yeh Yeh Tennis	1-4	●								●	65	35%	Come back Pong, all is forgiven!
YoYo's Puzzle Park	1-2	●								●	49	87%	A worthy platformer from the golden age of 2D!
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.

NEW Fads

We examine the curious crazes that pop up in this bizarre gadget obsessed age...

FLIMSY RAZOR SCOOTERS

Remember the good ol' days when a scooter was a scooter? When all you had for pedestrian-frightening fun was a plank of wood, two wobbly wheels and a pole to hold on to? This new millennium, eh? What is the world of here-today, gone-tomorrow fads doing?

The latest thing to get stuck into is the phenomenon of Razor Scooters. Flogged to your good selves at a mere £99. (What!? For a portion of dwarf shopping trolley? You gotta be mad!) These metal monstrosities are the latest thing to be seen with. It doesn't matter that you spend more effort trying to move the things than you would running up hill with a piano strapped to your back, nor does it matter that if you were to look at it sternly it'd snap. It doesn't even matter that you'd get more street cred dragging a naked nun down the highstreet screaming, "My testicles smell of brie!"... these things are in. People have even been seen doing stunts on them. What's that mean then? Daringly riding over a lump of dried chewing gum?

For once though, Grannies won't wave their sticks at you in frustration if you pass them on the street – they'll probably piss themselves laughing. Yes, things really were better in the old days.



FURGY Zone

This month our right royal mate has been seen down B&Q looking for some tiles for her new bathroom. What a girl.



Well, we still haven't been sued, so once again it's time to follow the exploits of our favourite toe-sucking beauty. What's this though? A spot of DIY Furgy?

Undecided on what colour to deck her bathroom out in, the inventive little scamp pulled a sly one. Diving into a vat of super-glue, the bovine beast then stormed her way into the tile department, rolled like a mad dog for five minutes in the broken tiles then bounded for freedom through the automatic doors. Getting home all she then had to do to decorate was take off her jacket. Shame her arse got super-glued to the car seat then, isn't it?

NEXT ISSUE **INCOMING**

Available 14/09/2000

Final Fantasy IX

Witness the last great PlayStation adventure, courtesy of your good friends at Squaresoft.



Driver 2

Major hands-on road test on those new curvy streets!

Timesplitters

What happens when *Goldeneye* coding talent turns to PlayStation2.

Speedball 2100

Can better hardware really improve an old school classic? Find out.

PS2 PLAYSTATION2

Reviews of all the latest PlayStation2 games from Japan, plus up-to-the-minute previews of all the hot new titles that are currently in development for Sony's wonder box, including EA's frosty **SSX**!

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PARAGON PUBLISHING LTD
PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH, DORSET BH1 2JS ✆ 01202 299900
Fax **01202 299955** play@paragon.co.uk

editorial staff
EDITOR **GRAEME NICHOLSON** silencio@paragon.co.uk
GAMES EDITOR **BEN LAWRENCE** benl@paragon.co.uk
STAFF WRITER **SIMON CANN** scann@paragon.co.uk
STAFF WRITER **MARK CRAWLEY** markc@paragon.co.uk
CONTRIBUTORS **WILL JOHNSTON, KENDALL LACEY, ROSS ANDREWS**
SUB EDITOR **SORCHA FENLON**
MANAGING EDITOR **NICK ROBERTS**
ART EDITOR **PAUL RIDLEY**

online
ONLINE MANAGER **STUART WYNNE** ssw@paragon.co.uk
ONLINE NEWS EDITOR **SNEY NOORANI** sney@paragon.co.uk
ONLINE EDITOR **GAVIN CLOGGIE** gavin@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 EXECUTIVE **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, LORRAINE TROUGHTON, ELAINE BROWN, REX CREED, ROB STONE**

production and distribution
BUREAU MANAGER **CHRIS REES**
SCANNING/PREPRESS **LIAM O'HARA**
CIRCULATION MANAGER **TIM HARRIS**

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**
ART DIRECTOR **MARK KENDRICK**
FINANCE DIRECTOR **STEVEN BOYD**
MANAGING DIRECTOR **MARK SIMPSON**

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Apocalypse
Armoured Core
Army Men Series
Assault Rigs
Asterix
Atlantis
A-Train
Azure Dreams

