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The UK's Best Unofficial PLAYSTATION Magazine

THE LOWDOWN!

Tekken Tag Tournament

Isn't it time you got in shape? All there is to know about TTT!

Driver 2

Steal cars, bust heads, trash the town – in the name of the law!

Metal Gear Solid 2

See the shots you won't find anywhere else...

TimeSplitters

Witness the arrival of timeless multiplayer gunplay! Exclusive shots!

PLUS

Rayman 2
Simpsons Wrestling
Sno Cross
The World Is Not Enough
Team Buddies
Koudelka
Wacky Races
Superman
F1 2000
RC Revenge
and more!

WIN A SIMPSONS HOLIDAY!

INSIDE: OVER 800 GAMES RATED

Review of this terrifying first-person shooter!

ALIEN RESURRECTION

The last great PlayStation adventure!

FINAL FANTASY IX

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FINAL FANTASY IX

WORKSTATION TURN TO PAGE 40 NOW

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Ex-N64 *GoldenEye* talent sets its assassin's scope on PlayStation2.

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Time's running out. The facts about *Tekken Tag*.

immediate access

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


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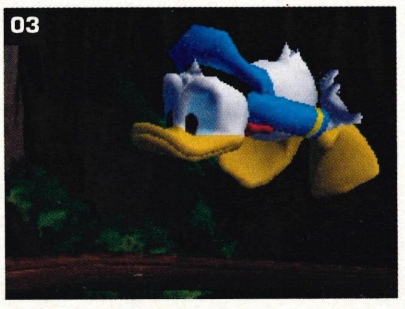

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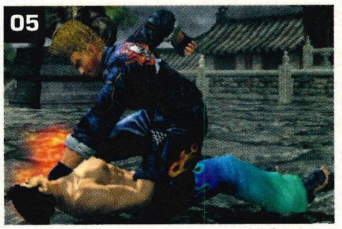

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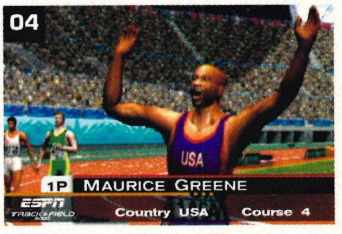








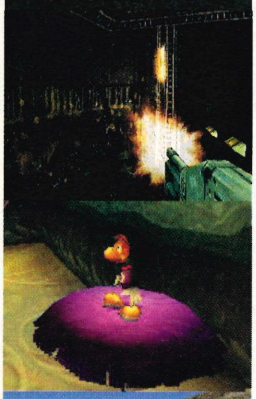




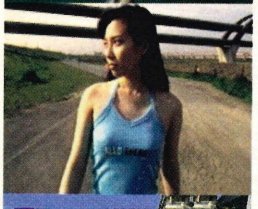
What's new for PS2, including strategic **X-Squad (01)**, gas-guzzling **Wild Wild Racing (02)** duck-walking **Quack Attack (03)**, record-breaking **ESPN Track & Field (04)**, face-smashing **Tekken Tag (05)** and cliff-dropping **Snowboard Supercross (06)**.

the hottest reviews

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

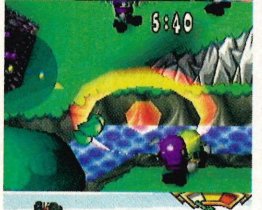














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Now that Gone In 60 Seconds is nothing but a gasoline-soaked memory, it's time to get back to the real pleasures of car theft in this throttle-burning sequel. We tell you how it plays.



48 Alien Resurrection

Fox rights the many wrongs of the nasty French film with the most terrifying shoot-'em-up you will ever see on PlayStation.



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An uncovered Japanese gem that will blow you away; the bomb disposal sim has arrived. Stand clear.

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

PLAYSTATION wired

EDITOR'S **WORD**



They said it would begin to wind down. They said it would have to make way for its successor. They said it was on its way out. They were wrong.

Just as the day of our Lord 24 November 2000 approaches, when PS2 will officially begin its full scale attack on our wallets as it invades the country, the good old PlayStation itself looks stronger than ever.

With the big changeover only ten weeks away, we've been presented with one of the trusty machine's best ever shoot-'em-ups, in the form of the bone-chilling *Alien Resurrection*. It's got the speed, it's got the graphics, it's got the fear – who knew the little box still had so much good to give? See for yourself on page 48.

On top of that, we were lucky enough to try out the latest code for *Driver 2*, a storming sequel that's showing every sign of improving significantly on the monstrously good original. The latest shots and info are waiting for you on page 36.

But maybe RPGs float your boat, in which case the epic *Final Fantasy IX* can be ogled on page 40. Long live PlayStation!

Graeme Nicholson
EDITOR

Hideo's Video

The world sees Metal Gear Solid 2...

With the terribly exclusive sale of a *Metal Gear Solid 2* trailer DVD to Japanese customers, a wealth of new information has come to light about the game. We managed to get hold of the disc, and an unashamedly zealous viewing-and-viewing-again revealed some heart-stopping, jaw-dropping, retina-fusing tidbits that Kojima-san was keeping under his hat.

Dramatic framing and camera direction presents the live action (as in, not a cutscene) with tremendous flair, as though a virtual director was capturing the proceedings for the big screen. Remarkable facial detail with moving expressions and that very clever depth-of-field trickery provide great potential for uncommonly cinematic presentation of gaming events as you play, not just in expositional FMV slots. This potential seems to have been realised by the *Metal Gear Solid 2* team.

A convergence with film is obviously something that's consciously being guided in the game's design. Harry Gregson Williams is scoring the soundtrack, and he just happens to be a big-time Hollywood composer, used to working on big budget projects from Enemy Of The State to Antz, though the stiff emotional salute of his honour-steeped military anthems for The Rock and Armageddon probably have more to do with his selection for this particular game.

Despite the next generation overhaul, it's not as if *MGS2* is





Black & White

The PSX is to receive a conversion of Lionhead's God-sim **Black & White**. Coded by veteran developer Krisalis and due to be published by Midas, the title should be ready to hit the shelves by Easter 2001. With the mouse so intrinsic to **B&W**'s revolutionary control system, it better use the Sony mouse!



Quake In Fear?

EA is having trouble getting id's **Quake III** engine to run on Sony's powerful but quirky console, effectively delaying the development of PS2 **Tomorrow Never Dies** (which uses the engine) and obviously, **Quake III: Arena** itself. Whilst there's little surprise in such difficulties being encountered with new technology, the news remains frustrating.





unrecognisable as a sequel. Remember, it's the fourth in the series, and even though young mites with fickle interests will be unaware of 1987's *Metal Gear* or 1990's *Solid Snake*, there is heritage here, and certain rules must be adhered to. Accordingly, the celebrated system of exclamation marks and question marks to describe the guards' state of mind survives a design evolution once more. Well, it works perfectly, so why change it?

While it's frequently stated that *Metal Gear Solid* was the best game ever created for PlayStation, there are one or two things that could certainly use a tune-up in the PlayStation2 update. One of those has got to be enemy AI. You can't pretend you weren't a little disappointed when a guard chased Snake into a room the size of a walk-in closet, then left just because old Solid was cowering under a cardboard box. The armed denizens of *Metal Gear Solid 2* are like militant Einsteins in comparison, sucking up one third of the Emotion Engine's power just to compute their intelligence routines. Sound, shadows, fallen colleagues – anything can set them off, as shown to great effect in the trailer when a rain-soaked Snake tries to slip through a hangar full of bad guys undetected, but sneezes, summoning the attention of 30 evil minions.

Though still more than a year away, *MGS2* creates new reasons every month why we should wait with bated breath for its triumphant release on PlayStation2.



[Above] Gotta love that silky smooth live 3D camera direction, shown off beautifully on the *Metal Gear Solid 2* preview DVD.









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.

SONIC TEAM DEFECT

In a crushing blow for troubled console manufacturer Sega, one of their lead development teams, Sonic Team, has defected from the company to work on a PS2 title. The developer's first release for PS2 will be a platform game – although it's unlikely to feature the famous spiky blue hedgehog. The defection confirms that Sega's current position is far from rosy.

TRUE FAITH

A lead developer at Konami recently confirmed that he sees PS2 as the only viable platform among the current crop of next-gen consoles. The source requested to remain anonymous, but claimed that "Dreamcast is already dead in the water" and "Microsoft's X-box will simply not succeed in Japan". Nintendo's Gamecube (formerly Dolphin) was dismissed as "vapourware".

CHIPS WITH EVERYTHING

Sony's European branch has stated that the UK PS2 will be completely pirate-proof, thanks to new protection technology developed by the father of the PlayStation, Ken Kutagari himself. Piracy has always plagued the software industry, but if Sony's claims are true, then the extra profits made by software publishers could well be passed on to the consumer in terms of lower software pricing. In a separate story, several pigs were seen flying over East Kilbride in full WWII Nazi regalia.

COLOURS OF THE RAINBOW

Rumours abound that gamers here in the UK will be able to choose from a selection of eight different coloured PS2s (including the original black). The other colours will be based on the seven shades of the rainbow. Thus, if it takes your fancy, you'll be able to purchase a nice indigo-toned super console. Personally, PLAY is holding out for a violet machine – it'll match the office curtains nicely, you see.

PlayStation Incoming

IMMINENT NEW RELEASES FOR PS1...



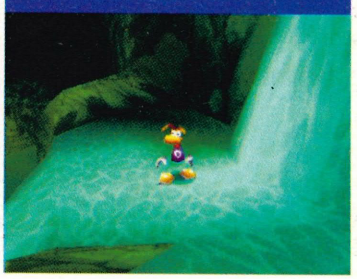
Terracon

This bizarre tale of one alien's fight against an evil supercomputer plays in a similar vein to Shiny's underrated MDK. You control Xed – a small bug-eyed alien – as he attempts to regenerate some spectacular looking landscapes. Suffice to say much blasting and puzzling action ensues. Pretty good fun and one to look out for in our opinion.



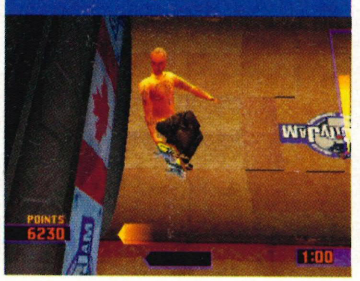
Rayman 2

If you can stomach the cutesy central character, then Rayman 2 promises to deliver one of the more innovative platform experiences on PlayStation, and you should be able to find it in the shops now. The action blends traditional platforming action with some thoughtful set pieces. This could be worth a quick peek if platformers float your boat.



Grind Session

A hugely enjoyable skateboarding romp that presents a far more accessible challenge than the forthcoming Tony Hawk's Skateboarding 2. Indeed opinion remains divided around the office as to which of the two games is the superior title. We think Mr Hawk's just clinches it, but only by the narrowest of margins.



CAT BUCANNON'S ENTERTAINMENT USA

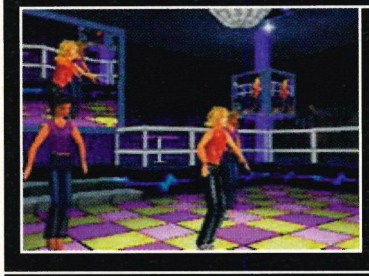


Regular monthly reports about the happening events in the land of the free from the American PLAY correspondent **Cat Bucannon**

SURF'S UP



The latest entry into the surfing sub-genre is Mattel's **Championship Surfing**. The title promises to deliver the most comprehensive interpretation of the sport yet seen. The game's ten locations include Australia, Africa and Fiji. Eight real-life surfers will be available for selection, who between them will be able to perform a variety of 50 (count 'em) tricks and stunts. This could well be the *Tony Hawk's* of surfing.

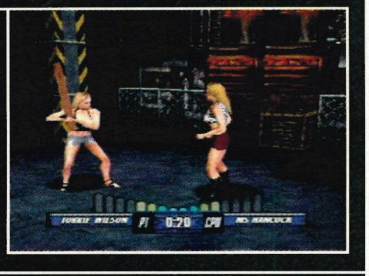


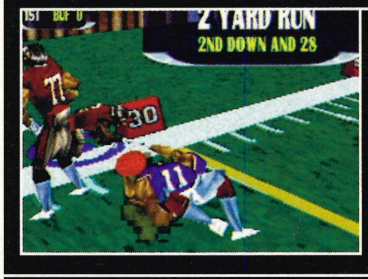
MALL RATS

In a bid to capture the elusive female videogamers market, Acclaim is planning to release **Mary-Kate And Ashley's Magical Mystery Mall**. The game will allow players to perform a variety of girlie pastimes and, in time honoured fashion, you'll be able to spend hours trawling round stores doing nothing much. Events include a fashion parade, music show and even a skiing section. Let's just hope no one breaks a fingernail whilst playing.

OUT OF THE RING

This new wrestling title from EA lets players take one of 50 lycra-clad, pumped-up muscle heads and then engage in a series of brawls set over 14 different locations (none of which include an actual ring). So, unlike its contemporaries, **WCW Backstage Assault** will allow players to beat the hell out of each over a series of backroom locations, including a bathroom where urinals can be ripped off the walls and used to pummel your opponent into submission!



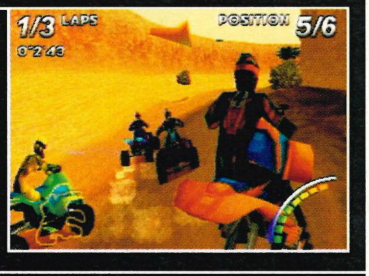


BLITZKRIEG

The previous titles in the **NFL Blitz** series have been light-hearted affairs, where strategies and realism have been pushed to one side in favour of straight arcade action. Midway's **NFL Blitz 2001** should be no exception, and will allow one to four players to compete in an action-packed game of gridiron. Based on what's been shown so far, this doesn't look like a quantum leap over the previous titles but there's still much work to be done. We shall see.

QUADRUPLE THE FUN

ATV Quad Racing from Acclaim is shaping up nicely and has you competing in 12 different types of ATV vehicles. Racers will be split into professional and amateur circuits, and the 12 different courses will vary, depending on what class you're racing in. A split-screen two-player mode will be available, as will the obligatory championship, single race and time attack modes. The game's due for a September release over here.





SMACK THE PONY

Yet another entry into the massively oversubscribed wrestling genre enters the ring. However, **WWF Smackdown 2: Know Your Role** is the sequel to what many regard as the best grappling simulation on the market. The new game will incorporate all the best features of the original and introduce a whole host of new elements into the bargain. Expect this to be a smash when it's released in November.

TECH TOYS

Fire Release MPXchanger

Store game data on your PC!

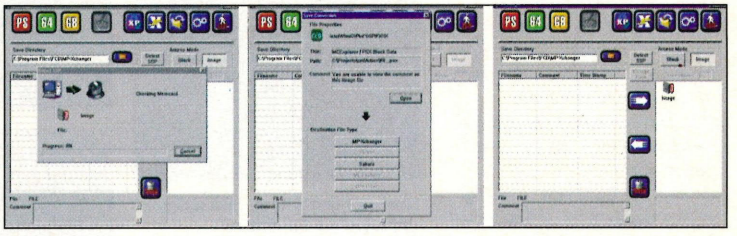
Nope, not a device to swap your local baby-kissing faker for that of a neighbouring constituency, the MPXchanger is actually a rather nifty device which allows the storage and retrieval of memory card data to and from your PC. The point? Well if you're fed up of shelling out for new memory cards every time those naughty games eat up all your precious free blocks, or if you've ever lost hard-won records thanks to dodgy or decrepit hardware, the benefits of backing up save-data should be obvious.

Obviously, you'll need a PC to make use of the device; Fire (the manufacturer) recommends at least a Pentium 133 with 16MB of RAM, 10MB of free disk space and, as you'd expect, the malign and ever-present Windows 95/98.

The MPXchanger doesn't just allow PSX save-data to be stored on your PC though, it goes several steps further than this, being compatible with Pocket Station, N64 Memory Paks, Game Boy cartridges, X-flash Game Boy carts (onto which public domain software can be downloaded) and, with the required adapter, Dreamcast VMUs. Fairly comprehensive, we think you'll agree, and the perfect solution to all those bits of plastic currently cluttering up the space around your console(s). For more info give Fire International a ring on 01302 321905.



[Right] Not the best looking peripheral ever, but certainly one of the more useful...



Watch Out For Ricochet!

Eidos kick-start true budget range.

Unlike earlier platforms, the hit-driven PlayStation forum hardly lends itself to budget software. CDs are lovely and cheap to produce, granted, but the sheer manpower required to create and publish anything half-decent ensures that cautious Platinum re-releases of past glories are as give-away as things get. This is fair enough, but with the price of new games in decline, that £20 tag is beginning to look increasingly excessive – hence Eidos' new £9.99 Ricochet range.

Due to hit stores in September, the jewel in the initial selection's crown must be *Warzone 2100*, which is both recent and decent enough to constitute genuine value for money. Next up is the seminal *Tomb Raider* which, okay, Eidos has been effectively re-selling since the game's first sequel – but you haven't really played *Tomb Raider* until you've survived St Francis Folly. The well received *FA Manager* completes the trio of titles, which should prove most tempting, followed swiftly by the competent, if unnecessary, *Gex: Deep Cover Gecko*. In fact, the only really questionable addition to the line-up is *Firestorm Thunderhawk II* – hopefully no reflection on future offerings, right Eidos?



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Dear Popz,

Though I enjoy the fresh taste of your Microwave Poppable Popcorn immensely, I feel the need to bring this matter to your attention. On microwaving the contents of my 3 sachets (ready salted flavour) I counted a grand total of 999 Pops. However I was apalled to hear that my friend Kevin, who bought his Popz on the same day, from the same store on Brimley Road counted an enormous 1003.

I find this lack of consistency grossly unfair and totally unacceptable. Is this a conspiracy against me? We have since fallen out over this shocking affair, and I would like to seek adequate compensation

Yours,

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POPZ. BLOW IT OUT OF PROPORTION.

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jap's eye

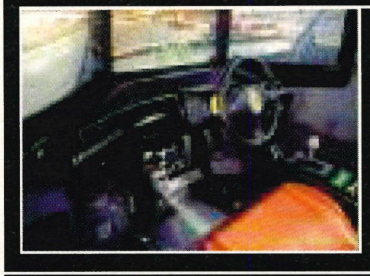


Regular reports about the happening events in the land of the rising sun from PLAY's new Japanese correspondent, **Tetsuya Komuro**

MOVIE DRONE

Ever wanted to watch those PS2 in-game movie-clips on your PC? Oh well, if you do ever fancy it, there's now a shareware player called **PS2 Play** which allows you to do just that. Expect it to filter through to your favourite Internet archivists soon. This way, when your PS2 starts skipping in a year's time, you can still watch the intro to **Tekken Tag** in flawless beauty on your beige box.



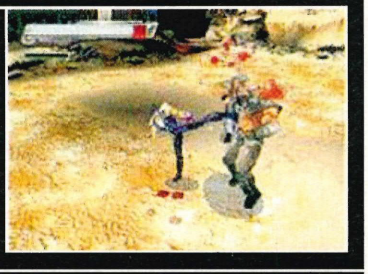


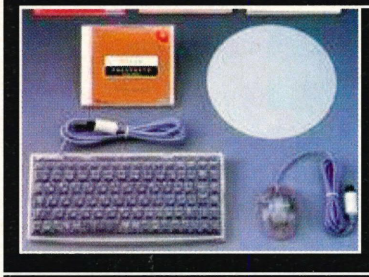
UM JAMMA CANNY

Advancing home technology and the rise of custom units may have rendered its namesake an obsolete standard, but the **JAMMA arcade show** can still pack 'em in, with 27 companies exhibiting at this year's event. What will be interesting to see, given the lucrative potential of the home market, is how many firms will opt to use PS2 as the basis for their coin-op machines – not Sega, that's for sure!

FIST O' FUN

For long-standing manga fans, some interesting news: Bandai is set to release a PSX game based on the bloodthirsty **Fist Of The North Star** franchise over here, on 26 October. **Fist Of The North Star: Saviour To The End Of The Century** should retail for ¥5800, won't feature a Blur soundtrack and will, hopefully, be better than the live action movie.



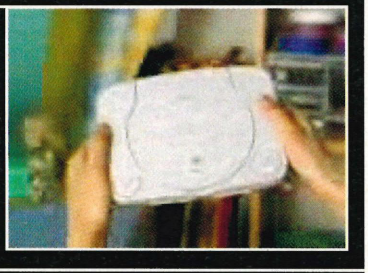


SEGA TARGETS MOTHERS...

Less a sign of the company's troubles and more a reflection of the way consoles are perceived on this side of the world, Sega has scheduled a Dreamcast **Internet Starter Kit** for release mid-September. What you might find unusual about this is its target audience, as the pack includes an **Internet For Housewives Guidebook** – at least you guys don't have to fight your mum for the pad!

SONY, THEIR DAUGHTERS!

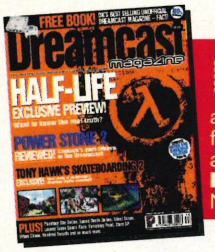
Lending further credence to the cultural divide between Eastern and Western gamers are Sony's new **PSone TV commercials**. No guns, no screaming musclemen, no abstract concepts and, most startlingly of all, no underground connotations. The ads, extolling the system's portability, feature ordinary young Japanese women including the diminutive console effortlessly within their social lives.





GAME BOY ADVANCES

August 24 saw Nintendo unveil the **Game Boy Advance** at the company's Tokyo based Spaceworld 2000 bash. Gamecube might have been present to wow the crowds also, but it's the GBA which'll hit the shelves first, with a street-date of 21 March 2001 in Japan (July everywhere else). Despite vastly improved specs, the unit will be fully backwards-compatible with previous GB, GBP and GBC titles.



OUT NOW **Dreamcast Magazine** (**ISSN 1466-2388**) is now available from all good newsagents priced just £2.99! Issue 13 features reviews of **WWF Royal Rumble**, **Power Stone 2** and **Sydney 2000**, plus previews of **Half-Life**, **Vanishing Point**, **Looney Tunes Space Race** and **Silent Scope**. Need to know about Dreamcast? Check this out!

IT'S A STEAL

Thief 3 To Strike On PS2

The thinking man's first-person title makes its PS2 debut.

The *Thief* series is set to make an appearance on PS2, via publisher Eidos and highly regarded developer Ion Storm, in what could be the defining moment of the franchise's illustrious history.

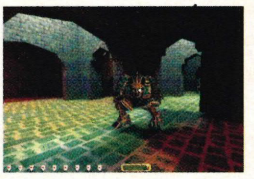
The original title, *Thief: The Dark Project* appeared on the PC around the same time as the celebrated first-person shooter *Half-Life*. Unfortunately, it remained very much in the shadow of Sierra's classic blaster, which was a shame because despite sharing the same perspectives, the two titles offered radically different gaming experiences. Hopefully *Thief 3* on PS2 will deservedly see the series rise above the status of cult classic.

The basic premise of this second sequel unsurprisingly places you in the role of a stealthy thief, who must plunder a series of richly gothic environments. In contrast to other first person titles, the action is very much focused on stealth and cunning, so unlike the forthcoming *Unreal Tournament* and *TimeSplitters*, this isn't just a simple fragfest. Consequently, you won't be able to blaze into an area and slaughter the surrounding guards. Instead you must slyly pick them off and drag their bodies into secluded areas, thus ensuring their colleagues don't stumble upon them and sound the alert.

Weaponry at your disposal also differs from traditional first person games. You're armed with somewhat basic items, such as a club and a light crossbow. Naturally such basic inventory will force you to employ cunning and guile rather than outright brute force. If this formula sounds dull then rest assured that the first two titles proved otherwise; this third instalment should be no exception.







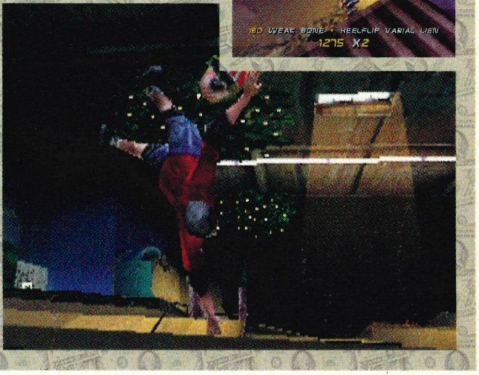
Points Make Prizes!

Playing games can make you rich!

Despite being fobbed off as a waste of time, playing videogames can actually make you rich (no, we're not referring to videogames journalism). If proof were needed, then just look at Sean Fontenot, the 17-year-old winner of the recent *Tony Hawk's 2* competition held in Ruby Skye, San Francisco. Having made his way into the final 12, he notched up a more than impressive score of 3,463,009 and won himself the grand total of $10,000 for his trouble. The two-hour long gaming session was held on the eve of the annual X-Games competition and was attended by competitors from all corners of the globe. Flying the flag for the United Kingdom was James Smith Redcar, who managed to place fifth overall. Suffice to say the PLAY team have already started practising for next year's event.







BIG BOX

Nintendo Squares Up To Sony





N64's successor makes its Spaceworld debut...

Wanna hear a scary story? Alrighty then, Nintendo's at-long-last unveiling of its next-gen console, Gamecube, now puts Sony at philosophical odds with every single hardware manufacturer to push a 128-bit machine our way. It has been revealed that the focus of Gamecube, as with X-Box and Dreamcast, rests upon providing developers with the friendliest coding environment possible – not trying to emulate the technology of a long-lost alien race, like a certain company we could mention. Indeed, game design supremo Shigeru Miyamoto highlighted the paradigm shift in Nintendo's attitude towards the role of third-party developers by stating "Our job is to increase the user base so that they [third-party developers] can profit from making their games on our system". The number of old hacks who died from shock at hearing this has yet to be confirmed.

The PS2 has plenty of time to woo developers and realise its revolutionary potential, however, with yonks to go (sort of) until Gamecube's Japanese launch of July 2001. Also, as the machine's looks and lack of DVD support suggest, Gamecube is to be marketed purely as a cost-effective games console – something you would want to own as well as your all-singing, all-dancing PS2, rather than instead of. Phew!



Hold Me

It hardly looks like a purple pad of pleasure, but with Shigsy as its pappa it'll work a treat.



Vital Statistics

Dimensions	6x6x4.3 inches
Memory	40MB
DVD Support?	Not on Nintendo's model. Matsushita own the rights to produce a DVD version of Gamecube but has announced no plans so to do.
Controller Ports	4
Mem-card Ports	2
Peripherals	Worryingly clunky-looking joypad (wireless RF version also), 56K Modem, Broadband Modem, 4 Megabit Digicard, 64MB SD-Digicard adapter.
Available In Rancid Colours?	You bet your buns!

PLAY RECOMMENDS

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



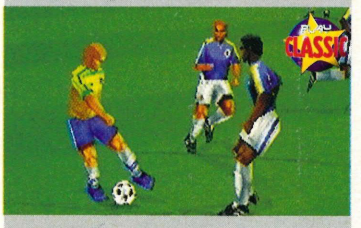
Medal Of Honor (Plat.) 95%
Good shootin', great price!



Alien Resurrection 93%
It will turn your hair white.



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: They're squawking away at that *Seaman* game over on DREAMCAST MAG...

Graeme Nicholson
The Ed never was particularly interested in fish, not even condescending Egyptian ones. Will literally take a human life if stuffy Dreamcast writer ever asks Seaman to "say something" again.
silencio@paragon.co.uk



Ben Lawrence
Departing fairy Ben, who "can't take the pressure" of playing games any more, commented that the Dreamcast goink talking to his voice-reactive *Seaman* game was like "two retards in conversation." Bye, Ben.
benl@paragon.co.uk



Mark Crawley
It appears that Mark is living in constant terror of a PS2 conversion of *Seaman*, since he doesn't speak and would find a conversational game somewhat daunting as a result. Not to worry!
markc@paragon.co.uk



Simon Cann
Thanks to an internal explosion (liver, kidney or appendix – the doc's not sure) lucky little Simon missed much of the *Seaman* playing while wandering around in a haze of pain, antibiotics and whiskey.
scann@paragon.co.uk



Sorcha Fenlon
Being sat closest to those incessant whiners on DREAMCAST MAG, Scorcher did well not to flip out and drag a witchy fingernail across the *Seaman* GD-ROM. She's praying for peace and quiet next month.
sorcha@paragon.co.uk



MORE LARA

Eidos In New Tomb Raider Game Shocker!

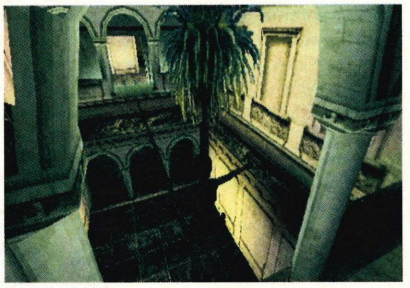
Lara's back from beyond the grave... almost.

When financial concerns overshadow your company, there are two things (discounting going belly-up) that you can do: either stoke the creative fires which made your firm so prominent in the first place, delivering yet another ground-breaking experience to the clamouring hordes, or re-hash your current work-horse for a relatively easy injection of cash.

No prizes for guessing which business plan Eidos favours then, as a certain late grave-robber is due back on our screens this November, in the forthcoming *Tomb Raider Chronicles*. The dead, as they say, live on in the memories of the living and indeed, *Chronicles* sees Lara's nearest and dearest discussing her exploits as they mourn her demise and wait to see who gets a mention in the will. As introductions to the game's four levels go, it must be said, this is a laudably innovative device.

Unfortunately, apart from the addition of the inevitable extra move or two, *Chronicles* looks like being a generic Croft adventure, with the same old grid-based engine wheel-chaired out for duty. Don't be too hard on Eidos though because, as *Shadowman* so painfully illustrated, the original PlayStation hardware just isn't up to hosting the next step in this particular genre's evolution – that's what PS2 is for (nudge, wink). This does of course beg the question, "Why produce a game which fails to take such a prestigious series forward?" But, er, isn't that where we came in?

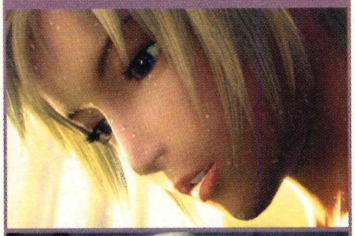




[Above] Lara's tightrope isn't half as precarious as the one Eidos is walking...

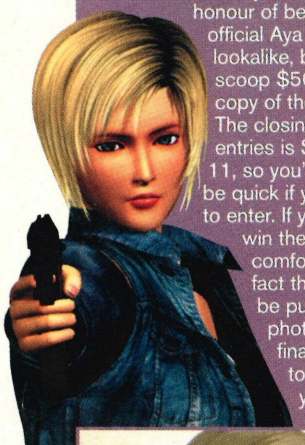
Just A Pretty Face?

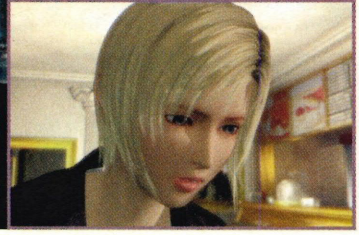
Wanted: Aya Brea lookalikes...





Have you got any attractive lady friends? Maybe you are an attractive lady? Well if so, why not check out www.firstlook.com who, together with Square, are holding a competition to find a lookalike for the foxy female star of the current mutant-hunting smash, *Parasite Eve 2*. If you're an attractive female then simply take a photo of yourself and send it off to contests@firstlook.com. The entrants will be displayed on the site, where other users will be able to vote for their favourite competitor from a shortlist of 12. Once selected, the top five finalists will be flown off to the swanky *Parasite Eve 2* launch party in Los Angeles, with both hotel accommodation and air fares paid for. The first prize winner will not only receive the honour of being the official Aya Brea lookalike, but will also scoop $500 and a copy of the game. The closing date for entries is September 11, so you'll have to be quick if you're going to enter. If you don't win then take comfort in the fact that PLAY will be publishing photos of the finalists for you to do with as you see fit.





H2 Uh-Oh...

Neo-classic set to whet next-gen appetites...

As far as *Tetris-a-likes* go, *Wetrix* stands as one of the few which sport enough innovation to be worthwhile in their own right. For those unfamiliar with previous incarnations of the water-based puzzler, the aim of the game is to prevent liquid flowing off your landscape by altering its topography to create a number of lakes. To help and, of course, hamper you in this quest, a variety of shapes and symbols fall from the sky, with the action becoming increasingly frantic as you struggle to rotate and place each element to best effect.

For one reason or another, however, PlayStation owners have been denied the simple pleasure of such puddle-preserving procedures. It's with a considerable amount of pleasure, therefore, that SCi is able to bring Imagineer's cumbersomely entitled, *Aquaqua* (*Wetrix 2* to a Western audience) to the PS2. Having listened to criticisms of earlier versions, they also feel confident that, along with a host of new features, this will be the best version of the game yet seen on any platform.

With the game practically complete (it is playable enough for us to vouch for its addictive qualities), all that really remains is to fine-tune the title for its release upon our shores. Hopefully the delightful Japanese touches which currently adorn the game will be retained, as will the currently touted retail price of £24.99. You'll find *Wetrix 2* on sale from PS2's launch day.







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PlayStation 2

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Ah, here we are once again in the "PS2 launch shenanigans" bit of PLAY. This is getting to be a habit – but only because Sony insists upon fiddling with, ahem, no, 'refining' the doubtfully duck-to-water-like manoeuvre of PS2 from its warehouse residence to our homes and hearts. But that's the controversial thing: with PS2's UK release now put on hold until 24 November (!), many cynics are suggesting that the reason for such a delay isn't to allow Sony to stockpile enough units to meet British demand (as the company claims), but to allow it to concentrate on the machine's USA debut instead. The suspicion that console manufacturers see Europe as the least important territory is long-standing in the UK, and Sony re-directing hardware Stateside, if true, hardly constitutes an exercise in good PR. Only time will tell if this is really the case, of course, with the number of disappointed customers set to provide the best indicator of Sony's attitude in November.

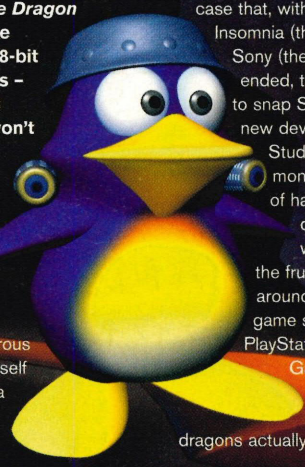
On collection of PlayStation 2: Customer signature:

FIRE FLY

Spyro Flies The Nest!

Next-gen sequel set to hit multi-format...

A fourth *Spyro The Dragon* game, set to take advantage of 128-bit hardware, is in the works – only this time the fabled fiery one's adventures won't be confined only to hardware bearing the PlayStation emblem.



Whilst Spyro has never achieved the same mascot-like status as his chum, *Crash Bandicoot*, it's still a little surprising to see the traitorous young upstart whoring himself from pillar to post in such a demeaning way. And the reason? It's simply the case that, with the arrangement between Insomnia (the previous developer) and Sony (the previous publisher) having ended, the way was clear for Havas to snap Spyro up, saddle him with a new developer (Universal Interactive Studios) and ride the purple monster off into, well, any piece of hardware which resembled a decent host. Subsequently, we're told to expect to see the fruits of UIS's endeavours around Springtime 2002, when the game should see a release on PlayStation 2, X-Box, PC and the Game Boy Advance. All of which leaves us with one vital question – um, do dragons actually nest anyway...?



MAT'S NUTS

You're Me Best Mat!

Limited edition dance mat set for release.

It would seem that the Japanese obsession with dancing games is showing little sign of dying down. Clearly Konami is well aware of this and in an effort to extract yet more money from budding John Travoltas, it's announced it will be releasing a limited edition version of the *Dance Dance Revolution* control pad. Make no mistake, this won't be your common or garden dance pad, indeed the peripheral will offer an experience almost completely true to the arcade game. The peripheral will be constructed of hard plastic and solid, stainless steel and weighs almost 20 pounds.

Unfortunately, if the thought of one of these sturdy beauties in your living room appeals to you, you're going to be disappointed. Firstly, when Konami says 'limited edition' it means it, and only 100 units are being produced. These will only be available for purchase, on the Internet, between 28 August and 18 September at www.konamistyle.com. Another barrier to purchase is the price, coming in at 193,000 yen (about £1,100) this must rank as one of the most expensive peripherals in videogame history, making it all but inaccessible to anyone other than professional footballers and royalty. Such is life.



CHARTS

In association with GAME

Pos	Game	Developer	Publisher	Score
1.	Driver	Reflections	Infogrames	94%
2.	Tony Hawk's	Crave	Activision	88%
3.	WWF Smackdown	Yukes	THQ	92%
4.	Rayman	UbiSoft	UbiSoft	87%
5.	Colin McRae Rally 2.0	Codemasters	Codemasters	93%
6.	In Cold Blood	Sony	Sony	89%
7.	FA Prem League Mgr	EA Sports	EA Sports	70%
8.	Worms	Team 17	Infogrames	92%
9.	Grand Theft Auto 2	DMA	Take 2	79%
10.	Tomb Raider 3	Core	Eidos	93%

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

Win!



Oh man, this is the life! A company named Chudbuns.com has finally identified a lacking item of gaming furniture – the mega beanbag! They've developed the biggest, toughest, comfiest beanbags the world has ever seen and, if you can squeeze it through your door, we suggest you try and win the sparkly silver one we've got here. Being so well made, the royal beanie costs £150 plus delivery from the site itself, so get your entries in for this one!

Why can't astronauts eat beans before space flight?

A. Bean 'gas' damages the suit
B. Risk of space indigestion
C. High asphyxiation odds

Send your answers to; 'Bean Waiting So Long', PLAY, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS



ワレナスラーツヨナフ

P2

The ultimate magazine for the ultimate games machine

Sony's new PlayStation2 arrives on 24 November...

Are you ready?

P2 is the only magazine you need. The first issue hits the shelves on 21 September and guarantees:

- In-depth PS2 reviews, previews, news, solutions and features every month
- Not just a games magazine – P2 features reviews of the latest DVDs from the UK's best selling DVD magazine, DVD REVIEW
- 100% unbiased and unofficial – informative views and opinions from well respected writers you can trust
- Sony's stylish new console deserves a quality magazine – accept no substitute

PlayStation 2 – the facts



The magazine



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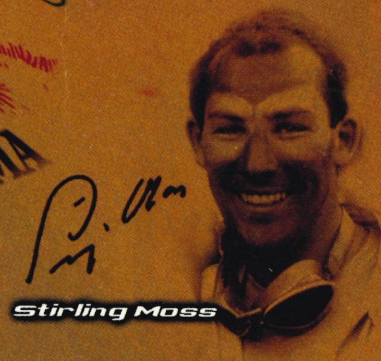


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PS2

PLAYSTATION2

The essential guide to everything PlayStation2

TEKKEN
TAG TOURNAMENT

In two months this'll be the biggest game in the country. Get up to speed.

SSX
Snowboarding just got a whole lot more real. Ride the powder.

WILD WILD RACING
It's not just a car game. Don't ever let me hear you say that.

X-SQUAD
Strategic gunplay with real people and real bullets.

TRACK & FIELD
Compete at the Olympics, without the bomb threat.

Written by **Mark Crawley**

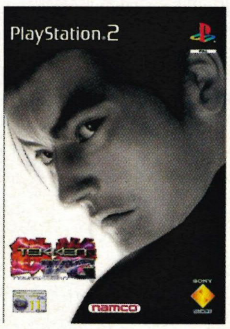
Publisher **Sony** Developer **Namco** Release Date **24 Nov 2000**

01 Even with her back to you, Ling can still sting.
02 Hwoarang's kicks are his speciality, don't try and block 'em with your throat!









TEKKEN TAG: BLUFFER'S GUIDE

Tekken Tag is on its way, everybody's talking about it – let our crib-tastic guide ensure that you can too...

Way Of The Poking Turtle

No, not a symptom of loose bowels but rather the style of fighting beginners should adopt to minimise the chance of getting a kicking from more experienced players. In *Tekken*-speak a Turtle is a very defensive player who waits for the enemy to incite violence; Poking, on the other hand, refers to the skill of relying on faster, weaker attacks rather than hefty blows, complex combos or grapples. Merge these two disciplines by keeping your guard up (holding 'away' on the d-pad), waiting until the enemy has thrown a strike then hitting back quickly before defending again. Be aware though, that many of the enemy's combos will require you to anticipate where the next strike will hit and defend accordingly – obviously this is impossible for new players and when up against a combo-toting smart-arse, it pays to side-step more than block (tap up or down quickly). Also, crouch if the enemy gets close or side-steps your own attack, as this makes you much harder to throw. Ignore all of this advice occasionally to avoid becoming predictable!

Imagine the scene: the PS2 has just been released and you're lucky enough to either have one or know a 'mate' who has. Obviously *Tekken Tag Tournament* has been bought, hastily unwrapped and, as the hallowed machine boots it up, talk amongst the assembled throng of genuine friends and hangers-on turns to the King Of Iron Fist Tournament. But, oh no! You don't know the first thing about *Tekken*! How do you avoid becoming a cultural outcast, unable to contribute any but the most cringe-worthy of comments? Just as importantly, how can you minimise gulping deep from that big can o' whoopass? Simple, read on...

First off, you must realise that *TTT* takes place outside of established *Tekken*-lore, with many (often dead) characters from past instalments inappropriately populating the roster. The best way to think of it is as a kind of megamix of what's gone before, but although it disregards the series' central story, it's still worth genning up on the tournament's background so you can at least understand why everyone's so keen to pit Heihachi against Kazuya. Here's a quick guide to the story's main players...

■ HEIHACHI MISHIMA

Head of the Mishima Corporate empire, Heihachi tends to use his position as a vehicle for good – but only because he sees it as the most expedient route to world domination! His Tekken Force troops unearthed the alien weapon, Ogre, after the second Iron Fist tournament and the ol' firestarter is certain that harnessing its power is the key to realising his ambitions. Has trained up his grandson, Jin, for this very purpose.

■ KAZUYA MISHIMA

Heihachi's devil-possessed son. Defeated his father in the first tournament and took over control of the Mishima empire. Was defeated and destroyed at the end of the second tournament by his dear ol' pop, but not before managing to have his wicked way with Jun Kazama.

■ JUN KAZAMA

Drawn to Kazuya by an irresistible force (that'll be the Hi-Karate then) which ensured that, once Heihachi had killed his errant son, she would have to face the devil himself to prevent her unborn child becoming possessed in the same way as its misguided father. Jun won and went on to bring up her child, Jin, in seclusion – until Ogre was re-awakened that is...

■ JIN KAZAMA

The son of Kazuya and Jun. Once Ogre was unearthed and began harvesting the world's elite fighters, it was only a matter of time before his mother disappeared too. Once she did, Jin appealed to his grandfather, Heihachi, for training so that he might wreak revenge on The God Of Fighting. Heihachi was only too happy to oblige and organised the third Iron Fist Tournament to flush out the 'Toshin'.

■ OGRE

Known as Toshin, the ultimate fighting power, or, to his pals, The God Of Fighting. Believed by native Americans to be a weapon of alien origin, Ogre is able to assimilate the fighting powers of those it defeats. Unwittingly reactivated by Heihachi's idiot troops after the second tournament, Ogre stalks the earth, hunting out the best fighters in order to increase its own strength. Will transform into the horror that is True Ogre if able to defeat a particularly spirited fighter, say, Jin for example...

Okay, those are the characters at the core of *Tekken*'s plot, but there are still plenty of other combatants, far from peripheral, who have pasts of their own. Many of these are firm fan favourites, so you need to know who they are...

■ LING XIAOYU, KUMA & PANDA

Ling is a young Chinese girl who dreams of building the ultimate theme park. Was allowed entrance to the third Iron Fist Tournament after kicking ten shades of shinola out of Heihachi's henchmen. Mishima, in response to the display, showed his cruel sense of humour by promising Ling her theme park... but only if she won! Panda, Ling's pet, is adored by Heihachi's grizzly bodyguard, Kuma, but unfortunately the feeling isn't mutual.

■ BRYAN FURY, LEI WULONG, YOSHIMITSU, DR BOSKONOVITCH & DR ABEL

There's no love lost between Yoshimitsu and the Mishima Corporation, the Cyber Ninja entered the second tournament in order to retrieve an arm severed during a raid by his gang of bandits! After Dr B, who once saved







his life, fell ill, Yoshimitsu set about retrieving the only cure – the blood of the God Of Fighting. Yoshi' is followed by Bryan Fury, a dead, corrupt cop who has been re-animated by Dr B's rival, Dr Abel. Lei is a virtuous Hong Kong 'supercop' who used to be Bryan's partner. A veteran of the second tournament, he was invited back for the third event as 'Toshin bait' by Heihachi.

03 Yoshimitsu's sword might be considered cheating, but you'll be glad of it when you're him!
04 They're harder to implement, but grapples deliver the most pain. Youch!

















■ HWOARANG

Considering that he's been trained up to take on the God Of Fighting, nobody should be able to beat Jin Kazama – Hwoarang couldn't manage it either, only managing to beat Mishima's prodigy to a stand-still during a street-fight. Jin has more to worry about than settling the score with a lowly street hustler; Hwoarang, on the other hand, is only too eager to settle the score and an Iron Fist tournament offers the perfect opportunity…

■ NINA & ANNA WILLIAMS

Two sisters with a long-standing rivalry. Nina was sent to the second tournament in order to assassinate Kazuya. She failed, thanks to Anna, and both sisters were captured then cryogenically frozen. Having been revived in time for the third Iron Fist tournament, Nina felt compelled to target Kazuya's son, Jin, but Anna had plans to thwart her once again…

■ PAUL PHOENIX & FOREST LAW

Forest Law is the son of Marshall Law, who previously fought against the Mishima corporation after they trashed his dojo. Marshall is not keen to see Forest enter one of Heihachi's dangerous tournaments but, in a bid to prove himself, the younger Law sneaked off with his training partner, Phoenix, to do just that! Paul himself has tasted defeat; during the second Tekken tournament he was waylaid by Kuma long enough for the chance of a shot at the title to pass. The two fighters both have much to prove to the world.



Load Of Toshin?

Wanna raise an interesting point during play? Help yourself to the following rag-tag selection of rumours, supposition, factual snippets and game-lore. All are guaranteed to prick up ears and set you up as the instigator of many a rampant conflab…

In Japanese arcades it can be considered bad manners to continue an assault past the point of victory. Despite it being extremely gratifying (not to mention annoying for your opponent!), some establishments have "house rules" against continually striking a player you've KO'd.

Xiaoyu uses the same fighting style as Bruce Lee's daughter.

Paul is *Tekken*'s resident "character with homosexual tendencies" – don't look so surprised, *Last Bronx* was similarly featured. You know what the Japanese are like about fleshing out characters…

You can KO Dr B (stood in the crowd on the left) with a well-aimed shot during a game of *Tekken-Bowl*.

The kanji symbol means "Iron Fist".

You can hold the Tag button along with Start to alter the team member who stands first.

For a little while there were rumours of an extra character called Bob (which should have been enough to dispel the rumour itself) being present in *Tekken 3*. In fact, Bob was the name that was given to Hwoarang by the Internet community to get around the fact that nobody could be bothered to continually re-type his name properly!

PS2 PLAYSTATION 2

weblink **www.ea.com**

Written by **Simon Cann**

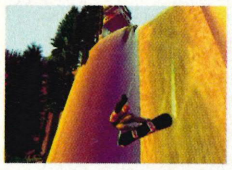
Publisher **EA** Developer **EA** Release Date **November 2000**

01 When viewed up close, the boarders display a remarkable level of detail.









Advance **Report**

NEXTGEN
- Excellent multiplayer mode on offer.
- State-of-the-art visuals.

LASTGEN
- Yet another snowboarding game.
- Makes you feel cold.

SNOWBOARD SUPERCROSS

Snowboard to distraction? Maybe not.

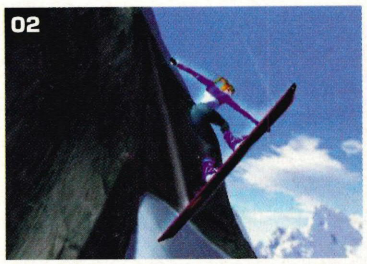


Whilst the majority of PlayStation snowboarding games have been fairly tedious affairs, this forthcoming PS2 release from EA could potentially provide the sort of adrenaline-pumping action that has come to typify this relatively new extreme sport.

The game will contain a plethora of different play modes, ensuring that the action should be as radical as it is justified. Training mode, unsurprisingly, allows you to acquaint yourself with the game's controls and the wide variety of stunts that comprise the eight selectable characters' repertoire of moves. Adventure mode will see players boarding down an expansive rideable area, collecting a multitude of 3D snowflakes (think the videotape pick-ups in the *Tony Hawk's* titles) on their travels.

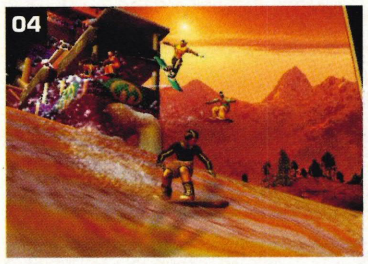
Next up, show-off mode requires you to pull off the wildest string of stunts you can manage, whilst the world circuit section will offer the chance to compete in a full season battle against the game's surprisingly intelligent computer opponents – each of whom displays their own unique boarding styles. Success in this latter mode will grant you access to the Professional World Championship – an invitation-only tournament that will pit players against the cream of the snowboarding crop.

So, it would seem that the title's diversity of play modes is assured. Fortunately, the innovative gameplay is backed-up by a graphics engine that can truly be described as next gen. Particles of snow spray out from your surfer's board, subtle trails are left in the ground you've covered and some glorious lighting effects (rapidly becoming a PS2 trademark) give the game an extremely accomplished look. Likewise, the animation of the boarders is exceptionally convincing, with each character adopting their own individual stance and reacting realistically if nudged by competitors.

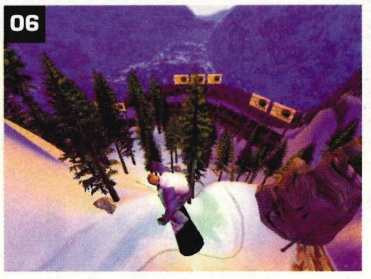


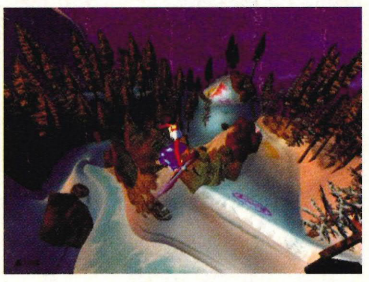


02 Certain stages require the player to negotiate near vertical drops – one mistake and it's all over. **03** As in most examples of this genre, it's possible to pull off ludicrous stunts.









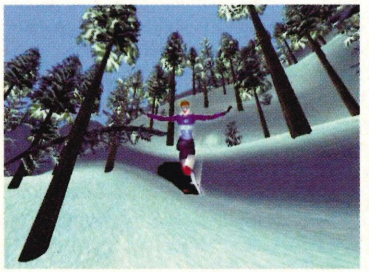
However, such trimmings would be redundant if the environments you were placed in were not up to scratch. Fortunately, based on the code we've seen, the developers have pulled out all the stops and look set to deliver eight beautifully realised courses. Draw distance throughout is highly impressive and allows you to see an enormous way into the gloriously detailed environments. More impressive still is the actual design of the levels. The Tokyo Megaplex stage places you inside an area that can best be likened to a pinball table, complete with moving ramps, opening and closing doors and even pinball flippers. Bizarre as this may sound, it seems to be working exceptionally well.

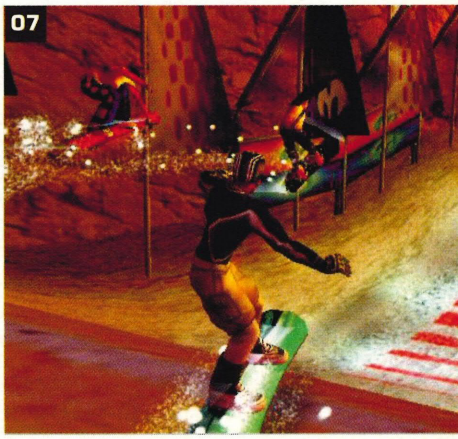
This creativity extends through the other stages; for example, the Aloha Ice Jam drops players onto an iceberg that has been lowered into a tropical Pacific Ocean port – solely for the purposes of snowboarding. Suffice to say, players will need to have their wits about them if they're to avoid ending up in the water that surrounds the stage. A well implemented two-player mode is also included and shows little sign of compromise in terms of frame rate, detail and draw distance.

The innovative gameplay is backed-up by a graphics engine that can truly be described as next gen...

The formulaic nature of this genre tends to result in homogenous titles that fail to convey the feeling of speeding down a near vertical mountainside. The power afforded to the developers by PS2 seems to have ignited an often-missing element of creativity; the result is a title that could potentially set a new benchmark in the heavily oversubscribed snowboarding sub-genre. We'll be keeping you up to date on this hugely promising title over the coming months.

anticipation ★★★★☆





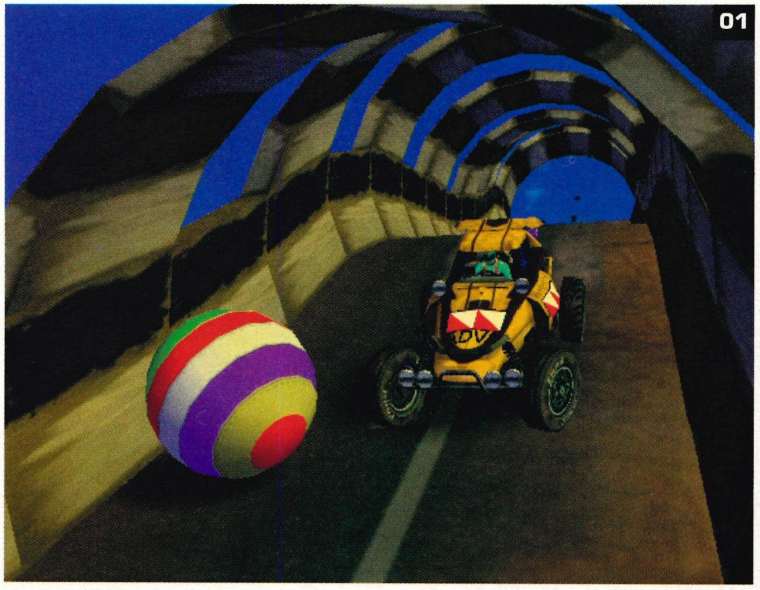
04 As the screenshots on this page demonstrate, the game contains some gorgeous lighting effects: witness this magnificent sunset. **05** As is par for the course with this genre, players will be able to interact with parts of the scenery. **06** The draw distance is impressive, especially so given the graphical detail lavished on each stage. **07** Character animation is exceptionally fluid and smooth.

PS2 PLAYSTATION 2

Weblink **www.wildwildracing.com**

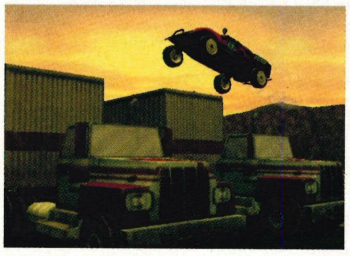
Written by **Simon Cann**

Publisher **Imagineer** Developer **Rage Software** Release Date **November 2000**





01 To spice things up there are a range of special modes, one of which requires you to shunt a huge beach ball round an obstacle-laden course. **02** Your competitors are a sneaky bunch and will utilise the various shortcuts hidden within each stage. **03** Vehicle detail is excellent – you can even see the individual parts of the engine whirring round.







WILD WILD RACING

Advance **Report**

NEXTGEN
- Some truly innovative play modes.
- Massively detailed vehicles and landscapes.

LASTGEN
- Draw distance suffers at certain points.
- Annoying American commentator.

King of the wild frontier? Perhaps.

PLAY first caught a glimpse of this innovative looking racer at the Tokyo Game Show and was suitably impressed with the game's anarchic off-road racing action. Since then we've received updated game code, and can say that it's one of the most 'together' racing games in production for PS2.

The game is comprised of three main play modes: Championship, Time Attack and Challenge. The main Championship mode sees players blazing around a series of lusciously detailed off-road courses, taking in stages from the USA, India, Iceland, Mexico and Australia. Naturally, each area has its own unique features and the levels can be raced during the morning, day and evening. These time changes allow for some glorious examples of the PS2's lighting abilities. The sight of the sun slowly setting in the Indian stages is truly a showcase for the PS2's graphical capabilities. Likewise, the various weather effects, including rain and snow, are also well implemented and, crucially, have a genuine effect on the way your vehicle handles. For example, when driving on a rain-soaked mud track, you can feel your buggy's grip sliding out from beneath you.

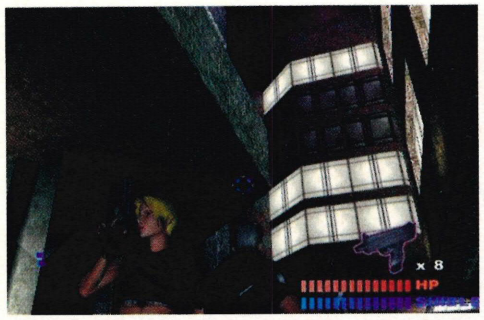
The sight of the sun slowly setting in the Indian stages is truly a showcase for the PS2's graphical capabilities...

Overall, the vehicle physics seem to be shaping up nicely, with the handling remaining tight and the cars reacting convincingly to the treacherous, hilly environments you're traversing. A few minor problems with draw distance are in evidence at the moment but, fingers crossed, these will be ironed out over the coming months. Expect to see a lot more on this promising looking racer as it nears completion.

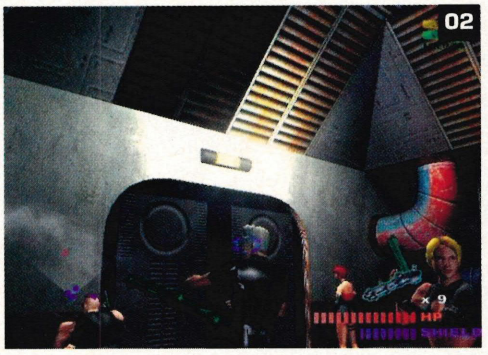
anticipation ★★☆☆☆

Written by **Mark Crawley**

Publisher **EA** Developer **EA Japan** Release Date **Autumn 2000**





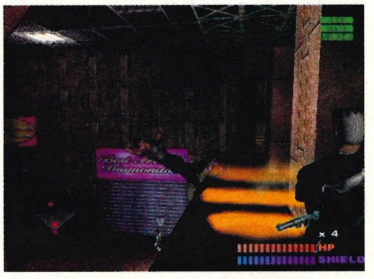


01 The character detail is impressive – what you lookin' at! **02** "When I find out which one of you put Viagra in my tea..." **03** Well the rocket itself missed – fingers crossed it's not very explosive. **04** In case you're wondering, it's a group of bio-terrorists who you'll be saving the world from this time. Don't lie about on the job! **05** Squaddies are independent to a certain degree.









X SQUAD

Advance **Report**

NEXTGEN
- Sporting 'proper 3D' adds loads of depth to such strategy-reliant blasters.
- The enemies come packing real heat.
- At last! An actual reason to buy into the PS2's power.

LASTGEN
- Squads of four are a little small.
- Squint your eyes, block your ears and shut out reality – and it could almost be *Xybots*. Almost.

So, we guess that Squads A to W all bit the dust? Ulp...

It was with dark clouds rumbling that the followers of Sony made their weary way up Mount Gameplay. It had been months since the second coming, yet still no sign – and it was with much disgruntlement that the band did happen across an unfamiliar game, enshrouded in a single shaft of light.

And it was old Ezekiel who, after reading the back of the box and accompanying press release, ran a-jumping and proclaiming "Is there nothing that our Lord cannot provide? Behold, a tactical squad game in which you must give orders to AI team members, leading them to victory after victory within a cohesive scenario. We've never seen anything like this on a console before!" – and the crowd did fall into a hushed state of awe.

Yet then, through the stunned silence, one solitary voice of woe could be heard to mutter "Erm, but what about *Space Hulk*?" – and to the backdrop of much wailing and gnashing of teeth, the heavens did open and the downpour began...

Book Of Play Ch:67 Vs:25

But let's not lose our faith just yet, for if the current line-up of 128-bit software has rained on Sony's next-gen parade then *X Squad*'s droplets must surely be the most refreshing yet. Whereas the likes of *Tekken Tag* and *Ridge Racer V* arguably do nothing other than dress the same old games in finer robes, the power of PS2 should allow *X Squad* to take its genre beyond the constraints enforced by its 32-bit predecessor.

Enemies can engage your team with expert proficiency...

Testament to this are the game's 3D environments, character-laden squad members and, best of all, multiple enemies who, rather than being dumb cannon fodder, can engage your team with expert proficiency. With all that next-gen power to tap into, *X Squad* should play as good as it looks come release day.

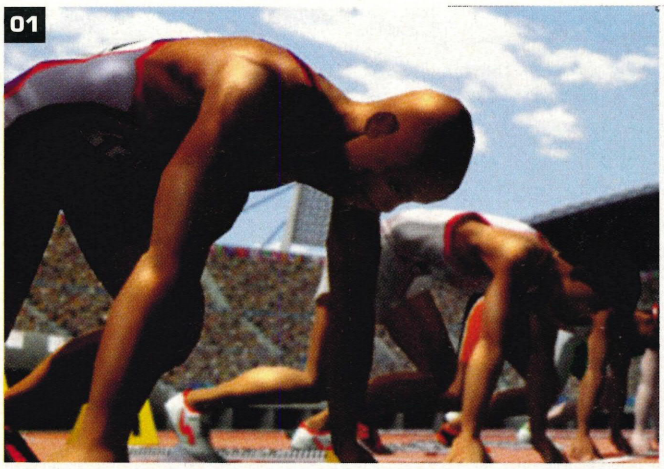
anticipation ★★★★★

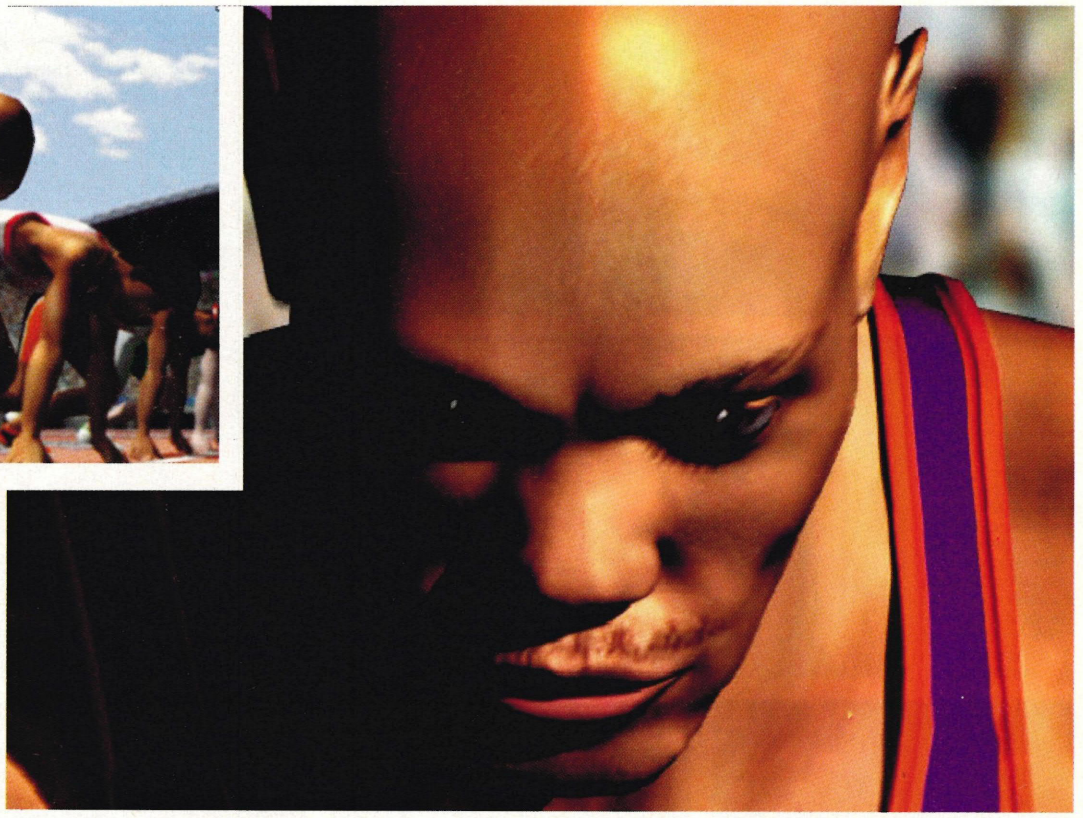
PS2 PLAYSTATION 2

weblink **www.konami.co.jp**

Written by **Graeme Nicholson**

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

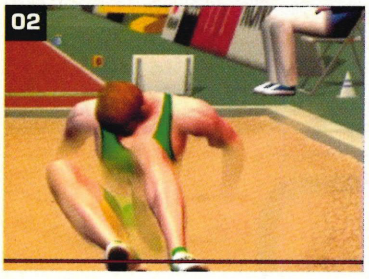


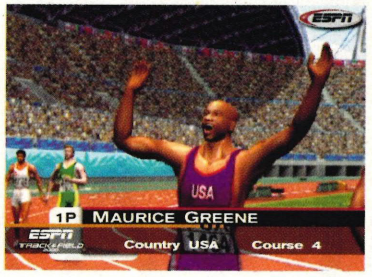




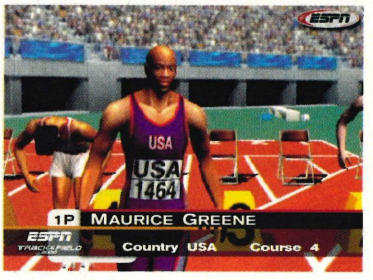


01 Detailed slow motion replays let you monitor your competitors, to see where they got that little bit ahead of you. **02** Any less than full power on the run up and any more than a 30° angle and you fluff the long jump entirely. Believe us, we speak from experience. **03** A subdued air guitar performance precedes the fight for the swimming gold medal.









ESPN INTERNATIONAL TRACK & FIELD

Advance **Report**

NEXTGEN
- Outstanding motion capture.
- Proven series.
- Neat slow motion sections.

LASTGEN
- Cardboard crowd at the moment.
- Only ten events.

Continuing Konami's impeccable track record...

Sure, it's the 21st Century. Babies are grown in the lab, food is best served genetically modified, and even the most economically unfortunate countries now have high speed access to pictures of Calista Flockhart. But it's good to know some things never change. The 128-bit version of *Track & Field* is upon us, furnishing Sony's monolithic new console with a stable and dependable sports foundation, and what must the player do to compete? Batter two buttons furiously until the race ends or your knuckles fuse together.

This particular fate was narrowly avoided during an intensive play test of Konami's sporty new number, though we did suffer actual muscular injury in a foolish and over exerted attempt to break the weightlifting record. This was by far the toughest of the ten events to compete in, requiring what seems like an endless period of button bashing, which continues long after a searing white-hot pain in the arm signals nature's recommendation to stop. At the end of a hearty session involving the rest of the events, such as hurdles, long jump and swimming, a sensation not unlike a Breville toaster clamped around the forearm ensures the experience is not quickly forgotten. Only rhythmic dancing (which borrows the arrows system right out of *Dance Dance Revolution*) and clay pigeon shooting offer some respite from the rapid pad stabbing.

A great focal point for a bunch of lads with nowhere to go for one night...

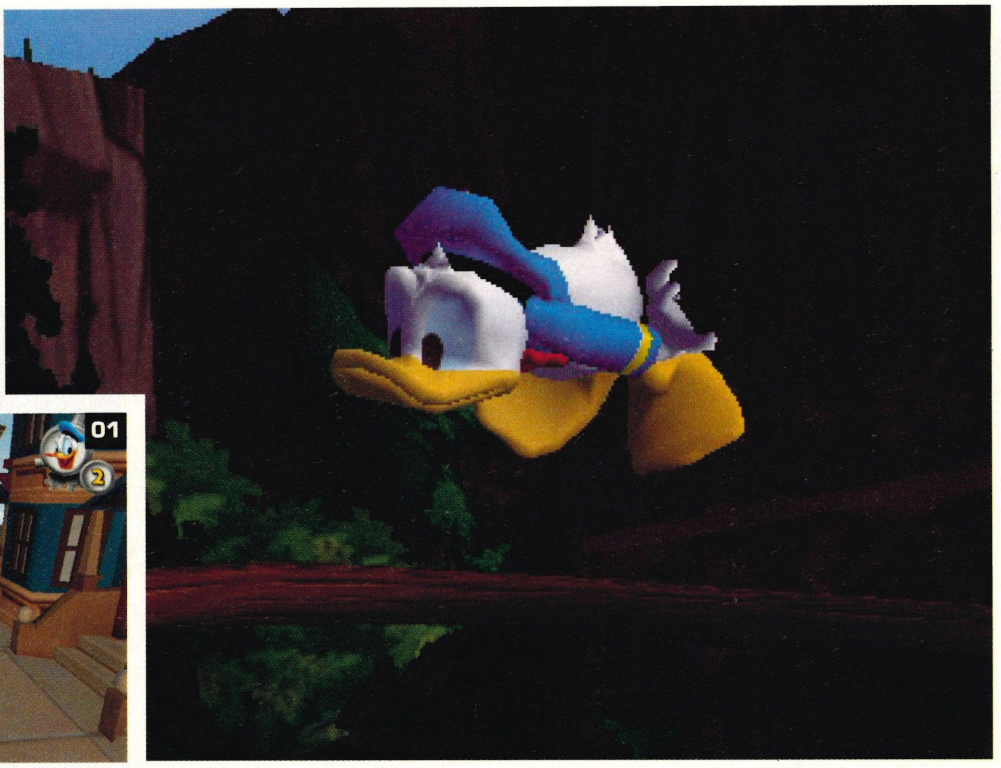
Injuries aside, *Track & Field* has always been a great focal point for a bunch of lads with nowhere to go for one night, and this version looks good enough to carry on the tradition nicely.

anticipation ★★★☆☆

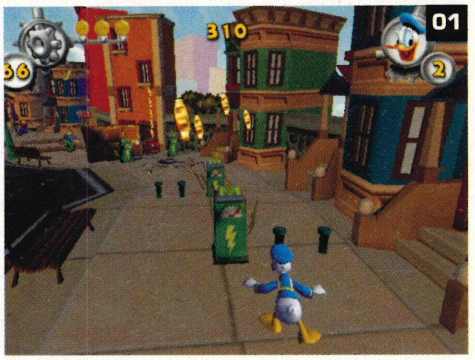
Written by **Simon Cann**

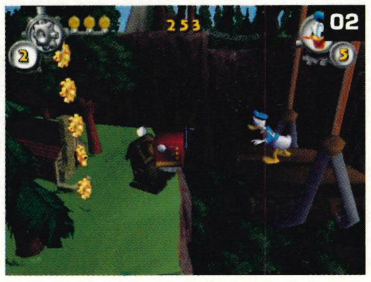
Publisher **Ubisoft** Developer **Ubisoft** Release Date **November 2000**

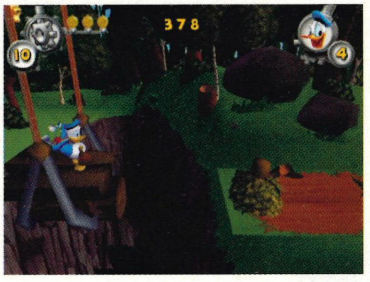


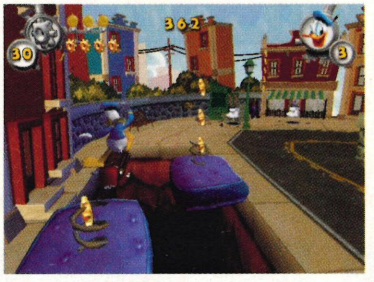


01 Certain scenes will see Donald running into the screen, much like some of the stages seen in the *Crash Bandicoot* titles. **02** Hidden areas will each contain a gold beret; having collected them all players will be granted access to 'cool' new outfits. **03** The gameplay harks back to 16-bit classics such as *Mickey Mouse and the Castle of Illusion.*











DONALD DUCK: QUACK ATTACK

Advance **Report**

NEXTGEN
- Features true emotions, well kind of.

LASTGEN
- Dated looking visuals.
- Another annoying Disney tie-in.

The quacks are starting to show...

To be fair, the announcement of Donald Duck and his cohorts appearing in a PS2 platformer hardly filled us with joy. However, in its defence, this forthcoming release from UbiSoft may, perversely, be one of the first titles to exploit the PS2's much vaunted emotional character development.

The game features Donald on a quest to rescue his sweetheart Daisy Duck (who hell she?) from the clutches of some nefarious magician. This involves traversing a series of pseudo 3D locations (the action takes place mostly on a 2D plane), leaping from platforms and despatching the various enemies you encounter. So where does the emotion element enter the action? Well... as you may recall from the Disney cartoons, Donald was a hot-blooded character, who frequently suffered from temper tantrums. Consequently, this personality trait will feature heavily in the game. So whilst Donald will commence stages in high spirits, he'll become increasingly frustrated as his enemies attack him, with his growing rage eventually developing into a spectacular display of anger-fuelled ferocity.

This could exploit the PS2's much vaunted emotional character development...

Of course, you won't be alone on your quest and during your journey through the game's four worlds and 24 levels you'll meet a variety of characters from the Disney universe. Among the list of familiar faces will be Donald's three nephews, Huey, Duey and Louie. These mischievous ducklings will act as a trigger to special challenges. Upon completion of these tasks players will gain access to hidden areas.

Hopefully, the fact that this is being developed across the console board doesn't signal an onslaught of incoming shovelware for Sony's new console. We shall see.

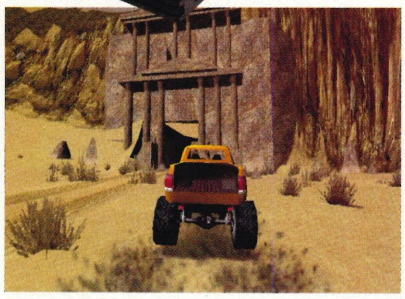
anticipation ★★★☆☆



incoming

IMMINENT RELEASES FOR PS2

We've a good mix this month, with a *FIFA* game, an RPG, two distinctive racers and, ahhww, a Disney game! If you can't find a title you like the sound of on PS2, then you've gotta be increasingly fussy...

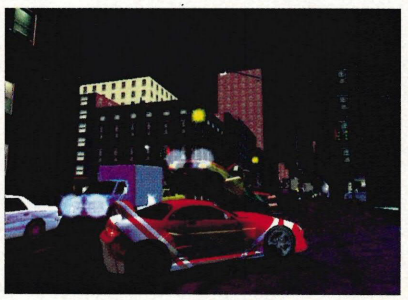


Smuggler's Run

ⓘ Publisher **Rockstar Games** Developer **Angel Studios** Release date **Nov 2000**

With its load-reducing open spaces and comparatively slight vehicle count, we've got our money on this title being the slicker of Angel Studio's duo of PS2 racers. The recent preview build, which shot enthusiastically from its Jiffy bag straight into the deep recesses of our office PS2, has certainly been tweaked more than Jo Guest's nipples. Indeed, the optimisation process is already reaping obvious rewards, as *Smuggler's Run* is now noticeably faster than was previously the case – which certainly bodes well for that fast-approaching release day.

anticipation ★★★★☆



Midnight Club

ⓘ Publisher **Take 2 Interactive/Rockstar** Developer **Angel Studios** Release date **Nov 2000**

Looking to achieve similar success on PS2 as they did with *Midtown Madness* on the PC, Angel Studios have been working hard to polish up this promising title. Only the apparent protection of the *Midtown* moniker by the use of a totally different name for *Midnight Club* serves to cast any shadow of doubt as to the title's progress. However, this is a different game after all, and with a number of expansive and busy cities to speed through, it could give us all a taste of what we've craved for years. See you at the clubhouse – don't forget the secret horn toot!

anticipation ★★★☆☆



FIFA 2001

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

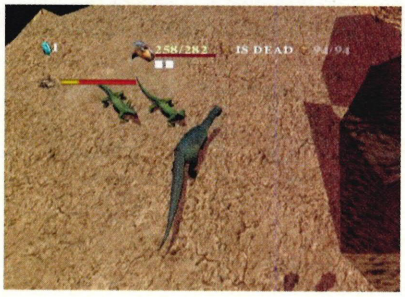
Already available in Japan, *FIFA* has undergone something of a return to favour thanks to the last PlayStation instalment, which garnered favourable comments in the face of the increasingly (and perhaps overly) complex *ISS Pro Evolution*. We already know that the Japanese version wasn't perfect, however, and will be looking to see the slow-down which dogged the action eliminated for its UK release.

The sheer difference in technology between PSX and PS2 has ensured that developers have had some difficulty porting across previously polished titles. Although it's hard to believe that, with so much practice, EA could produce a version of *FIFA* which represented a step backwards, we've prepared ourselves for the likelihood of this first PS2 outing being less than revolutionary. A steady, playable game of footy – with improved visuals – will probably be enough for Mr Massmarket, however, and *FIFA 2001* can already deliver that.

anticipation ★★★☆☆



[Above top] Look at the detail! This version of *FIFA* is gonna be great!



Dinosaur

ⓘ Publisher **Disney Interactive** Developer **Ubi Soft** Release date **TBA 2000**

Despite coming out on PlayStation also, the PS2 incarnation of *Dinosaur* will, understandably, more closely resemble the Dreamcast version. The game centres around three distinct characters, Aladar the Iguanadon, Flia the Pteranodon and Zini the Lemur, with co-operation being the key to success. How well this will work remains to be seen, given the danger of too much ground being retrodden as multiple characters go through the same area. There's no reason to doubt Ubi Soft just yet, however, and such character-based play mechanics could well make this an excellent movie tie-in. Expect peerless presentation as a matter of course.

anticipation ★★★☆☆



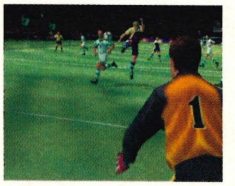
Summoner

ⓘ Publisher **THQ** Developer **Volition** Release date **TBA 2000**

The fact that the preview code has been described as "one of those games that, y'know, doesn't look like it wants to run" should give you some indication as to how ambitious a game *Summoner* is. Or could it be that the PS2 proved too strong a foe for Volition? Well, we'll soon find out, because *Summoner* is running out of months in which to manifest itself, with preview code due for arrival and a subsequent playtest soon. The marriage between Eastern and Western mythology should provide the game with a unique tenor – let's just hope the code can handle its creator's pretensions...

anticipation ★★☆☆☆







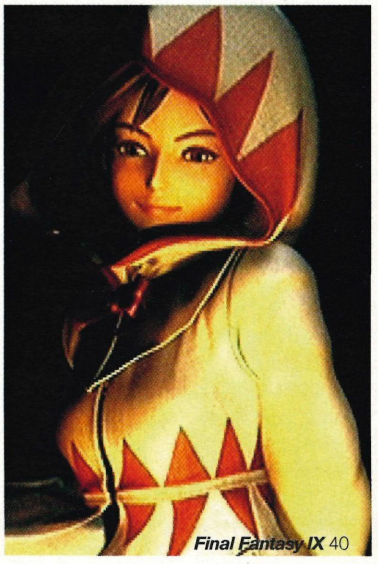
the games

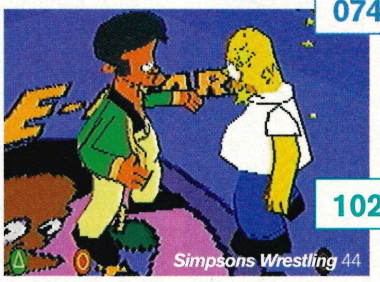
The only guide to PlayStation gaming you'll ever need!













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

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

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!

Writer Mark Crawley

Available TBA 2001

TimeSplitters

A stitch in time may well save nine (nine what?), but to rescue the world from a chronological split, it's gonna take good old-fashioned firepower...

softography

Free Radical Design UK

Goldeneye

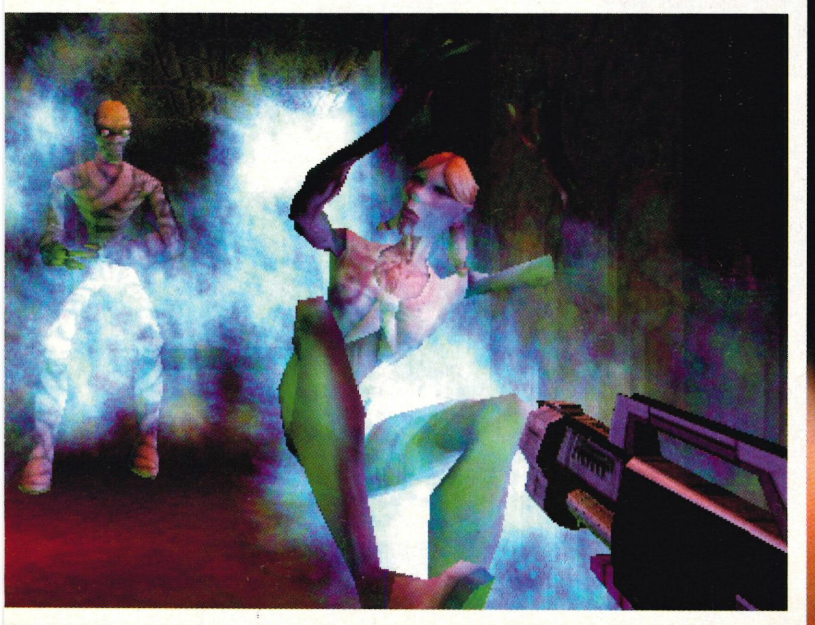


THE BIG GAME

Brilliant as the game was, you could visibly see *Goldeneye*'s host, the N64, straining to hold the game's finely crafted world together. It'd be nice then, would it not, if the team responsible for such a ground-breaking FPS turned their attention towards a platform with enough power to really do their ideas justice. Well, it just so happens that they have, an... Eh, wha? No, not the Dreamcast, you pessimistic bunch of ol' cynics! *TimeSplitters* (for that is its name) is on its way to PS2, and we've had a sneaky peak at an early build of the game.

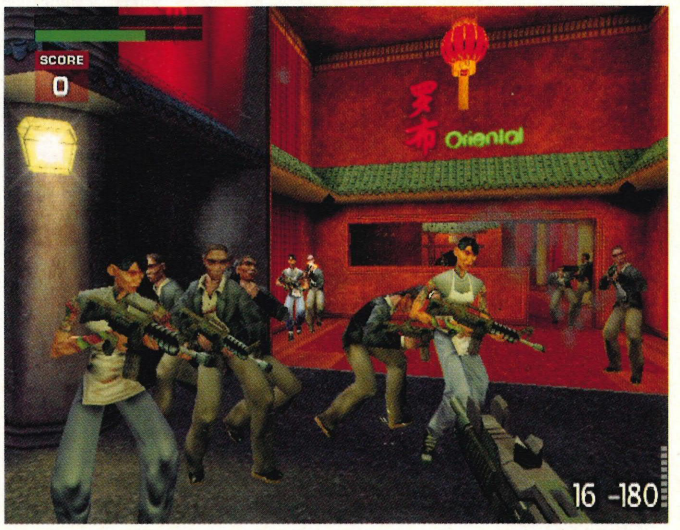
Whilst the version which Eidos is currently showcasing is far from finished, it's complete enough to grant a cursory but revealing play. The game's first person shooty-uppy action is set over a number of time periods, the player adopting the role of a heroic native from each chronological setting. Whilst oblivious of each other, each of the heroes is all too aware of the game's villains, the title-borne TimeSplitters. This alien race exists beyond space and time – useful when you want to avoid doing the washing-up, and also quite handy for launching assaults against the human race throughout the expanse of its history. It's not just denizens of the fourth dimension you'll have to worry about either; each level brings with it a whole host of foes suited to the age in question, ensuring a variety of enemies to keep players on their toes.

All this would look a little contrived if the action took place in the bland back alleys of Anywheresville, but fortunately there'll be no mistaking each environment you pass through, as little expense has been spared in rendering locations in glorious 128-bit-o-vision. Expect therefore to trawl, gun in fevered hand, through the richly decorated tombs of ancient Egypt, to a zombie infested American backwater town (which is saying the same thing twice, surely?), right up to a sixties-envisioned futuristic setting – complete with ray-guns and rocket ships – to name but a few. If you are beginning to get the picture that, as a player, your plate will be kept somewhat full then you'd be right, but like any well balanced meal, *TimeSplitters* includes elements which, whilst good for you, are initially hard to swallow. One such Brussels sprout, which really sticks in our throat in the current version, is the difficulty level – with opponents ready to mow you down as soon as they spot your approach, progress is particularly hard won. Also sadly AWOL at the moment are enemies who actually earn their keep by ⏭





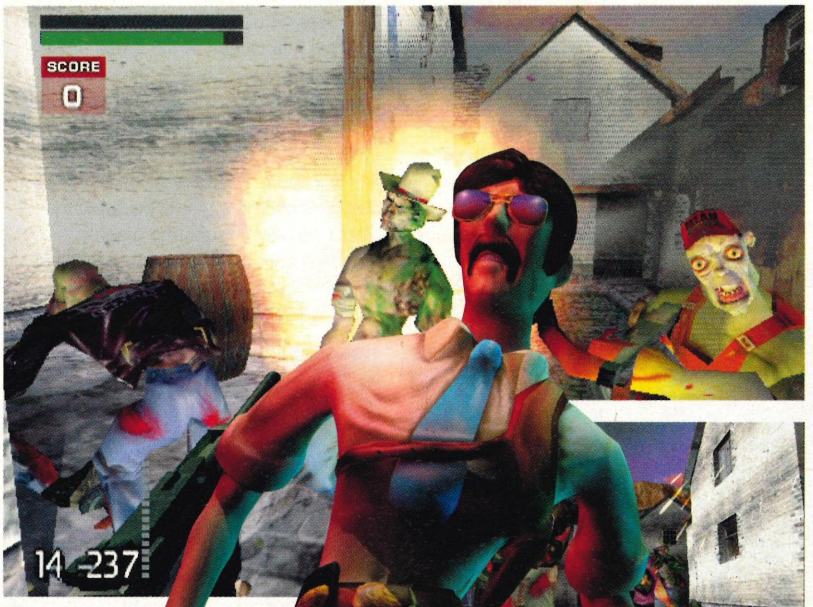
[Left] "My gun is in my hand, so obviously I'm pleased to see you..."



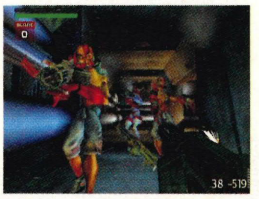


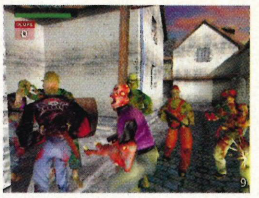
Time Team

Bedroom coding dead? You try getting your mum/missus to brew up for this lot! From left to right...
Top Row: Steve Ellis (Head of Software/ FRD Director), Graham Norgate (Music & Sound Design), James Cunliffe (Lead Animator), Hasit Zala (Lead Programmer), Ben Newman (Animator), Les Spink (Artist), Paul Hanshaw (Programmer), Brad Warren (Artist), Lee Ray (Artist).
Bottom Row: Karl Hilton (Head of Art/FRD Director), David Doak (Head of Design/FRD Director), Thomas Houghton (Programmer), Joe Moulding (Programmer), Rob Steptoe (Artist), Erza Allen (Animator), Denis Fabrice (Programmer).



[Above] "You no leave without pay bill." Well, seeing as you put it so eloquently. Oops...







NOV 2000

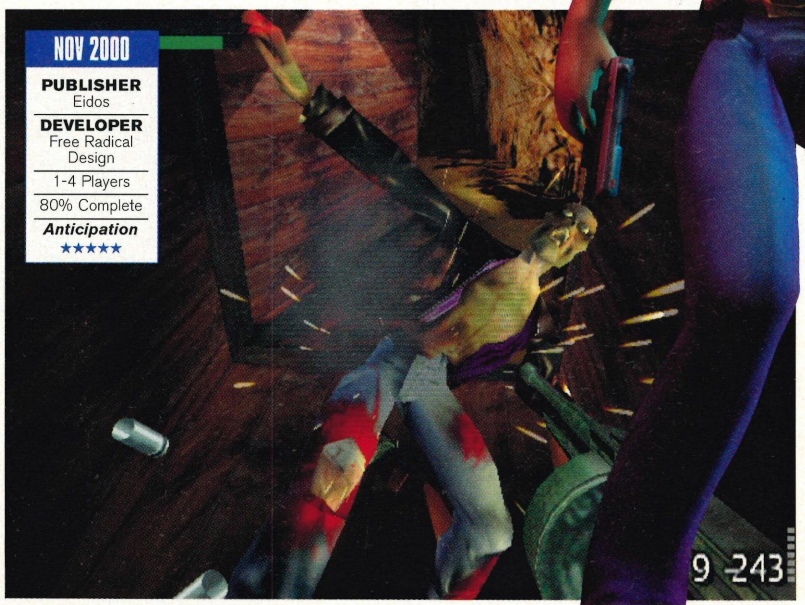
PUBLISHER Eidos

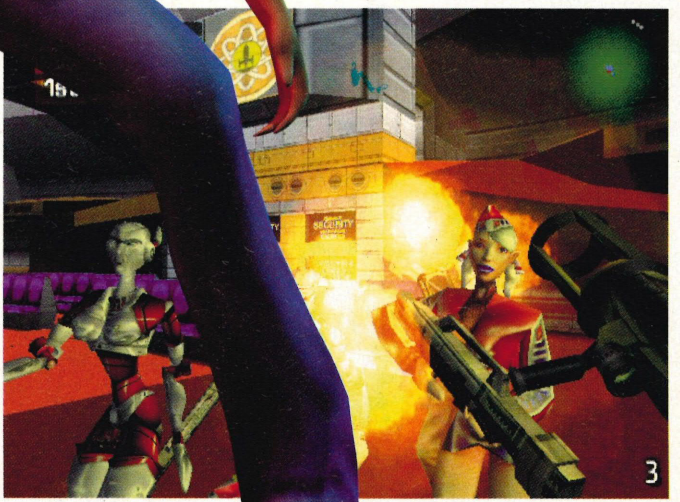
DEVELOPER Free Radical Design

1-4 Players

80% Complete

Anticipation
★★★★★





Immaculate Conception

I love sci-fi. Not because I think Klingon is a cool language to speak or because William Shatner looks good in a girdle, but it's simply that, if popular opinion is to believed, women will just keep looking better and better as time goes on. And the clothes! By my reckoning women are due to burn their bras for all the *right* reasons somewhere around 2014... such is the picture painted by the majority of science fiction. Or is that science fantasy? I always get 'em mixed up.

But shaping the future so curvaceously, not to mention filling the past with such hideous grotesques, isn't something which can be done willy-nilly. Nope, it takes serious amounts of planning, especially in the digital realm, to ensure that all the pieces of your creation gel. It's reassuring then, to see that Free Radical Design has taken the time to sketch out and refine *TimeSplitters*' characters before commencing with code. Check out these snippets of artistry – can you spot the recurring theme?

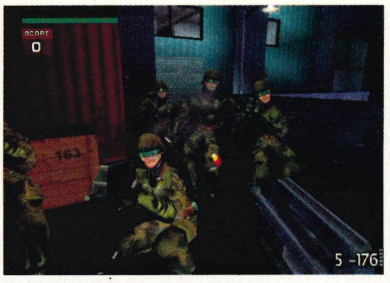


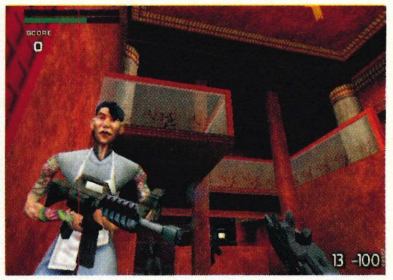


[Above] What's going on here...? Oh, you're a mutant! Let you off then.

⏭ patrolling the environment (the ones we saw just stood waiting for players to blunder into view) but pleasingly, once on the case they'll hunt in packs, work together and fail only in taking prisoners.

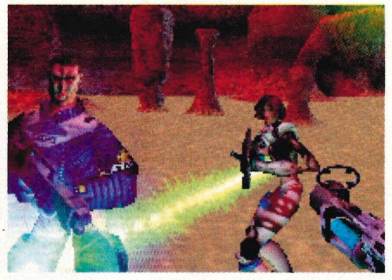
A wide range of weapons are available (forget lasers, the office favourite has to be the blunderbuss) to ward off these crack troops and, as you might expect, each of them suits the time period in which they appear. Again, this all adds to the diversity of gameplay on offer, as the approach you'll adopt when toting a laser spitting blaster will inevitably differ to that taken with only a spud-gun to rely on... won't it? Oh. In any case, with the TimeSplitters a constant and malign presence, there should hopefully always be an opportunity for budding psychopaths to get their mitts on a hand-cannon, no mater how antiquated the surroundings.