B
B Movie
Ball Blazer Champions
Batman and Robin
Batman Forever
Beast Wars Transform.
Bio Freaks
Blast Radius
Blood Omen
Bloody Roar 1 & 2
Bomberman Series
Brahma Force
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1 & 2
Bubble Bobble
Bubsy 3D
Bugs Bunny L. in Time
Bushido Blade 1 & 2
Bust A Move 2

C
C&C Series
Capcom Generations
Cardinal Syn
Casper
Castlevania
Castrol Honda Sup'bike
Champ. Motocross
Chase The Express
Chronicles of the Sword
Circuit Breakers
Civilisation 2
Clock Tower G'st Head
Colin McRae Rally 1&2
Colonization
Colony Wars: Red Sun
Colony Wars: Veng.
Constructor
Contra Legacy of Wars
Coolboarders 1,2,3 & 4
Courier Crisis
Crash Bandicoot 1,2&3
CTR
Crime Killer
Croc 1 & 2
Cyber Tiger

D
D
Dance, Dance Revol.
Dark Forces
Darklight Conflict
Darkstalkers 3
Dead Ballzone
Dead or Alive
Death Trap Dungeon
Demolition Racer
Descent 1 & Maximum
Destrega
Destruction Derby 1&2
Devil Dice
Diablo
Die Hard Trilogy 1 & 2
Dino Crisis
Discworld Noir
Disruptor
Doom
Dracula Resurrection
Dracula X
Dragonball Z
Driver
Duke Nukem Series
Dukes of Hazard
Dynasty Warriors

E
Eagle One Harrier Att.
ECW Hardcore Revol.
Ehrgeiz
ESPN Extreme Games
Euro 2000
Everybody's Golf
Evil Zone
Excalibur 2555 AD
Exhumed

F
FA Premier Lgue. Stars
FAPL. F'ball Man. 2000
Fear Effect
FIFA 2000, '99 & '98
Fifth Element
Fighter's Impact
Fighting Force 1 & 2
Final Doom
Final Fantasy 7 & 8
Firestorm
Firo and Klawd
Fisherman's Bait
Formula 1 Series
Formula Karts
Forsaken
Forty Winks
Frogger
Future Cop: LAPD

G
Galaxian 3
Galerians
Gekido
Gex Series
Ghost in the Shell
Global Domination
Goal Storm
G-Police 1 & 2
Gran Turismo 1 & 2
Grind Session
GTA 1, 2 & London
Guardian's Crusade
Guilty Gear
Gunship

H
Hard Boiled
Hard Edge
Hardcore 4X4
Heart Of Darkness
Hercs Adventure
Hercules
Hexen
Hogs Of War

I
Independence Day
Indy 500
Int. Sup'star Soccer DX
Int. Track & Field 1 & 2
Iron Man XO Manowar
ISS Pro '98 & Evolution

J
Jackie Chan
J McGrath Supercross
Jade Cocoon
Jersey Devil
Jonah Lomu Rugby
Jurassic Park Series

K
Kagero - Deception 2
Killer Loop
Kingsfield
KKND Krossfire
Klonoa
Knockout Kings Series
Krazy Ivan
Kula World

L
LMA Manager
LOK: Soul Reaver
Legend Of Dragoon
Legends of Legaia
Lego Racers
LeMans 24hr
Libero Grande
Lifeforce Tenka
Livewire
Loaded
Lone Soldier
Lunar Silver Star Story

M
Martian Gothic
Medal Of Honor
Men In Black
Metal Gear Solid & SM
Micro Machines V3
Micro Maniacs
Mission Impossible
MLB 2001
Monkey Hero
Monopoly
Monster Trucks
Mortal Kombat Series
Moto Racer 1 2 & 3
Motor Head
MTV Sports Snowb'ding
Muppet Racemania
Myst

N
N20
Nagano Winter Olymp.
Namco Museum 1-4
Nanotek Warrior
Nascar Series
NBA Live Series
Need 4 Speed Series
NHL Series
NHL Face-Off Series
Nightmare Creatures
Ninja
No Fear Downhill MBK
Nuclear Strike