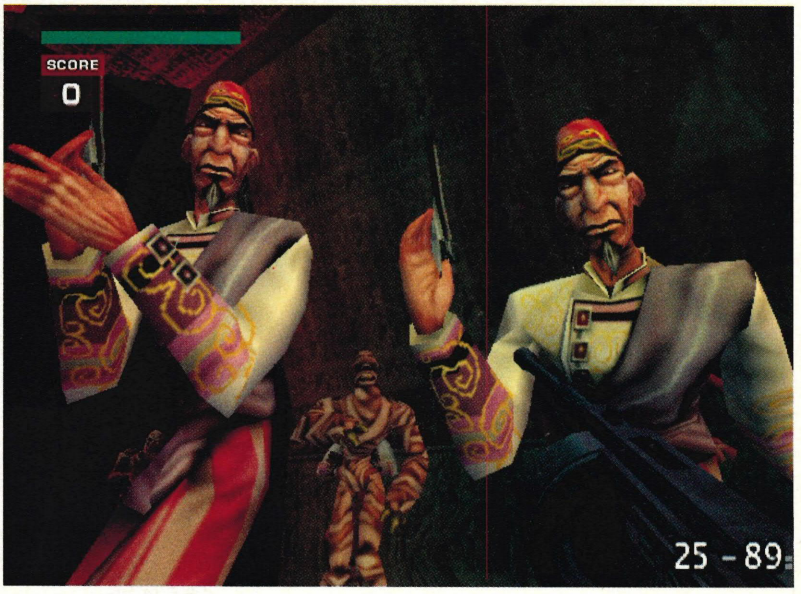
TimeSplitters is designed to meet a demand which only the N64 currently caters for...

Amazingly, the single player adventure isn't the main focus of the game – that particular honour goes to the extensive multiplayer mode instead. Taking its cue from *Perfect Dark*, there are both Co-operative and Competitive modes of play, along with the (now obligatory) deathmatch levels too. Whereas Co-operative play through the game's standard scenario speaks for itself, just how the Competitive mode will pan out remains to be seen. With such two-player delights unavailable for view, we were ushered eagerly towards a four-player deathmatch – at 60 frames per second this spandex-clad gala of gore looks like delivering the depth of split-screen play only previously offered by Rare, but with a rock-solid display which a 64-bit console can only aspire to provide.



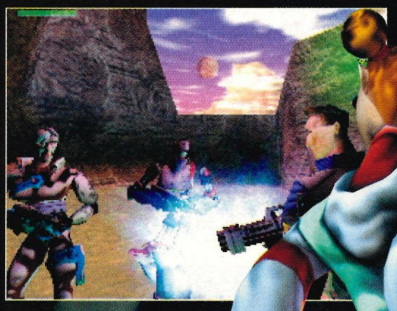
All the customary multiplayer modes we have come to expect are included, and then some: regular deathmatches, escort, last stand and the ridiculously trademarked capture-the-bag™ (here at PLAY we've yet to be convinced of the worth of trademarking a descriptive phrase). If that little lot doesn't keep you busy then there are over 60 unique characters with which to experiment over the 18 provided maps, and you can always create your own levels should... Oh yes, you heard correctly – *TimeSplitters* will ship with its user-friendly level editor intact, allowing us all to build woefully un-balanced levels and stock them with tons of goodies (the locations of which are memorised, naturally), before saving them to a memory card and proceeding to leather our smart-arse mates who know the regular maps like the back of their hands. The gits.

Due for release at launch, *TimeSplitters* is obviously designed to meet a demand ⏭















[Above] Hmm, this lightsaber's a bit short and clunky. **[Below]** The last thing you'll ever see. **[Below left]** Pity those heroes who travel time, only to emerge on the set of Thriller.





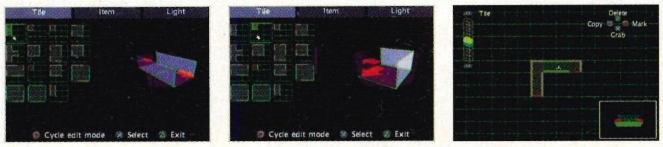
Taste The Power...



Our plan to have a real monkey demonstrate the level editor's simplicity went awry when Bobo, our chosen chimp, went all primal in response to the monitor's flickering screen, crapped on Mark's keyboard then bit his "favourite" hand. Not to worry, if our man can use it drugged up on anti-rabies shots then it must be easy enough...

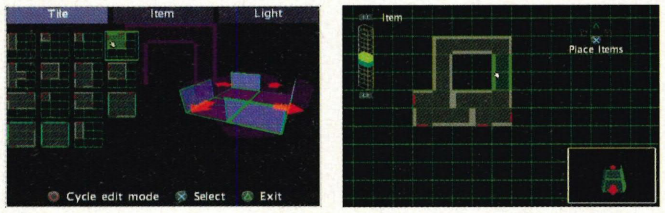
Step 1

Damn primates! Okay folks, I feel a little woozy here. I'm not sure if it's the medication or sheer loss of blood, but just bear with me, alright? Right. To begin with let's select a few simple tiles and plop 'em together like so...



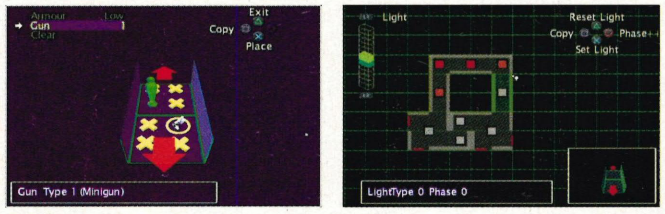
Step 2

Sweet, but let's start to make it a bit more interesting. The editor includes a number of complex pieces, along with more rudimentary tiles – they're selected and pasted in just the same way though. Gosh, it's a bit hot in the office today...



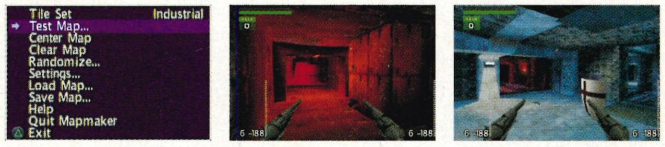
Step 3

Can you smell water? I can smell water. Urgh, the thought of it just makes me shudder... I'll take a different route home tonight, I think. Avoid the seafront. Ahem, anyway we've come to a good bit now – let's slap those weapons and items in! Naturally, being a bit of cheat, I'll put 'em nice and close to where I'll start, heh heh...



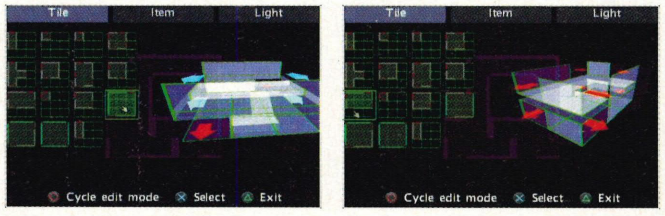
Step 4

Okay, that's the objects and lighting set. I've opted for a few coloured lights, no strobing – I don't think I could handle it given my current condition. At this point it's nice to test out the level, get a feel for how it's shaping up and scope out the object placement. Y'know though, I'd rather just spin around and around on this office chair... Wheeeeeeee...



Step 5

Where am I...?
Oh yes! The level editor. Well with everything looking lush it's time to pull out the stops. It's possible to place tiles at different heights within the map and there are some monster segments which you can use to link these together. Check out these babies! Oh hello, what's this?



Step 6

Ah look, Simon's brought me a cuppa, cheers ma... agggh! WATER! It's got WATER in it!! It's all too much, ngh... and. the. flickering. monitor!
Nnnyyeeaaaarrghh... [CRASH]
[There goes another keyboard – Ed.]



⏭ which only Nintendo's beleaguered plastic slab currently caters for and, considering the militant action which the Union Of Sequels has taken with PS2's software line-up, this is no bad thing. With a few tweaks, the title should court not only current PlayStation owners, but N64 stalwarts who have previously resisted joining Sony's sizeable crew (yes, both of them!). The difficulty level will, in earnest, have to be lowered to suit the mass-market, at least in the opening areas of the game. Bearing in mind that those hardcore 'early adopters' will be expecting a challenge, Free Radical Design will have a job getting the balance just right. Inertia is also conspicuous by its absence at present and, as a consequence,

TimeSplitters looks like being one hell of a hair of the dog...

movement feels as stiff as Mr Bunny on Viagra. Not that that's the kind of thing we go around feeling, you understand.

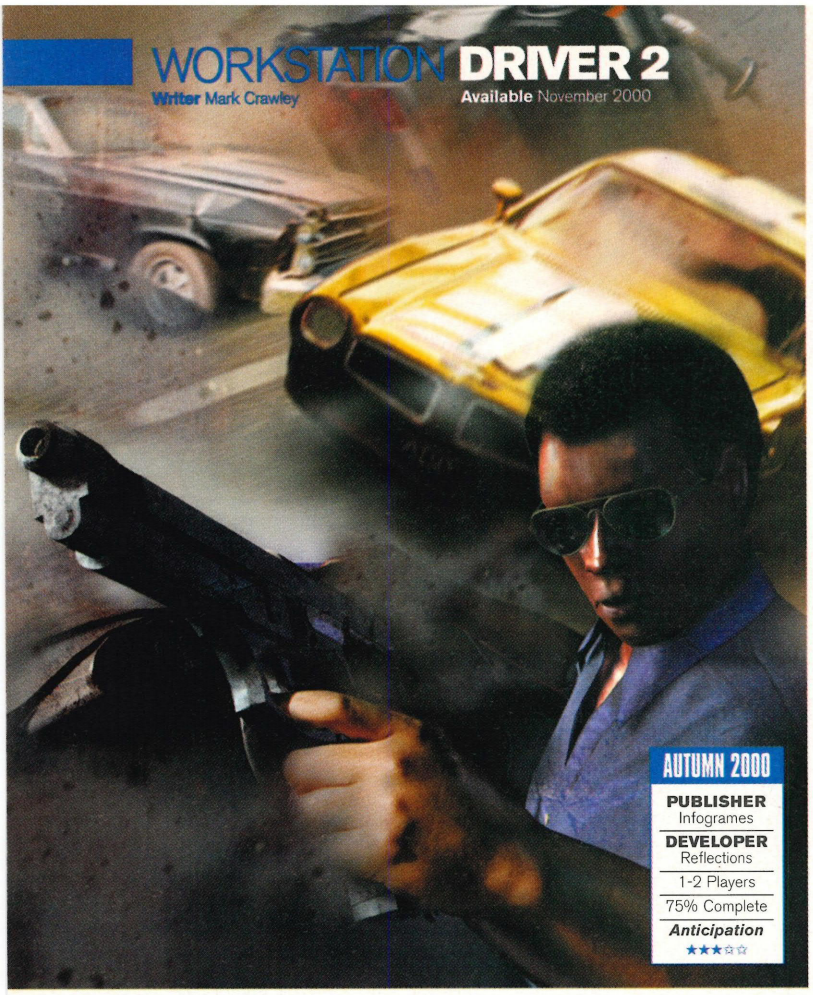
No, what we usually go around feeling is a tad underwhelmed at the PS2 release schedule, something which *TimeSplitters*, along with *X Squad*, has gone a long way towards remedying. It's also encouraging to see Eidos emerge from its Lara-induced stupor, talent intact – and you know, after being drunk on one successful formula it's very difficult to resist indulging in another. *TimeSplitters* looks like being one hell of a hair of the dog.





[Above] "TimeSplitters? Alien what? Look buddy, we're just 60s porn stars. Now me n' this moustache have work to do, so beat it!"


"...it's a fabulous 3D space-shooter, with unsurpassed graphics, a great plot and superb attention to detail."
9/10 Official PlayStation Magazine.
blinding
STAR TREK®
invasion
TM & © 2000 Paramount Pictures. All rights reserved. Star Trek and related marks are trademarks of Paramount Pictures. " " and "PlayStation" are registered trademarks of Sony Computer Entertainment, Inc. All rights reserved. © 2000 Activision, Inc. Activision is a registered trademark of Activision, Inc. All other trademarks and trade names are the properties of their respective owners.
ACTIVISION
PlayStation



AUTUMN 2000

PUBLISHER Infogrames

DEVELOPER Reflections

1-2 Players

75% Complete

Anticipation

★★★☆☆

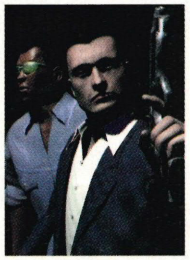
Driver 2

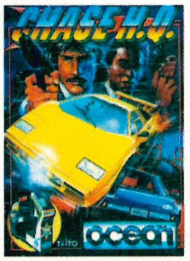
Better dig out that mail-order-only album stuffed with road-related pop – you're gonna be a long time behind the wheel...

With the Platinum original still riding high in the charts, it seems that the only thing which could hamper the sales of *Driver 2* is, cruelly, its own precursor. Yet considering the public's apparently unabated appetite for 70s-style car chases, Reflections should be feeling confident that a sufficiently enhanced sequel will be able to do the business. To describe *Driver 2* as "sufficiently" enhanced, however, looks like doing the title an injustice, given the code which recently cruised into the PLAY parking lot. After a bout of bickering about who had to sit in the back, we took Infogrames' new baby for a spin...

Now the chances are that you've bought or at least played the original game, in which, as the cop Tanner, it was the player's job to undertake a series of undercover missions as a driver for the mob. In this respect *Driver 2* is essentially identical to the original, only this time the story which carries the action forward has been fleshed out in order to craft a more immersive experience, with increased time and effort being lavished upon the supporting FMV sequences. The game-engine itself is also used as an aid to coherency, with real-time cut-scenes blending seamlessly into and out of the action, which is made possible thanks to the game's biggest innovation – Tanner being able to leave his car and roam the city on foot. So, rather than abruptly halting as his car screeches to a halt, missions can now begin and end with Tanner visibly performing a task, for example, or running towards the next set-piece. ⏭

Chasing The Past





A black and white cop duo, racing around with scant regard for the law they're upholding and running perps off the roads via authoritative shunts up the rear? Sound familiar? Well it should to more 'mature' gamers (if there is such a thing) because that's exactly what Mr Driver (that's you) and Algernon (your sidekick) were up to in the 80s arcader *Chase HQ*. But whilst the sultry gun-toting expressions and pace-driven tension have remained in Reflection's 32-bit evolution of the genre, the *Driver* games' missions are much more diverse and, of course, this time it's YOU with the cops on YOUR tail! It's not all progress though – we don't 'alf miss Nancy...



softography

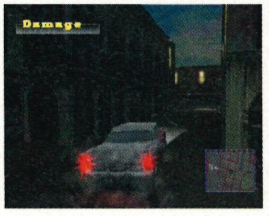
Infogrames UK

Shadow Of The Beast
A.W.E.S.O.M.E.
Destruction Derby
Driver

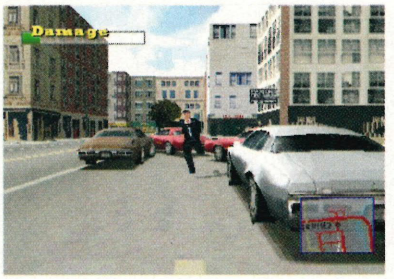
[Below] Pedestrians exhibit a number of new behaviours... they'll still evade your hungry wheels though. Come 'ere!

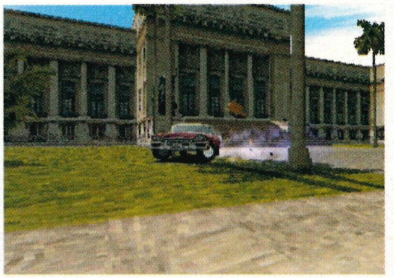


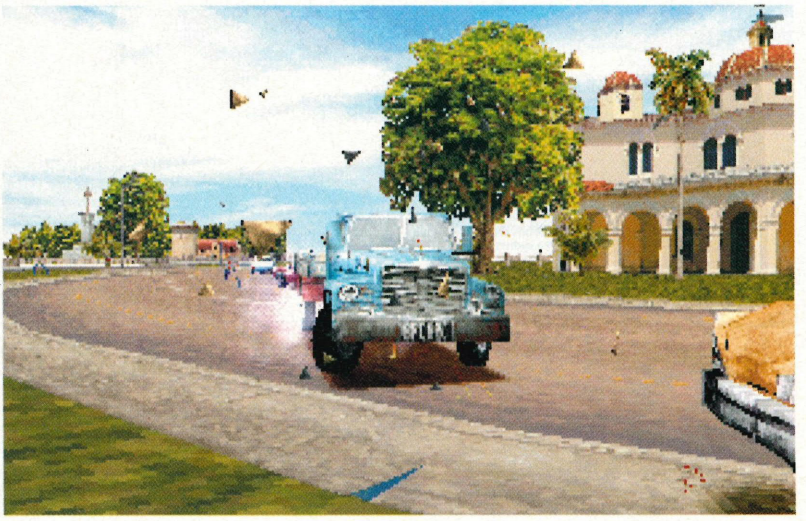


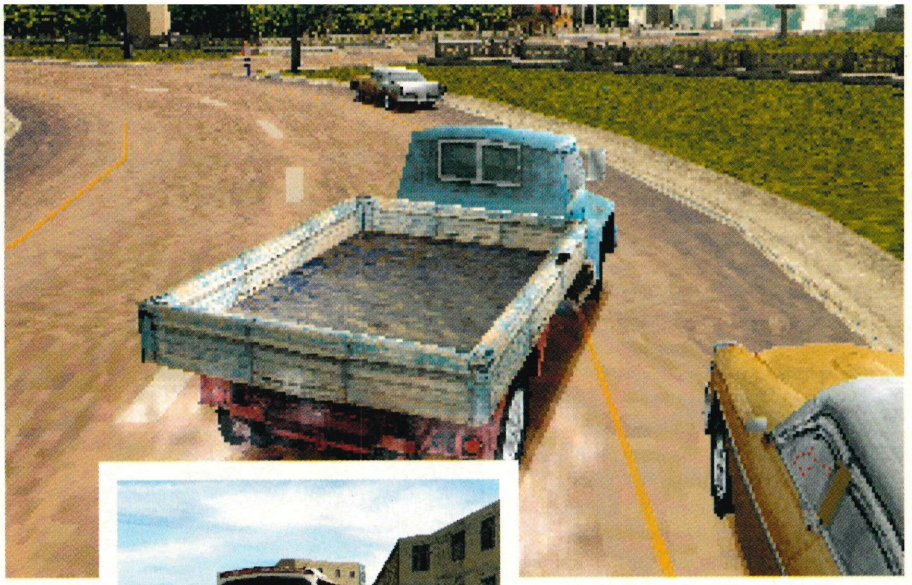


It is now possible to nick... er, sorry "commandeer" vehicles mid-mission...









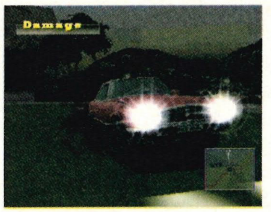


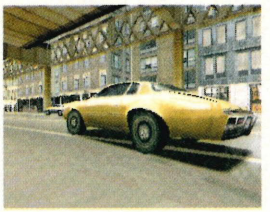


[Above, Left] There's a much wider variety of vehicles in *Driver 2* – and you can 'borrow' 'em all!

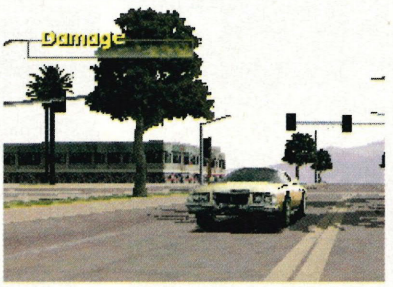
[Below] Whilst the volume of traffic will (thankfully) not approach that of a gridlocked city, the streets will be suitably busy.













Crime Story

Pink Lenny
Numbers man Pink Lenny is in trouble. After double-crossing his boss, the crimelord Caine, by cutting a deal with the Brazilian underworld, his life hangs in the balance. With a bungled assassination attempt by one of Caine's hired-guns landing Pinkie's bodyguard in the morgue, Lenny has more to worry about than avoiding the mob – now the police have their best undercover man tracking him down too...

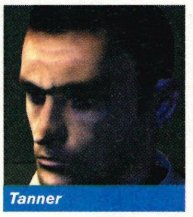
Solomon Caine
Lenny's ex-employer and the would-be author of his destruction. Despite already running the Chicago and Las Vegas underground, Caine is ever ready to expand his empire. He's understandably peeved therefore, to find the Brazilians making a play for his turf, thanks to Len, and wishes to reverse the situation as quickly as possible. Has staff on the job from the opening scenes of the game...

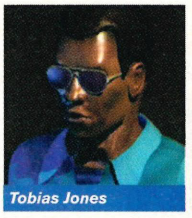
Jericho & Vasquez
Solomon's henchmen cut imposing figures in broad daylight – never mind the dark alleys down which they can usually be found. Jericho invokes fear in a rather workmanlike fashion by brandishing two gut-mangling sawn-off shotguns; Vasquez, on the other hand, relies on the psychological terror instilled by his total silence and shadowy disposition. Or maybe he's just a wee bit shy?

Tanner
Now this is the 70s, remember, and certain things are therefore taken as read. God forbid that Chicago exist without its contingent of crime, so rather than apprehending the warring crime-lords, it's Tanner's job to bring in Lenny, thereby restoring the balance of power between the two criminal factions to a happy equilibrium. Although nobody could possibly have foreseen it, this will take an inordinate amount of driving about at speed – lucky, as that just happens to be Tanner's speciality.

Tobias Jones
Tanner's trustworthy undercover chum, Jones, has the enviable job of being slicker, faster and downright cooler than anybody else in the game, plus he gets chauffeured everywhere by his partner... take it easy why don't you?!


Pink Lenny


Tanner

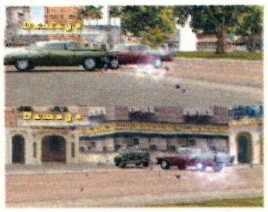

Tobias Jones


Solomon Caine


Jericho


Vasquez

[Below] Though allowing two players to tackle missions together is beyond the PSX, there are some cool chases to look forward to.





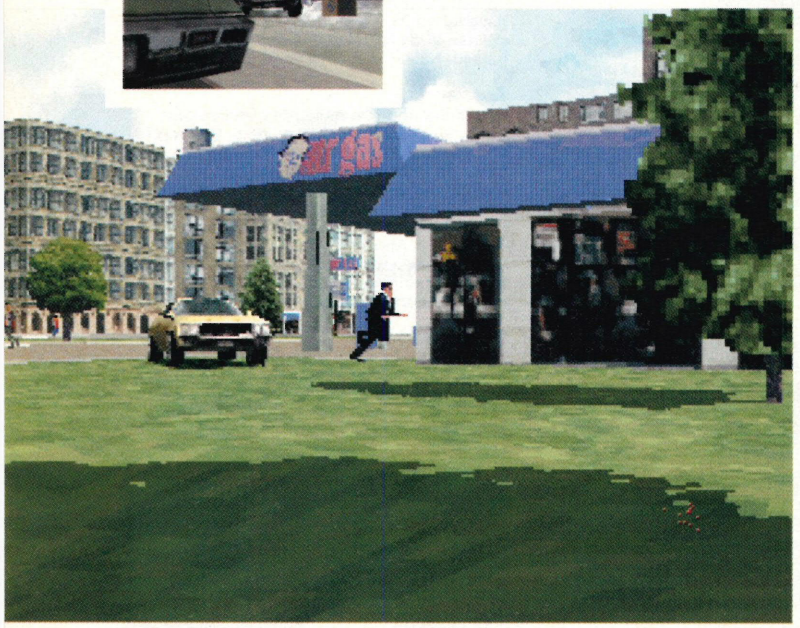


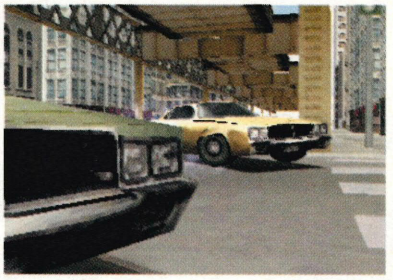
⏭ Whilst this makes a small but welcome change to the presentation of Tanner's tale, the difference it brings to gameplay is significant. It's now possible to nick… er, sorry "commandeer" vehicles mid-mission, *GTA*-style, selecting the most suitable for whatever particular task is at hand. But if you're thinking of *GTA* in 3D then don't forget to remove the gun-toting violence from the equation; *Driver 2* is strict in testing your skill behind the wheel rather than the barrel of a Glock. To this end, Tanner's range of abilities sans-car is comparatively slight – apart from flicking the odd switch, wandering into areas which would be inaccessible in a motor and having a momentary rest outside a cafe, the majority of time on foot will be spent looking for a less damaged vehicle after driving an unfortunate car into the ground.

A commendable amount of freedom to drive recklessly is lent players by the ability to exchange that beaten up jalopy for a pristine model, but the challenge is maintained in that you cannot hop out of a vehicle once the heat is on, nor when the car is upturned. Have your fun by all means, but don't doubt for a second that you'll be required to drive flawlessly during the course of your investigation… the mob doesn't want a skilled driver for nothing!

The cities in which these four-wheeled frolics take place represent, as you're entitled to expect, one area where this sequel really excels its parent. Chicago, Havana, Las Vegas and Rio constitute the quartet on offer, the completion of the former two being required to unlock the latter. That these sprawling city-scapes should host more detailed buildings and a higher number of varied vehicles is hardly likely to surprise, but Reflections have done more than simply increase the number of polygons being pumped around the screen. Unlike the original, *Driver 2* features curved roads (which, despite their love of monotonous intersecting blocks, Americans have built a few of), slip-roads and gen-yoo-wahhn 3D fly-overs. Going through a junction to get onto the freeway was never convincing and the authentic feel which these new details provide is worth its weight in gold.

Couple all this with an improved replay editor, which offers greater directorial latitude, allowing you to cut to various key objects during the course of your "movie", and you've enough features to ensure that we're all driven to distraction come release day.



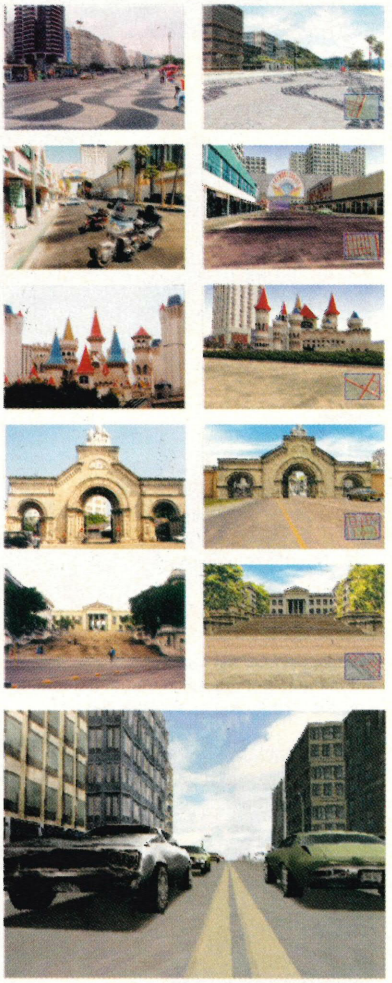


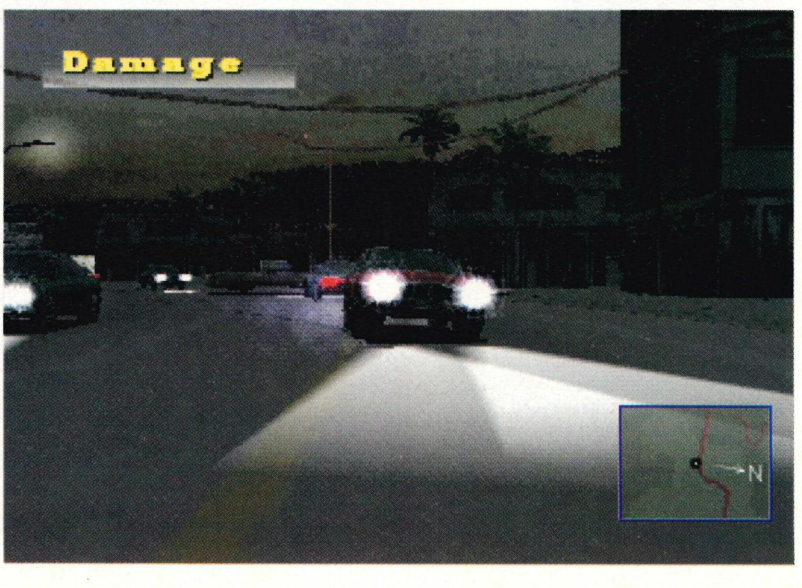
[Below] Rather than merely adjust the palette, night levels employ revised textures to great effect.



Shall I Compare Thee...

The Reflections crew went to great pains to ensure that *Driver 2*'s levels accurately represent their real-life counterparts, embarking on vast expense-form-filling trips to the US of A (nice work if you can get it, eh?). So, just how convincing are the American cities on show as a result of such meticulous map making? Why not judge for yourself...



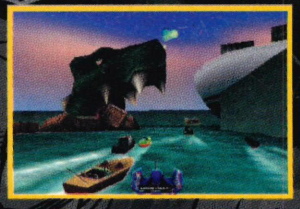


Acclaim

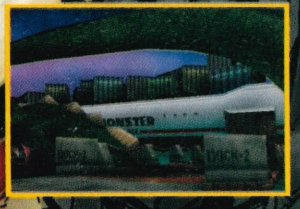
240 VOLTS OF MONSTER MAYHEM

RC revenge™

PlayStation







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Writer Ben Lawrence

Available December 2000

Final Fantasy IX







As the PSX winds down and a brave new world approaches, Square saves the best for last...

softography

Infogrames UK

Final Fantasy VII

Final Fantasy VIII

Vagrant Story

[Above] Our intrepid heroes: a cat bloke with a tin on his head, Zidane, and a bird with a belt over her eyes.



Our lack of recent coverage concerning *FFIX* isn't because we lack enthusiasm about it. We could have reviewed it, but it would have been in incomprehensible Japanese, making it virtually impossible to do the game justice. Now, with screenshots of the American version surfacing and a clear idea of the story, we thought we'd take a peek at the *real Final Fantasy IX*.

Yoshitaka Amano, firmly in place as the lead designer, has done away with the futuristic appearances and themes that were so evident in both *VII* and *VIII*. Instead, the world which our heroes, Zidane Tribal and Vivi Orunitia, inhabit is far more reminiscent of the earlier games. Rickety old buildings leaning at impossible angles, strange creatures, travelling fairs with colourful banners and castles with sky-scraping turrets act as the perfect backdrop.

The story is a simple one: a band of con artists and vagabonds are sent to entertain a royal family with their travelling show but stumble across a plot by the evil queen, hell-bent on world domination – classic RPG stuff. Where *Final Fantasy IX* diverts from the RPG aspect is through its close links to *Vagrant Story*. A strong emphasis on character equipment has been reintroduced, something that was decidedly lacking in *VII* and *VIII*, and for the first time in a *Final Fantasy* game you can combine items to produce new weapons. These will then change the way a certain character acts with them: one may add HP, another may increase in MP. It is a case of mixing and matching until you find the right weapon for you. Spells are also drastically different from what we have seen before. Once you have learned a spell, you will become increasingly proficient at it until, when you have used it enough times, it becomes part of you, thinking for itself and working independently of you the moment you need it.

We'll have a full review of the American version as soon as we can. Until then, enjoy these brand new screenshots of the game that finally sees *Final Fantasy* return to its roots.

DEC 2000

PUBLISHER Crave

DEVELOPER Square

1 Player

95% Complete

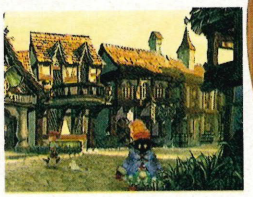
Anticipation

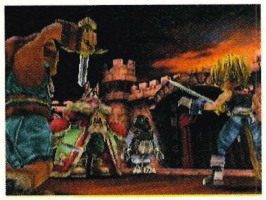
★★★☆☆



[Left] He may look hard but why is he wearing mascara?

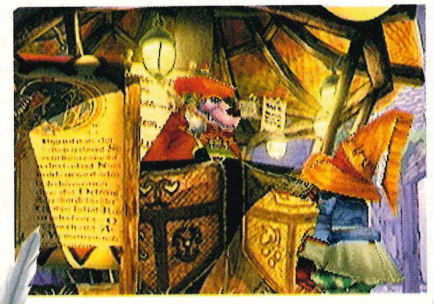








[Above] Preparing for a fight *Final Fantasy* style – it's all big swords and lots of strutting.



[Above] A small man in his hat asks for a ticket for a Soho 'model' to perform on him for quarter of a hour, before he does the deed and stumbles, feeling strangely depressed, into the rainy street outside.

A strong emphasis on character equipment has been reintroduced, something that was decidedly lacking in *VII* and *VIII*...





Writer Mark Crawley

Available Autumn 2000





The World Is Not Enough



The world might not be enough for Bond, but we'll settle for solid game design and a decent frame rate.

If it's been said that EA's European HQ looks like a Bond-baddie's hideout then its Californian counterpart must surely be his diabolical summer retreat, a self-contained community wherein plans can be hatched to flood the world with pointless yearly updates of established sporting titles.

Yet something is awry within this devilish hive, with leaked reports reaching our ears that [gasp!] certain forces within EA are endeavouring to go against this mould. PLAY dispatched an agent immediately and managed to grab a covert interview with Albert Penello, *TWINE*'s Product Manager, before all communication was lost...

[TRANSMISSION BEGINS]

OOD: Double Oh Dear reporting. I've secured the target and am about to begin the interrogation, [raises voice] isn't that right Mr Penello...

AP: Hey, quit shining that lamp in my face, I can't see the TV! We invited you here didn't we, and what's with that ridiculous tuxedo anyway?

OOD: I'll ask the questions round here, Penello. Now...

AP: Please, call me Albert.

OOD: Um, alrigh... Hang on, I'm a highly trained agent – you can't endear yourself to me! Now, Penello, you couldn't possibly pull off this kind of job from inside EA without support – so, who are you working with?

AP: Well, we...

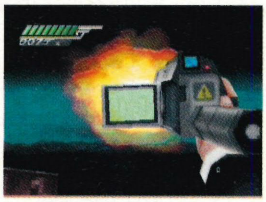
OOD: Come on, talk!

AP: Geez, will you quit being such a wiener? We've worked with MGM and Danjack [the company started by the late producer Albert Broccoli] to hire voice actors for all the game's characters so that each sounds very similar to their counterpart in the movie. It's kind of cool, especially if you're a Bond fan, to know how involved the creators of the films are. The guy at Danjack who approves our scripts and helped cast the voice actors is the same guy that's working on writing their movie right now. Let's get a level up and running...

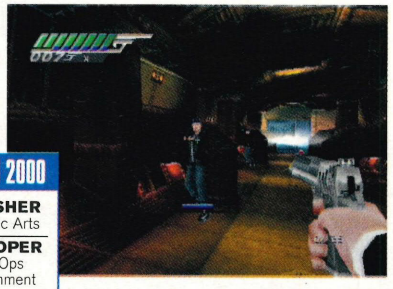
OOD: Reach for that joypad SLOWLY Penello, no funny business – I'm a professional y'know.

AP: Yeah, whatever. Now as you can see, the detail on the characters is pretty good. All the AI has been re-written and the animation system is totally new. This is probably the best looking first person engine on PSX – there's a little bit of pop-in but the draw-distance is good, with nice little details such as glowing lighting effects.

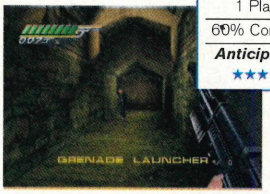
OOD: I hope you're receiving this because I can confirm that the technology being displayed is surprisingly advanced. It seems as if they've done more than simply remove the player's on-screen character from the *Tomorrow Never Dies* engine, but no, wait... the look of the two games is very similar with an identical sight, health bar and mission select screen. Just how much of this is new code Mr Penello? Speak into the microphone...



[Above] Hey, watch out for the slippery floo... Oops! Too late...







AUTUMN 2000

PUBLISHER Electronic Arts

DEVELOPER Black Ops Entertainment

1 Player

60% Complete

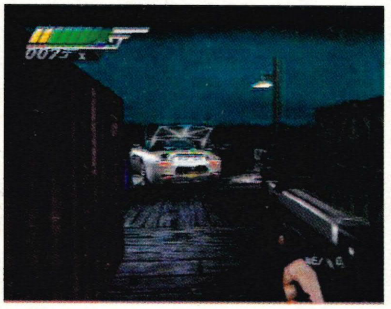
Anticipation

★★★☆☆

softography

Electronic Arts UK

Tomorrow Never Dies
Treasures Of The Deep





EA17a

Q Branch Report. Mission Code: PSX-TWINE

Our mole at Black Ops Entertainment has managed to provide preliminary information regarding the more 'exotic' equipment which should be available to agents for the forthcoming mission. As well as the smattering of gadgets which made an appearance in the movie, it appears that the developer has obtained clearance from Danjack to make several additions of their own to the roster – all in the name of gameplay of course. Confirmed so far are X-ray pervo-specs, micro-camera, watch grappling-hook and a stinger video camera. Pending the acquisition and testing of these items, expect a full report on their operational capability.



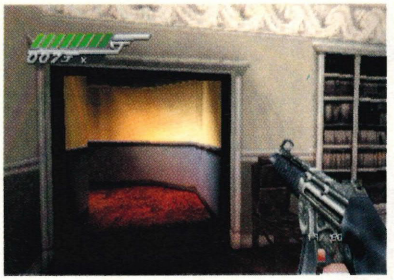
EA17b

Logistics Report. Mission Code: PSX-TWINE

In light of the demands of this mission it is recommended that a top, multi-skilled agent be assigned to maximise the chance of completion. In all likelihood the agent will be required to display a variety of expertise, ranging from stealth infiltration, marksmanship and sabotage, through to the use of explosives, gunplay and the seduction of women who are normally inaccessible to mere mortal men (contact Q branch for necessary equipment).

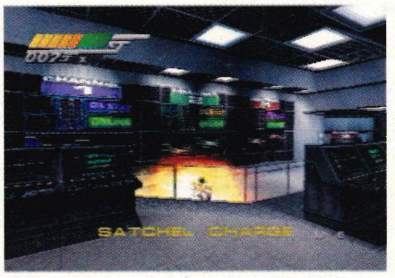
Recommendation: Bond, J. (007)
Status: Assigned











It's kind of cool, especially if you're a Bond fan, to know how involved the film's creators are...

AP: The game engine itself has just been stripped and started from scratch. Anything of merit we kept: the interface, the front-end – part-pieces which are basically nothing. There are bits of code which are shared, but anything which is gonna really affect how the game looks is new. There's double the texture size and double the resolution of *TND*, see the hi-res textures?

OOD: Coo yeah, they're mesmerising... Aha, I see what you're trying to do – prevent me from reporting the moronic AI with your mind-bending graphical effects! Look, that enemy soldier didn't even notice when you shot him!

AP: Yeah, the AI has yet to be fully implemented. In *TND* enemies would really just run towards you and duck, so they're gonna be a little smarter this time around. They'll be able to communicate with each other, they'll have line of sight between you and themselves, so if they see you they'll be able to call another guard.

OOD: So will that be real-time AI or 'set-piece' communication?

AP: Certainly the enemies will be placed within an environment in such a way that it works. They have a couple of behaviours and if they spot you within a certain proximity to each other then they're more likely to exhibit that behaviour, so it's probably best described as a combination of both. I've actually seen some of the stuff that the enemies do: they'll talk to each other, they'll duck from side to side. They have more hit points than there were before. All the animations on the guys last year were hand-drawn, whereas this year they've got some motion capture so there's a lot more realism... Huh?

[SOUND OF DOORKNOB RATTLING.]

OOD: Blast, they've found us! You know how fragile these secret hideouts are, that door'll never hold!

[FLURRIED ACTIVITY, ENDING WITH THE DOOR BEING FORCED AND THE DISTANT SOUND OF A DULL THUD.]

Doris: That darn door! Hi Albert, I just wondered if you or that strange English gentleman wanted any tea?

AP: No... Actually, Doris, he just kinda jumped out of the window right now.

Doris: But we're nine floors up! Oh Albert, you'd better collect his things and send them back to England. I'll call the police...

OOD: Yeah, I guess. So, how are you anyw[CLICK!]





Writer Ben Lawrence

Available January 2001

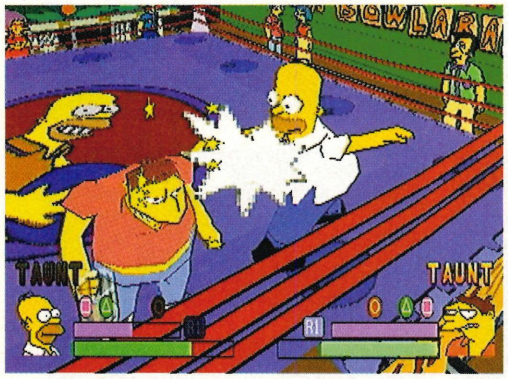
The Simpsons Wrestling

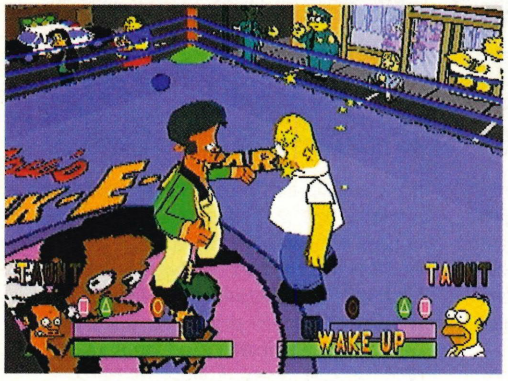
I shall not think up unimaginative subheadings,
I shall not think up unimaginative subheadings,
I shall not think up unimaginative subheadings.

softography

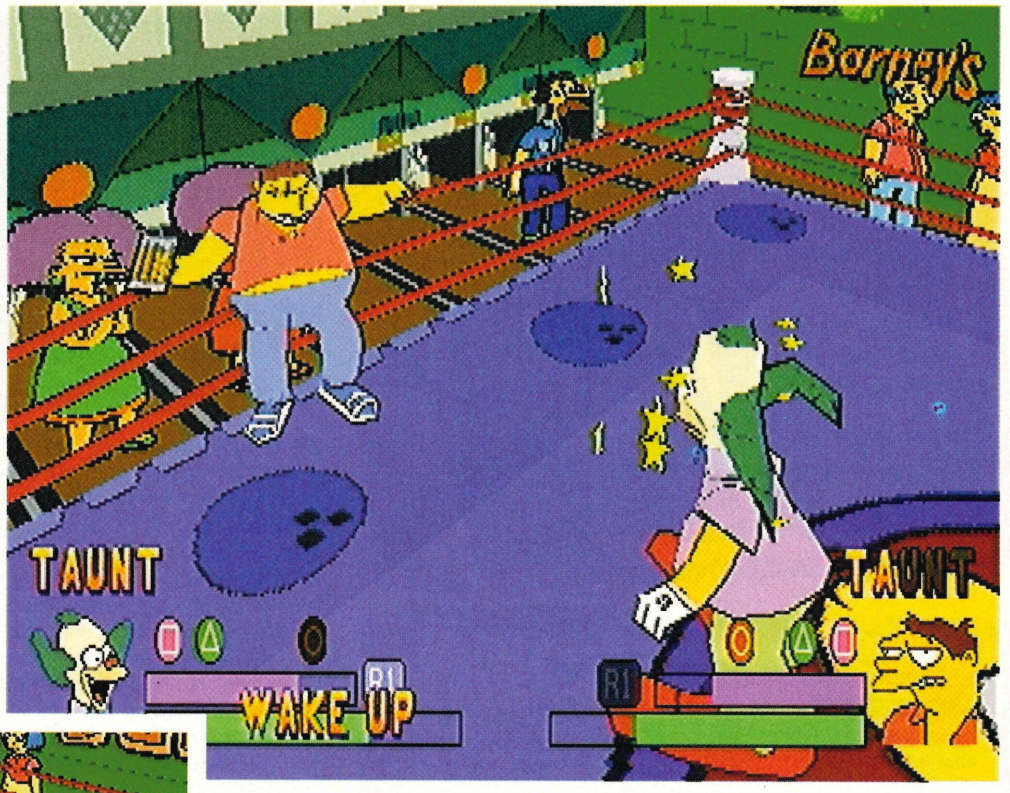
Big Ape US

Star Wars: Episode One

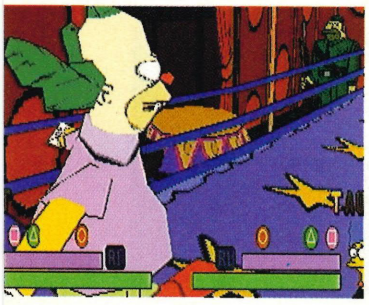


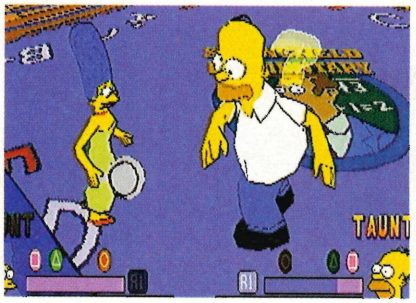


[Above] When Homer forgets to clear his Quik-E-Mart slate, all merry hell can break loose and things really start to get out of hand.









On the yellow town of Springfield, where suicidal Jewish clowns, nuclear waste and doughnuts sit comfortably side by side, there is a competition at hand. The residents of Springfield are undertaking a friendly bout of wrestling, organised by a scheming nuclear waste magnate. This, their tenth year of entertaining the world, sees their debut outing on the PlayStation and what better way to do it than with slapstick scraps.

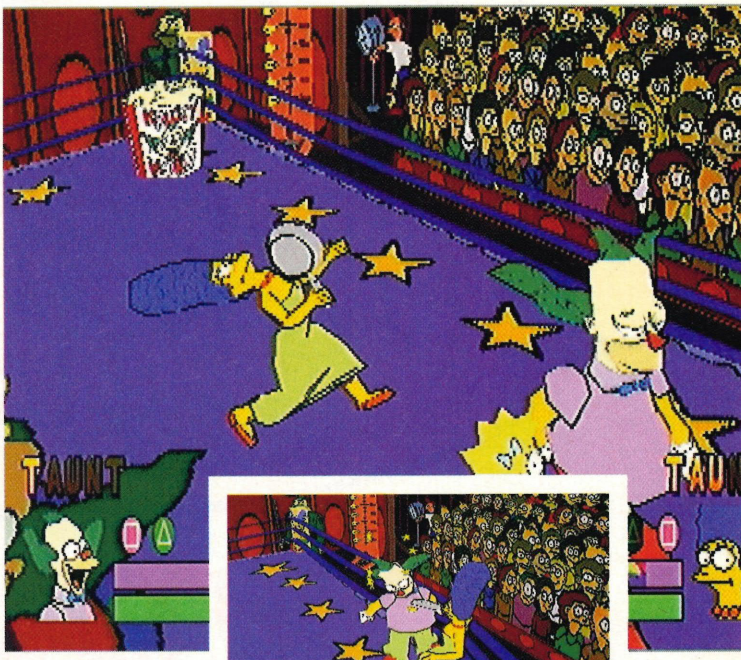
Starring 22 Simpsons characters (even some of the obscure ones make an appearance, such as Bumblebee Man) *Simpsons Wrestling* is looking pretty good in early development. The backgrounds and character animations are all extremely well conceived, even at this early stage, and range from the school yard (with onlookers such as the Flanders kids) to the whacked-out realm of Itchy and Scratchy land.

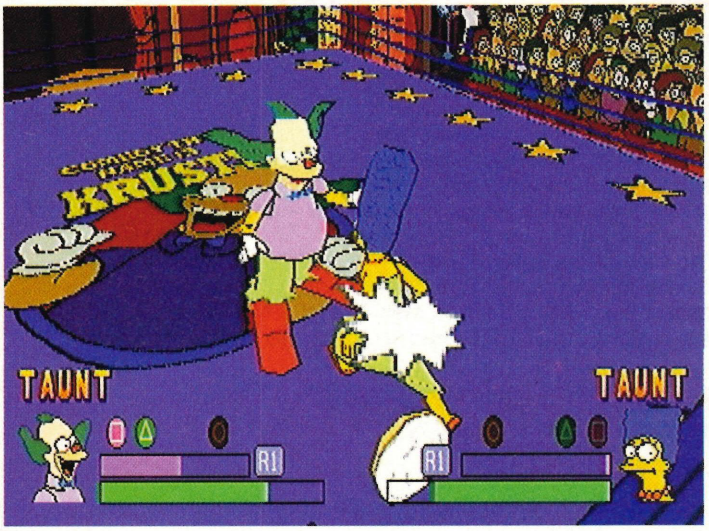
Unlike conventional wrestling games, *Simpsons Wrestling* doesn't consist of a myriad of impossible finishing moves or combos that would require the digit dexterity of an octopus. Instead, the characters are given chocolate doughnuts to increase their sugar intake and therefore increase their speed. Bowling pins, frying pans and rakes act as weapons and you can even sick up one of Barney's bilious belches to slow down your opponent.

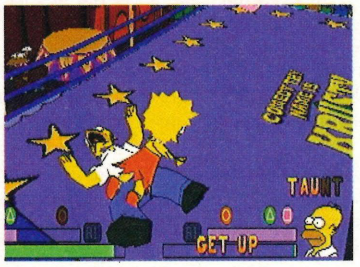
An integral part of The Simpsons has always been the music and character voices, so the game crams in over 240 lines from the series too. Although the code is very early, we had a go, and the game does look genuinely promising. The moves we've discovered (which are officially called Homer's Strangulator, Bart's Wedgie and so on) were surprisingly good fun to perform but whether the Simpsons game will have the gusto to go head to head with giants such as the *WCW* and *WWF* games, only time will tell. But hey, even The Rock can't lay someone out with a burp, can he? More soon.

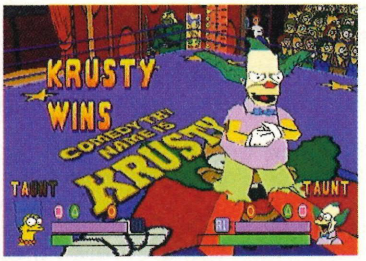
JAN 2001
PUBLISHER Fox Interactive
DEVELOPER Big Ape
1-2 Players
40% Complete
Anticipation ★★★★☆



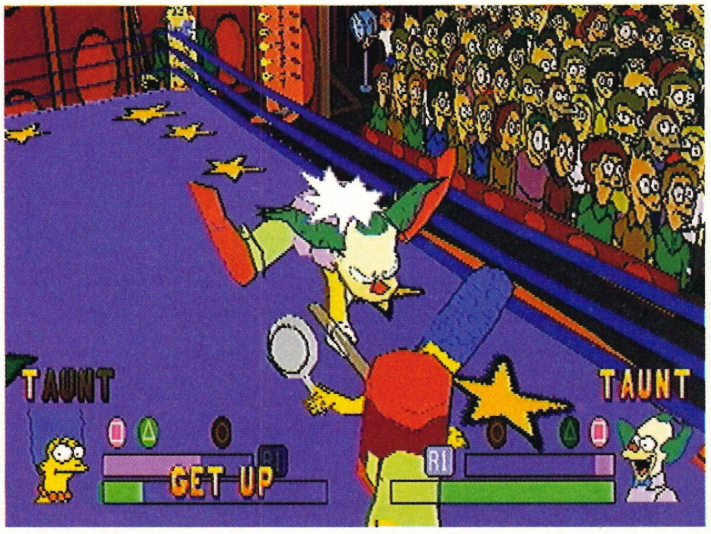


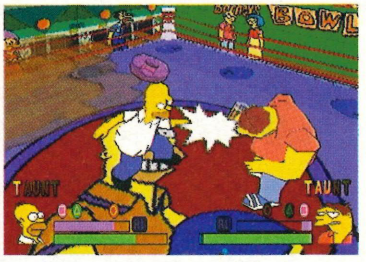




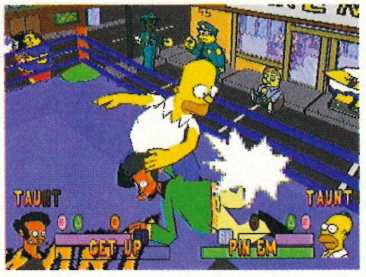


You can even sick up one of Barney's bilious belches in order to slow your opponent down!





[Left] Now that's no way to treat a lady. Mind you, her hair should protect her from the worst of the damage.



Homer's Top Ten Quotes...

It's not easy to juggle a pregnant wife and a troubled child, but somehow I managed to fit in eight hours of TV a day.

I saw this in a movie about a bus that had to speed around a city keeping its speed over 50, and if its speed changed, it would explode! I think it was called 'The Bus That Couldn't Slow Down'.

We live in a society of laws. Why do you think I took you to all those Police Academy movies? For fun? Well I didn't hear anybody laughin', did you?

Hello operator, give me the number for 911.

Marge, please, old people don't need companionship. They need to be isolated and studied, so it can be determined what nutrients they have that might be extracted for our personal use.

Oh, Lisa – you and your stories. 'Bart is a vampire.' 'Beer kills brain cells.' Now, let's go back to that ...building...thingy...where our beds and TV...is.

Oh, yeah, what are you gonna do? Release the dogs? Or the bees? Or the dogs with bees in their mouth and when they bark, they shoot bees at you?

Marge: Homer, did you call the audience "Chicken"?
Homer: No! I swear on this bible!
Marge: That's not a bible. That's a book of carpet samples.
Homer: Mmm... fuzzy.

Son, weaseling out of situations is quite satisfying – it's the thing that separates us from the animals. Apart from the weasel.

TV Announcer: News just in, alcohol has been proven as the number one cause of rectal cancer!
Homer: Mmm... Beer.

WIN A SIMPSONS HOLIDAY!

CELEBRATE THE TENTH ANNIVERSARY OF THE SIMPSONS IN LA!

You love them, we love them. The Simpsons have been on screen for ten years – reason to celebrate, don't you think? The biggest event on the planet blessing this holy TV institution is the official Simpsons Global Fanfest, going off in Los Angeles at the end of October – and we want to send you there!

Before the main attraction begins, you'll arrive at a welcome reception party, in the form of the Homer-Palooza Concert at The House Of Blues, and you'll go on a tour of Hollywood with a quick stop at the Walk Of Fame to glimpse The Simpsons' very own sidewalk star. The next day, The Simpsons Global Fanfest begins for real, and you'll be at the FOX Studios lot to see it all:

• BART BOWL WORLD FINALS • KRUSTY'S KARNIVAL RIDES
• TREEHOUSE OF HORRORS • PHOTO EVENTS
• SIMPSONS B-B-Q • LOADS MORE!

Following that, there are two days left to do whatever you want around Los Angeles, but do remember we frown on 'scoring crack' and any 'popping' of 'caps' when our readers are guests in other countries.

Absolutely everything is included in the trip, like your Virgin Atlantic flights each way, and six days stay at the deluxe Westlin Century Plaza Hotel. You also get to bring a friend along for the whole shebang! We ask only two things: that you are free from Friday 27 October to Wednesday 1 November, and that you can answer this question...

IN WHICH EPISODE DOES MICHAEL JACKSON PLAY MENTAL PATIENT LEON KOMPOWSKY?

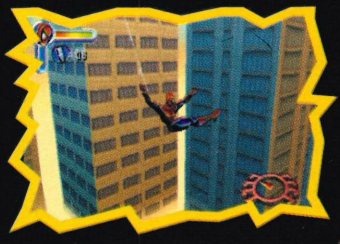
1. STARK RAVING DAD
2. BART, INTERRUPTED
3. NED FLEW OVER THE CUCKOO'S NEST

ANSWER ON A POSTCARD TO I'M JUST NUTS ABOUT THE SIMPSONS, PLAY MAGAZINE, PARAGON HOUSE, ST PETERS ROAD, BOURNEMOUTH BH1 2JS

The editor's decision is final. No correspondence may be entered into. Employees of Paragon Publishing or its suppliers may not enter. All entries should be sent to arrive no later than 30.09.2000. The winner's name will be available in writing upon request from Paragon Publishing. The sponsors reserve the right to supply a prize of equivalent value rather than those shown. No cash alternatives.

SPIDER-MAN®







"A web-tastic action adventure that's unmissable. The first truly successful superhero game. 9/10."

(Official PlayStation Magazine)

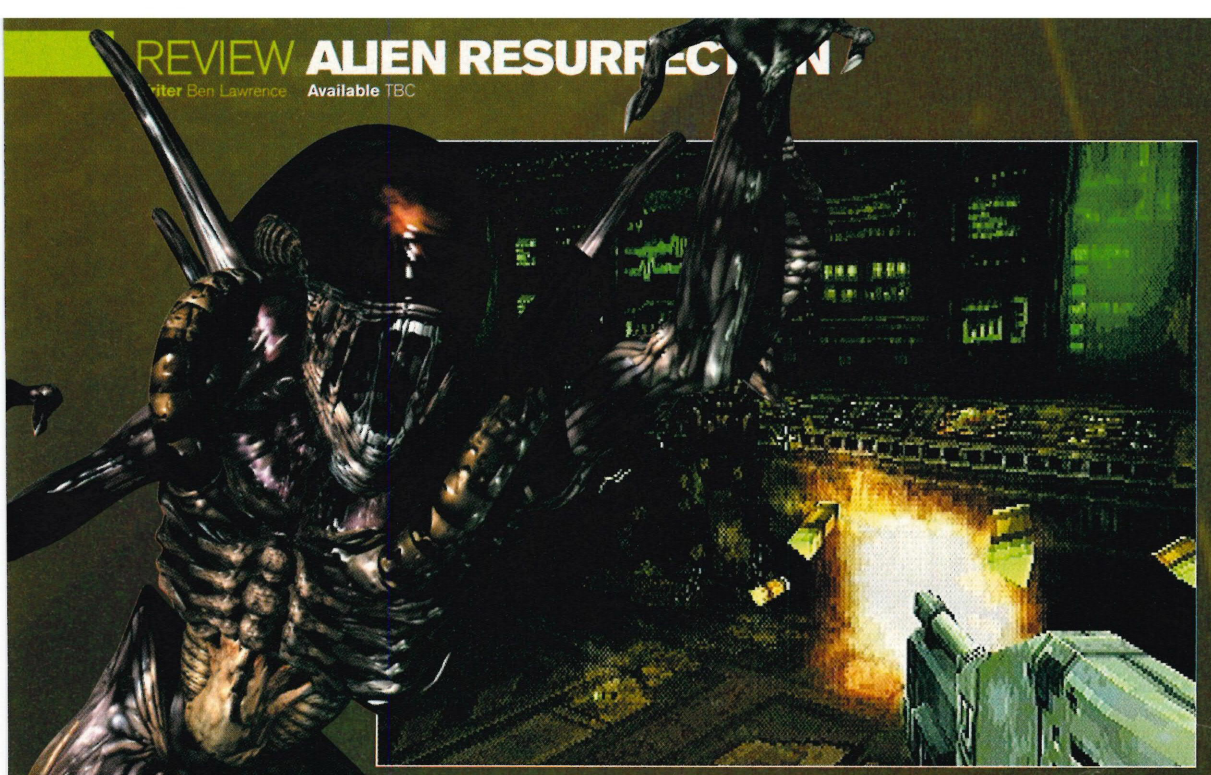
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ACTIVISION. MARVEL.

NEVERSOFT VICARIOUSVISIONS GAME BOY COLOR PlayStation

Screen shots taken from PlayStation® game console gameplay. MARVEL and SPIDER-MAN: TM and © 2000 Marvel Characters, Inc. All rights reserved. Published and distributed by Activision. Activision is a registered trademark of Activision, Inc. © 2000 Activision, Inc. Developed by Neversoft. All rights reserved. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. NINTENDO ®, GAME BOY™ AND ARE TRADEMARKS OF NINTENDO CO.,LTD. All other trademarks and trade names are the properties of their respective owners.

Writer Ben Lawrence Available TBC













[Left] Rockabye baby on the tree top. Doesn't she look lovely!

Alien Resurrection

BISHOP'S BEEN BASHED ONE TOO MANY TIMES, NEWT IS NOTHING BUT A SQUIDGY MESS, BUT RIPLEY... WELL, SHE'S ALIVE, BUT HER BREATH SMELLS FUNNY...

PLAY INFORMATION

UK PAL	
Publisher	Infogrames
Contact ✆	0161 827 8000
Price	£24.99

1-2 Players | Memory Card | Dual Shock

[Below] This is what nightmares are made of.



In the vast, barren wastes of space floats the silent hulk of the USM Auriga. As she glides, humming gently through the frozen night, something is hiding in her shadows. Her corridors stretch endlessly, lined with piping and ventilation systems. Generators hum and fluorescent lights flicker erratically. Blast doors are dented and electric cables thrash wildly, spitting showers of sparks into the darkness. Debris and blood are spilled on the floor. There are creatures here.

Get Away From Her...

Ripley is alive again, her body rescued from the molten metal in which it fell. She has been recreated, enhanced. Warrant officer, survivor of colony LV-426 and penal system Fiorina 161, Ellen Ripley is more than she used to be. She is alien; mother to a new generation of acid-spitting black death. Her DNA has been cloned and a new breed of terror is heading for Earth. This is where you step in. Prepare to be scared to death.

It is normally taken as a rule that the longer a game is delayed, the worse it is going to be. *Alien Resurrection* is a thoroughly apt name: shifting from third person perspective to survival horror, it finally settled as a first person shoot-'em-up. What you have as a result isn't a disaster. It's a taut, hair-on-the-back-of-your-neck-raising, claustrophobic masterpiece. Through the eyes of Ripley, you are shoved into this survival horror-style shooter from the outset, although, unlike the 'classic' *Quake II* (from which the game gets its control system), this is infinitely more intelligent.

You begin unarmed. There are no aliens, just splintered bodies, flickering lights and endless dark walkways. As you progress through the ship, screams and nerve-shredding wails can be heard. The slaughter is still going on. Then you catch a glimpse of an alien. It slithers across the ceiling, caught in the light of your shaking torch. Then it's gone again, into a vent, deep within the ship.

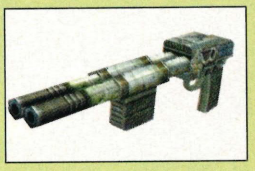
And this is how the game goes. Slowly, the ante is upped then, when your senses can stand it no longer, they come. Tides of

Game Over Man!

Make sure you get the most out of your alien killing frenzy with our quick guide to aid you in all your exterminating needs...



Pistol
Ammo: Infinite
Damage to human: Medium
Damage to alien: Low
Info: Causes little damage to Xenomorphs but will cause them to recoil slightly. Can cause acid splash if you are too close.



Shotgun
Ammo: Four shots in chamber
Damage to human: High
Damage to alien: High at close range
Info: Will kill at point blank but causes massive acid splash, which can be very harmful to you. Can take out more than one enemy at a time.



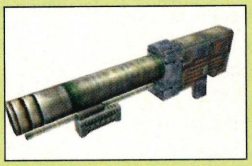
Pulse Rifle
Ammo: 60 shots per clip
Damage to human: High
Damage to alien: High
Info: Try to find this weapon. It works underwater, causes severe damage and spills very little acid.



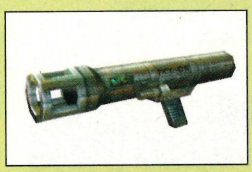
Flame Thrower
Ammo: Lasts 80 seconds
Damage to human: High
Damage to alien: Medium
Info: A multiple target weapon, it can be used to clear rooms of egg pods. No acid splash but becomes more inaccurate the greater the number of aliens.



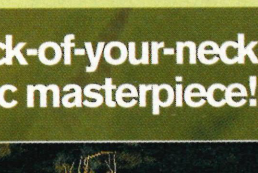
Electric Burner
Ammo: Battery cell. Replaced when expired
Damage to human: Lethal
Damage to alien: High
Info: A slow fire-rate, so gun will only stun an alien. It does buy you time to escape though, and is lethal to humans. No acid is spilled when used either.



Grenade Launcher
Ammo: Two grenades per clip
Damage to human: Lethal
Damage to alien: Lethal
Info: Slow firing, high damage – you don't want to be near the explosion. Highly inaccurate but devastating. Use with caution.

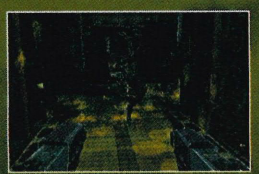


Rocket Launcher
Ammo: One rocket per load
Damage to human: Lethal
Damage to alien: Lethal
Info: Mass destruction, will clear areas instantly and works underwater. Don't stand too close to blast site and use wisely. One shot per load and a very slow reload time.



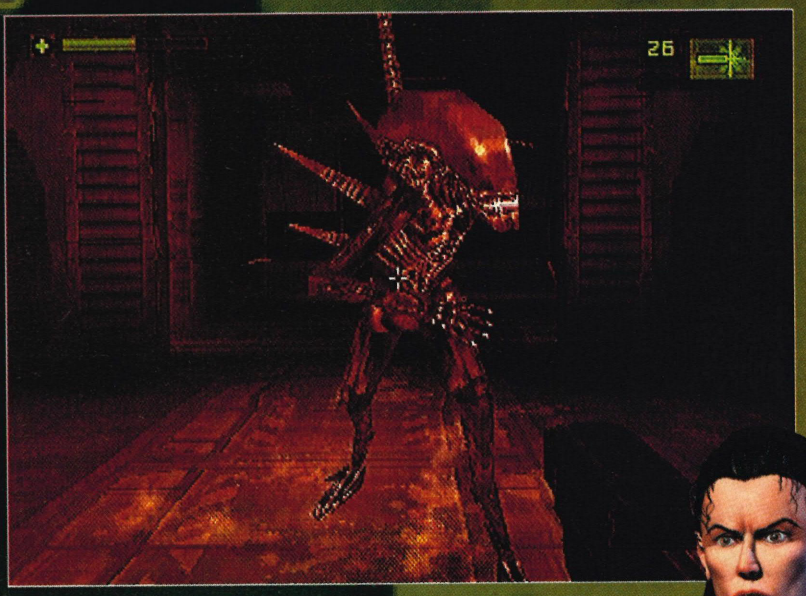
A taut, hair-on-the-back-of-your-neck-raising, claustrophobic masterpiece!







[Right] Oh, it's a girl! I think we'll call her Samantha. Ah look at her, she has her mother's tail!



[Above] The alarm is wailing, red light fills the ship and everybody's panicking. The last thing you need to see is this!



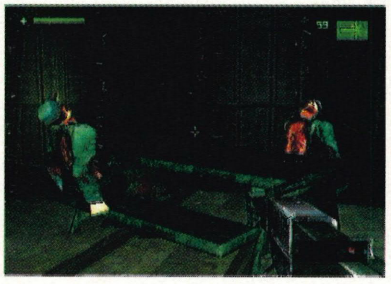








[Below] A classic case of disagreeing with something that ate you.



them scramble over each other on the ceiling, they dart off walls and screech around corners lashing out at you. If you don't get off enough rounds they'll tear you to pieces. Survive it and it's just a case of waiting until the next onslaught. *Alien Resurrection* is the gaming equivalent of Russian roulette. You know that sooner or later, something very nasty is going to happen. Still, it's all done in the best possible taste and as far as shooters go, *Alien Res* is the dog's love sacks.

You Bitch!

Weapons are few and far between, but once you find them they do you proud. Lasers, shotguns, pulse rifles, grenade launchers and flame throwers make an all-star cast of an arsenal but, because this is a thinking man's shoot-'em-up, you can't just go off emptying your gun willy-nilly. Ammo is in short supply, the aliens are not.

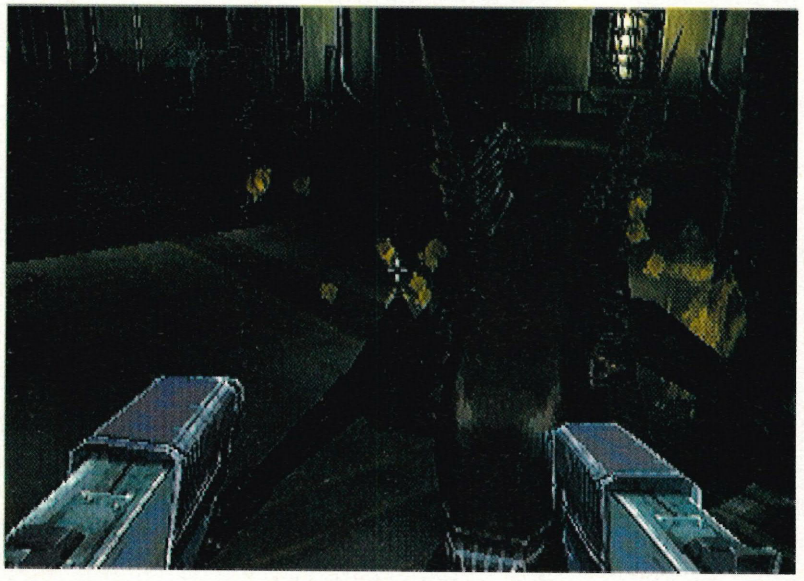
And because *Alien Res* is for those of us with slightly more cranial activity than the Beckhams, there are puzzles aplenty to wrestle with. More often than not you'll be solving them in darkness, with battery breath huffing down your neck, which only adds to the urgency with which they must be accomplished.

Another fantastic aspect is the frame rate of *Alien Res* and the solid feel of the Auriga. Glitching or tearing of any sort – in fact, any kind of programming gremlins – seem to have bypassed the game entirely. What you have instead is a very real environment, inhabited by some very real dangers.

It is almost beyond comprehension that a game with such a shaky beginning could have turned itself around to become the tense space thriller that we see before us. You would expect some sort of programming error, or at least a lacklustre feel to gameplay, but you get neither. What you do get is the scariest game on the PlayStation. The buggers who developed it even include a warning on the title screen that 'this game is best played in the dark'. What are they trying to do? Keep 'Just For Men' in business due to a sudden outbreak of blokes going grey overnight? Whatever the case, this is only the second case where we know of a game being far superior to the film it originated from, the first one being *Goldeneye*. Surely, by anybody's standards, that puts *Alien Resurrection* in very good company indeed. Go buy it!

DID YOU KNOW?

- In the classic chest-burster scene from the original film, only Ridley Scott and John Hurt knew what was going to happen. The reaction from the other actors is genuine fear.
- When Scott approached the film execs with the design for the alien they nearly banned it. Apparently it looked too much like a penis.
- A fifth film is already optioned by Fox.
- Xenomorph means 'foreign animal structure'.

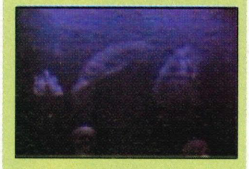


Alien Spotting

Such is the influence of the Alien movies that the pesky black-shelled blighters have turned up everywhere. We snort around to uncover some memorable (and not so memorable) Alien cameos.

Predator 2

Probably the most famous Alien appearance outside of the films, this skull was found in the Predator's trophy cabinet during the end of the film. It is anatomically incorrect, because the Xenomorphs possessed an exoskeleton, which means this might not actually be one of theirs after all.



Space Balls

Pulling into a space café, our heroes stop to chat with a familiar looking crew (the cast from Alien). John Hurt eats a slice of pizza, it goes down the wrong way and an all singing, all dancing chestburster is born. Classic stuff.



French & Saunders

A whole episode dedicated to Aliens. Dawn French is ever so apologetic when her stomach rips open. Jennifer Saunders, meanwhile, spends a lot of time bearing an uncanny resemblance to Sigourney.



Toy Story

Blink and you'll miss it. In the arcade with 'Ooo, The Claw', we see a young lad smashing a chestburster for a giggle. Just what they needed on the Nostromo.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

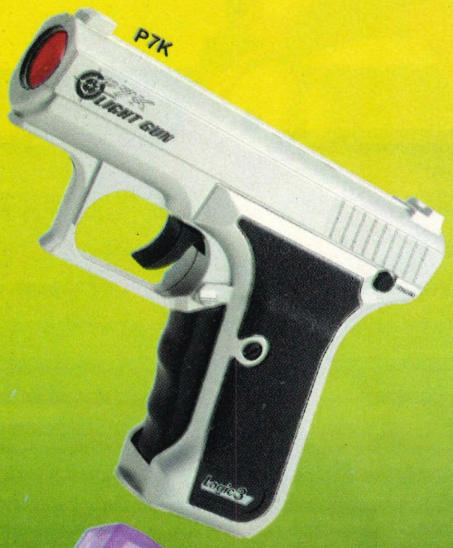
93 PERCENT

Quake who?

Alternatively:

Alien Trilogy	91%
Medal Of Honor	95%

PSX @ Logic 3











FORCE FEEDBACK



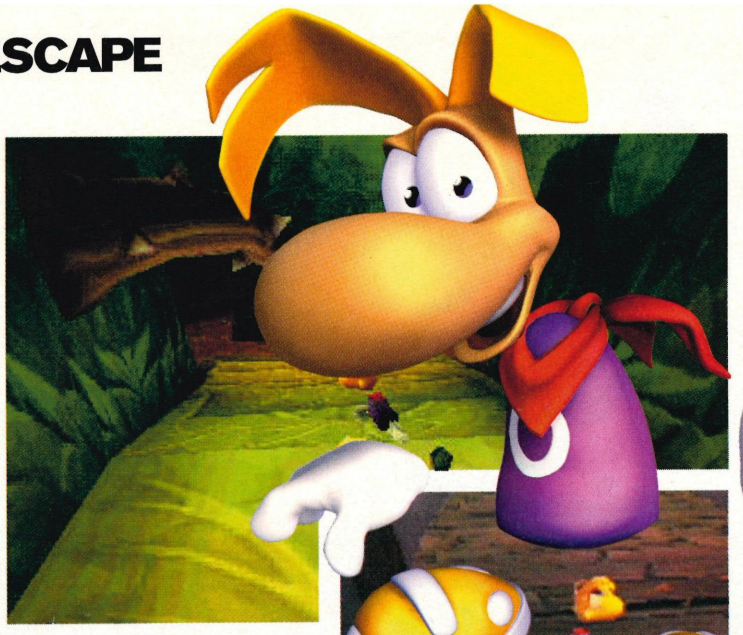
SPECTRA VIDEO

logic3.com

SpectraVideo plc
(020) 8902 2211

Writer Simon Cann **Available** September 2000





Rayman 2: The Great Escape

EVERYBODY'S FAVOURITE LIMBLESS THINGAMAJIG IS BACK!

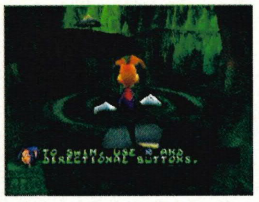
PLAY INFORMATION

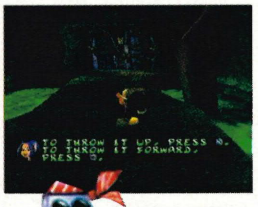
Official PAL UK

Publisher	Ubi Soft
Contact ✆	**0208 944 9000**
Price	£29.99

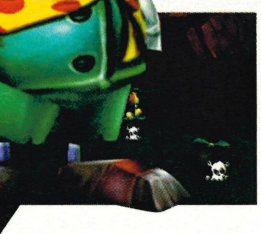
One Player | Memory Card | Dual Shock

[Below] Rayman is a versatile little fellow and can swim 100 times quicker than Mark Spitz.





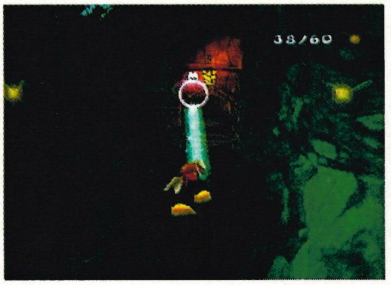




The original *Rayman* was a competent albeit formulaic 2D platformer, which even in 1995 looked every bit the old skool title it was. For this sequel, however, our hero has been given a full 3D makeover and the results are surprisingly enjoyable. The game's plot involves the usual hokum and sees the eponymous hero battling against an evil race of pirates who have enslaved the inhabitants of his homeland. What this translates into in gameplay terms is an innovative platformer that borrows various elements from the best examples of this genre and throws in a few of its own for good measure.

Ray Of Light...

The first thing to strike you about this sequel is the quality of its visuals. Indeed, considering the technical limitations of its host platform, this conversion does an admirable job of mimicking its N64 and Dreamcast brethren. All of the 20 worlds Rayman explores are lusciously detailed and suffer little in the way of glitching or pop-up. Likewise, the bizarre denizens who inhabit each area are equally well realised and unlike in contemporary titles (*Croc 2* springs to mind), they're actually quite a likeable bunch.

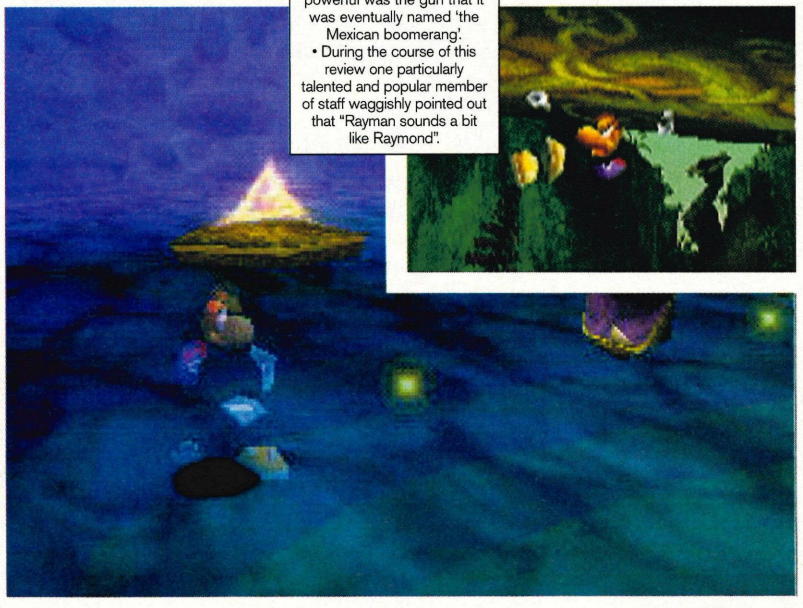


[Above] Later in the game Rayman acquires this handy laser beam that allows him to swing on overhead rings and other objects.

Gameplay rotates around the collection of 'lums'. Each stage contains a set amount of these magical glowing orbs and whilst not all of them have to be collected, at points in the game Rayman will require a certain number of them to proceed to another location. Naturally, this encourages players to fully explore previous stages for any lums they may have missed before. Additionally, other items must be collected or rescued,

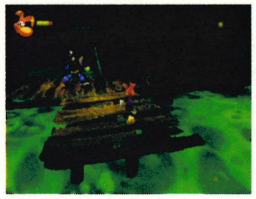
DID YOU KNOW?

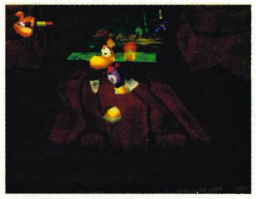
- The character of Rayman was designed by the celebrated French artist Jean-Michael Papal. Papal's other works include the Hanging Gardens of Babylon and the Millennium Eye.
- On 15 September, 1993, a group of UCLA college students designed a ray gun based on trickle-down NASA technology. So powerful was the gun that it was eventually named 'the Mexican boomerang'.
- During the course of this review one particularly talented and popular member of staff waggishly pointed out that "Rayman sounds a bit like Raymond".

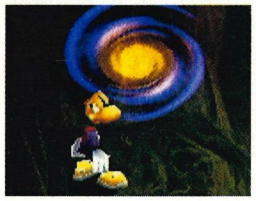


Whale Of A Time

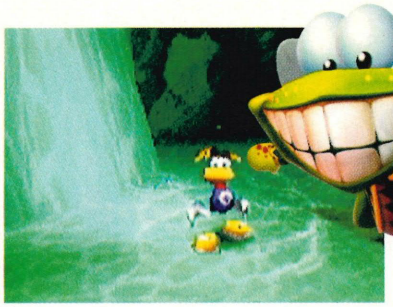
The various set pieces in the game really do deserve a special mention. One particularly enjoyable section sees our hero swimming behind a giant air bubble-producing whale. Your only hope of making it through the section is to collect the bubbles whilst fending off some nearby piranhas, who'll otherwise pierce them. Slow paced, but tense stuff indeed.



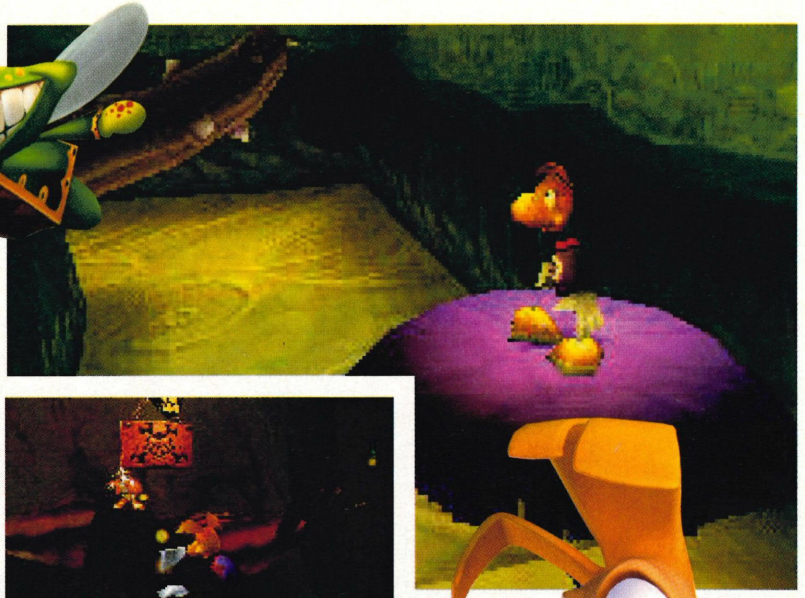




[Above] At the end of each stage a portal transports our hero back to the stage select screen.



[Above] Each of the game's locations are beautifully realised – witness, for example, this glorious waterfall.



This conversion does an admirable job of mimicking its N64 and Dreamcast brethren...

including Rayman's incarcerated friends and, later in the game, four enchanted Polokus masks which hold the secret to defeating the pirates' nefarious leader, Captain Razorbeard.

The action commences at a fairly sedate pace, with Rayman simply having to negotiate a few jumps and collect a small amount of said lums. Essentially, the first stage serves as a training level to acquaint yourself with the star's repertoire of moves. He's quite a versatile character and is able to jump, swim, hang from ledges and glide (via his nifty helicopter hair).

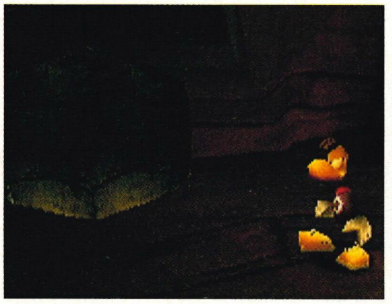
Ronald Reagan

As progress is made through the stages, Rayman acquires new abilities. For example, he can use an extendable beam to latch onto overhead rings, allowing him to swing, Tarzan-like, from platform to platform. Despite being in 3D, this works surprisingly well, as do the jumping sections, which are far easier to judge than those of similar titles due to the inclusion of a shadow that indicates where you're going to land. This is just one of many touches that suggest the developers have thought long and hard about how they would approach the problems usually associated with bringing a 2D character into a 3D environment. The combat system is also well implemented and allows Rayman to lock on to enemies and shoot whilst still freely running and jumping.

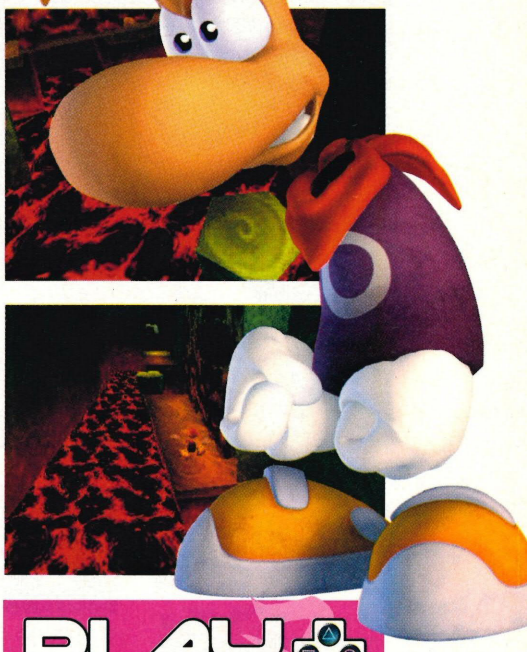
So, the controls are fine (aside from the odd camera angle problems), which is fortunate because they need to be when you find yourself traversing the perilous later levels of the game. Level design throughout is exemplary, with most stages blending together a mixture of platforming, puzzling and straight out blasting action. The many set pieces contained within are also well thought out and include, among other things, a section where you must waterski through an object-laden tunnel. Providing accompaniment to the shenanigans is a laid back, unobtrusive soundtrack and some quality voice acting. Ultimately, *Rayman 2: The Great Escape* is a finely crafted piece of software and ranks as one of the better PlayStation platformers on the market.



[Below] Certain areas are protected by fiendish traps. In this instance you have to avoid a series of incoming barrels. Ooh.



[Left] Look mam, no arms and err... no legs. Despite his limb deficit, Rayman can still hold his own against other platform characters.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

82 PERCENT

Triumphant 3D return of our 'armless friend.

Alternatively:

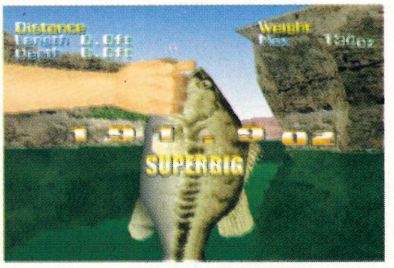
Crash Bandicoot 3: Warped	91%
Spyro the Dragon	90%

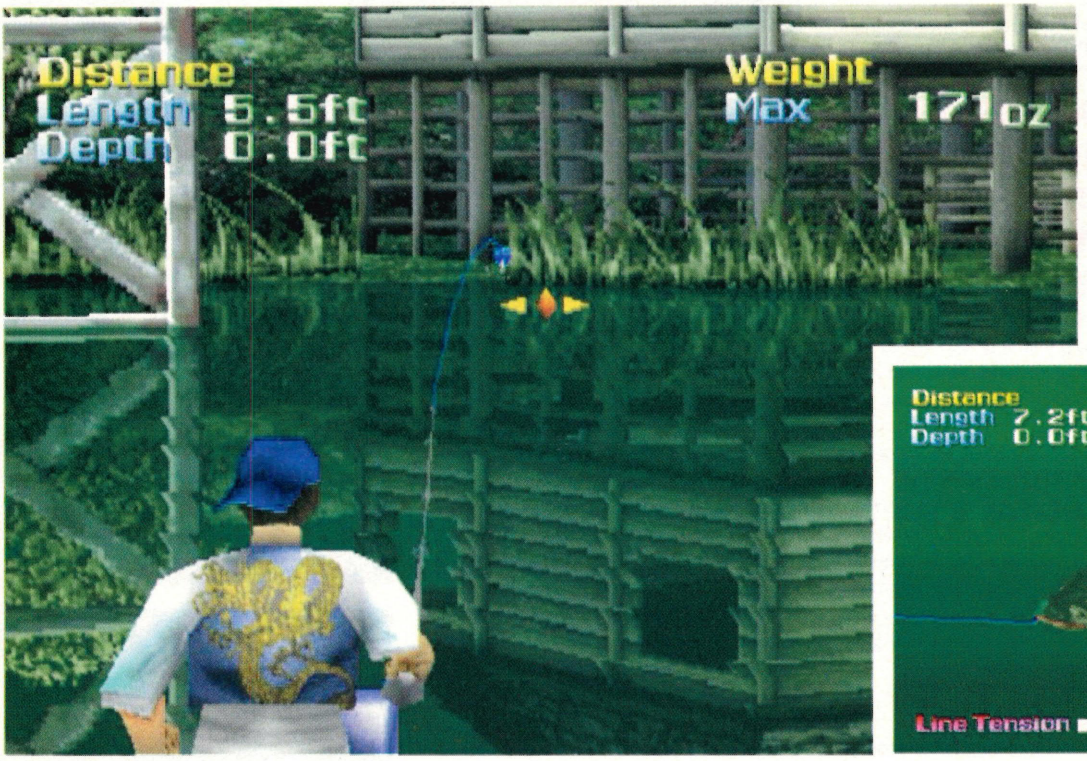
Writer Mark Crawley **Available** September 2000

Action Bass

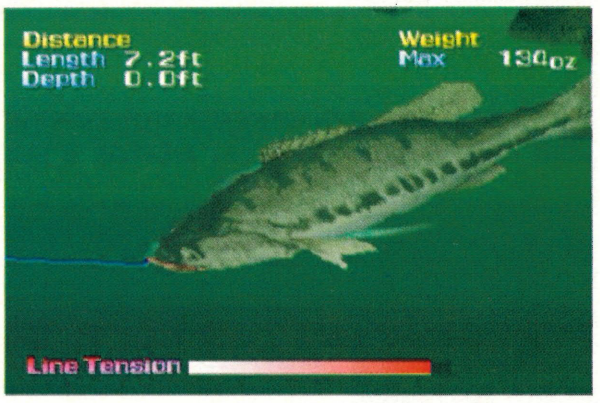
SO YOU WANNA PIT YOUR WITS AGAINST THE PEA-BRAINED PISCINE POND POPULACE? LOOKS LIKE IT'S TIME TO BOMB THE BASS...







[Left] Being unable to spot likely candidates through the surface of the lake increases trial and error.



PLAY INFORMATION

Official PAL UK

Publisher Take 2 Interactive

Contact ✆ **01753 854 444**

Price £9.99

One Player | Memory Card | Dual Shock

It's ironic that fishing, a pursuit I'd previously managed to avoid despite several fanatical family members, has finally caught up with me... on PlayStation. You see, I don't do "sitting by the canal getting soaked", especially not for fun – which begs the question, why do Take 2 think that I, and videogamers like me, will find a simulation of said activity appealing?

The answer, of course, is that others have already enjoyed success in this area. Indeed, *Action Bass* is suitably arcadey, aping a certain Sega title by plonking players straight onto one of four lakes, providing a selection of lures then letting 'em cast like crazy in an attempt to beat the clock. So far, so generic; but even by faithfully following the software template, *Action Bass* can't hope to reproduce the pulling power of its inspiration. With no rod-peripheral to coo over (or waggle hilariously between your legs) the initial bout of (inevitably rewardless) casting and reeling can be a test. This is because just dunking a lure in front of a fish isn't enough. One must invite their interest with well timed jerks of the line – although it's sadly all too easy to tug the lure beyond your intended catch's range of interest. That's the nature of fishing though, and once you've picked up the general technique, bass can be snared on a fairly regular basis.

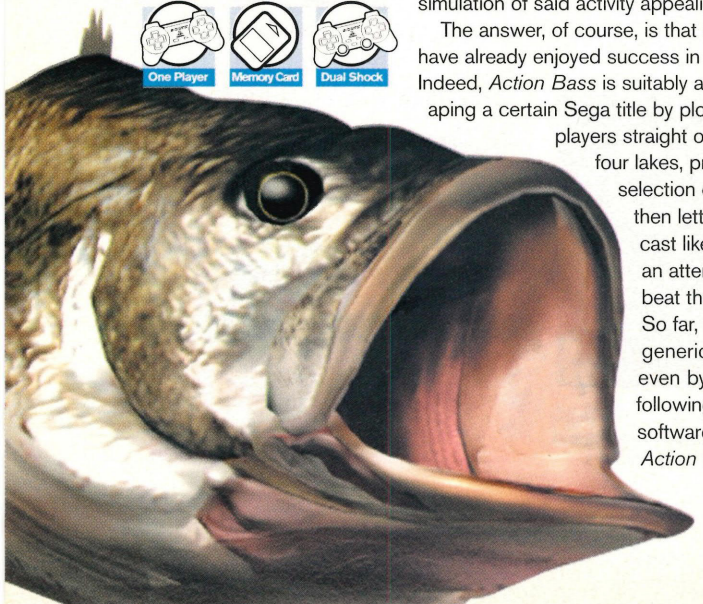
Of more concern is the lure-cam itself, which you'll be relying on to time those lunker-landing tugs 'n' reels. Laudably included to involve players directly in the baiting of fish, rather than have them stare constantly at the surface of the lake, the lure-cam is, unfortunately, completely automatic. Hence you're literally at the CPU's mercy as to what you can and can't see during the most crucial moments of the game! The need for random, clueless waggling remains therefore, just in case there's a fish off-camera to entice.

In itself this isn't fatal, but combine it with tight time-limits and demanding weight requirements and the odds start to feel unfairly stacked against you. The title's Challenge Mode insists that a number of sizeable fish are swiftly caught to progress, which is unrealistic – especially considering the trouble your weedy fisherman has reeling in the smallest tiddler! Free Mode, conversely, contains nothing to maintain interest beyond landing a few biggies.