O
ODT
Off World Intercep. Ext.
Omega Boost
Overboard

P
Pac Man World
Pandemonium 1 & 2
Parasite Eve
Pitball
Pitfall 3D
Player Manager Series
Pocket Fighter
Point Blank 1 & 2
Pong
Pool Hustler
Pool Shark
Populous: Beginning
Porsche Challenge
Power Move Pro Wrest.
Premier Man. '98 & '99
Primal Rage
Puchi Carat

Q
Quake 2
Quarterback '97

R
Rage Racer
Raging Skies
Rainbow Six
Rampage Series
Rapid Racer
Rapid Reload
Rascal
Ray Storm
Ray Tracers
Rayman
RC Stunt Copter
Ready 2 Rumble
Rebel Assault 1 & 2
Reboot
Re-loaded
Resident Evil 1, 2, 3
Resident Evil Survivor
Re-volt
Ridge Racer 1, 2, 3 & 4
Riven
Road Rash 1 & 3D
Rock & Roll Racing 2
Rogue Trip
Roll Cage 1 & 2
Ronaldo V-Football
R-Type Delta
Rugrats

S
Sampras Ext. Tennis
Samurai Showdown 3
San Francisco Rush
Scars
Shadow Gunner
Shadowman
Shanghai Triple Threat
Silent Bomber
Silent Hill
Silhouette Mirage
SimCity 2000
Sled Storm
Smackdown Wrestling
Small Soldiers
Smurfs
Snow Racer '98
Soul Blade
South Park
South Park Rally
Soviet Strike
Space Invaders
Spec Ops
Speed Freaks
Spice World
Spyro 1 & 2
Star Fighter 3000
Star Gladiators
Star Ocean 2
Star Wars: Jedi Pow. B
Star Wars: Masts. of TK
Star Wars: Phant. Men.
Steel Reign
Streak H'board Racing
Street Fighter Series
Street Racer
Street Sk8er 1 & 2
Suikoden
Super F Fighter 2 Turbo
Supercross 2000
Syndicate Wars
Syphon Filter 1 & 2

T
T'ai Fu
Tarzan
Tekken 1 2 & 3
Tempest X3
Tenchu
Test Drive Series
Tetris Plus
The Smurfs
Theme Hospital
Theme Park
Theme Park World
This Is Football
Thrasher Skate & Dest
Three Lions
Thrill Kill
Tiger Woods
Time Crisis
Tobal No. 1 & 2
TOCA 1 & 2
Tokyo Highway Battle
Tomb Raider 1, 2, 3 & 4
Tomba
Tommi Makinen Rally
Tomorrow Never Dies
Tony Hawk's 1 & 2
Total Drivin'
Toy Story 2
Transport Tycoon
Treasures of the Deep
Tunnel B1
Twisted Metal Series

U
UEFA Champions Lgue.
UEFA Euro 2000
UEFA Striker
UFO Enemy Unknown
Ultimate Battle 22
Ultraman Series
Um Jammer Lammy
Unholy War
Uprising X
Urban Chaos

V
V2000
Vagrant Story
Vampire Hunter D
Vandals Hearts 1 & 2
Victory Boxing 1 & 2
Vigilante 8 & 2nd Off.
Virtual Golf
Virus
VMX Racing
VR Baseball '97
VR Power Boat Racing
V-Rally 1 & 2
Vs

W
War Craft 2
War Games
War Gods
War Hammer Series
Warhawk
Warpath: Jurassic Park
Warzone 2100
W. Gretzky's Hockey
WCW Mayhem
WCW Nitro
WCW vs NWO Thunder
WCW vs The World
Wild 9
Wild Arms
Wing Over 1& 2
Wipeout 1, 2097 & 3
World Cup '98
World Lgue Soccer '98
Worms
Worms Armageddon
Wreckin Crew
Wu Tang: Taste the Pain
WWF Attitude
WWF In the House
WWF Smackdown
WWF War Zone
WWF Wrestlemania

X
X - Files
X men vs Streef Fighter
X-Com Series
Xena Warrior Princess
Xenogears
Xevious 3DG
X-Men Child of Atom

Z
Z
Zeiraam Zone
Zeitgeist
Zero Divide 1 & 2
Z-Gundam
Zig Zag Ball



THE ABOVE LIST IS JUST A SAMPLE OF WHAT'S ON OFFER

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