In pricing *Action Bass* at a cheap 'n' cheerful tenner, Take 2 isn't being particularly generous either; its quality is simply too inconsistent and the design-brief too sparse to warrant a higher price tag. The play mechanics included will, however, ensure that those hung on fishing from the comfort of their sofa won't feel unduly ripped-off.

DID YOU KNOW?

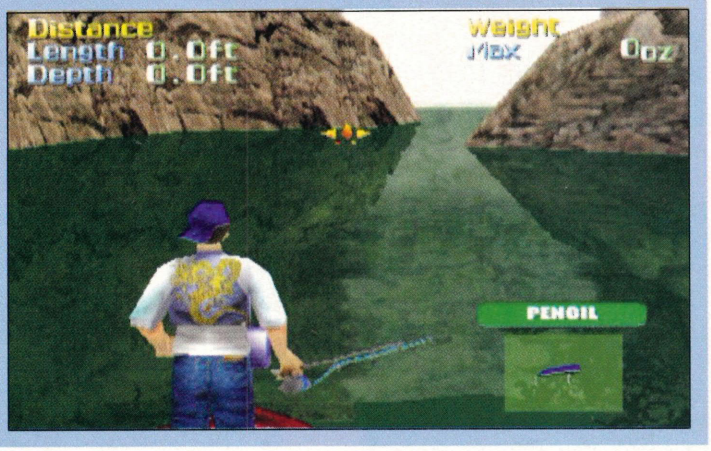
- Syscom Entertainment's website features some unintentionally amusing English descriptions of their games (not as hilarious as our Japanese, mind).
- The long standing record-breaking bass catch, by George Perry, weighed in at a staggering 22lb 4 oz.
- Further to 'most suitable beverage' related Internet discussions, *Golden Axe* is best played when accompanied by slightly chilled 'Shandy Bass'. Try it, you might just like i... Oh my God, it's turned into an advert!



Something Seems Fishy Round Here...

Tempting 'innit, cheap software... and getting a brand new game for the price of a night-club pint, well it's the bargain of the century, right? Well don't forget that old adage "you get what you pay for", and only plump for *AB* if you can stomach the following level of workmanship...

As well as being strictly one player, with only bass on the menu, there are certain underdeveloped aspects to the game The roaring waterfall, for example, isn't animated, and you can only rotate your boat so much before invisible boundaries stop it from turning further – speaking of which, it's impossible to manoeuvre the tub and select certain spots to fish. Also, the lakeside reeds, which in our book should be physical objects in which sneaky bass can lurk, are literally just flat textures which stick up at the side of the lake... bahhh!



You're at the CPU's mercy as to what you can and can't see during the most crucial moments...







[Below] Look at the colour of that water! Yes, you too can fish exotic locations such as the Humber...



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

59 PERCENT

Passable, but severely limited.

Alternatively:

Fisherman's Bait	62%
Big Ol' Bass	80%

WHICH?

Which Japanese

company's name

translates as

small wave?

SMALL

WAVES

BUILD

GREAT

STORMS

A STORM APPROACHES

KONAMI®

PlayStation®2



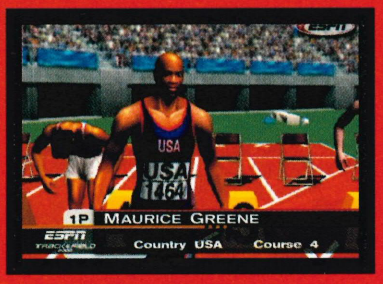
EPHEMERAL FANTASIA



INTERNATIONAL SUPERSTAR SOCCER



RED



ESPN INTERNATIONAL TRACK & FIELD



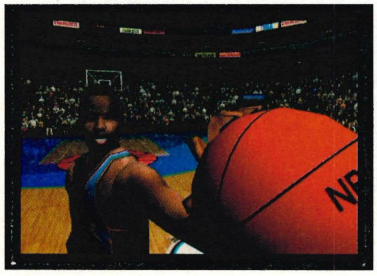
7 BLADES



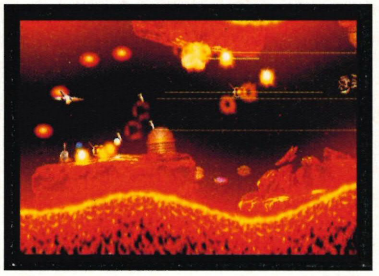
ESPN WINTER X-GAMES

KONAMI

"SMALL WAVE"



ESPN NBA 2 NIGHT



GRADIUS III & IV



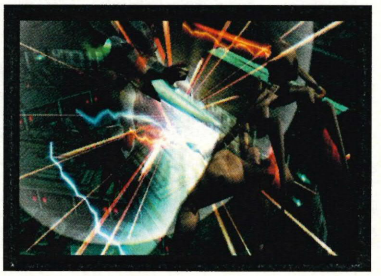
SILENT SCOPE



METALGEAR SOLID 2: SONS OF LIBERTY



SHADOW OF MEMORIES



ZONE OF THE ENDERS

SMALL WAVES BUILD GREAT STORMS

KONAMI®

A STORM APPROACHES

Writer Graeme Nicholson **Available** Out Now (Import)



[Below] The little lady's gone and got herself stuck on the roof. Don't do it!



A delightful, devious, puzzling challenge!



PLAY INFORMATION

Japanese

Publisher Enix

Supplied by Project K
Contact ✆ **0207 508 1328**

Price £59.99

One Player | Memory Card | Dual Shock

Suzuki Bakuhatsu

SHE'S GOT TO KEEP IT TOGETHER OR SHE'LL BE BLOWN TO PIECES. WELCOME TO THE HIGH SCHOOL AGE BOMB TECHNICIAN.



Suzuki finds herself in strange places all day, like this ship.

Earth, year 2000. An endless plodding procession of bland, unimaginative 'games' made by bland, unimaginative people makes its way steadily into our lives. With maddening regularity they arrive at stores on Wednesday and sell on Friday. Corporate market analysis, rather than design genius, dictates the composition of whatever feeble experience lies within each plastic case and there's nothing we can do to stop it. Every one, the daily labour of an entire development team for a year, is likely to spend a maximum of one hour cumulative time at the business end of a CD laser before its consumer, so rigorously researched and focus tested, tires of the unsatisfying mediocrity and slots it on the shelf, next to the others. He's not sure why games aren't fun any more, though he's spent another £35 confirming it. A little part of him just died. There is an alternative.

Kanpai!

Keep a keen eye on the Japanese import market and you'll eventually spot something as unique, remarkable and awe inspiring as the culture which spawned it. It's true. One shining example, you won't be surprised to hear, is *Suzuki Bakuhatsu*. This refreshing piece of software not only features, prominently, heart-stopping 21-year-old idol Rin Ozawa, it provides hours of fresh and fun playing time.

For reasons possibly explained in the manual, someone has evidently decided to see-off the lovely Suzuki (played by Ozawa) by means of violent detonation, which, no doubt, is why the game's title translates as









[Above] Young, Japanese, defuses bombs AND likes guns? It must be a dream...



Exploding Suzuki. The first we see of her enchanting soft focus life, played out in a series of dissolving photographs, is when the FedEx man wakes her with a knock at the door and delivers what turns out to be an exploding orange. From that point on it's one unfathomable explosive device after another. Her cellphone's been wired, her sushi's ticking and her Diet Coke is likely to do more than help slimming or weight control as part of a calorie controlled diet.

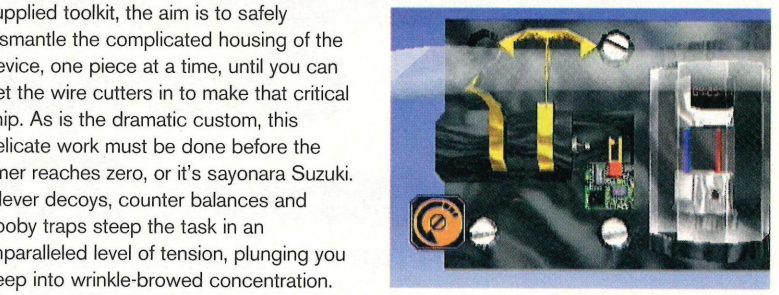
Aidoru!

This is where you come in. It wouldn't do to see this innocent human being blown to bits – that's what Cops is for. Upon discovering a bomb during this most hazardous of weekdays, the photo sequence ends and you're drawn into a manipulable 3D view of the host object – phone, fruit, whatever – in order to investigate further. Using the supplied toolkit, the aim is to safely dismantle the complicated housing of the device, one piece at a time, until you can get the wire cutters in to make that critical snip. As is the dramatic custom, this delicate work must be done before the timer reaches zero, or it's sayonara Suzuki. Clever decoys, counter balances and booby traps steep the task in an unparalleled level of tension, plunging you deep into wrinkle-browed concentration. Enter the eighth flawless minute of a ten minute problem, only to inadvertently complete the bomb's electrical circuit by undoing the wrong screw, and you know the devastation of failure.

As a delightful, devious, puzzling challenge, *Suzuki Bakuhatsu* is unbeatable. Things may start out with relatively simple bombs, but solving the detailed mechanical problems of a rigged combustion engine or figuring out the workings of a door lock from its insides are mental processes which just wrench your brain apart. Prepare for the ultimate case of I'm-not-going-to-bed-until-I-beat-this-damn-thing mania. May great fortune befall the savvy Western publisher who picks this up cheap and puts it out at budget price.

DID YOU KNOW?

- The two bombs dropped by the US on Hiroshima and Nagasaki were named 'Fat Man' and 'Little Boy'.
- Every Swiss citizen is required by law to have a bomb shelter.
- During World War II, the Americans tried unsuccessfully to train bats to drop bombs.
- Much can be learned about bomb-making in an infamous $25 tome called The Anarchist's Cookbook.
- All photos of American atomic bombs going off were taken by Harold Edgerton.



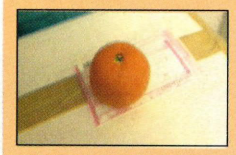
[Above] Easy now! Unscrew too quick and the balance will set this thing off.





Danger At Dawn

Look! Learn all new game system 100%! Be special crazy cool high school girl!



Ooh, a delivery, for me!



What could it be?



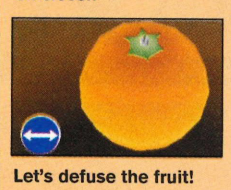
Looks like an orange.



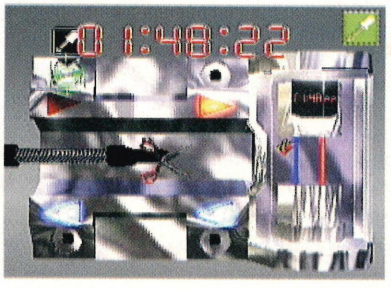
Tick tock! Doesn't sound like an orange!



Oh no! Fire! Let's look a bit closer.



Let's defuse the fruit!





PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

92 PERCENT

Bomb defusing suddenly got sexy!

Alternatively:

Bishi Bashi Special	92%
Kurushi Final	90%

Writer Simon Cann **Available** October 2000



The game presents what can only be described as a child-like, shoddy interpretation of the annual F1 championships...







F1 Championship Season 2000

CAN THE PSX MARKET TAKE YET ANOTHER ENTRY INTO THE OVERSUBSCRIBED F1 GENRE?

PLAY INFORMATION

UK PAL

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

1-2 Players | Memory Card | Dual Shock

Based on the PlayStation release schedule between now and Christmas, it would seem that the almost constant flow of F1-based videogames shows little sign of drying up. Yet despite the massive selection of titles on the shelves, the genre (at least on PlayStation) has progressed little since Psygnosis' 1996 *Formula 1*. Indeed, this latest entry to pull up to the starting grid does little to change matters and offers up precious few details in the way of innovation – perhaps confirming the fact that the ageing PlayStation technology can no longer bring anything new to the F1 party.

Thus, like *F1 2000* (its EA stablemate of earlier this year), the game presents what can only be described as a child-like, shoddy interpretation of the annual F1 championships. Admittedly, all the bells and whistles usually associated with this sort of release are present – so, you can compete in practice, single race and championship modes. In addition to this, the game also features a scenario mode that places you in control of a driver at a key point in the season. The other usual suspects are also here: pit crews (who communicate to you during races), variable weather effects, car damage and of course a handling system based on a "real" suspension model. Suffice to say, here at PLAY we've never driven an F1 vehicle, but somehow we doubt they handle as erratically as the crudely detailed cars on offer here.

The simulation aspect is also weak and when it's placed on the lowest setting, the player is simply required to press and hold the acceleration button whilst the computer burns round the course (surely this is what demo modes are for?). The game is also something of a slouch in the visual department – trackside detail is reasonable, but with more than three opponents on screen, the action frequently judders to a near standstill which, given the incredibly low polygon count of each car, is puzzling. Some token commentary – in this case provided by Jim Rosenthal – doesn't succeed in lifting the package from the sea of mediocrity it's floating in. Overall, this is a lazy, incompetent release that completely fails to convey the thrills and spills of its subject matter.

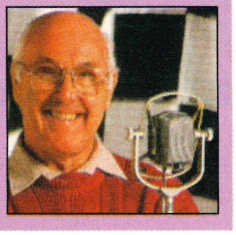
DID YOU KNOW?

• If you lined up every F1 videogame ever released, the resulting chain of software would, in scientific terms, be "quite long".

• In a recently conducted poll of UK journalists, the most popular opening line for an F1 videogame turned out to be "Can (insert game title) take the chequered flag?" A staggering 62.7% of those surveyed said their readers preferred this over rival introductions.

Sporting Legends

Let us introduce you to Murray Walker: a walking continent of common sense. Unfortunately he doesn't feature in this game, which is a shame because the action would have benefited greatly from his inane witterings. Highlights of Murray's career include "Do my eyes deceive me or is Senna's Lotus sounding rough?" and also "Alboreto has dropped back up to fifth place". Mr Walker, we salute you.



PLAY

LOOKS	6
SOUNDS	7
GAMEPLAY	5
VALUE	6
LONG TERM	6

59 PERCENT

A slapdash Formula 1 title.

Alternatively:

Formula 1 '99	92%
Formula 1 '97	90%

Are you an accomplished control freak?



www.BarrysWorld.com

no dot.con

The dedicated online service for serious gamers



Sno-Cross

IS CRAVEN'S LATEST RACER AS COOL AS ITS MOUNTAIN TOP SETTING?

PLAY INFORMATION

UK PAL

Publisher Crave

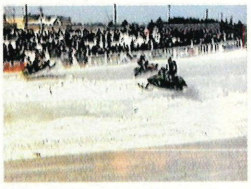
Contact ✆ **0181 968 8088**

Price £29.99

One Player | Memory Card | Dual Shock

[Below] So fragile are your sleds that it's a wonder Yamaha sponsored them.





You know something's worth mentioning in a review when several people comment upon it as they wander past PLAY's gaming dungeon. Being a wintry racer, *Sno-Cross* has the best excuse ever for the conspicuous fogging which it features and, when greeting the game for the first time, you'll doubtless notice the short draw-distance on the weather stricken levels too and, like us, think it bizarrely appropriate.

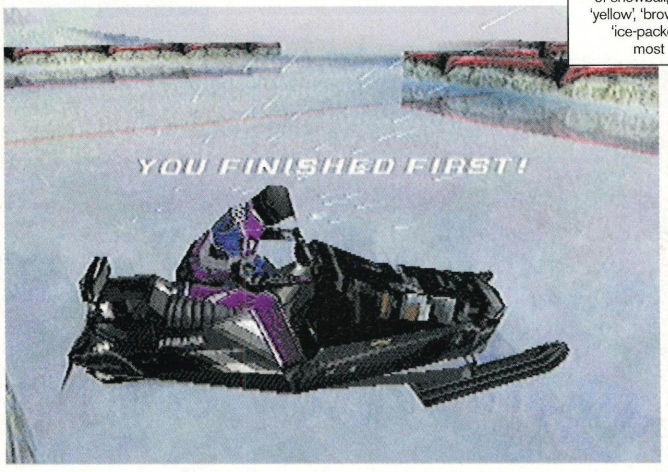
Slippery Slope

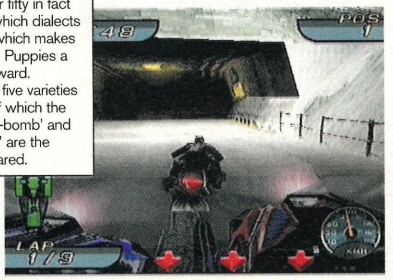
Begin racing and you'll find that this paradox continues, because Sno-Cross also has the best excuse for awkward controls that a developer could ever hope for. Never having been on a snow sled, the majority of players will, as did we, display remarkable tolerance as their 'hog' is continuously over and under-steered from one side of the track to the other. Racing on snow must, after all, be a bit like this – right?

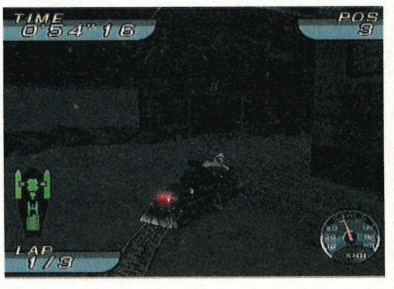
Sno-Cross's final party-trick is to make the inclusion of a pitiful number of competing riders seem perfectly reasonable and, most scarily of all, preferable. Visibility is low and the sleds demanding, so to include a full field of racers would invite constant collisions – better to stick to just, er, four of you then, eh? To your own amazement you'll feel your head nodding in agreement, as the chance to enjoy something a bit different casts its spell.

DID YOU KNOW?

- Unlike with Virtua or Actua, pronouncing "Sno" properly doesn't sound sophisticated. It comes out more like a lazily uttered "Snot". Yuck!
- Eskimos have many words for snow – over fifty in fact (depending on which dialects you include) – which makes ordering Slush Puppies a tad awkward.
- There are over five varieties of snowball, of which the 'yellow', 'brown-bomb' and 'ice-packed' are the most feared.





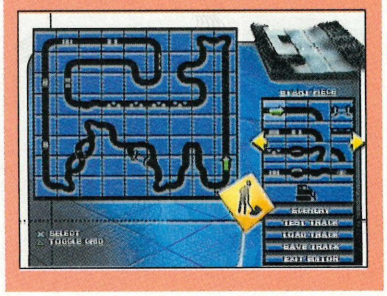






Get Shovelling!

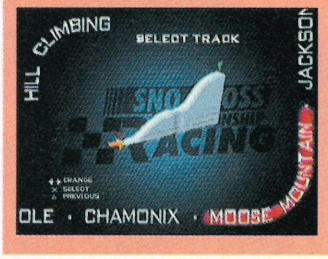
Level editors are becoming less novel and more expected as the years roll on in videogame land. *Sno-Cross*'s makes a remarkable job of gluing the various sections of track together into one seamless course, increasing the novelty value yet another few notches.





It's All Uphill From Here...

Complete *Sno-Cross*'s first championship to gain access to this unusual sub-game. Simply put, you begin at the base of a rocky outcrop and must make your way to the top as quickly as possible. The fogging makes planning a route a little hit and miss on certain stages but you get several attempts to compensate for this – get yer boot down!

















[Above] A smattering of stunts liven up proceedings. The "Seat Spank" makes you wonder if your rider thinks he's somewhere else!

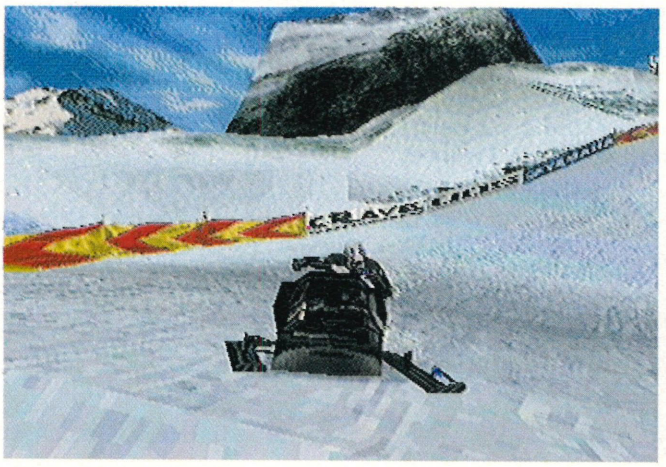
And herein lies the cryptic truth of *Sno-Cross*: it's a flawed game alright, but one which masks its deficiencies behind the nature of the sport it portrays. Clever stuff, but the illusion is predictably short-lived, and the point at which the game's facade of quality crumbles passes lamentably quickly. This is due to the opening championship, in which *Sno-Cross* appears most favourable, presenting so little challenge. It was, cantankerous steering notwithstanding, quite literally done and dusted before the first cuppa of our gaming session had been supped.

Winter Of Discontent

Subsequent events allow access to faster sleds, but what should be a pay-off for victory turns out to be a punishment. The extra velocity renders previously tolerable fogging a fatal hazard, with corners being drawn after passing the point at which it would have been nice (if only you'd known it was necessary) to start turning. Hence good performances become almost solely dependent on memory. Needless to say, the learning curve is unfairly steep on new tracks as a consequence.

Hitting barriers which appear out of nowhere isn't helped by the fact that your sled's various components begin to wear away to nothing from the moment the throttle is revved for action. Granted there are an impressive number of damage zones, but initially slight problems all too often escalate into a total loss of performance. This is particularly true of sled blades which, once damaged, will constantly drag their vehicle into wall after wall, causing irreparable damage to race (and therefore championship) standings. It's possible to repair and upgrade in-between races, but only by coming first can much-needed work be afforded – once things turn sour therefore, recovery is painfully unlikely. Making it imperative to win each and every race would be forgivable, were it possible for players to save their championship progress... *Sno-Cross* doesn't even sport a 'Retry' option.

As a result, far too many things can go wrong, unjustly scuppering serious investments of time with little to redress the balance. There's the basis of a great racer here, but what should have provided an avalanche of gameplay has merely sprinkled us with a light frost – which thaws as soon as the novelty wears off.





[Above] Sans weather, the draw-distance is fine, even in two player mode.

Sno-Cross masks its deficiencies behind the nature of the sport it portrays...



[Above] How much? What a rip-off! Oh, all right, but I've only got it in quarters...

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

66 PERCENT

A novel but flawed racer.

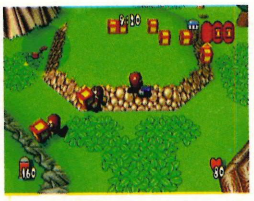
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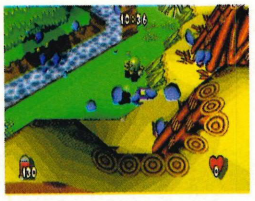
Sled Storm	89%
Rapid Racer	87%

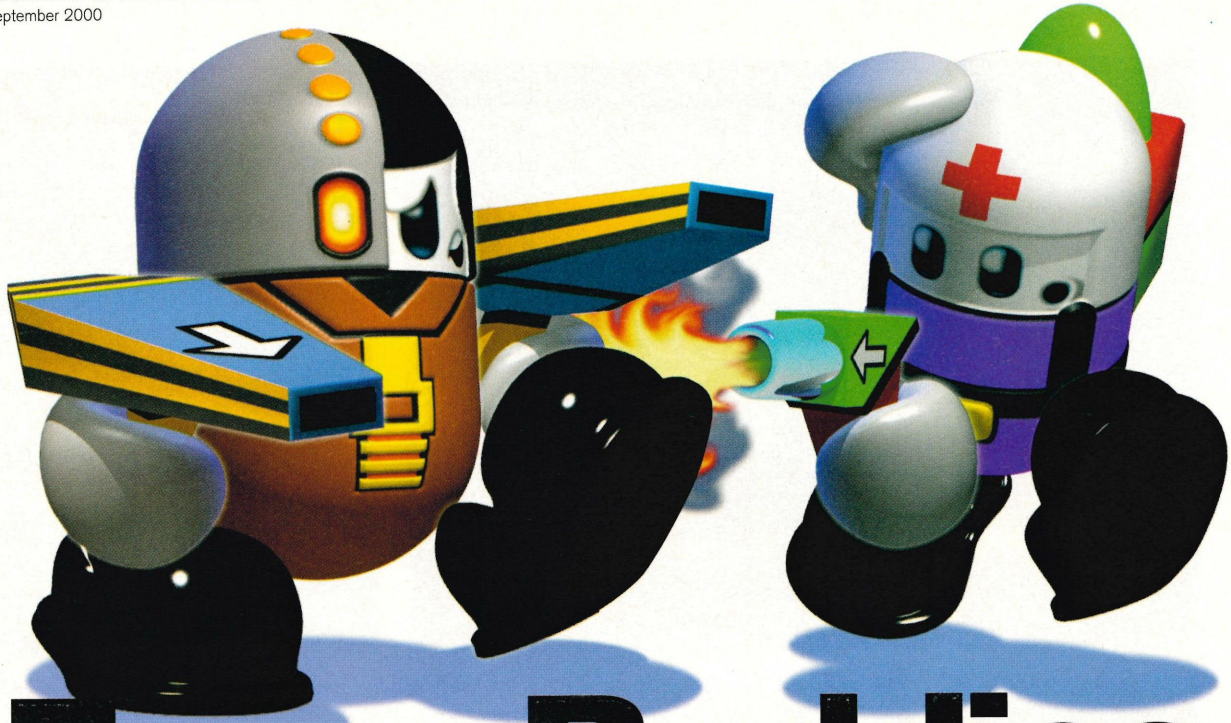
Writer Ben Lawrence **Available** September 2000











Team Buddies

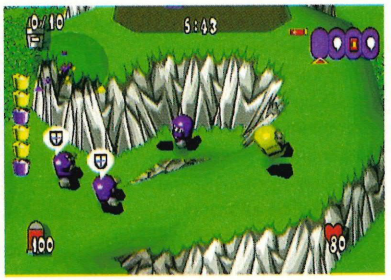
LEGO MEN WANNABES GET ANGRY IN TOYLAND. BUT TO BE HONEST, YOU WON'T REALLY GIVE A RAT'S ASS...

PLAY INFORMATION

Official PAL UK

Publisher	Sony
Contact ✆	**0881 505 505**
Price	£29.99

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







It stands to reason that a game such as *Team Buddies* should be a resounding success story. With its combination of dumbed down *Command & Conquer* strategy and the camaraderie and bloodshed of *Hogs Of War*, anyone would consider parting with thirty quid for a copy to be completely normal behaviour. After all, the premise sounds good enough to rub your genitalia over and the paracetamol shaped 'buddies' are superbly animated. It is a shame then that this 'sure fire' hit is a peculiarly pedestrian affair. No, scratch that, it's positively drab. Or a pile of crusty nappies – it depends on how harsh you want to be.

Block Heads

Take a peek at one of the screenshots laid before you. What does it say? It says, 'I'm a kids' game'. Like a psychedelic cross between a bottle of Anadin and Legoland, it is screaming out for kids' attention. Looks kinda cute, don't it? It comes as a bit of a shock then when the characters turn around and call each other motherf***ers. We don't want to sound like a collection of Mary Whitehouses here (after all, we can swear with the best of 'em. We've even got tattoos on our bums, that's how hard we are), but *Team Buddies* necessitates swearing like Teletubbies necessitates Tinky Winky getting high on crack cocaine; it's like Pikachu making Charmander his gimp. This will surely please neither the kids (who'll be beguiled into buying the game for its aesthetics) or the adults, who'll quickly see through the facade of swearing for swearing's sake. The blue language is



Barefaced Cheek!

The training missions in *Team Buddies* are vital if you are to understand the complicated set of controls, but the VR missions look strangely familiar. Now, where could we have seen this kind of environment before?



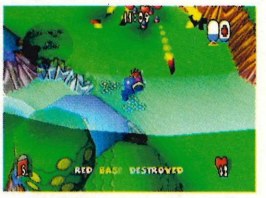


[Above] Don't shoot your own team or they'll swear and curse at you. They think it's big, they think it's clever. It's not.

















[Below] Here we see what happens when you blow something up. Fascinating, we're sure you'd agree.

It comes as a bit of a shock when they turn around and call each other motherf***ers...

just a cover up, though, used to paper over the gaping holes in gameplay. Say f**k and no one will notice the game. Simple theory. Doesn't work.

Builder's Bum

Blocks, and stacking them in the right patterns, are the pivotal point of the game. You order your buddies to collect blocks then dictate exactly how you'd like them built. Some structures will bestow you with guns, some with another buddy to add to your ranks. The more complicated your block structures become, the more you can build, until you're fully stocked with tanks, rocket launchers and grenades. All the while the opposing team will be doing the same thing... only at twice the speed. This means that they've already assembled an army and are assaulting you, when you've just managed to scrape together enough blocks to equip yourself with a rather pointy stick. The missions are brain rot too: rescue a bike, pick up litter bins. Bah! It isn't even as if you can forfeit the daft missions and just enjoy a good scrap. The world around you, especially in the heat of battle, passes in a blur, making enemies or friends indistinguishable from one another. All the while you remain souped down and sludging around in slo-mo, firing off a measly popgun and hoping you'll hit something.

For a game featuring all the right component parts to be huge, something in *Team Buddies* has cocked up considerably. The elements in this incongruous mix – strategy, impossible odds, kiddy-friendly visuals and misjudged use of expletives – have conspired to make *Team Buddies* into something that's out of place in any gamer's collection.

DID YOU KNOW?

- 12% of all suicides in the UK involve the ingestion of paracetamol.
- The team behind *Team Buddies* are also responsible for the 'magnificent' *Kingsley's Adventure* (60%)
- If you were to strategically place four building blocks one on top of the other in real life, the end result wouldn't be a tank. You'd have a column of four blocks.
- The same goes for if you placed them horizontally: you still wouldn't have a tank.





[Above] At some points in the game you can climb on a motorbike to help you in your quest. It won't help though, because it goes slower than walking pace and is virtually uncontrollable.

PLAY

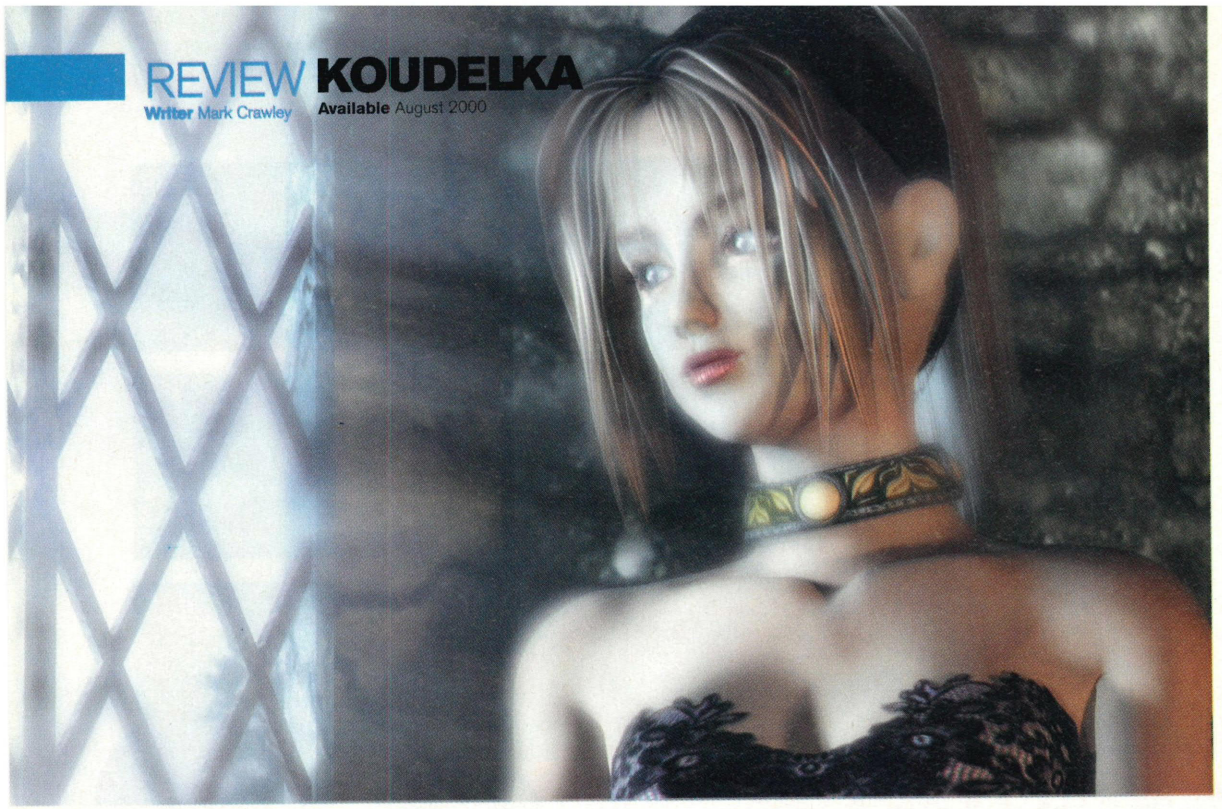
LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

38 PERCENT

Obscene. Unfunny. Avoid.

Alternatively:

Hogs Of War	90%
Command & Conquer	79%



Koudelka

STRANGE GOINGS ON IN WALES AND NOT A SHEEP IN SIGHT!

PLAY INFORMATION

Official PAL UK

Publisher Infogrames
Contact ✆ 0208 222 9700

Price £34.99

One Player | Memory Card | Dual Shock

Have At Thee!

***Koudelka* features turn-based combat with a twist, characters being placed within a chessboard-like arena, with the opportunity to both move and perform one action per turn. The revolutionary aspect comes from being unable to proceed past the foremost of the opposition, with the right attacks pushing the enemy back, restricting their movement and granting dominance over the available space. It's unfortunate then, that there's little advantage in claiming territory as your own. The bland battle fields are in desperate need of features which, if not able to turn the tide, could at least proffer some tactical worth. Should Sacnoth take the time to realise the system's potential, their next game could be a monster hit.**

For the testosterone-laden majority of players, *Koudelka*, the "Sexiest Gothic Horror RPG" no less, begins very promisingly indeed. The introductory FMV depicts our feisty heroine (of the game's title), cleavage a-hitched and knickers flashing, as she infiltrates Nemeton Monastery, atop the cliffs of Aberystwyth. One near fatal slip-up later and the second central character, Edward Plunkett, is introduced. There's little time for the two to get acquainted, however, as Koudelka is thrown immediately into battle… this is what we like!

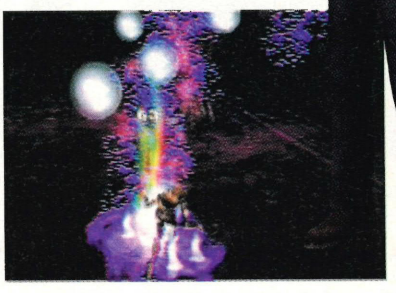
So, with the minimum of fuss *Koudelka* drags you straight into proceedings and, of all the recent RPGs, it certainly manages an initial hook which the competition lacks. In fact, the game doesn't so much set its stall out early, as secure a pitch one month in advance in order to have a marquee named 'Chez Classiqué' constructed in time for market day – such is the vigour with which it claws, over-ambitiously as it turns out, for status.

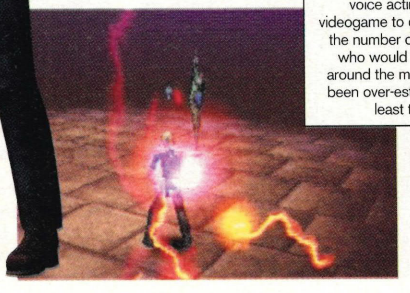
I'm No Hero

To this end, notable motion capturing lends an exquisitely authentic dimension to the characters, each of whom is fleshed-out with suitably flawed motivations (see character box-out). That the title is graced by a cast of anti-heroes is a master-touch; Koudelka herself is certainly far darker than Squall or even Cloud could ever manage. As a result, you're kept voyeuristically in tow far longer than is deserving, each character having an issue revolving around the monastery which you simply must see resolved! The battle system is also sufficiently different to what has gone before to invoke initial optimism. Indeed, its territorial considerations promise to evolve, as characters grow, into something really quite special.

Unfortunately, like the archetypal virgin making that much anticipated step into adulthood, *Koudelka* gives up all it has to offer too early. After what should be a mere introduction to an ensemble performance, the game is content to utter "I was great, wasn't I?" before rolling over, hogging the duvet and promptly falling asleep. The action you see in the opening chapters of the game is regurgitated countless times, with no real attempt being made to deepen or expand play mechanics. The battles themselves are the main culprit for this, which is a pity as they constitute the bulk of play… During fisticuffs the monastery's rich architecture is discounted







[Below] **Spell effects are less than spectacular, given what we're used to, but at least the game makes an effort.**

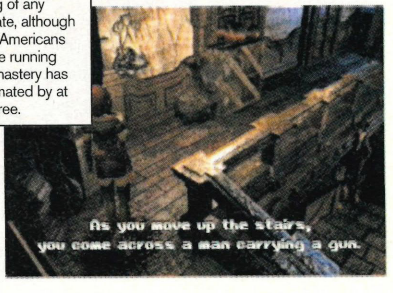


Koudelka herself is far darker than Squall or even Cloud could ever manage…



DID YOU KNOW?

- *Koudelka* is such a mouthful of a name that even Infogrames misspell it on their own press-release!
- Sacnoth is comprised of a number of ex-Square folk. Now you know where the ace plot comes from!
- 19th Century Wales wasn't known for its witch-burning tendencies – surprising, as they had more than enough coal for the job.
- *Koudelka* features the best voice acting of any videogame to date, although the number of Americans who would be running around the monastery has been over-estimated by at least three.

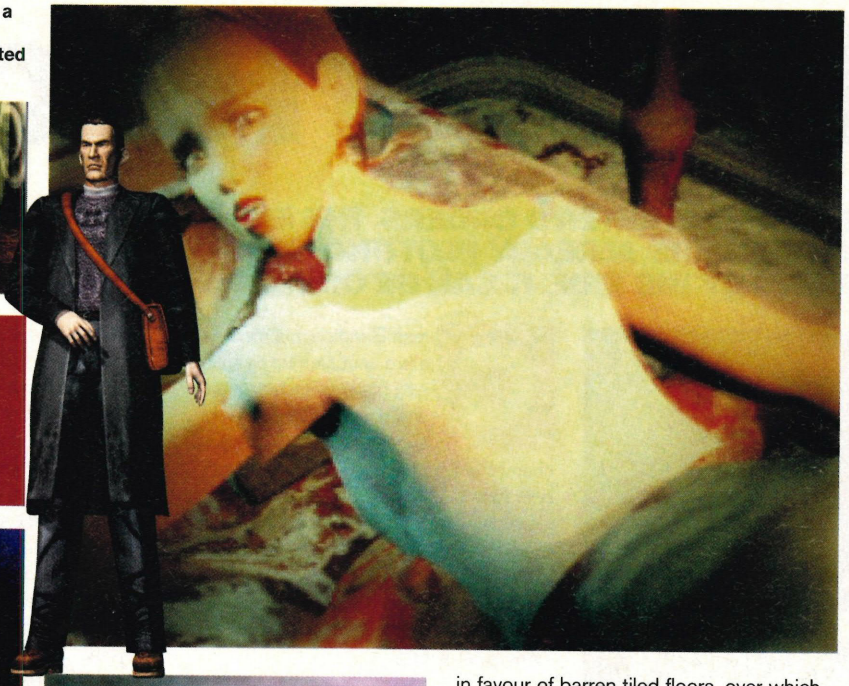


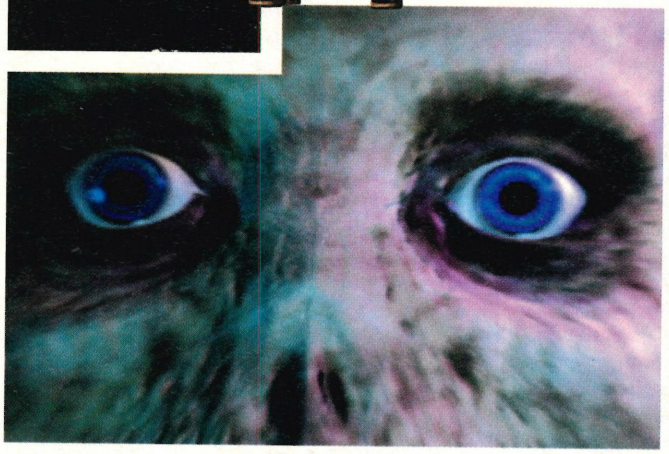
[Below] Save points are a little too far apart for comfort and often protected by larger foes. Bugger.

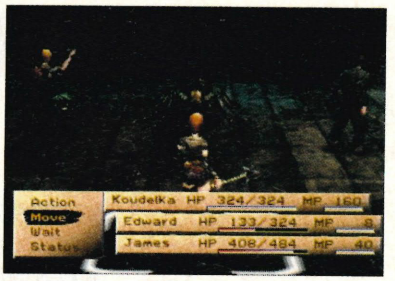


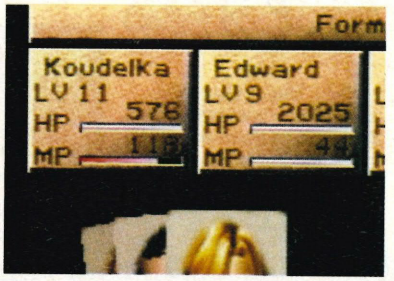












[Above] The combat system might allude to the strategic complexities of chess, but in truth it's nowhere near as complex.

Okay, There's This Englishman, Irishman, And Er, Welsh Wench...

Koudelka Iasant

Ostracised from an early age due to her supernatural powers, Koudelka has grown up fast, hard and independent. Drawn to Nemeton Monastery by a strong spiritual force.
Born: 1879
Most Likely To Say: Get up, or I'll leave you here.
Least Likely To Say: Oh you poor thing! Are you all right?

Edward Plunkett

Not so much a loveable scoundrel as just plain loveable. Hearing of girls 'n' gold aplenty, this failed criminal (the Byron-quoting fop was too nice!) answers the call of the wild and travels to the monastery.
Born: 1878
Most Likely To Say: Man, being reasonable, must get drunk...
Least Likely To Say: Stick 'em up – or the bunny gets it!

Father James O'Flaherty

Pious, sanctimonious and prone to making spiritual judgements based upon materialistic appearances. Suppressing the pain of love lost, Bishop O'Flaherty embarks on a mission to rid the monastery of its evil.
Born: 1845
Most Likely To Say: Ughh! You're poor, don't even touch me!
Least Likely To Say: Pah, God made us curious. No way you'll burn in hell for that!

in favour of barren tiled floors, over which the camera flicks, rather than glides, from foe to foe as they take their turn. With no background to speak of, it can therefore be difficult to follow what's going on as identical enemies move to attack, and it's a rare technique which carries the visual weight expected. Unrelated weapons and characters are removed from view as spells are cast but, rather than dissolving via a *Final Fantasy*-style fade, they simply disappear and reappear 'just like that!' Tommy Cooper would have been proud; the developer, Sacnoth, should not be.

Battle Prattle

Limited tactics and scant character development ensure a string of samey encounters which drag on past the point of decency. Whilst it's possible to escape, victory over the title's uninspiring denizens brings so little reward that one's indulgence in battle is demanded – players can ill afford to sacrifice incremental stat-boosts in the name of speedy progress through the monastery. In short (or should that be long?) engaging the enemy is a drawn-out affair, devoid of just about every frippery we've come to expect of late.

Such an underdeveloped battle system is at odds with the rich tapestry of expertly delivered plot which supports it. As a knock on effect, it becomes hard to reconcile the game's adult themes with the 'my first RPG' style of play – at times you're even told about events in text, Choose Your Own Adventure gamebook style, rather than actually seeing them occur!

Novice players, whilst appreciating such introductory trappings, will hardly have the required patience to persevere; hardcore RPG-ers with the stomach for more lethargic battles will, conversely, expect them to be filled with more depthy blood-letting. It's a close thing, but a gripping plot and willingness to flaunt generous amounts of flesh can't quite compensate for this. *Koudelka*, whilst holding appeal to a broad range of players, will sadly suit none to a tee.



PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

76 PERCENT

A promising romp, marred by dull combat.

Alternatively:

Vagrant Story	94%
Vandal Hearts	81%

Writer Ben Lawrence **Available** September 2000

Wacky Races

PLAY INFORMATION

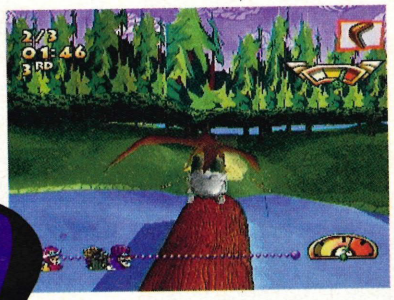
Official PAL UK

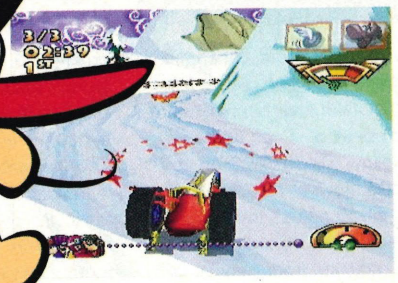
Publisher	Infogrames
Contact ✆	**0161 827 8000**
Price	£24.99

1-2 Players | Memory Card | Dual Shock

[Right] This is the one area of true innovation. Savour it as much as you can – the thrill doesn't last that long.

THEY'RE UNDER STARTER'S ORDERS, THE ENGINES ARE POPPING AND DICK DASTARDLY IS ALREADY PLOTTING, WITH HIS FAITHFUL MUTT SNIGGERING BY HIS SIDE. IT CAN BE ONLY ONE RACE...







Crash Bandicoot, a marsupial more accustomed to sniffing lady marsupials' bottoms and eating rotten fruit, succeeded. Mario, the pizza chomping drip-mender, is renowned for being the best at it, and even the Muppets were duly awarded 90% for their effort at it. So it smacks of irony that a group of cartoon characters whose only purpose in life is to race wacky vehicles fighting each other should cock it up so spectacularly. What went wrong?

Drat And Double Drat!

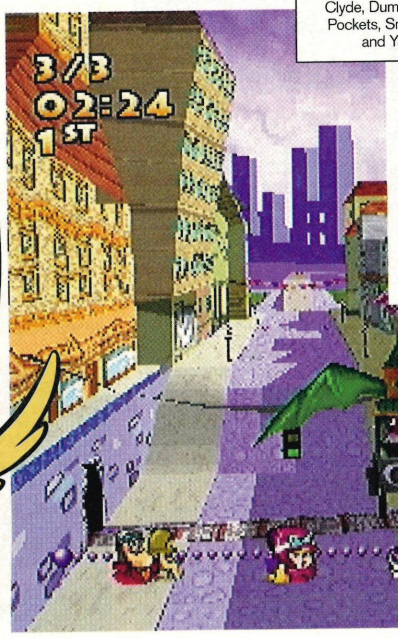
The racers, of which there are a paltry five to start with (Dick Dastardly is a sixth unlockable character), are as responsive as shopping trolleys. There's none of this new-fangled 'handling', it's all about having to anticipate corners and bends three hours before you reach them in order to manoeuvre them successfully. God forbid you turn a corner too late – you'll ricochet about like a fart on a bouncy castle and lose any kind of traction your crapmobile may have once possessed. Another word of warning: try and keep in the centre of the track at all times. If you stray too close to the edge, the shocking collision detection will grab you like a bloody vice. Items dropped in your way may only be a couple of feet across but they have an invisible collision area almost twice their size. This means that when you can clearly see that the path is free, you (and by God is this frustrating) still slam into an invisible barrier. Rival drivers act in the same way. Hit them and you grind to a halt. It's calamity all the way to the bank if you ever find yourself in the unfortunate position of wanting to reverse. Sometimes it works, sometimes it doesn't. Sometimes you switch to first person mode, sometimes you don't. People, this really is 'wacky'.

Chug-A-Boom

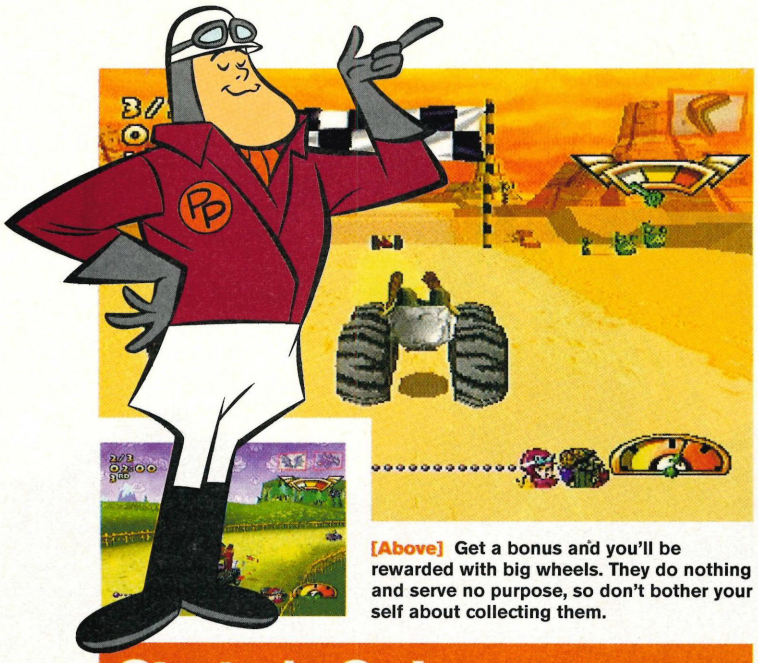
The calibre of weapons leaves a foul taste in your mouth (think chowing down on a freshly laid brown pavement sausage) and weak pops and whistles, accompanied by damp squib explosions, add to the general assortment. But sometimes *Wacky Races* does something quite out of character. Occasionally (and we're talking Halley's Comet occasionally here) you'll experience something bordering on ingenuity. Dragon wings sprout

DID YOU KNOW?

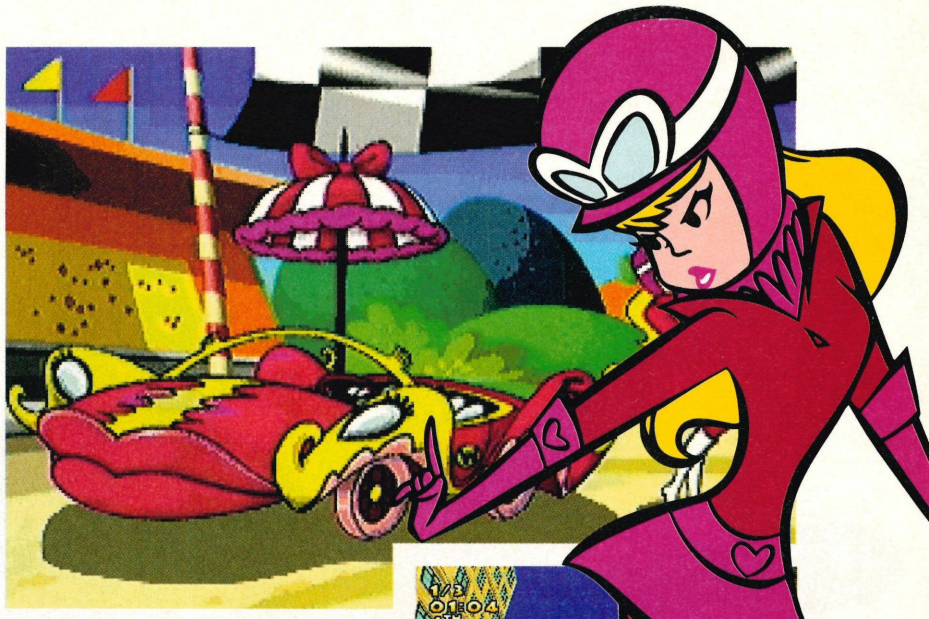
- Hanna Barbera, the creators of Wacky Races, are also responsible for the Banana Splits, Scooby Doo and the Flintstones.
- Shaggy's real name in Scooby Doo is Norville Rogers! And that's the truth.
- The original line-up for the Anthill Mob was Danny, Ring-A-Ding, Kurby, Rug-Bug Benny, Mac, Clyde and Willy. When they got their own series they were changed to Clyde, Dum-dum, Zippy, Pockets, Snoozy, Softly and Yak-yak.







[Above] Get a bonus and you'll be rewarded with big wheels. They do nothing and serve no purpose, so don't bother your self about collecting them.



Starter's Orders

Ladies and Gentlemen... the Wacky Racers

Driver: The Slag Brothers
Vehicle: The Bouldermobile
These Captain Caveman impersonators power their car by hitting each other over the head with clubs. Dwelling in a dark cave somewhere near the Isle Of Dogs, these uncivilised siblings can often be found eating their own faeces for fun.
Wackiness: ★★★



Driver: Penelope Pitstop
Vehicle: The Compact Pussycat
An heiress to a huge fortune, Penelope spends much of her time gazing at herself in her mirror, applying lipstick and mowing down absent minded pensioners unfortunate enough to amble in front of her. The Hooded Claw is yet to get his talons on her.
Wackiness: ★★★



Driver: Sergeant Blast & Private Meekly
Vehicle: The Army Surplus Special
Two degenerate reprobates trundle through town pretending to be in the army, whilst people jeer on at their sad show of machismo. Likely to draw out weapons at any time and enter an American school, all guns blazing. They're 'misunderstood' you see.
Wackiness: ★★★



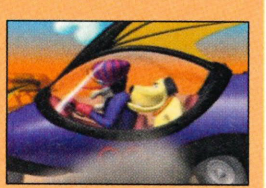
Driver: Peter Perfect
Vehicle: The Turbo Terrific
If cars are a direct compensation for a man's penile girth, this bloke must be a tad 'short'. His chin is so offensively large it has been put on a young offenders correctional programme. His handling is also the lamest.
Wackiness: ★★



Driver: The Gruesome Twosome
Vehicle: The Creepy Coupe
Two blokes, one house on the sunroof and a dragon living upstairs. The Creepy Coupe is the only genuinely 'wacky' racer we can think of. Just don't mention the dead kids in the cellar...
Wackiness: ★★★★★



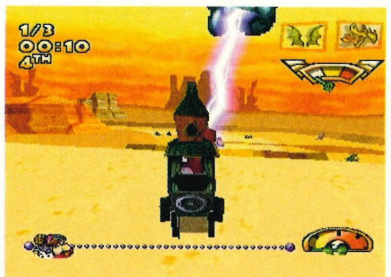
Driver: Dick Dastardly & Muttley
Vehicle: The Mean Machine
The most technically superior of all the cars, but the Jimmy Hill lookalike still manages to make a pig's ear out of every race. Went on to star in a series of mundane cartoons revolving around the capture of a pigeon.
Wackiness: ★★★★



out of some cars to lift them high above the pack, or a scaly cartoon pterodactyl will soar down, grasp a car and take it a couple of places further up the field. Mind you, once you've experienced this you might just as well get back to picking your toenails, because the game soon degenerates back into an unsightly slush.

A group of cartoon characters whose only purpose in life is to race...

Winning tournaments seems a doddle too. One minute you'll be sixth then, in the blink of a lazy eye, you'll be first. The race structure is so erratic, you can get quite lost in the goings on, but just having the persistence to maintain firm pressure on the X button will ensure some sort of success when the chequered flag waves. Not even the FMV or cut-scenes seem to hold any congruity and are animated worse than the cartoon – which, incidentally, aired back in the Sixties. You get the distinct impression that even these poor excuses of cartoons would rather be somewhere else. Like on the cutting room floor. In the words of the moustachioed scoundrel, Dick Dastardly himself, "Drat and double drat".



[Above] Damn that pesky cloud. All together now, "Why does it always rain on me..."



[Above] If you get knocked about too much you see stars flying around your head. HAR-HAR-HAR! How incomparably funny!

PLAY

LOOKS	
SOUNDS	
GAMEPLAY	
VALUE	
LONG TERM	

44 PERCENT

Ironically bad race game.

Alternatively:

Crash Team Racing	88%
Muppet Race Mania	90%





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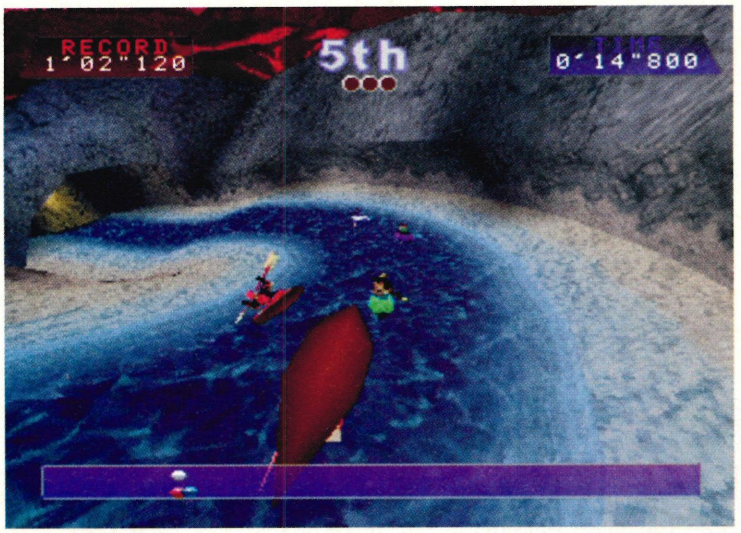
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LONDON

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Writer Simon Cann **Available** September



[Above] Those of you who suffer from car sickness need not apply, seeing as this is a thinly veiled attempt to disguise a standard racing game as an extreme sport simulator.



Wild Rapids

Sink or swim?

PLAY INFORMATION

UK PAL

Publisher Eon Digital Ent

Contact ✆ **0207 323 3340**

Price £19.99

1-2 Players | Memory Card | Dual Shock

Few PlayStation titles have come close to emulating the feeling of being afloat in water – *Wild Rapids* is no exception...

This is the first dedicated kayaking based game to have appeared on the PlayStation and, given the shoddy quality of the title, it will – fingers crossed – be the last. The basic premise of the game is simple enough: select your rider, select a kayak and then make your way down some near-vertical rapids, hopefully crossing the finish line before your competitors. Unfortunately, the abysmal implementation of the title ensures that this effort is almost completely devoid of gameplay.

Game modes include a tournament event, time attack and split screen two-player option. As you'd expect, the most substantial part of the game is the tournament mode, which allows you to compete over a series of drab looking courses in a bid to win the competition. As soon as the action commences, it's clear that the game is riddled with flaws. Controlling your craft is awkward and frequently you'll find the tip of your kayak getting stuck to the sides of the (stupidly narrow) locations.

A more fundamental problem, given the game's subject matter, is the unconvincing water effect. Few PlayStation titles have come close to emulating the feeling of being afloat in water; *Wild Rapids* is no exception and leaves you feeling like you're playing a washed out driving game that's had some kayak sprites laid on top of it. Even at a price of £19.99, this shoddy piece of coding simply cannot be recommended as a purchase. **30%**

Street Scooters

Four wheels good, two wheels bad...

PLAY INFORMATION

UK PAL

Publisher Eon Digital Ent

Contact ✆ **0207 323 3340**

Price £19.99

One Player | Memory Card | Dual Shock

The handling of your scooter is ludicrously oversensitive and frequently sees you careering into the side of the track...

Scientific tests have proven that goldfish have a memory span of only a few seconds. Thus after bumbling into the side of their bowl, they'll happily do it again ten seconds later. It would, then, be interesting to pin down the memory span of the average software developer, for it would seem that, just like our aquatic friends, they have very limited memories. If proof were needed of this then just look at the humble motorcycle/scooter driving genre. Clearly it can work, as ageing coin-ops *Hang-on* and *Enduro Racer* proved. However, the recent spate of appalling two-wheeled travesties (most recently *Radikal Bikers*) shows that developers may not be as far removed from fish in a bowl as they would like to think.

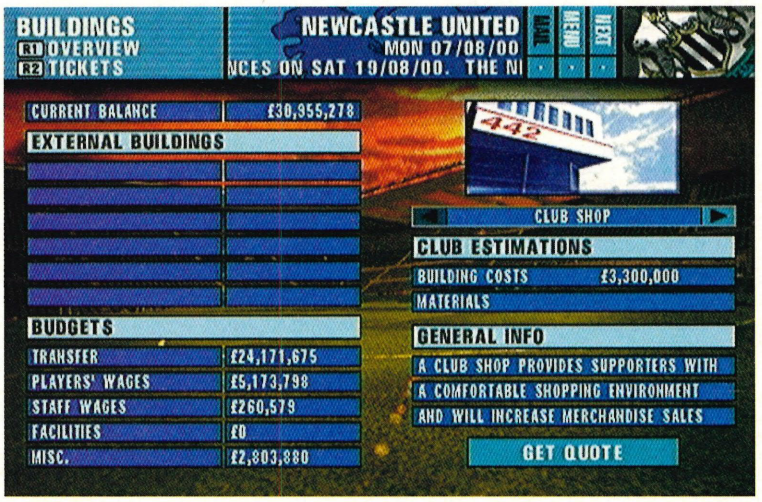
This latest entry into the fray plays much like Infogrames' aforementioned *Radikal Bikers*, sharing as it does many of that game's flaws. You make a selection from several cartoon characters, including a comedy fat bloke and a tiny girl. You then burn around a series of glitch-ridden environments in a bid to complete a series of laps ahead of your rivals. The handling of your scooter is ludicrously oversensitive and frequently sees you careering into the side of the track. This problem is exacerbated by poor track design that often makes it difficult to determine where you should be going. Workman-like graphics and the game's incompetent opponents are effectively the coup de grâce and ensure that this title should be left well alone. **30%**

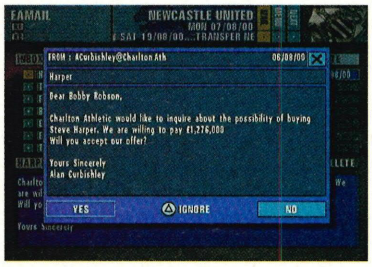


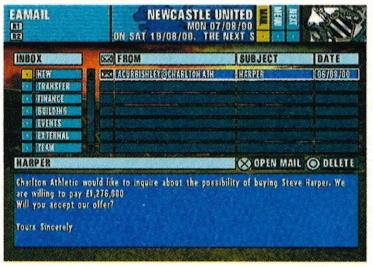


[Below] A brief message to software developers of the world: stop making these horrible little scooter/moped games. They do not work, they've never worked and they never will work! STOP!









Football Manager 2001

Double entry book-keeping: the game...

PLAY INFORMATION

UK PAL

Publisher	EA Sports
Contact ✆	01932 450000
Price	£29.99

One Player | Memory Card | Dual Shock

This doesn't come within spitting distance of the PC *Championship Manager* games...

Depending on your attitude towards the so-called beautiful game, this latest entry to the footy management genre will either instil feelings of love or loathing. As the title suggests, *Football Manager 2001* allows you to don a huge sheepskin jacket (optional) and guide your chosen team through the ranks of the football divisions. The range of options on offer here is impressive and you're free to tinker about with the various different elements of your club's business. Players can be bought and sold on the market, with shrewd managers being able to buy an upcoming player for a song then sell them on at a huge profit. Team strategies and formations are also fully adjustable and, as manager, you're free to choose from a plethora of playing styles. However, your dealings extend beyond such matters and you'll also have to decide whether the club needs a new stadium, VIP lounge or even hotels to accommodate the loyal masses. This is all performed via the hilariously titled 'EA Mail' Communication system that, despite the limitations of the joypad interface, works surprisingly well.

Naturally, if you don't like football then the reams and reams of player statistics will doubtless bore you rigid. If, however, you're a fan of the sport, there's a lot to enjoy here. Whilst the title isn't as polished as Codemaster's *LMA Manager*, its comprehensive set of menus should appeal to the wannabe managers among you. With that said, this doesn't come within spitting distance of the PC *Championship Manager* games; fingers crossed the arrival of PS2 could see that celebrated series make its long awaited console debut.

70%

Sports Superbike

Biking on a budget...

PLAY INFORMATION

UK PAL

Publisher	Midas Interactive
Contact ✆	01223 522000
Price	£7.99

One Player | Memory Card | Dual Shock

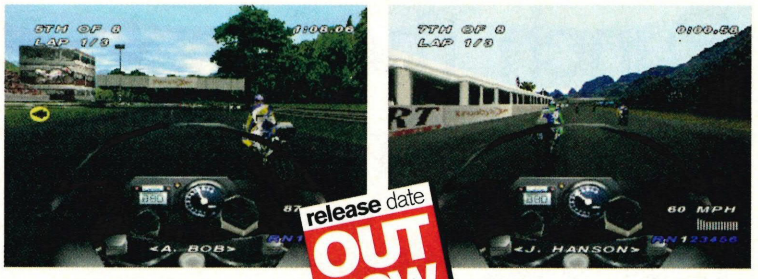
Whilst the trackside detail is a little sparse, the frame rate ticks along quite smoothly...

At the bargain price of £7.99, expectations were hardly running high for this superbike-based racing title. However, as it turns out this is a reasonably diverting (if somewhat rough) two-wheeled racer. Having tinkered about with the game's settings, including auto braking, steering and damage options (okay so it's no *Gran Turismo*), you take to one of the four international tracks for some two-wheeled racing shenanigans.

In terms of visuals, the game could at best be described as passable. So, whilst the trackside detail is a little sparse, the frame rate ticks along quite quickly. Likewise, the bikes and riders themselves are also reasonably detailed, with animated crash sequences for the rider being a laudable, but poorly implemented inclusion. Surprisingly the game actually plays quite well. Make no mistake, this is hardly essential stuff, but the bikes handle in an accessible, simplistic manner and, unlike so many other biking titles, the races are mildly enjoyable (at least for a while).

Admittedly, it would be easy to tear into *Sports Superbike* on so many levels; it's glitchy, it's rough around the edges and lacks a two-player mode. However, its biggest problem is that with games like *V-Rally* now available for £9.99, this really does look a little too rough to warrant any real attention.

45%





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





release date OUT NOW

[Above] The cartoon animation that accompanies the action has a distinctive retro feel about it. **[Right]** Gameplay focuses on the bottom fifth of the screen, hence only observers will appreciate the game's visuals.

Punch The Monkey: Game Edition

Come here, Bubbles!

PLAY INFORMATION

Japanese

Publisher	Bandai
Supplied by	Project K
Contact ✆	**0208 508 1328**
Price	£Call

One Player | Memory Card | Dual Shock

Fans of the Lupin III cartoon will no doubt find this an interesting little curio...

Despite sounding like a euphemism for masturbation, this latest import release is actually based on a Japanese manga hero created by an artist named Monkey Punch (hence the peculiar title).

The game itself involves the sort of action more commonly associated with dance and rhythm games. However, rather than featuring the usual choice of bizarre musical tracks, *Punch The Monkey* is instead played out on a background of animated cartoon footage. This footage centres on the exploits of Lupin III, an underground crime-fighter descended from a master criminal known as "the Gentlemen Thief".

Unfortunately, such plot details are academic as the game itself plays much like a simplified (if that's possible) version of Konami's *Beatmania* titles. A procession of icons relentlessly scrolls by – each one representing a button on the pad – and your task is simply to hit the corresponding button as the icons pass through a fixed crosshair at the bottom of the screen. The closer you are to a direct hit, the higher your score at the end of the round.

As you progress through the stages things become somewhat trickier – for example, at certain points you'll have to deal with two crosshairs at once, as well icons scrolling in from both sides of the screen. Okay, so this is hardly groundbreaking stuff, but in its defence the cartoon footage makes a change from the usual psychedelic imagery found in rival titles. Indeed, fans of the Lupin III cartoon will no doubt find this an interesting little curio for their collections. However, everyone else would be better served elsewhere. **65%**

Nishidin Pachinko Now 4

Pachinko time again...

PLAY INFORMATION

Japanese

Publisher	Sunsoft
Supplied by	Project K
Contact ✆	**0208 508 1328**
Price	£Call

One Player | Dual Shock

In short, connoisseurs of Japanese culture will be in their element with this...

The Japanese have been hit very hard by Western culture. No, we're not talking about atomic bombs... we're talking dire Western musical exports, such as The Manic (4 real) Street Preachers and Shampoo. Short of trying to sell our friends in the East video box-sets of Triangle/Eldorado, it's difficult to imagine how we could be more disrespectful. Naturally, being the plucky folk that they are, the Japanese aren't going to take this one lying down. Thus we find ourselves inflicted with this videogame interpretation of pachinko, a pastime as popular in Japan as football is in the UK – which perhaps speaks for itself.

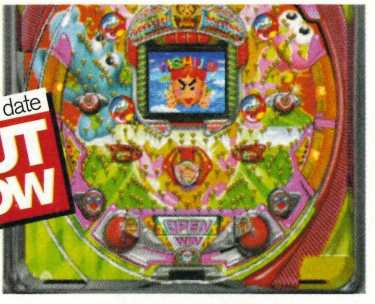
For all you pachinko virgins out there, the game essentially plays like a bizarre reworking of those old charity boxes you find in rural post offices. You know the ones: you drop a coin into the chute and then watch as said coin tumbles randomly down a Jungle Book-themed peg wall.

Rather than two-penny pieces, pachinko involves buying a bucket of ball bearings and then firing them off (pinball-like) into a vertical, peg-encrusted table. The more pegs your balls hit on their descent, the higher your score. An element of skill is introduced by adjusting the velocity with which the balls are launched. Naturally, your ball bearings are free in this virtual rendition of the game, which removes the gambling (bonus balls are collected and cashed in) element that contributes heavily to the real thing.

In short, connoisseurs of Japanese culture will be in their element with this. However, those of a strictly occidental inclination will simply be bemused. A very acquired taste. **50%**

[Below] The action is interspersed with these bizarre cut-scenes of spinning reels.





release date OUT NOW





[Above] Training sections see your Pok... erm Digimon being put through their paces. Witness this brutal fisting, oof!



[Below] In spite of their plagiarism, Bandai's title lacks the charm of Nintendo's Pokémon games.



Digimon World

It's a world of hurt!

PLAY INFORMATION

US

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

One Player | Memory Card | Dual Shock

The core gameplay borrows more than a few elements from Nintendo's ubiquitous Pokémon titles...

For those of you who are over the age of three and don't rise from bed before twelve o'clock on a Saturday morning, the whole Digimon 'phenomenon' may well have escaped you. Put simply, Bandai has developed a title based on the animated cartoon series of the same name, with the core gameplay borrowing more than a few elements from Nintendo's ubiquitous Pokémon titles. The result is a title that will test the patience of all but the most devoted of gamers.

The game places you in the role of an anorak-clad Digimon trainer. You're charged with the task of collecting, nurturing and training a variety of these bizarre creatures (each of which possesses different abilities). The action commences with you and a single Digimon searching the land for new recruits. Before setting off proper, you can train your little chum, allowing you to improve its abilities in different areas such as speed, strength and stamina. Once you're confident of its abilities your quest begins.

Upon encountering another Digimon you enter into a simple battle interface. Here you can issue commands to your critter that make it perform different attacks and strikes. If you successfully defeat your quarry then it returns to your base, where it becomes available for your selection. If the idea of repeating this process hundreds of times appeals to you, *Digimon World* should be right up your alley. However, the mediocre graphics, average sound and limited gameplay are unlikely to impress more discerning gamers. **60%**

Transformers Beast Wars: Transmetals

War is hell...

PLAY INFORMATION

US

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

1-2 Players | Memory Card | Dual Shock

Abysmal execution ensures that *Beast Wars* is one of the worst beat-'em-ups to have graced the PlayStation...

Remember the old Transformers cartoon? Huge robots with names like Jazz and Optimus Prime would prance about the place and turn into cars and other vehicles. Well, this nausea-inducing beat-'em-up has precious little to do with that. Instead it features Transmetals, robots who can transform into metallic beasts and display an alarming frequency to shout inane comments like "Let's give this 110%!".

In terms of structure, the game operates like a hybrid of *Bloody Roar* and the ageing *Zero Divide*. Having selected one of the unimaginative robotic combatants, you find yourself in a 3D arena, locked in one-on-one combat with an equally uninspired enemy. Your repertoire of moves includes projectile attacks, kicks, punches and of course the ability to transform into a beast (much like the aforementioned *Bloody Roar*).

Unfortunately, whilst the idea is sound, the abysmal execution ensures that *Beast Wars* is one of the worst beat-'em-ups to have graced the PlayStation (and yes, we've played *Toshinden 4*). Sluggish controls, unimaginative scenery and some truly bewildering camera angles all conspire to make this nigh on unplayable. For example, as you or your enemy launch a projectile attack, the game camera will inexplicably cut to an angle where you can't even see your character. To list the rest of the game's many faults would almost take up a magazine itself, so to cut a long story short, we'll simply recommend that you avoid this drivel at all costs. **10%**





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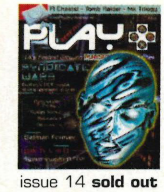

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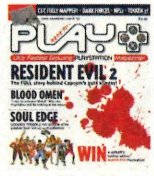

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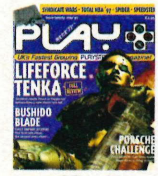

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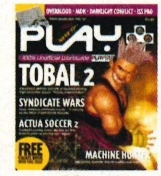

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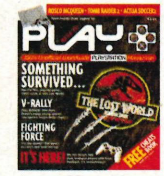

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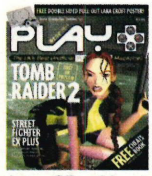

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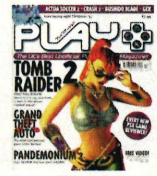

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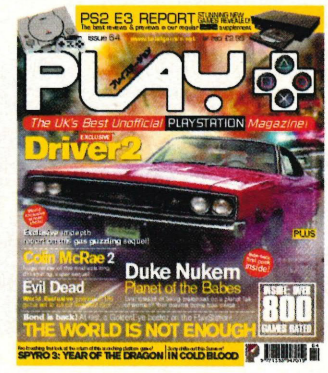

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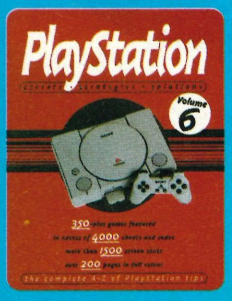
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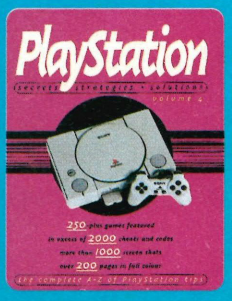
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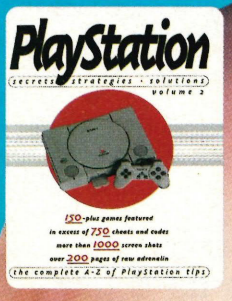
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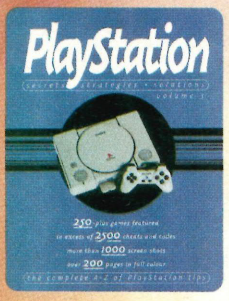
The big pink one! This massive collection of solutions covers many of the best games of 1998 including **Bushido Blade**, **Final Fantasy VII**, **Z**, **Nightmare Creatures**, **Duke Nukem**, **Broken Sword II**, **Pandemonium 2** and many more!



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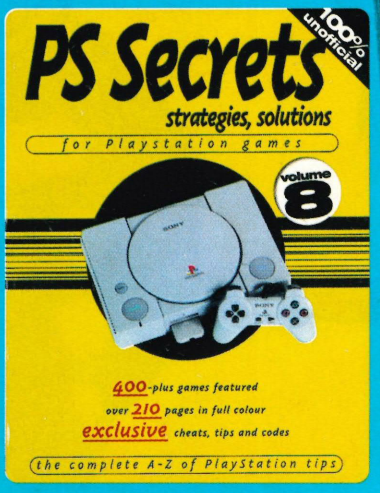
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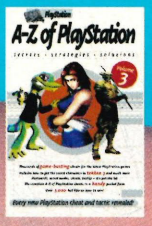
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Over 400 games are featured in this 200-page book. Includes playing guides to **Gran Turismo 2**, **Resident Evil 3**, **FIFA 2000**, **Spyro 2**, **Tomorrow Never Dies**, **Toy Story 2**, **Discworld Noir**, **Medal Of Honor** and many more!



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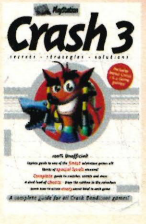
Thousands of cheats and tips for PlayStation games, with over 270 featured, including **Gex 3D: Enter the Gecko**, **Colin McRae Rally** and **Command & Conquer Red Alert**.



F1 '98 Secrets, Strategies, Solutions

ISBN 1-873650-48-5

Complete car, track and tactic guide to the sequel to one of the PlayStation's greatest racing games. This book also includes a collection of solutions to many of the PlayStation's top racers, such as **Colin McRae Rally**, **Need for Speed 3** and **Rage Racer**.



Crash 3 Secrets, Strategies, Solutions

ISBN 1-873650-51-5

An in-depth and comprehensive solution and object guide to one of the biggest PlayStation releases ever. Includes bonus mapped solutions and cheats for the best-selling **Crash 3**, **Crash 2** and **Crash Bandicoot** PlayStation games. It's all you need!



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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 Are there any cheats for *Roll Cage 2*, as I have just got it and find it very hard to stay turned upright. I always crash into walls, so I need some help!
Darren Holt, London
A Yup! Try these on and you'll be as happy as a pig in dung! Enter I.WANT.IT.ALL.AND.I.WANT.IT.NOW! as a password to unlock all tracks, cars, modes and other cheat options. For all combat tracks enter YOU.HAVE.A.LOTA.EXPLODING.TO.DO as a password.

Q How do I get a maximum power up in *Blast Radius*?
John Tampsith, Beckswith
A To power up your ship, as well as all the other ships available, press ⇨, L1, ⇧, ⇧, ⇩, ⇨, R2, L2, R2, ⇩, ⇧, ⇩ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin gameplay, then quit. All four ships will now be powered-up and Sector 5 will be available.

Q I've got loads of cheats for *Brian Lara Cricket* and I thought I'd share them with you. Enter SUPERMAN as a password for a super batsman in classic match mode, enter SOLIDOAK as a password for unbreakable stumps, GETBRIBE to always win, CHRISREA for an alternative view and BIGBALLS to play using a beachball.
Nicholas Jones, Chelsea
A Cheers mate. With the football season just starting, we couldn't have asked for a better set of cheats!

Q Are there any cheats for the brilliant *Vigilante 8: 2nd Offense*? If there are any for invincibility, then I'll come over and buy you all a pint.
Tom Hong, Bristol
A Go to the password screen then enter the following letters: ELBICNIVNI. You will now be completely protected from damage. Make it a couple of weak shandies and half a Bovril for Simon.

Q Are there any cheats for *V-Rally 2*, as I can't unlock all the trophies.
Ben Andaren, Sturminster Newton



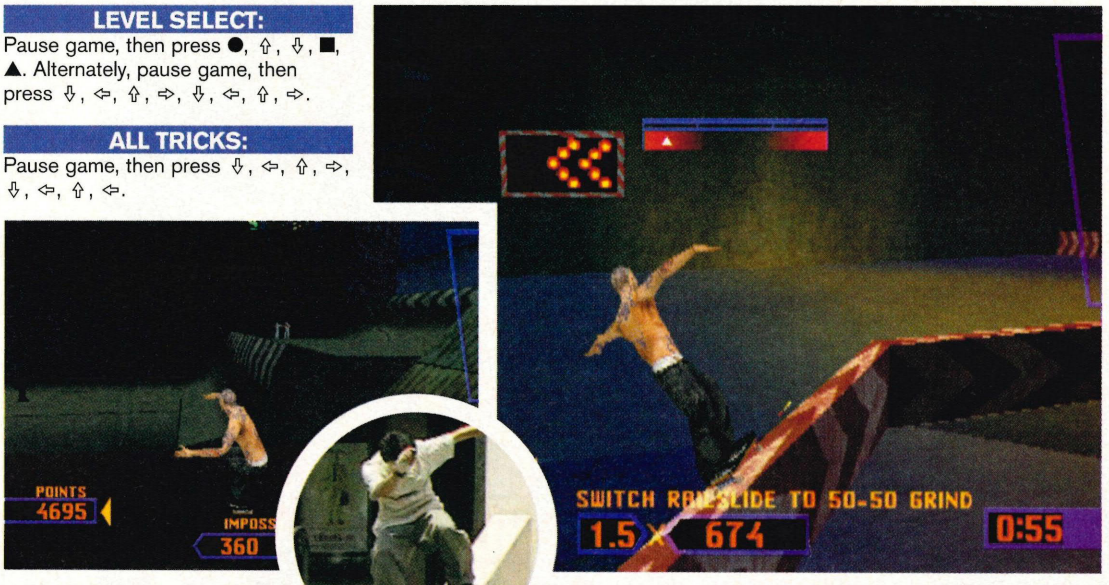
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email SMASTER@PARAGON.CO.UK

Grind Session

Crack open this phat game with these phat cheats! official UK

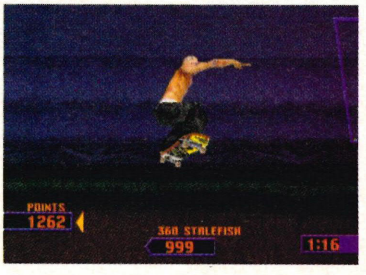
LEVEL SELECT:
Pause game, then press ●, ⇧, ⇩, ■, ▲. Alternately, pause game, then press ⇩, ⇦, ⇧, ⇨, ⇩, ⇦, ⇧, ⇨.

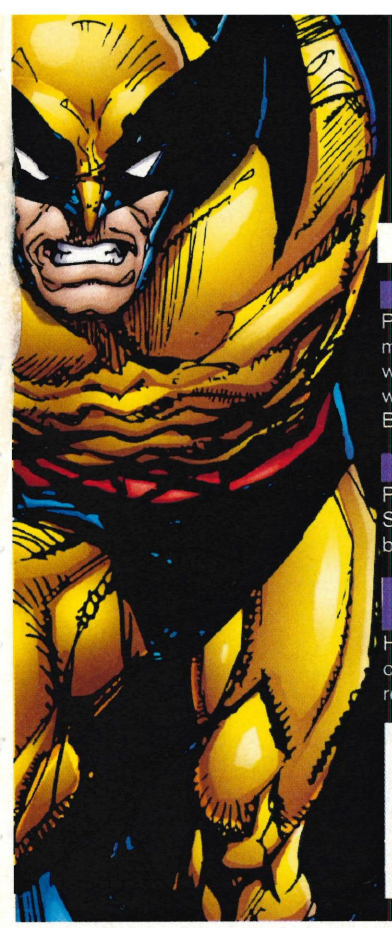
ALL TRICKS:
Pause game, then press ⇩, ⇦, ⇧, ⇨, ⇩, ⇦, ⇧, ⇦.











X-Men Mutant Academy

Try these blockbusting cheats to success-! official UK

CHEAT MODE:
Press Select, ⇧, L2, R1, L1, R2 at the main menu or character selection menu. A sound will confirm correct code entry. Everything will now be unlocked in Cerebo mode and Boss characters will be playable.

UNLOCK ALL BONUSES:
Press ●, Select, L1, R1, R2, L2, ■, ■. Select at the options screen to unlock all bonuses in the game.

LOCK MOVIES, BOSSES, AND SURVIVAL PICTURES 1 AND 2:
Hold Select + Start at the main menu or character selection menu. The game will return to the main menu. Everything except Academy mode rewards will be locked again in Cerebo mode.

TOAD:
Successfully complete arcade mode as any character to unlock Toad.

MYSTIQUE:
Successfully complete arcade mode twice as any character to unlock Mystique.

SABRETOOTH:
Successfully complete arcade mode three times as any character to unlock Sabretooth.

MAGNETO:
Successfully complete arcade mode four times as any character to unlock Magneto.







A Press L1, R1, ⇦, ⇨, ⇦, ⇨, ⇧, ⇩, ⇧, ⇩, ×, × and Select at the game progress screen. A sound will confirm correct code entry. Highlight an empty square and press × to unlock the corresponding car and trophy.

Q I know it's an old game, but could you tell me the cheat for a million dollars on *Sim City* again? I had it then lost it.
David King, Sterling

A At the Budget screen, hold R1 and press ×, ●, ▲, ■. Release R1 and hold L1. Press ×, ●, ▲, ■. Release L1 and hold R2. Press ×, ●, ▲, ■. Release R2 and press L2. Press ×, ■, ▲, ●. Release L2. The sound of a cheer will confirm correct code entry. You can only do it once, though, so use it wisely.

Q Are there any cheats for *Loaded*? If there are any for infinite lives then that would be good. Thanks.
Penny Roberts, Worcs

A Press Start during play for the options menu. Hold down L1 and L2 for ten seconds. Keep them held and press ⇦, ⇩, ⇨, ▲, ■, ×, ●. This will give you loads of bonus lives.

Soul Reaver (Platinum)

The Soul Reaver comes to Platinum... and so do the cheats! official UK



ALL ABILITIES:
Pause game, then hold L1 or R1 and press ⇧, ⇧, ⇩, ⇨, ⇨, ⇦, ●, ⇨, ⇦, ⇩. Resume game to get the ability to phase through gates, climb walls, fire force projectiles, swim and have the Soul Reaver.

HEALTH UP TO NEXT LEVEL
Pause game, then hold L1 or R1 and press ⇨, ×, ⇦, ▲, ⇧, ⇩. A sound will confirm correct code entry.



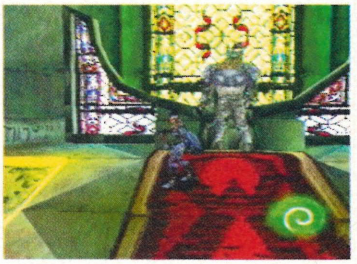
REFILL HEALTH:
Pause game, then hold L1 or R1 and press ⇩, ●, ⇧, ⇦, ⇧, ⇦. A sound will confirm correct code entry.

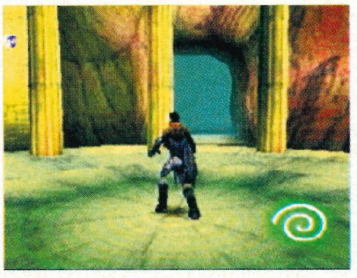
MAXIMUM HEALTH:
Pause game, then hold L1 or R1 and press ⇨, ●, ⇩, ⇧, ⇩, ⇧. A sound will confirm correct code entry.

HURT RAZIEL:
Pause game, then hold L1 or R1 and press ⇦, ●, ⇧, ⇧, ⇩. A sound will confirm correct code entry.

REFILL MAGIC:
Pause game, then hold L1 or R1 and press ⇨, ⇨, ⇦, ▲, ⇨, ⇩. A sound will confirm correct code entry.

MAXIMUM MAGIC:
Pause game, then hold L1 or R1 and press ▲, ⇨, ⇩, ⇨, ⇧, ▲, ⇦. A sound will confirm correct code entry.





PASS THROUGH BARRIERS:
Pause game, then hold L1 or R1 and press ⇩, ●, ●, ⇦, ⇨, ▲, ⇧. A sound will confirm correct code entry.

SOUL REAVER:
Pause game, then hold L1 or R1 and press ⇩, ▲, L2, ⇨, ⇨, ⇩, ⇩, ⇦, ▲, ⇩, ⇨. A sound will confirm correct code entry.



Q Do you have any cheats for infinite money on *Sled Storm*, please, and how do you unlock the Jackal character?
Jon Winward, London

A There are no cheats for infinite money but there are some for cheaper upgrades to your sleds: enter ×, L1, ●, ▲, ■, ■, ▲, L2 as a password. To unlock Jackal, enter L2, L2, ●, R2, ■, R1, L1, ▲ as a password.

Q How do you get all the skateboards open in *Street Sk8er*?
Chris Allner, Milton Keynes

A For all boards, press ⇨, ⇨, R1, R2, ⇦, ⇦, L1, L2 at the main menu. The word 'Yeah' will be spoken to confirm correct entry. Alternatively, successfully complete 'Street Tour' mode once with each bonus character. Five bonus boards will be unlocked for each character.

more **Q&A** next month

TOCA World Touring Cars

Get to the front of the pack with these sizzling cheats! official UK

AUDI TT:
Collect 15 total points in the championship mode.

FORD MUSTANG GT:
Collect 30 total points in the championship mode.

PLYMOUTH PROWLER:
Collect 50 total points in the championship mode.

CELICA GT4:
Collect 75 total points in the championship mode.

DODGE VIPER:
Collect 105 total points in the championship mode.

LOTUS 34CR:
Collect 140 total points in the championship mode.

MITSUBISHI GTO:
Collect 180 total points in the championship mode.

AC SUPERBLOWER:
Collect 225 total points in the championship mode.

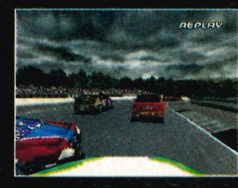
SUBARU IMPREZA WRX:
Collect 275 total points in the championship mode.

MAZDA RX7:
Collect 335 total points in the championship mode.

AC ACECA:
Collect 400 total points in the championship mode.

TVR CERBERA SPEED 12:
Collect 470 total points in the championship mode.

BENTLEY HUNAUCIERES:
Collect 545 total points in the championship mode.









Enter MUSCLE as a code for extra power in your car.
Enter STRETCH as a code for tall cars.

WEFLIPPED	Mirror Mode	GLYCERINE	Nitro Boost
TWINPEAKS	Double Height	RAILROAD	Slot Cars
ETHANOL	Motion Blur	KERBKRAWL	Exploding Kerbs
GRUNTSOM	Extra Power	VANISHING	Seventies Springs
EUROPA	Low Gravity	MADCAB	Invincible
T2	Chrome Cars	REARFEAR	Tough Bonus Cars

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!

X-Plorer — latestcodes

Action Bass
Open All Areas And The Extra Option
3006F463 0001
Unlock Lucky Usachan Lure
3006F462 0001
Unlock Noisy Lure
3006F461 0001
Unlock Rubber Jig Lure
3006F460 0001
Unlock Buzz Bait Lure
3006F45F 0001
Unlock Crank Bait Lure
3006F45E 0001
Infinite Time
800CFDE0 2955
Lure Action Always At Lowest
800C9190 0000

WWF Smackdown
Infinite Creation Points
75B3AC33CDCC
05B3AC37CECD
Creation Points Increase
75B3AC33CDCC
85B3AC33CECE
Have All Characteristics
B5B4BED1CECD
15B2C5CFCDCC
Have All Extra Heads
35B2CD4BCECC
Have All Extra Tops
35B2CD5FCECC
Have All Extra Bottoms
35B2CD73CECC
Have All Extras
B5ACBEE3CECD
15B2CD4BCECC

Tenchu 2
Note: The latest X-Plorer cartridge is required for these codes to work successfully.
Infinite Remaining Items
D01FFE40 000B
801FFE40 000C
Infinite Health
D00104B0 0001
8013F010 0064
All Items (In-Battle)
D00104B0 0001
50001401 0000
3013F159 0063

Gekido
Stop Timer
D001DB90 6AE6
8001DB92 2400
P1 Max Wipeout
800CE486 03E8
P1 Max Rage
800CE482 0BFF
P1 Max Score
800B6D64 E0FF
800B6D66 05F5
P1 Infinite Lives
800BE164 0003

Spin Jam
Infinite Credits
8007307E 040B
Max Score
800A78B4 967F
800A78B6 0098
Unlock All Levels
50000802 0000
8005F110 0101

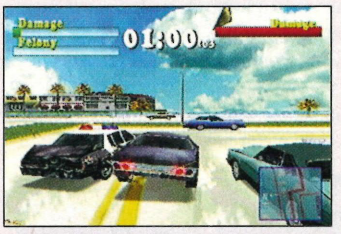
Tombi 2: The Evil Swine Return
Enable Code (must be on)
D0011A10 FF52
80011A1A 1000
Infinite Magic
800BF87E 7070
Infinite Time On The Trolley
800E7EC0 0157
Infinite Health
800E7FEE 0010
Max AP
800BF874 E0FF
800BF876 05F5
Overall Time Is 0:00:00
800BF878 0000



Action Replay — latestcodes

Ballistic
Max Score
800CAEB8 FFFF
Enable All Stages
800D7FCC 0100
800D7FCE 002C

Driver (Platinum)
Drive Through Walls
8004AD02 1000
Dune Buggy Suspension
8009A980 00FF
8009A982 FF3F
8009A984 015E
8009A988 00FF
8009A98A FF00
8009A98C FEDE
8009A990 FF00
8009A992 FF3F
8009A994 015E
8009A998 FF00
8009A99A FF00
8009A99C FEDE
Drive Around Newcastle
8009625C 0081
Tornado Mode
8009AA4C 2BBA
8009AA54 F2AA
8009AA5C 4DA7
8009AA64 D1EE
8009AAAC 2BBA
8009AAB4 F2AA
8009AABC 4DA7
8009AAC4 D1EE
No Damage
8009AC5C 0000
Felony Meter Always At 0
80097144 0000
Infinite Game Timer (stops clock going up or down)
800C6BD2 0001
No Damage In Car Park
801E35B8 0000
Time Freeze (Garage)
801E4278 0001
3009AB58 0040
3009AB5C 0040
Lowered Suspension
3009AB60 0040
3009AB64 0040
Hold L1 And ● To Fly
D40000000 0024
8009AB24 FFFF
Hold L1 And ▲ For Super Handbrake
8009AB22 0000
D4000000 0014
8009AB28 0000
D4000000 0014
8009AB2A 0000
Unlock Invincibility Cheat
800861A8 FFFE
800861AA FFFF
Unlock Immune Cheat
800861E0 FFFE
800861E2 FFFF
Unlock Rear Wheel Cheat
80086218 FFFE
8008621A FFFF
Unlock Stilts Cheat
80086288 FFFE
8008628A FFFF
Unlock Mini Cars Cheat
80086250 FFFE
80086252 FFFF
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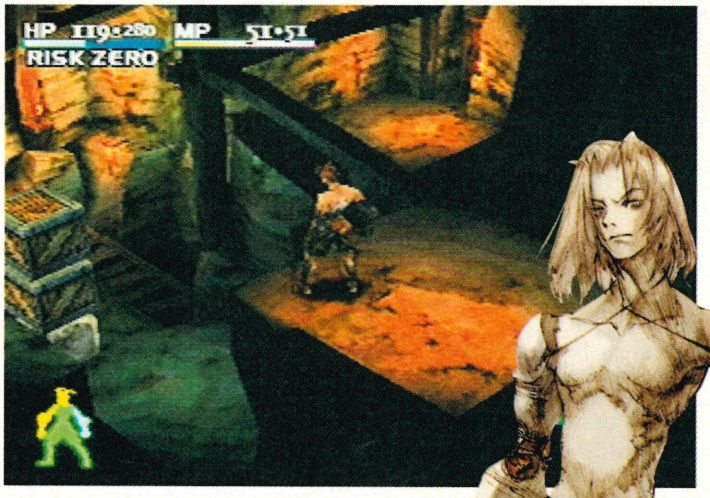


Writer Paul Malinowski

Play Guide

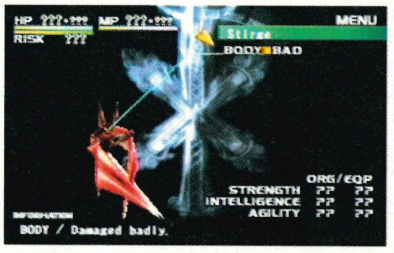
Vagrant Story

The swords and sorcery action continues, with the second section of our *Vagrant Story* walkthrough. In testament to the game's impressive size, we're packing it in as hard as we can, yet you'll need to wait for next month to reach the dramatic conclusion!



Abandoned Mine: Fire Elementals Haven

After slaying the elemental, make for the door at the end of the chamber. In the next room, pick up the two boxes and stack them against the edge of the chasm. Climb on top of the boxes and leap to the floating platform. Jump from the platform over to solid ground. Destroy two of the four stacked boxes. Climb on top of them and leap to the level above and pass through the door. There are two of those pesky goblin shamans here, along with an archer – chain Mind Numb to your attacks to deal with their spellcasting shenanigans. Go after the archer next, as he has poor armour, before taking out the shaman with head-shots. Go through the door at the end of the passage. Climb up to the next section. Slay the stirges. Use the Fern Sigil to open the door to the final guardian.









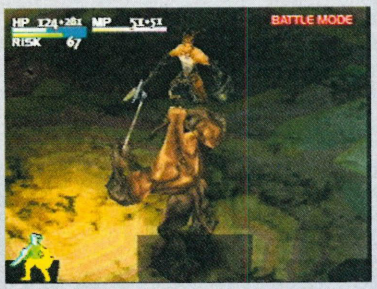
Boss Ogre

ATTACKS: ..... Axe Blow
ITEMS: ..... Cure Bulb, Elixir Of Kings, Grimoire Rampart
TOUGHNESS FACTOR: 3

With no magic to aid him, the Ogre isn't much of a threat. Straight away, cast Prostasia and Degenerate to boost Ashley's attacks and diminish the Ogre's. The Axe the Ogre is wielding has a very long range. Luckily he only holds it in one hand. Use your best human-affinity weapon to attack the arm: once it is destroyed, the Ogre's strikes will be about as accurate as the weather forecast. Now all that remains is for you to gut the goon like a fish.



The Ogre holds his axe in his left hand. Reduce it to red injury level to cut his attack success by 50%.



The Axe has a long range. Stay toe-to-toe with him. Use Reflect Damage or Impact Guard when he strikes.



Go for body shots. Hits to the head are very inaccurate on this tall adversary. Body shots have almost a 90% hit rate.





Combining Gear (Cont.)

Daggers

INITIAL ITEM	COMBINE WITH	RESULT
Dirk	Scramasax	Throwing Knife
Throwing Knife	Scramasax	Kudi
Kudi	Throwing Knife	Cinquedea
Cinquedea	Kudi	Kris
Kris	Cinquedea	Hatchet
Hatchet	Kris	Khukuri
Khukuri	Hatchet	Baselard
Baselard	Baselard	Stiletto
Stiletto	Stiletto	Jamadhar

Swords

INITIAL ITEM	COMBINE WITH	RESULT
Rapier	Spatha	Short Sword
Firangi	Short Sword	Shamshir
Shamshir	Firangi	Falchion
Falchion	Shamshir	Shotel
Shotel	Falchion	Kora
Kora	Kora	Khopesh
Khopesh	Khopesh	Wakizashi

Axes

INITIAL ITEM	COMBINE WITH	RESULT
Francisca	Battle Axe	Tabarzin
Tabarzin	Francisca	Chamkaq
Chamkaq	Tabarzin	Tabar
Tabar	Tabar	Bullova
Bullova	Bullova	Crescent

Maces

INITIAL ITEM	COMBINE WITH	RESULT
Ball Mace	Spiked Club	Footman's Mace
Footman's Mace	Ball Mace	Morning Star
Morning Star	Footman's Mace	War Hammer
War Hammer	War Hammer	Bec de Corbin
Bec de Corbin	Bec de Corbin	War Maul

Greatswords

INITIAL ITEM	COMBINE WITH	RESULT
Katana	Broad Sword	Executioner
Executioner	Katana	Claymore
Claymore	Executioner	Schiavona
Schiavona	Claymore	Bastard Sword
Bastard Sword	Bastard Sword	Nodachi
Nodachi	Nodachi	Rune Blade

Greataxes

INITIAL ITEM	COMBINE WITH	RESULT
Sabre Halberd	Large Crescent	Balbriggan
Balbriggan	Sabre Halberd	Double Blade
Double Blade	Double Blade	Halberd

Heavy Maces

INITIAL ITEM	COMBINE WITH	RESULT
Footman's Mace	Sabre Mace	Gloomwing
Gloomwing	Footman's Mace	Mjolnir
Mjolnir	Mjolnir	Griever
Griever	Griever	Destroyer

Crossbows

INITIAL ITEM	COMBINE WITH	RESULT
Target Bow	Gastraph Bow	Light Crossbow
Light Crossbow	Target Bow	Windlass
Windlass	Target Bow	Cranequin
Cranequin	Windlass	Lug Crossbow
Lug Crossbow	Lug Crossbow	Siege Bow
Siege Bow	Siege Bow	Arbalest



Town Centre West: Riverside

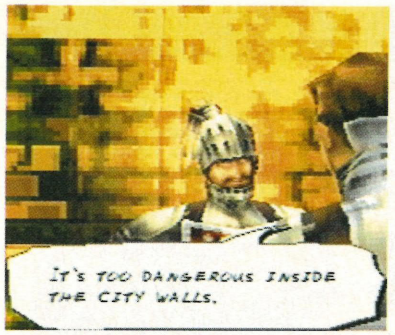






Pass through the door the Ogre was guarding. Head up the steps to rejoin the town. Proceed towards the river, slaying all the knights that cross your path. Press on to the Workshop. In the Magic Hammer Workshop you can combine Iron with Bronze to produce Hegane. Repair and store whichever weapons you choose, then go back across the river to the door locked with the Rood inverse (you can't pass through this door until the second time you play the game). To the left of the door there is a passage. Follow it to the end to get a cut scene between Sydney and the cardinal's goons. Try the gate and you'll find the portcullis shut. The other door in this section is secured by a latch. Go back to the previous street (Villeport way) and defeat the guards. On the building to the left is a ledge: stand on the right of the grassy mound in front of it, then jump and haul up. Enter the door at the top and leap the gap. Go through the far door. Drop down and do battle with the knight. You can now unlock the portcullis. Go down the passage to the Undercity.





Undercity West

Select your best undead-killing weapon and proceed through the first door. The streets are littered with fetid corpses, any one of which could leap out and attack. Be on the safe side: have your weapon handy and get your digs in first.

Pass through the door straight ahead. Duff up the three undead inside and check out the locked door. Remember this place: you'll need to come back here when you have the Silver Key. Return to the previous chamber and take the right-hand passage. Inside is the guardian of the Undercity. You'll have to get past him to enter the Undercity.





Undercity West (Cont.)

After making crab sticks out of the guardian, proceed through the door behind it. Save your progress. Take the door to the left. Face the two Ghasts and the undead knight inside. The door to the left cannot be opened from this side, so take the other door instead. Destroy the



Combining (Cont.)

Staves

INITIAL ITEM	COMBINE WITH	RESULT
Summoner's Baton	Clergy Rod	Shamanic Staff
Shamanic Staff	Summoner's Baton	Bishop's Crosier
Bishop's Crosier	Bishop's Crosier	Sage's Cane

Staves

INITIAL ITEM	COMBINE WITH	RESULT
Scorpion	Glaive	Corcesca
Corcesca	Scorpion	Trident
Trident	Corcesca	Awl Pike
Awl Pike	Trident	Boar Spear
Boar Spear	Trident	Fauchard
Fauchard	Boar Spear	Voulge
Voulge	Fauchard	Pole Axe
Pole Axe	Pole Axe	Bardysh
Bardysh	Bardysh	Brandestoc

Boss Giant Crab

As long as you keep your Risk low, this fishy fiend shouldn't be to hard to beat. Place the Unadine Jasper on your shield and the Salamander Ruby on your hand weapon, to give yourself the edge. As usual, cast Prostasia on Ashley and Degenerate on the Crab. If you've got it, try using the Vile Scar Break Art, as it is particularly effective against this monster. Fire magic will do a number on him, but you are better off saving your Magic Points to restore your health after dishing out some Break Arts. If you are using a piercing weapon, such as the Rapier or a dagger, strike for the mouth. Blunt weapons should be used on the rest of the creature.



The Crab will use the powerful Aqua Bubble attack if you stay at a distance. This will take off a good 200 Hit Points.

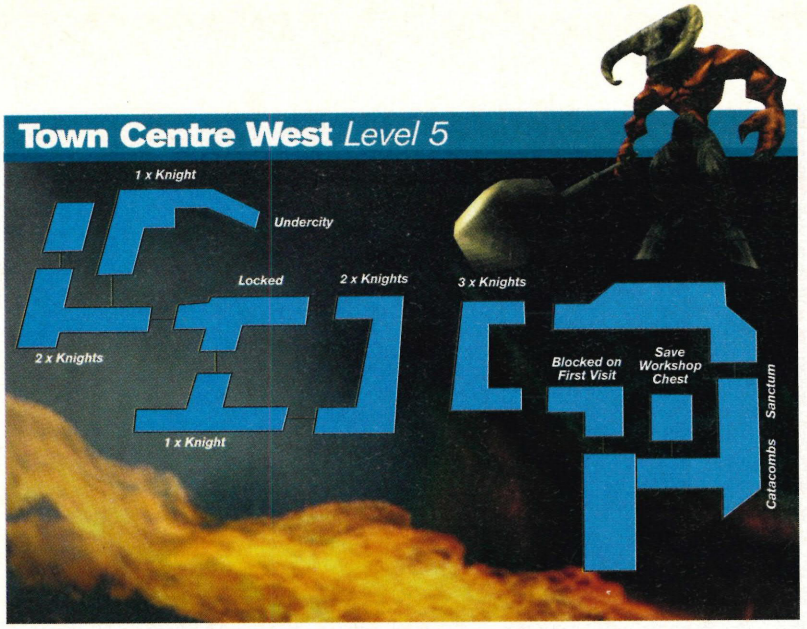


Use the Vile Scar Break Art to poison the beast. It'll do about 25 Hit Points of damage every few seconds.



Stab the Crab in the mouth to cause severe damage. If you strike the shell, use a mace or other blunt weapon.

Town Centre West *Level 5*



undead in this room. The far door is locked by a Silver Key – take note of this and return to the save point. Take the right door, eliminating all opposition. Examine the locked door – you'll need an Iron Key to open it. Open the door on the left and take the steps up to the Snowfly Forest.



Snowfly Forest

Both time and space are altered in the Snowfly Forest. Don't rely on the map to chart your course, as the many winding paths randomly teleport Ashley occasionally. Instead, use the Map to keep track of exactly where you are at any given moment. The trees also serve to hide pathways and conceal enemies from sight. One useful thing they do tell Ashley, though, is which way he is facing: examine them with the ✕ button to get some interesting information.

Head south into the forest from where you meet Rosenkratz. Press on south through the forest. When you get to the crossroads, Ashley will be attacked by Basilisks. Luckily these dudes can't turn him to stone, but they can deliver an acid-breath attack: use Terra Guard to repel it. They don't have many hit points, so just wade in with your best beast-killer and waste them.

Next, proceed due south. Select a missile weapon and go to work on the Ichthious. These pesky insects have the Spiral Shell special ability which inflicts substantial damage. When they're dead, continue south. Follow the winding path. Use the Map to keep Ashley heading south to exit. You should now be at the section called 'Traces Of The Beast'. Go west from here but remember the location of this crossroads. Proceed south from the next section to enter the lair of the Earth Dragon.

Boss Earth Dragon

ATTACKS: ..... Acid Breath, Tail Lash
ITEMS: ..... Grimoire Parabase, Bronze Key, Vera Potion
TOUGHNESS FACTOR: 1

The Earth Dragon is pretty tough to beat. Its acid breath inflicts 50 points of damage on every limb, which is more than enough to kill Ashley outright. Stay close to the Dragon so he can't use his breath. Chain Terra Guard and Impact Guard. You need to react quickly to prevent the heavy damage it inflicts. Use a piercing weapon to strike the Dragon's head, or a blunt one to strike the Dragon's tail. Stay close and rattle off the chains. Don't let your risk get above 25 though – use Vera Roots to keep it down. Give Ashley Prostasia and Luft Fusion to enhance his weapons.



Beware the dragon's deadly breath. It'll kill Ashley outright. Use spells to keep him alive.

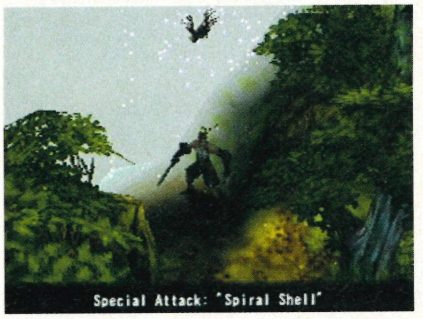


Stay close to the dragon so he can only use physical attacks. Concentrate on hitting his head.



The dragon's tail does upward of 150 points of damage. Use Impact Guard to save Ashley.

Snowfly Forest: Darkness



Take the south exit from the dragon's lair. From there, head east for two sections until you reach the section named 'yellow wood'. Take the south path from there. You'll now be in a section called 'Where Soft Rain Falls'. Press south. A Fire Elemental will block your path. Select your best Phantom weapon and strike him in the head, so that he can't use his strong magic and instead has to resort to the pretty poor fireball. Use Pyro Guard to counter this. Enter the next section. Defeat the Basilisk and use the chest to dump off your weapons. Walk to the edge of the canyon. Ahead are two stone pillars that you must cross to get over to the far side. Rotate the camera view until it is behind Ashley. Use his shadow to judge where to land. Don't forget to put any weapons away before crossing, so Ash can grab the ledge. Defeat the two knights and examine the chest. Take the left exit.

Proceed north, through 'Lamenting The Moon' to enter 'Running With Wolves'. There is another Fire Elemental here. Carve it up and take the east exit. Press on north from 'You Are The Prey' and pass through the next screen to reach 'Hewn From Nature'.



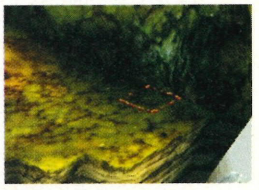
TOP TIPS

Against spellcasters, your best weapon is the crossbow. If you manage to get a good Chain Shot to the head of enemy spellcasters, you'll effectively silence them before they can get close enough to employ magic.

If you are up against persistent hand-to-hand fighters, strikes to the body are a must. By critically hitting the body, the enemy's Risk will start to increase fast, making their attacks that much less accurate.

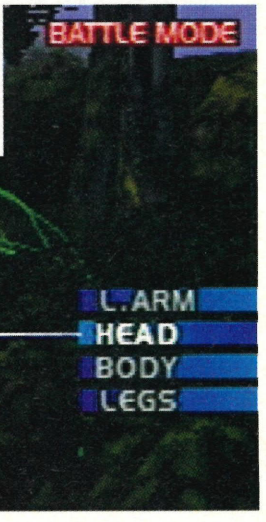
Magic Ward is an essential spell: it's worth having one to protect Ashley at all times. It is particularly effective when fighting against the Liches in the Undercity.

It's a good idea to use Grimoires as soon as you get them, this way you get spells on your list quickly and free up space in Ashley's inventory.



[Above] Take a camping holiday in Snowfly Forest and you'll soon end up 'hewn from nature'!





Snowfly Forest: Exit

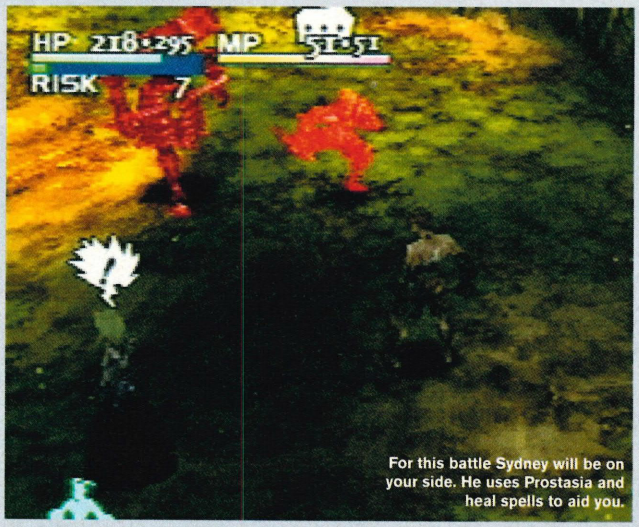
After the defeat of the Dark Crusader, Sydney will give you some information. When he leaves, check out the chest in the far corner. Open it to get Corpse Reviver, Firangi, Circle Shield, Demonia Gem, Vera Tonics and Cure Bulbs. Take the north path to leave the area. Enter the next section and save the game. Now leave the forest to enter the southern part of the city.



Boss Dark Crusader & Grissom

ATTACKS: .....Energy Drain, Mind Suck, Katana Strike, Pole Strike
ITEMS: ..Angel Wing, Grimoire Deteriorer, Elixir Of Queens, Shillelagh, Wizard Staff, Swan Song Accessory, Grimoire Annuler, Grimoire Gnome.
TOUGHNESS FACTOR: 4

On arriving, Ashley will spy Sydney and Grissom having a go at each other. Upon dying, Grissom will conjure the Dark Crusader and rejoin the fray as one of the undead. Don't attack Sydney – he's on your side for this battle and will repeatedly cast Heal and Prostasia on you. You can also place him between you and the enemy to protect Ashley. Go for Grissom first: aim for the head and chain a few combos at him. You need to inflict severe wounds on his head so he cannot cast any spells. Once this is done, Grissom will no longer be a threat. Concentrate your attacks on the Dark Crusader. This dude is susceptible to attacks on his torso and abdomen. Use a missile weapon, if you have one, to keep clear of his massive sword. Reel off the chain and keep your Risk below 25. Don't chain more than about eight attacks at a time. Sydney will help you out occasionally but he is not invulnerable and will retreat if he takes heavy damage.



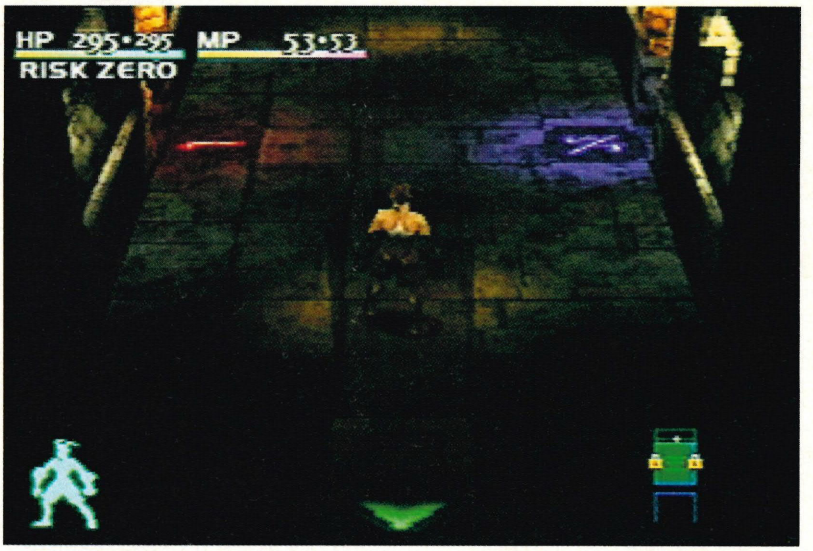
For this battle Sydney will be on your side. He uses Prostasia and heal spells to aid you.



The Dark Crusader is a deadly foe. Use missile weapons to take him out from a safer distance.



Hack away at Grissom's head, so he is silenced and cannot use any of his powerful spells.



City Walls: South

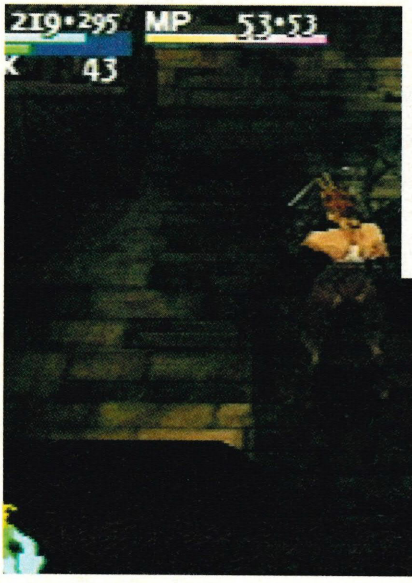
Enter the city. Select your best dragon weapon with which to fight the lizard men within. Defeat the first two creatures in the start room, then take the door on the right. In this room you have just 30 seconds to defeat all of the creatures within, otherwise the room will reset and you'll have to fight them again and again, until they are defeated in 30 seconds. Stay by the door so they cannot attack you more than one at a time. Use a missile weapon, if you have one, to pick them off from a distance. Once the room is cleared, leg it to the other door.

Unlatch the door on the left. On the other side of it is the Town Centre west. Ignore it unless you want to return to the workshop – pass through the door ahead. Defeat three more lizard men. Press on until you reach a latched door on the left.

Open the door ahead to reach the keep. The door on the left is locked with the Gold Key. You can't get the Gold Key until the second time you play the game, so just ignore it. The door on the right takes you to the Iron Maiden – take the door straight ahead to continue into the keep.

The Keep

The doors to the left and right are locked with the Columbine Sigil and The Kalmia Sigil respectively, so you may as well just continue east. More doors with Sigils behind them await; ignore them for now, as only two of the Sigils can be found the first time that you play the game. On opening a Sigil door you'll be faced with a boss creature. You can defeat the creature to obtain a record time in your gazette. Keep moving, past the Sigil rooms, until you go back outside. Listen to the conversation and save your game. Don't bother with the chest – you'll need the Chest Key from the Iron Maiden level to get it. Go through the



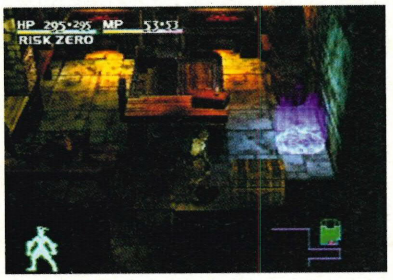








door opposite to the one you just came out of. This workshop allows you to mix Bronze, Iron and Hagane stuff. Make sure you upgrade all your weapons, then go back to the street.



Iron Maiden

Re-enter the keep. Walk back, past the Sigil doors, until you reach the exit leading to the city walls. Take the south exit this time, to enter the Iron Maiden: this is basically a treasure level. There are a few essential items, but these can be found in the second room. The Maiden consists of tough monsters guarding great items. You don't have to go all the way through, but the rewards are great if you do. Oh, and there's no save point in the entire Iron Maiden, so be prepared to beat a hasty retreat if you take a beating.

Descend the steps and enter the first room. Select a missile weapon and use it to pick off the golems that swoop in and out. They are armed with the Numbing Hook attack. They are also accompanied by a spectre (a tougher version of the ghost) which casts Silence, Explosion and has a nasty Poltergeist Break Art. Use a missile weapon on the spectre, to stop his teleporting tactics, and aim for the head. Grab the Mandrake Sigil, Chest Key and Grimoire Exsorcer from the spectre.

For now you won't be able to progress further into the Iron Maiden without the Tearose Sigil, so return to where you fought Rosenkratz, but be sure to come back here later.

TOP TIPS

Upgrade your weapons as often as you can in one of the many workshops. Even if you can't upgrade, it's worth visiting the workshops regularly to keep your equipment up to scratch.

Don't encumber Ashley with too much armour. When fighting slow opponents, it is better to avoid a blow, by having high Agility, than to absorb it with heavy armour.

Many chain attacks do additional damage, though their effectiveness depends on the amount of damage you do initially. If you miss your first blow, there is no point chaining, as you'll increase Risk with very little benefit.

Take stock of whatever your enemy is armed with. If it's a dagger or sword, use a two-handed weapon to keep them at bay. If it's a heavy weapon, switch to a dagger or sword then get in close.

Boss Rosenkratz

ATTACKS: ..... Vile Scar, Cherry Ronde
ITEMS: ..... None.
TOUGHNESS FACTOR: 3

'Rosencrap' more like it! This guy has some mean Break Arts, the same as Ashley's. He will try to poison you first using Vile Scar. Deal with it by using the Antidote spell. He also has powerful magic at his disposal, so keep your risk low and stand by on the Reflect Magic button. Blow him away using head-shots to silence his magical attacks. Don't bother using spells or Break Arts, as they'll usually miss. Instead concentrate on bludgeoning him to the floor. Rosenkratz isn't tough: just keep healing yourself and he'll soon surrender.





Don't bother wasting your Magic Points on attack spells. Rosenkratz has a natural immunity to magic and Break Arts.



The only way to beat this choffer is to go toe-to-toe with him. Smack him with repeated head-shots to silence his spellcasting.

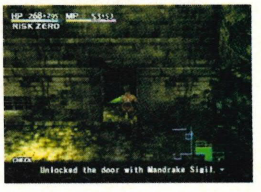
Town Centre: South

Examine the locked chest and use the Chest Key to obtain the Sweet Sorrow, Tower Shield, Sallet and the Sorcerer's Regent. Now head through the door that triggered the fight with Rosenkratz. Defeat the two knights. Head left to reach the 'Valdiman Gates'. Use the save point if you wish, then unlatch the door at the end of the passage. Return to the previous screen and take the right door.

You should now be in the 'Rue Aliano' with three knights to face. Defeat them all and pass through the door at the side of the alley – if you got the Mandrake Sigil from the Iron Maiden, that is. Use an unlock spell on the chest in the corner to recover the Grimoire Muet and an Eye Of Aragon. Take the topmost exit. Leap the gaps in the next room, then return to town via the far door. Drop down and dispatch the enemy. Ignore the latched door, go through the other one instead – you'll get to the City Walls: east.







City Walls: East

Don't bother with the door on the right – you'll need the Rod Inverse to open it (not available first time round). Go through the left door. Defeat the undead inside and proceed along the walls. Unlatch the door on the left. Keep following the wall. Hack the next set of undead creatures to death. Press on. Three gargoyles will attack as you approach the steps. Slay them all, then descend into the underworld.



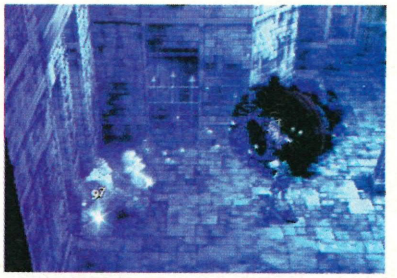


Undercity: West

Heal yourself back to full strength then pass through the door the Elemental was guarding. Duff up the two Alley McBeal lookalikes (skeletons) and use the save point. From here take the door straight ahead. You'll face a new creature called Dark Eye. It's a phantom equipped with spells, but as it has no physical attacks of any kind, go for Magic Drains and Silence before trying to put the hurt on him. The door ahead leads to the other part of the Undercity but must be unlocked with the Silver Key. Retrace your steps back to the save point and take the west door to get to the children's hideout. Drop the two freaks on guard, then examine the chest in the corner. Inside is a job lot of stuff including Shamishir, Sweet Death, Footman's Mace and the Speedster Gem. Grab the lot, go back to the save point and take the final door. Carve up the creatures inside. Ignore



the locked door (you'll need the Gold Key to open it) and take the exit on the left. Nail the two gargoyles and descend the steps to get to the abandoned mines.



Boss Dark Elemental

ATTACKS: .....Dark Chant
ITEMS: .....Cattleya Sigil, Grimoire Meteore.
TOUGHNESS FACTOR: 5

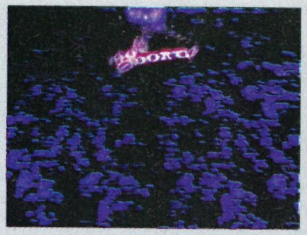
The Dark Elemental is tough but his Meteor spell is all powerful. Cast Magic Ward as soon as you enter his chamber, then rush him with your hand weapon. Hopefully the Magic Ward will keep the Meteor spell off your back long enough for Ash to inflict a severe head wound on the dude. He'll then be left with just his Dark Chant attack. You can then go for body hits. Have Demonscale ready to repulse the Dark Chant. Use your best Phantom weapon to have a go. The Dark Elemental has only got about 350 Hit Points, so he shouldn't take much of a beating – unless you let him use the Meteor spell.



Ooosh! The Meteor spell will wipe Ashley out with one shot. Be sure to use Magic Ward to prevent the attack.



Hack away at the Dark Elemental's head to silence his spellcasting. He has pretty poor Hit Points.

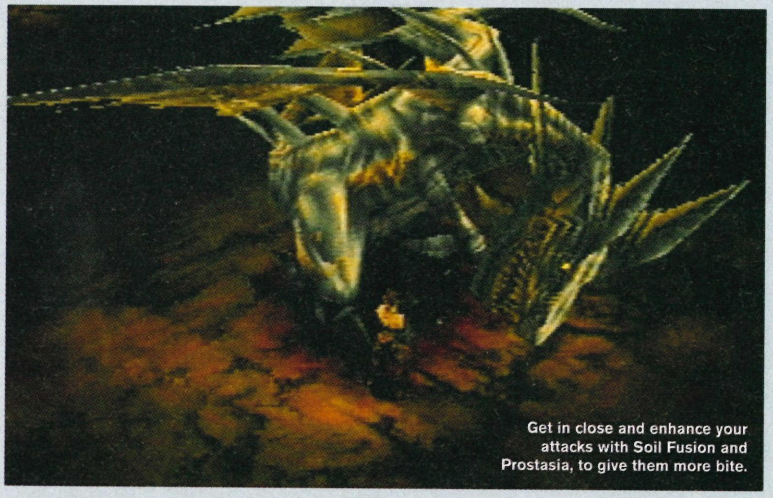


Use Demonscale to reduce damage from the creature's Dark Chant attack. It'll save on healing spells.

Boss Sky Dragon

ATTACKS: .....Tail Attack, Thunder Breath
ITEMS: .....Tearose Sigil, Grimoire Demance, Elixir Of Queens
TOUGHNESS FACTOR: 5

Descend the stairs and enter the hall with four doorways (Bandits' Hollow). Defeat the creatures and use the save point. Pass through the only other unlocked door. You'll be face to face with the Sky Dragon. As with most dragons, use piercing attacks on its head and edged attacks on its tail. Get in close and engage it at point-blank range, so it can't use a breath attack. Cast Prostasia and Soil Fusion on Ashley to tool him up. Use Impact Guard to reduce damage. The Tearose Sigil will give you access to more of the Iron Maiden – you can return there later to collect the goodies. For now, just press on through the doorway to continue on your quest.



Get in close and enhance your attacks with Soil Fusion and Prostasia, to give them more bite.



Stand underneath the dragon's head and stab him with a piercing weapon, to get through his scaly hide.



The dragon's Tail Attack does substantial damage. Use Impact guard to recover health and keep your Risk low.



Undercity: West

Go through the door behind the Dragon. Ignore the silver box. Leap over to the cloudstone: whilst on it, select a missile weapon and open fire at the crates opposite. Destroy them all and put away your weapon, so that Ashley can leap to the ledge beyond and take the door. Scale the steps in the next section. Drop the Dullahan with repeated blows to the abdomen. Use the save point. Unlatch the door to the right but don't pass through it. Take the left door instead. Slay the skeleton within and take the door ahead. You'll need the Gold Key to unlock the door on the right, so ignore it for now.





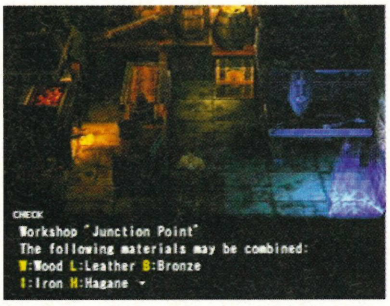


Town Centre: East

Take a left. Go through the door on the right if you wish to explore the city walls north. Otherwise, continue along to the bridge area. Slay the guards. Jump the stones. Ignore the wooden door – it only leads to the other part of the city wall. Proceed to the exit at the end of the street, watching out for the Crimson Knights.

There are three exits from this place. The door locked by the Catteya Sigil contains a workshop where you can repair your Iron, Wood, Hagane, Leather and Bronze gear. Go through the exit next to the latched door. Tool up your Silver and Damascus weapons here. Jump up the left ledge to reach Rue Fissarano. Defeat the mage. Walk to the end of the section. Use the bronze key to open the door.



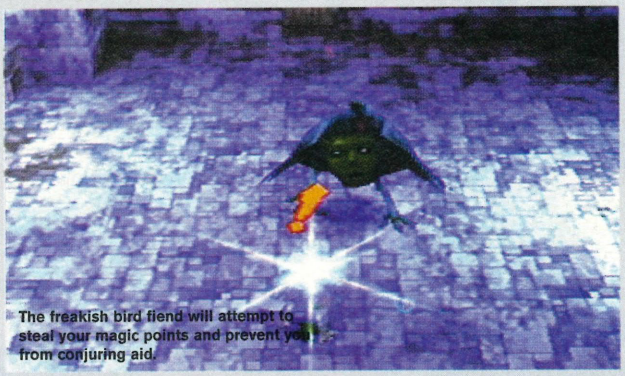




Boss Harpy

ATTACKS: .....Blasphemous Howl, Banish, Devitalise
ITEMS: .....Grimoire Intensite, Angelic Paean x 5, Cure Tonic
TOUGHNESS FACTOR: 1

This guy shouldn't even be rated as a guardian: the Crimson Knights you faced earlier are tougher than this Orville lookalike. Select your best beast-killing weapon, preferably edged. Attach Light property to it, then go to work on the creature's neck. It'll start the battle by trying to drain your Magic Points and using them to fuel its own attacks. Have Demonscale at the ready to reflect the damage. The Harpy has only 210 Hit Points, so try not to waste too much time knocking the stuffing out of her.





The Harpy is weak against edged weapons, particularly in the neck. Add Dark to your attacks, if you can.



Use repeated close-quarter strikes to fell the freak. Don't give it a chance to use any special magic attacks.



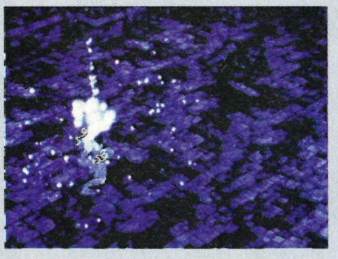
Boss Lich

ATTACKS: .....Spells
ITEMS: .....Summoner Baton , Agales' Chain, Eulelia Sigil, Mana Tonic, Elixir Of Mages
TOUGHNESS FACTOR: 3

The Lich has just over a hundred Hit Points but this doesn't make him too weak. He relies on powerful magic spells to destroy Ashley. Get ready on the Magic Guard and Magic Ward spells – the Lich can kill you almost outright with a Radial spell. If you rush towards the Lich, he'll teleport away. Wait for him to begin rematerialising, then hack away at his head. Silence his spells and he'll be easy meat. You'll then gain the Teleportation spell which allows you to travel between the blue magic circles that also serve as save points. You have to be on a magic circle in order to teleport, though.



The Lich is strong against all forms of attack, especially magic. Physical and light attacks work best on him.



Have a Magic Ward cast and ready to repel his Radial attack. It does almost 200 points of damage a hit.



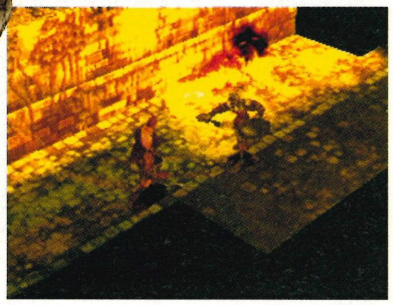
When he rematerialises, rush at him and strike his head with your best undead weapon and you'll soon silence his spells.





Undercity: East

Head through the door. Select your crossbow (preferably an anti-evil one) and head-shoot the freaky dolls before they silence Ashley. Drop them all and take the right door. You cannot go through the left door until you have recovered the Iron Key, so you have to take the right door. Select the crossbow again. Cast a Magic Ward. Use it to defend yourself and try to head-shoot the Lich before he turns his magic on you. Once the creature has been silenced, turn your attention to the Quicksilvers. Silence them both and finish off all your foes. Examine the chest in the corner to get yourself Mojito, Stone Bullet, Titans Ring, Grimoire Nuageux and Iron Key. Retrace your steps back to the locked door. Pass through it and dispatch the two creatures. At this point you can choose whether to explore the Undercity further or leave. Take the right door to continue and face the Nightstalker.







Undercity: East (Cont.)

Go through the door. Deal a quick death to the dangerous Harpy before carving up the Quicksilver into chopsticks. Watch out for the gust trap lurking near the door: use Eureka to expose it. Go through the last door and select a missile weapon. Rush the Lich and shoot him in the face. Once he is silenced, finish him off with body shots. If you just stay with your back to the door, you should be able to kill all the creatures without them getting close enough to strike. Once they are all moshed, examine the chest in the corner and recover the Ahlspies, Pushpaka, Grimoire Tardif and Stock Sigil. Use the Sigil to open the door in the wine cellar, to unlock the door from which the minotaur emerged. Teleport back there when you have the time. Head back to the exit that you passed a bit earlier. Unlock the door and head up the steps. Defeat the Dark Elemental and pass through the door at the top, leading to the north wall. Dispatch the two lizard men, then take the left exit. Save your game at the magic circle. Now you can put your new teleporting ability to the test.

Side Quests

Use the magic circle to teleport to Bandit's Hollow. Go through the door on the other side of the bridge, which is locked with the Iron Key. Pass through the door and do battle with the Blood Lizards within. Get them using a dragon alignment weapon: go for body shots, preferably piercing. When all three are defeated, examine the chest in the far corner. Collect the Pirate's Mate, Kris, Heater Shield, Swan Song, Vera Potion, and Grimoire Salamandre. Return to the magic circle outside and teleport again. This time go to the Sunless Way. Go through the west door. Unlock the door with the Iron Key. Enter the room. Shoot the Lich and deal with his Crimson Skeleton bodyguards up close. Hack them all down, then search the chest in the far corner. Collect the Vambrace, Balin's Revenge, Elixir Of Sages, Alchemist's Reagent and the Clematis Sigil.



Boss Nightstalker

ATTACKS: .....Solid Shock
ITEMS: .....Melissa Sigil, Grimoire Eclairer, Angelic Paean
TOUGHNESS FACTOR: 3

The most dangerous thing about the Nightstalker is its Solid Shock attack. This can easily wipe out Ashley in one hit. Use Magic Ward to combat this. Better still, cast Psychodrain to weaken his spellcasting powers and take him hand-to-hand. Use an edged weapon to get round the armour on his abdomen. Use Degenerate or Tarnish to weaken him further and enhance your own attacks with Herakles. Once he is defeated, collect the Sigil and the rest of the gear and proceed deeper into the underhalls.





Strike him in the abdomen with an edged weapon to do the most damage. Use Herakles and Tarnish to help.



The Nightstalker will respond with his sword or a Solid Shock. Use Magic Ward to deal with the latter.

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TOP TIPS

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

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.

Always check your weapon alignment before fighting a guardian. Use the correct weapon against the 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 Risk.

It's a good idea to use Grimoires as soon as you get them, so you get the spells on your list quickly and free up space in Ashley's inventory.

City Walls: North



Now you've got the Clematis Sigil (plus Melissa and Eulalia), head back to the healing circle and teleport to Kesch Bridge. Kill the guards and head up the steps to enter the door to 'From Boy To Hero'. Kill the Blood Lizards, then use the Clematis Sigil to unlock the left door. Enter it to reach 'A Welcome Invasion', ready to fight another Dark Elemental. Defeat it as previously: use Magic Ward to hold off his Meteor spell and have the Demonscale defence ready to repulse the Dark Chant. Once the Dark Elemental is defeated, enter the door to reach a new part of Undercity East.



Undercity: East

In The Greengrocer's Stair, head down the steps to enter the door to 'Where Black Waters Ran'. Defeat the Lich and Quicksilvers there, then enter the next door to 'Arms Against Invaders'. Kill the Harpy, then enter the door to Catspaw Blackmarket. Defeating the Lich and Quicksilvers, use Eureka to reveal a trap by the chest up on the left – to remove it, step on the Trap Clear trap on the right. Open the chest for Round Shield, Grimoire Paralysie, and the Aster Sigil.

Now head back to 'The Greengrocer's Stair' and you'll meet Lady Neesa and Sir Tieger, who blame you for the death of Grissom (but how did his corpse get here?). You'll then fight them in 'Where Black Waters Ran'.





Boss Lady Neesa & Sir Tieger

ATTACKS: ..... **Degenerate, Break Arts**
TOUGHNESS FACTOR: **4**

You don't actually need to defeat them both: just knock the stuffing out of one and they'll give up. Watch out: Tieger has a nifty Axe Break Art which will Curse you (giving your magic zero chance of hitting). Cast Magic Ward beforehand. Use their elemental affinities (Tieger – Water; Neesa – Fire) to your advantage. Spells with paralysing effects can work well. Alternatively, use Break Arts rather than engaging in risky Chains. Once you knock the stuffing out of either enemy, the battle ends, but there's no bonus or items. Return to 'The Greengrocer's Stair' to see a cut scene with the undead Grissom, then head upstairs to exit.







City Walls: North

You'll have to defeat that Dark Elemental again, then exit and defeat more Blood Lizards, before exiting right to Kesch Bridge. From the healing circle, teleport to The Sunless Way. Use the Iron Key to unlock the south door. Enter it and, after a short cut scene, you'll descend into the Limestone Quarry. Head downstairs and enter the door to face a Water Elemental.





Boss Water Elemental

ATTACKS: .....Aqua Blast
ITEMS: .....Grimoire Avalanche, Elixir Of Sages, Acolyte's Nostrum
TOUGHNESS FACTOR: 5

Cast Magic Ward to fend off the Aqua Blast attacks. Equip the Undine Bracelet etc for water affinity. Using your Grimoire Salamandre, cast Spark Fusion on yourself to increase your weapon's fire affinity. Cast Flame Sphere Lv1, then cast Herakles and slice away with your best phantom weapon (attach any fire affinity gems to it). Once the Elemental's been vapourised, collect the goodies including the Grimoire Avalanche which gives you the Avalanche Lv 2 spell.



Random Grimoires

In addition, some Grimoires may be awarded randomly for defeating certain creatures...

GRIMOIRE	ENEMY	SPELL
Avalanche	Water Elemental	Warlock: Avalanche
Banish	Harpy	Warlock: Banish
Flamme	Fire Elemental	Warlock: Flame Sphere
Foudre	Air Elemental	Warlock: Thunderburst
Gaea	Earth Elemental	Warlock: Gaea Strike
Glace	Dark Eye	Warlock: Aqua Blast
Incendie	Ghost	Warlock: Fireball
Lux	Ghost/Wraith	Warlock: Spirit Surge
Meteore	Dark Elemental	Warlock: Meteor
Patire	Wraith/Dark Eye	Warlock: Dark Chant
Radius	Lich	Warlock: Radial Surge
Terre	Ghost	Warlock: Vulcan Lance
Teslae	Zombie Mage	Warlock: Lightning Bolt
Zephyr	Ghost/Wraith	Warlock: Solid Shock



Limestone Quarry

Use the Aster Sigil to open the door, then use the healing circle in The Ore Road. There are now two possible paths, each leading to the Dreamer's Climb. The east (left) route contains a treasure room, so we'll head that way.

Through the door you'll face two flying Gremlins in The Air Stirs. These creatures aren't easily shot down by bows or magic, so the best bet is to get in there and hack them down. Before heading through the left (north door), you might want to exit east to the treasure room, inhabited by an Air Elemental.

Boss Air Elemental

ATTACKS: .....Lightning Bolt
TOUGHNESS FACTOR: 5

For starters, cast Soil Fusion to increase the earthy effectiveness of your weapon. You'd also better cast Windbreak to ward off the Elemental's Thunderbolt attacks. If it casts Thunderburst, use Reflect Magic. Due to its speed, the Elemental is quite good at blocking hits, so don't go for long Chains. Once it's defeated, look in the the chest to find a load of goodies including the Matador sword and Grimoire Benir for the Blessing spell.





The Grimoires

These are the special books which give you new spells when read. Most are earned by defeating enemies; others found in chests. Here's a handy guide to their whereabouts...

GRIMOIRE	ENEMY	FOUND	SPELL
Agilite	(Chest)	The Forest River, Snowfly Forest	Sorcerer: Invigorate
Ameliorer	Golem	Hall Of Sacrilege, Sanctum	Sorcerer: Prostasia
Analyse	Dragon	Cleansing Chantry, Sanctum	Sorcerer: Analyze
Annuler	Father Grissom	Hewn From Nature, Snowfly Forest	Sorcerer: Magic Ward
Antidote	Lizardman	Beast's Domain, Catacombs	Shaman: Antidote
Avalanche	Water Elemental	Dream Of The Holy Land, Limestone Quarry	Warlock: Avalanche
Avalanche	Marid	Order And Chaos, Great Cathedral B1	Warlock: Avalanche
Barrer	Snow Dragon	Hall Of The Wage Paying, Limestone Quarry	Enchanter: Aqua Guard
Benir	(Chest)	Bonds Of Friendship, Limestone Quarry	Shaman: Blessing
Clef	Father Duane	Tircolas Flow, Town Centre West	Sorcerer: Unlock
Debile	Minotaur	Gallows, Wine Cellar	Shaman: Degenerate
Demance	Sky Dragon	Dining In Darkness, Abandoned Mines B2	Warlock: Drain Mind
Demolir	Father Duane	Tircolas Flow, Town Centre West	Warlock: Explosion
Demolir	Lich	Monk's Leap, Great Cathedral L1	Warlock: Explosion
Deteriorer	Dark Crusader	Hewn From Nature, Snowfly Forest	Sorcerer: Tarnish
Dissiper	(Chest)	The Children's Hideout, Undercity West	Sorcerer: Dispel
Eclairer	Nightstalker	Gemsword Blackmarket, Undercity East	Sorcerer: Enlighten
Egout	(Chest)	Stone And Sulphurous Fire, Limestone Quarry	Warlock: Drain Heart
Exsorcer	Wraith	Cauldron, Iron Maiden B1	Warlock: Exorcism
Flamme	Fire Elemental	Smeltry, Abandoned Mines B1	Warlock: Flame Sphere
Flamme	(Chest)	Excavated Hollow, Limestone Quarry	Warlock: Flame Sphere
Flamme	Ifrit	Truth And Lies, Great Cathedral B1	Warlock: Flame Sphere
Fleau	(Chest)	Companions In Arms, Limestone Quarry	Sorcerer: Curse
Foudre	Air Elemental	Miner's End, Abandoned Mines B2	Warlock: Thunderburst
Foudre	Djinn	Flayed Confessional, Great Cathedral L1	Warlock: Thunderburst
Gaea	Earth Elemental	Tomb Of The Reborn, Abandoned Mines B2	Warlock: Gaea Strike
Gaea	Dao	Hopes Of The Idealist, Great Cathedral L3	Warlock: Gaea Strike
Gnome	Father Grissom	Hewn From Nature, Snowfly Forest	Enchanter: Soil Fusion
Guerir	Minotaur	Gallows, Wine Cellar	Shaman: Heal
Halte	(Chest)	Alchemists' Laboratory, Sanctum	Sorcerer: Fixate
Ignifuge	Wyvern	Battle's Beginning, Abandoned Mines B1	Enchanter: Pyro Guard
Intensite	Harpy	Place Of Free Words, Undercity East	Enchanter: Herakles
Lux	Dullahan	Hero's Winehall	Warlock: Spirit Surge
Meteore	Dark Elemental	Fear Of The Fall, Undercity West	Warlock: Meteor
Meteore	Nightmare	What Ails You Kills You, Great Cathedral L2	Warlock: Meteor
Meteore	(Chest)	Buried Alive, Escapeway	Warlock: Meteor
Mollesse	(Chest)	Hidden Resources, Abandoned Mines B2	Shaman: Restoration
Muet	(Chest)	The House Khazabas, Town Centre South	Sorcerer: Silence
Nuageux	(Chest)	Weapons Not Allowed, Undercity East	Sorcerer: Psychodrain
Paralysie	(Chest)	Catspaw Blackmarket, Undercity East	Sorcerer: Stun Cloud
Parebrise	Earth Dragon	Return To The Land, Snowfly Forest	Enchanter: Aero Guard
Purifier	Last Crusader	Hall Of Prayer, Temple Of Kiltia	Shaman: Clearance
Radius	(Chest)	Buried Alive, Escapeway	Warlock: Radial Surge
Rempart	Ogre	Traitor's Parting, Abandoned Mines B1	Enchanter: Terra Guard
Salamandre	(Chest)	Delusions Of Happiness, Abandoned Mines B2	Enchanter: Spark Fusion
Sylphe	Giant Crab	Underdark Fishmarket, Undercity West	Enchanter: Luft Fusion
Tardif	(Chest)	Sale Of The Sword, Undercity East	Sorcerer: Leadbones
Undine	(Chest)	Rust In Peace, Abandoned Mines B1	Enchanter: Frost Fusion
Venin	Wraith	Starvation, Iron Maiden B1	Sorcerer: Poison Mist
Vie	(Chest)	Acolyte's Burial Vault, Abandoned Mines B2	Shaman: Surging Balm
Visible	(Chest)	Miners' Resting Hall, Abandoned Mines B1	Sorcerer: Eureka

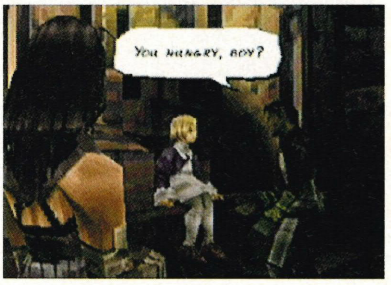
Note: Some of these may only be accessed on replaying the game after completion.



Limestone Quarry (Cont.)

Return to the previous room and exit north to 'Bacchus Is Cheap'. Defeat the Wraith and head downstairs to exit north. In 'Screams Of The Wounded', the doors will lock and you'll have to defeat two Dullahans to open them (if you revisit the room, you'll face two Ogres). Exit north to face another Gremlin. After hacking it down, use Eureka to discover a trap: avoid it and exit west.

In the Dreamer's Climb, jump over to the cubes, then stack the east blue cube above the other one, so it floats above it. Climb up onto it and jump up to grab the north cliff edge. Use the Eulalia Sigil to open the door. Enter it and defeat another Wraith. Exit north to 'The Timely Dew Of Sleep', where a couple more Gremlins await. After defeating them, exit west (ignore Gold Key door) to see a cut scene



in 'The Auction Block'. Save at the healing circle, then exit west (ignore the Silver Key door for now).

In the 'Labourer's Bonfire', cast Eureka to spot a Paralysis trap just to the right. Move the far blue cube one space north and one space west (near the edge). Stack the other one on it, then climb up and jump diagonally to the island with the stack of crates. Smash three crates (aim at the highest each time), then climb onto the stack. Jump west to the low ledge to enter the Stone And Sulphurous Fire treasure room, inhabited by an Earth Elemental.



Boss Earth Elemental

ATTACKS: Vulcan ..... Lance, Gaea Strike
TOUGHNESS FACTOR: 5
Equip your best phantom weapon and cast Luft Fusion to enchant it with air affinity. If you have any earth affinity items (eg Gnome Bracelet), use them to aid your defence (and/or use Terra Guard). Cast Earth Ward to fend off the Elemental's Vulcan Lance attack. Use Reflect Magic if it goes for a Gaea Strike.

As the Elemental's quite good at blocking, go for single hits rather than Chains. You might also try out Thunderburst Lv 1 (if you have it) and any Air Break Arts. Once it's defeated, open the chest for lots of goodies including the White Lady axe and Grimoire Egout (for Drain Heart spell).



Limestone Quarry (Cont.)

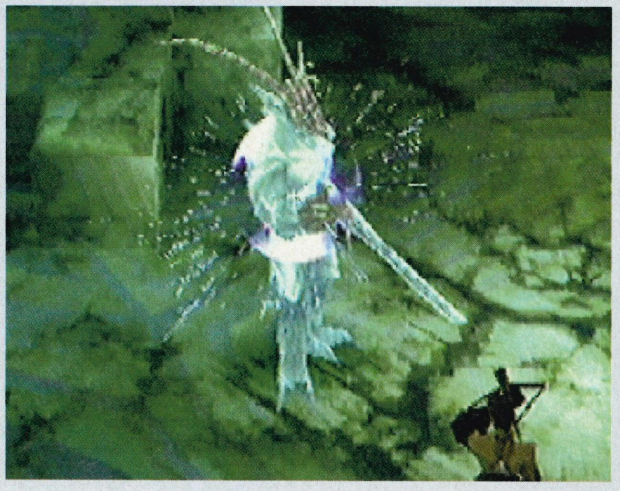
Returning to the 'Labourer's Bonfire', the stack of crates will have regenerated. Shoot a couple of them and jump onto the stack, then jump south to the high ledge. Use the Melissa Sigil to open the door and enter it to face the Ogre Lord.

Next Month:

Stay with us! We wrap up this mammoth walkthrough, as the final leg of the *Vagrant Story* adventure unfolds in these very pages, guiding you and Mr Riot to the glory of victory. Whatever you do, don't miss it!

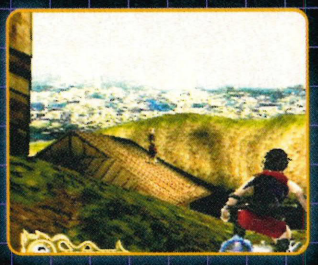
Boss Ogre Lord

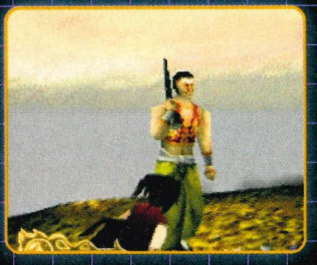
ATTACKS: ..... Tornado, Degenerate, Surging Balm
ITEMS: ..... Schiavona, Agales's Chain, Elixir Of Queens, Mana Tonic x3, Cure Potion
TOUGHNESS FACTOR: 4
This foe is similar to the Ogres you've faced previously, except he can cast spells. He usually uses Degenerate, so cast Herakles on yourself and then Degenerate on him. If he goes for Surging Balm, cast any spell on him to counteract it. Equip a human or beast weapon and go for single Chains – don't bother continuing if he blocks.



gameplay

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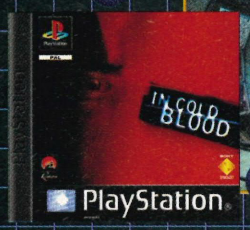
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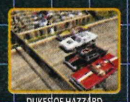


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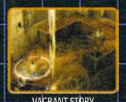

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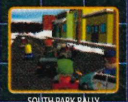

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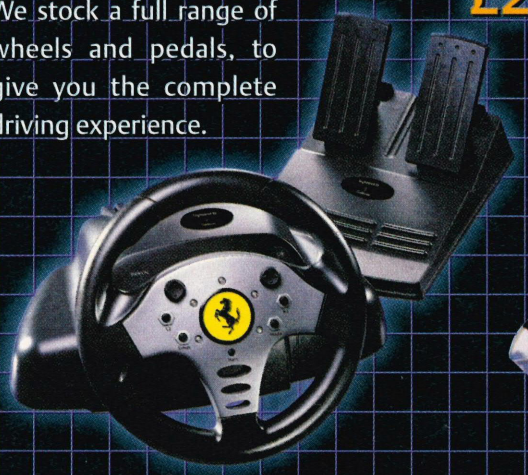
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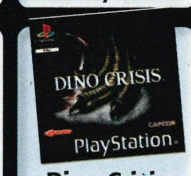
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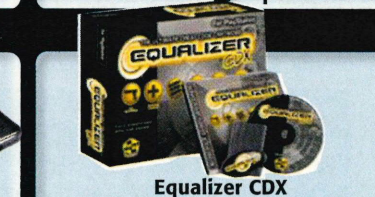

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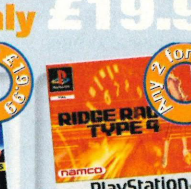
Evo's Space Adventures



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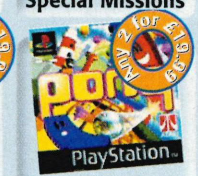
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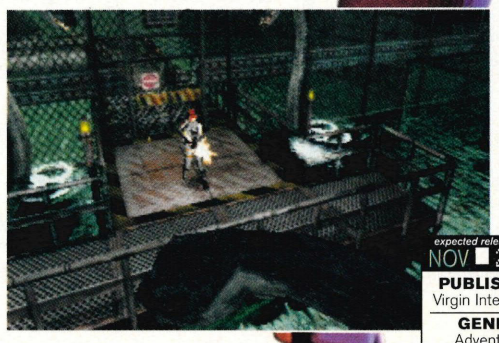
INCOMING GAMES LATEST REPORTS **NEWS**

Dino Crisis 2

More news on Capcom's dinosaur-mashing sequel...

Since our feature on this potential Jurassic classic back in PLAY 63, several new nuggets of information have emerged regarding the game's plot and structure. As in the original, *Dino Crisis 2* will incorporate a balanced mixture of action, exploration and puzzle elements. Once again, you assume the role of the curvaceous and deadly Regina, but this time around you'll also get to control Dylan – a fellow member of the highly covert TRAT (try getting Jonathan Ross to pronounce that) team. As before, the mysterious third energy is behind the cause of the trouble, and this time a military installation in North Dakota has been overrun with the prehistoric fiends.

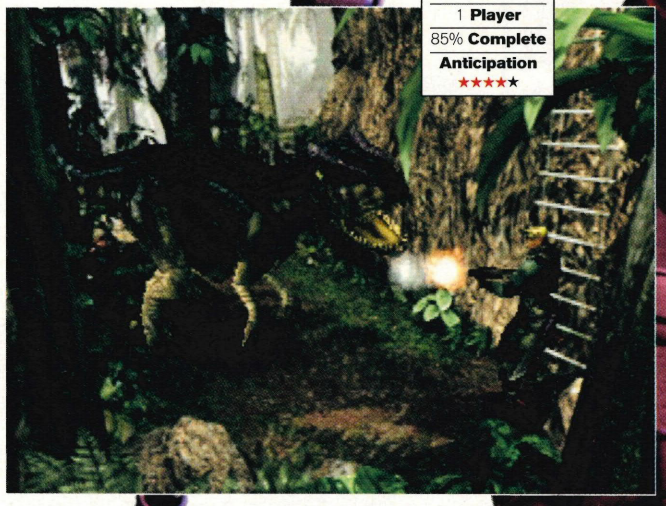




The installation you're exploring is now populated with strange humanoid survivors...

The game's environments will now be pre-rendered (as with the *Resident Evil* titles), allowing for a far greater level of detail in the luscious environments – many of which are set out in the open. The number of dinosaurs has also been bumped up and while the initial stages of the game only feature raptors (which now attack in groups of up to three), later stages see the return of the bigger foes – including the T-Rex, of course.

The most important new revelation is that your enemies will no longer be solely of the dinosaur variety – the installation you're exploring is now populated with strange humanoid survivors. These uncooperative humanoids will either ignore your presence or attack you with bizarre futuristic missile launchers. Naturally, all the dino-blasting action that made the first game such a joy is still in place. Expect more on this survival horror epic next issue.





expected release date
NOV 2000

PUBLISHER
Virgin Interactive

GENRE
Adventure

1 **Player**

85% **Complete**

Anticipation
★★★★★

Ms Pac-Man: Maze Madness

More pill-popping action courtesy of Namco!

This follow up to last year's enjoyable *Pac-Man World* will place the Pacster's love interest in 180 puzzle-filled mazes, each of which are spread over four different worlds. The action, in essence, is similar in many ways to the original *Pac-Man* arcade game of the Eighties. Thus you'll be required to avoid the pesky ghosts whilst gobbling up chains of pills. However, the gameplay has developed over that of the original and in order to make progress you'll have to solve a selection of simple and not so simple puzzles. Most of these require certain levers to be pulled or blocks to be moved around to a clear a path. Whilst the game may be simplistic, the formula works well and each of the four different worlds contains enough variety (different enemies, hidden routes and bosses) to ensure that the action doesn't become repetitive. Naturally, this being a Namco title, the graphics are of a high quality and the colourful characters and environments generate a nice cartoon feel. Pac fans should watch out for a review of this next issue.





expected release date
SEPT 2000
PUBLISHER Namco
GENRE Puzzle
1-4 **Player**
95% **Complete**
Anticipation ★★★★★



[Above] Fans of the pill-gobbling lady friend of Pac-Man will be pleased to hear that Namco seems to be doing a fine job on her new millennium outing.

[Left] As this screen shows, at the title's core is the maze-based action that epitomised the *Pac-Man* games in the early Eighties. If it ain't broke then don't try and fix it.

Panzer Front

JVC gears up for war!

expected release date
OCT 2000
PUBLISHER JVC
GENRE Action Strategy
1 **Player**
85% **Complete**
Anticipation ★★★★★



Have you ever dreamed of storming about the town in a 20-ton vehicle of death and destruction? Well, thanks to those lovely people at JVC you'll be able to do just that!

Panzer Front will allow players to assume the role of great historical commanders such as Rommel or Montgomery, and then direct a battalion of tanks (from a selection of over 40) through 25 missions based on WWII scenarios. The action will feature a blend of action and strategy that should appease arcade and simulation fans in equal measure. Missions will vary between all-out tank battles, clearing rats' nests and holding strategic positions. Locations for the carnage range from snow-covered Russian landscapes to a war-ravaged Berlin.

Naturally, the stars of the show are the tanks; each one has been realistically modelled on their real life counterparts and benefits from an intelligent physics engine. This means players can plough through trees, mow down troops and raze buildings to the ground. Tread carefully – there'll be a review next month.

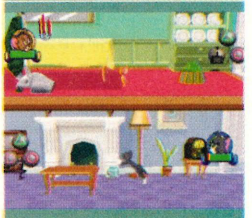




[Above] The level of detail on the tanks is impressive, with each of the vehicles looking much like their real-life counterparts. Most pleasing.

mini view

Tom And Jerry



As if attempting to violently dismember each other on TV wasn't enough, this comic-macabre couple are now trying to pervert our nation's youth through the medium of videogames! To this end, witness said psychopaths as they prowl a *Spy vs Spy*-like game engine (presenting a split screen, pseudo three-dimensional environment) in a hunt for objects with which to accost each other. Wanton violence indeed bu... Oh, hang on, sounds like fun actually...





Legend of Dragoon

Yet another tale of swords and sorcery.





[Top] The game contains some glorious FMV-based cut-scenes. Cor.

Sony is currently putting the finishing touches to their epic RPG, the ***Legend of Dragoon.*** The game, which will be spread over four discs, offers up a generic mixture of exploration, character development and turn-based combat. You control Dart, a sword-wielding, square-jawed hero who's charged with the unenviable task of saving his land from terrible oppression. Your quest will take you through forests, dungeons and a variety of yokel-filled villages.

Sounds familiar? Well the preview code we received did invoke a feeling of déjà vu in the PLAY team, but with that said, it features some of the finest visuals (both in-game and FMV cut-scenes) seen in this type of game to date. Indeed, in terms of graphics it even gives Square's *Final Fantasy* series a run for its money. If this visual splendour is backed up by some solid gameplay then this could well be one to watch. Time will tell.

expected release date
OCT ■ 2000

PUBLISHER
Sony

GENRE
RPG

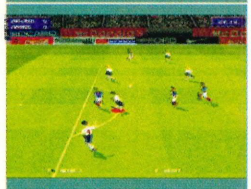
1 **Player**

90% **Complete**

Anticipation
★★★★★



mini view
This Is Football 2



The original wasn't an office favourite, subsequently ensuring that this sequel will have to train extra hard if it's to make Squad A. It's certainly up against stiff competition, and we'll be wanting to see a significant increase in pace from this young upstart if it seriously wants a piece of the limelight. Playable preview code arrived just too late to assess, but we'll be putting it through its paces for next issue...





RC Revenge

Prepare to be revolted...

Whilst it's a *Re Volt* game in all but name, *RC Revenge* seems intent upon rectifying some of the damage done by its predecessor. As before, the game aims to court the child in us all by offering up the chance to waz remote controlled vehicles around a series of outlandish courses, but this time some notable improvements are evident from the outset.

Chief amongst these is the course design. Whilst it's not patronisingly easy to navigate your way through races, it's rare you'll become confusingly lost, as the main route is always fairly obvious. Also feeling a little better, ta, are the controls – understandably difficult to get 'just right', as real RC cars are hardly the easiest things to steer. *RCR* strikes a fairly good balance between the demands of gameplay and the zippy action you'd expect from such miniature motors. Unfortunately, the game engine seems unable to quite handle the sheer velocity at which its vehicles can move, subsequently they tend to lurch around wildly at speed, ruining proceedings to some degree.

Hopefully this will be ironed out before the game's release, as an extended preview play revealed a surprisingly enjoyable racer hidden beneath a bad reputation and an inadequate frame-rate. Contributing to this is that fact that eight vehicles can flit about, in close proximity, without the track getting overly cramped – they're so diddy! It's this high-velocity interweaving which constitutes the title's true USP and, if lavished with the requisite time to bring it to the forefront of the player's experience, the finished article could be exhilarating.

Undeniably, *RCR* currently requires a little too much effort to enjoy properly; let's just hope Acclaim are aware that modern gamers don't take it kindly when asked to dig for gameplay. Unless they're playing *Mr Driller* of course...

expected release date
SEPT ■ 2000

PUBLISHER
Acclaim

GENRE
Racing

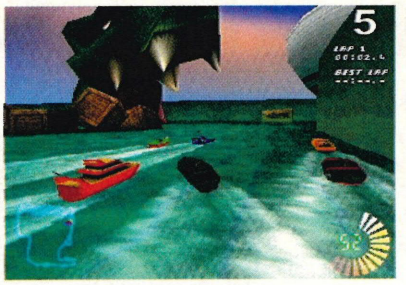
1-4 **Player**

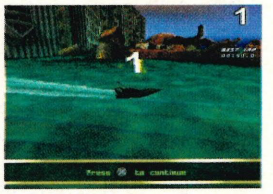
80% **Complete**

Anticipation
★★★★★

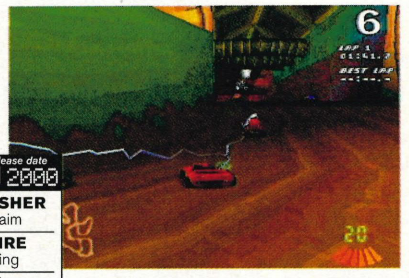


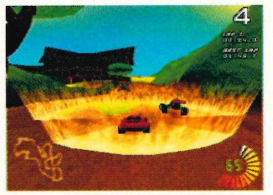
[Above] The difficulty of avoiding clichéd themes is immense, *RCR* tries hard.





[Left] Nope, you can't travel down Nessie's gullet and out through her bowels as a short-cut! You people...







Superman

Ready to do the Supey twist?

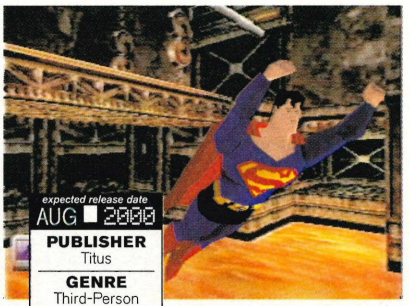
With the N64 version having spent every last penny of Superman's videogame currency, the Man of Steel needs Titus to pull something special out of the bag for his PlayStation debut. Especially so considering his not-quite-so-super pal, Spidey, is currently wowing pad-wielding audiences country-wide.

To its credit, the PSX incarnation does differ from its plastic and silicone-wasting counterpart, with the inexplicable hoops through which Supey had to fly thankfully absent. It's early days yet, however, and with only the odd dribble of information to guide us (how reassuring!), we've had to cross our fingers that such elements won't creep back in.

Thirteen levels are planned for inclusion, presenting you with a variety of tasks from destroying TNT charges to rescuing hostages, switch pulling and, of course, beating the shinola out of enemies.

Such regulation duties should be suitably spiced up by a compliment of super-powers. As well as his standard Super Strength, allowing cars to be chucked at the opposition, Superman can also utilise his Heat Ray, Freeze Breath, Super Speed and X-Ray Vision.

In another move contrary to the N64 version, Supey's powers will be inherent (as they should be) rather than being reliant upon pick-ups – unless he stumbles too near to some Kryptonite, of course. Slightly worrying, however, is the fact that certain super-powers can't be used when he's underwater or in his – get this – spacesuit! Hmmm. We weren't aware that Superman needed one, just that a decent game is required to restore some credibility. Fingers crossed, then. Actually [strain, grunt], we'd better cross our toes too...



expected release date
AUG ■ 2000

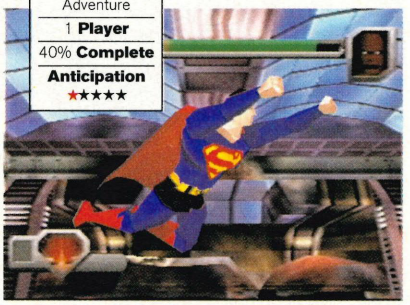
PUBLISHER
Titus

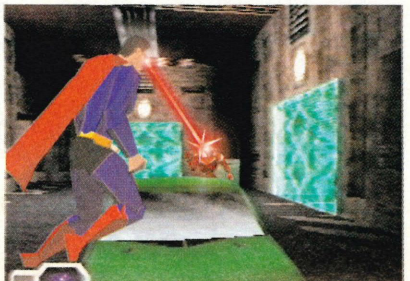
GENRE
Third-Person Adventure

1 **Player**

40% **Complete**

Anticipation
★★★★★





[Left] Superman himself is presented very much in the style of the modern cartoon series.

mini view

ATV: Quad Power Racing



The humble Quad has been ignored of late but, with developers clutching at every slightly different vehicle in order to produce racers that stand out from the crowd, it was inevitable that somebody would spot and snap up such rough 'n' ready potential. Admit it, the idea of powersliding down a muddy hill is inviting and with a suitably raw feel to it, this could be one to watch.

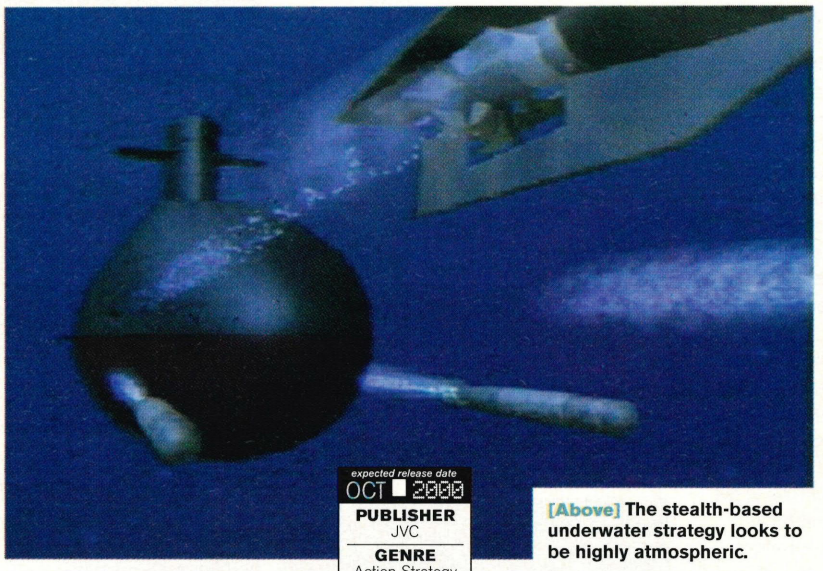
Submarine Commander

The PlayStation goes under!

Incredible as it may seem, in the whole of its illustrious history the PlayStation has never played host to a submarine game. Well now this sorry state of affairs is about to change, with the imminent arrival of JVC's *Submarine Commander*. The game takes place in a futuristic Earth where global warming has caused the ice caps to melt, resulting in the flooding of the continents. You'll assume the role of a former UN submarine commander who must wipe out some loathsome pirates and, you know, rebuild civilisation.

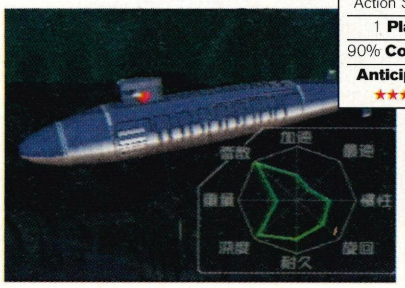
The game is split into two distinctive sections: Battle and Adventure mode...

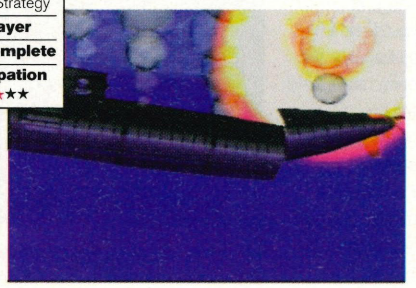
The game is split into two distinctive sections. Adventure mode takes place in Plant 9, a floating dock where you obtain mission briefings and customise your craft. Battle mode sees you take to the ocean on over 20 combat-based missions, where you must battle massive underwater installations, enemy submarines and even battleships. This hybrid of combat and strategy is currently looking promising and we'll be covering it in more detail next issue.



expected release date
OCT 2000
PUBLISHER JVC
GENRE Action Strategy
1 **Player**
90% **Complete**
Anticipation ★★★★★

[Above] The stealth-based underwater strategy looks to be highly atmospheric.





mini view
ECW Rulz

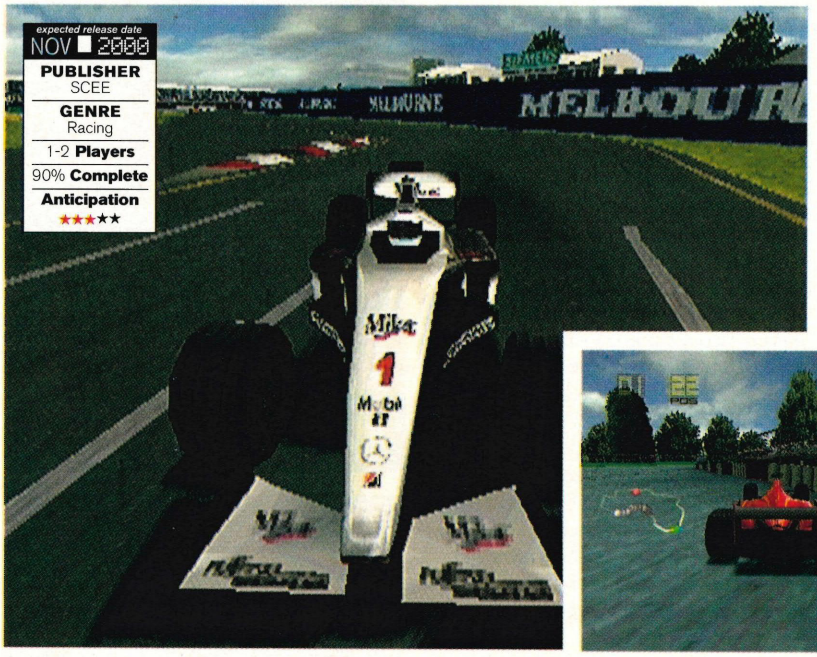


Do me a favour guv'. Y'see that loverly Buyer's Guide at the back of this issue of PLAY, just cast your eyes over it and find any one of Acclaim's previous wrestlin' games. Go on, 'ave a read of it... finished? Nice one, saved me a job that has, because *ECW Rulz* is set to use the same (albeit slightly improved) engine as all of its predecessors. I tell you, wide them boys are. Wiiiiiide.

Formula One 2000

Yet another Formula One game on the way...

Given the enormous number of Formula One games on the market, any new title has to be pretty special if it's to warrant the attention of the fans. Fortunately this particular title is in safe hands and is being developed by Studio 33 – the team behind last year's enjoyable *Formula One '99*. Needless to say, this looks a lot like its predecessor, although that's not to say there will be nothing new on offer here. Naturally, the title will incorporate all the latest Formula One stats, including drivers, teams and the circuits, which will no doubt rev the engines of all the Formula One aficionados out there. The visuals, whilst superficially similar to the last game, now move noticeably quicker, especially so in the game's two-player mode. Based on the quality of the preview code, we'd wager *Formula One 2000* could become the definitive title in this genre upon its forthcoming release.



expected release date
NOV 2000
PUBLISHER SCEE
GENRE Racing
1-2 **Players**
90% **Complete**
Anticipation ★★★★★

mini view
RC De Go!



Nope. You stumped us. We don't have a clue what the title of your new remote controlled car racer is supposed to mean, Acclaim; in fact, we're still chortling away at the fact that RC sounds like the description of a particularly awkward person. Fitting then, that it's *Re Volt*'s contrary controls that we'd like to see amended in this sequel – the child in us all wants this particular toy to work properly.

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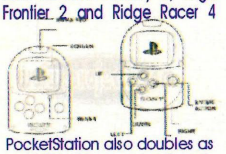
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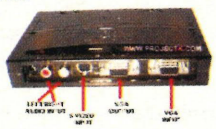
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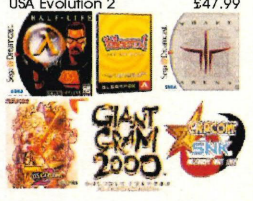
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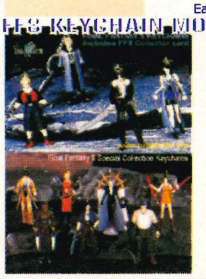
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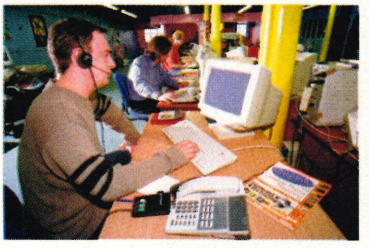
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CHEATS NEVER PROSPER

Why is it that when a new game comes out, after a couple of weeks you can go into a shop and buy any PlayStation mag and find cheats for it? Don't you think that we PlayStation lovers should be given the chance to play and complete games before the cheats are shoved in our faces? For example, I bought *Tomb Raider: The Last Revelation* and played the first few levels. Then I went out, bought a mag and discovered the cheats for it. Of course, as soon as I got stuck, I couldn't resist using the cheats, whereas if the cheats weren't available, I would have to put some effort into it. I would have been forced to figure out how to solve the problem – which is what you're supposed to do – but once I had used the cheats, I used them again and again, which ruined the game for me. What are your views on the subject?

Paul Hinton, Kidderminster

Now come on – you weren't writing to us expecting to be taken seriously, were you? We often find that the best way to avoid the dreaded curse of level skips and infinite ammo is to play the game without entering cheats. It's really quite easy, once you get the hang of it.

SILLY WOMAN

Okay, I was wrong, I'm sorry. For so many years I've been living under the deluded impression that the gaming society was composed solely of a sad minority (otherwise known as the hormonally charged, train-spotter types, who in a time where the rail service became privatised were forced to transfer their deluded ideas of fun to something equally as pathetic). In fact, I previously believed this was so much the case that they were forced to pursue these somewhat disturbing interests behind the closed doors of their own houses, in a bid to stop the sane people of these times uncovering the shocking truth about them. Yes, this was the time when they turned to – shock, horror! – their PlayStations.

Imagine my alarm when an assault began on my home. My own brother was, in fact, part of this sad minority and the very base of my society had already begun to crumble. Yet it was only through your magazine and frequent exposure to the machine itself that I was finally able to discover that the base of my society consisted mainly of lies. The PlayStation is not, I repeat, not only a pastime for those who have been ostracised from our society, but a fulfilling and all round great activity for any one who broadens their horizons enough to see past the stereotypical image of the

typical gamer, and into the pure delight of the uninhibited world that we otherwise call the world of gaming.

Yet I must give you your due credit in the process of turning me from PlayStation virgin to an all round PlayStation junkie. Yes, it has to be said that your overwhelming excellence, mixed up with just the right amount of unique humour that you seem to apply so well, results in your mag far outstripping any of the other mindlessly manufactured magazines that are available on today's market. Though, most importantly, I must congratulate you on your respect for the intelligence of your readers, male or female, which in my books definitely sets you apart in comparison to the many other magazines, who seem to rely upon soft porn to boost their sales. So, let's hope in future times we can look forward to the gaming industry as a whole shedding this egotistic, male-dominated image it has so unfortunately acquired and to more female game designers coming into play – because hell, have we got some good ideas!

Jenny Maude, Grassington

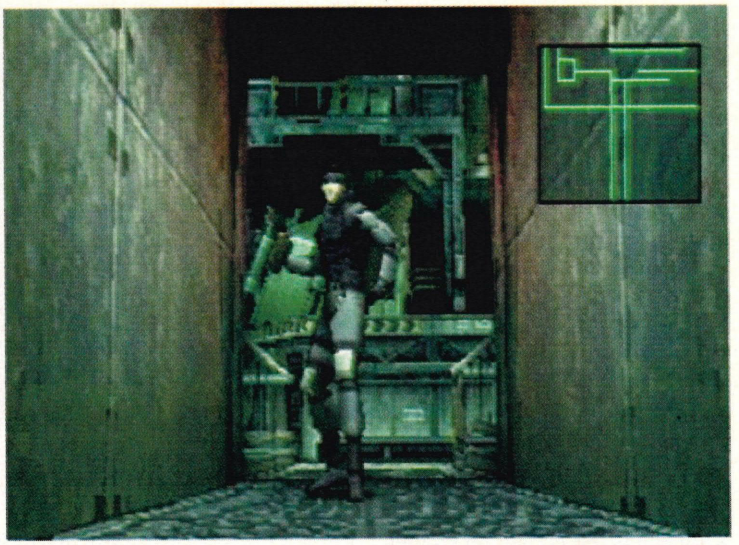
At last! A silly female gets the whole 'PlayStation' thing! And what's more, she was silly enough to send this letter to loads of PlayStation magazines at the same time, just so she could win a few bob. Now, how silly is that? Silly, silly, silly girlie!

THE GODFATHER

I'm writing to complain about your 'Top ten Games Ever Made'. How the hell did *Goldeneye* get to number one? Has the world gone mad, or were the N64 players paid by the Mafia to vote for the title? *Metal Gear Solid* is clearly the best game ever produced. It took four years of planning and programming before it was even seen on the shelves and has the most amazing AI system I've ever seen. It truly is the most spectacular piece of technological art on a disk 18.64 cm in circumference, ever.

Goldeneye, needless to say, is a very good game but not the best ever made. It probably took the designers half the time to produce and you'll probably agree that Nintendo don't deserve praise for a game that already had its own storyline written. *Goldeneye* had no true atmosphere either, whereas *MGS* did, and at least you weren't zapping some enemy with your silly watch that can fit a portable fold-up ladder in it that some old bloke called Q gave you. I strongly believe that *MGS 2* will be the best game ever...

Thom Harris, Tadley



[Above] ***Metal Gear Solid*** **– officially not voted best game ever. This automatically means it's a pile of steamy dung then. While we're at it, all games are bobbins!**

Well, the Mafia have had their cover blown haven't they. Maybe next time they'll stick to putting horses' heads in people's beds instead. The reason *Goldeneye* got voted to number one was because more people bought it, and most of them considered it better than other games, one of which was *Metal Gear Solid*. Not really too difficult a concept to grasp, surely?

MONEY, MONEY, MONEY!

I am just writing to tell you what a great mag you've got and to say a few things about PS one, which I saw in issue 65. Giving a games system the capability to connect to mobile phones is just brilliant and what can I say about the connecting snap-on LCD monitor? The best thing about the PS one is how it can be hooked to the car's power with an adapter for those extra hours of enjoyment. This redesigned PlayStation is undeniably brilliant, but why bring this new games system out before the PlayStation2? Is it just to make more money? I hope you can give me the answer.

Muff, N Ireland

Obviously the PlayStation has undergone a revamp in the interests of making more cash for Sony, but you've got to look beyond this being just a cynical exercise in money-making. The PlayStation may now be in second place compared to the PS2, but there is a huge demand for it still. By sprucing it up a little and making the public aware of it again, it can still be seen as a console worth investing in. Furthermore, the whole emphasis is now on price – it looks good and it's bloody cheap too.

THE DISQUIET GROWS

Is it just me, or is anyone else starting to think Sony are being a pain in the ass lately? I have been a dedicated PlayStation fan for ages, and when I first heard about the PS2, I was chuffed – but lately I feel that we Brits are being screwed. Firstly, we were originally going to get a release date the same as the US, which has now been put back to make sure there are enough machines for the Americans. Secondly, why is this ridiculous pounds-dollars rule being used? This means the Yanks will get them at $120 cheaper than us. Thirdly, what do you actually get for your £300? One controller and a not so good DVD player, not to mention only two controller ports and no standard Internet access.

I hate to admit it, but if Sony doesn't stop screwing with us, I'm going back to Sega and its excellently priced Dreamcast (the last machine I bought from Sega was the marvellous Master System). Hopefully Sony will soon see the ⏭

MILITANT GAMERS UNITE!

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Great bulging trousers! *Metal Gear Solid 2* is looking mighty fine and if the hype is to be believed, the prospect of the future PlayStation2 software is frightening. Graphical finesse, shadow detection, real time weather conditions, ricocheting bullets – hell yes, the Snakester has never looked better.

Something is troubling me though: is there such a thing as too much realism? I don't mean this in the sense of the old 'do videogames influence society to violence' debate because that's tired and pointless. If *Metal Gear Solid* shapes up to be as good as it looks though, surely it'll be plagued with an 18 certificate. This is clearly not good. Game companies could be shooting themselves in the foot by making games so damned brilliant that their core audience of youngsters won't have access to them. I've been round and round, trying to come up with a solution, but I don't seem to be able to pluck anything logical from my grey matter.

Essentially, this means games companies will spend years polishing their game to be as near to perfection as possible; these games will then be branded 'adult material', cutting off a huge supply of market potential. Games companies will lose capital, and start to think "Bugger all this effort making top quality games with justified violence. Okay boys, let's concentrate on making *Bust A Move 7* and Care Bears The Videogame."

Oh dear, you see the problems we're facing here? Oh, how the knees wobble, the heart pumps, the head spins! What can we do to stop this crisis? Erm... I'm not sure actually and that's where PLAY comes in. With your power and influence you need to prepare yourselves for a political backlash. You need to ready yourselves for a demonstration; a rally through the heart of London led by PLAY staff, followed by youngsters waving copies of *Resident Evil*, crying, "Save our games, save our games!" The MPs will be there, stern and merciless, and they'll have no pity on us unless we unite as one for the sake of the future of the games industry. It's up to you PLAY! Ensure that these problems never arise! The youth of the country depends upon you!

English Psycho, Bexleyheath

We can't be bothered. Have £150 and do it yourself.

⏭ error of its ways and will treat us like the rest of the world. I wait with baited breath.

OB, email

We are getting an increasing number of letters similar to this, and we could say 'have faith' and 'Sony is the best', but you're quite right to be worried. Sony isn't automatically declared winner of the next-gen console war just because its previous effort was the winner. It does have rivals to contend with and if rivals offer better software at better prices, then people will inevitably switch allegiances. It's good to show concern, and wanting the best things for yourself as a gamer is what keeps the market on its toes and keeps developers constantly pushing forward.

Just as you're dubious of the PS2's credibility though, you must also look at the good points. It has unrivalled developer support, a huge back catalogue of games and tons upon tons of money thrown at it to ensure its success. If it isn't the gaming revolution we hope it will be on launch day, Sony will soon rectify the situation and make you want to sell your grandmother to get one. We hope.

SOMEBODY HUNT THIS MAN DOWN

Aren't Sony worried about somebody making a chip for the PSX so that it can play PS2 games? Are PSX games going to stop being made entirely?

Bilal, Solihull

That's like asking if NASA would consider Russell Hobbs a threat to their space program if somebody was to fit a calculator inside a toaster. And are PSX games going to stop being made? One day.

HAND SHANDY

Your 'Fave PSX Totty' in issue 64 said of Lara Croft, 'she may be a bit of an old dog now compared to the other girls'. Whoever wrote that must have taken their stupid pill before going to work. The laughable thing about this remark is that as she's got older, Lara has become ever more glamorous and gorgeous. Check out the pictures in the official LC magazine if you don't believe me.

In my opinion, the only other cyberbabe who could come close to Lara is Rinoa Heartilly – certainly not Cybil Bennett or Reiko Nagase. As



[Above] There's so much totty on the PSX, we're spoiled for choice. We find real girls can't be beaten in the long run though. Other than with a big stick.

for the girls from *DOA 2*, it's hardly a very fair comparison to make. You're judging the first lady of gaming against characters from a PS2 game. Up until now Miss Croft has mainly been seen on a 32-bit machine, but I've got no doubts that Crofty 128-bits-style will compare very favourably indeed to any of *DOA 2*'s cast, and will continue to wow gamers. Lara will always hold a very special place in my heart and in my game collection. Make no mistake, she'll be tomb raiding when we're all coffin dodging.

Scott Ross, Angus

Stupid pill? That's not very nice, I wrote that! Come on now though, Lara was designed way back in the old days and she isn't doing too well up against all these hot, tasteful types strutting their stuff. Yes, she's well marketed and she'll probably look really hot in 128-bit glory... hang on! What the hell are we talking about? Have we been blind to it? There are real women out there with real bazongas and real thighs! Come down to see us Scott, and we'll go out on the pull, mate!

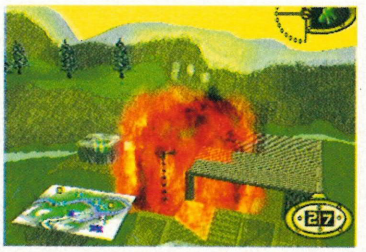
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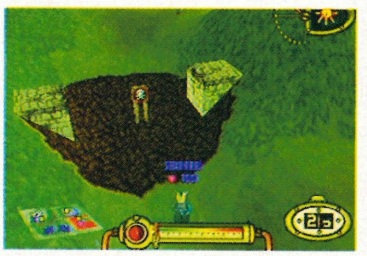
I want to tell you about the test me and my friends did on four guinea pigs on the 27 May 2000. Guinea pig 'A' played *Dead or Alive 2*, guinea pig 'B' played *Pokémon Red*, guinea pig 'C' played *Resident Evil 3*, while guinea pig 'D' was used in the wart test. The results follow.

After six seconds guinea pig 'A' punched guinea pig 'D' 15 times in the head. After 14 seconds 'B' tried to drown 'D' in a bowl of water, while shouting "Water attack!" After another second 'C' bit 'D' and proceeded to eat his flesh, and only after three of my mates were killed in this way, was 'C' put out of its misery with a bullet to the head.

Umbrella, via email

There's nothing we like more in the PLAY office than reading letters. Unfortunately, Mr Umbrella, when we refer to 'letters' we don't actually mean a collection of letters randomly strung together in the desperate hope that they'll form sentences. What on earth possessed you to write in? Are you really that bored with your rodent-exterminating existence? Do any other readers have the same guinea pig torturing fetishes? We'd love to know! Send all letters to the usual address.





[Above] Rather than experimenting on helpless guinea pigs, try playing *Hogs Of War* instead, it's far better fun. And you won't get reported to the RSPCA.

arena winner
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SCRAPHEAP CHALLENGE

Okay, so I'm not a 'hard-core' gamer, so you may think "well, who the hell is he to comment?" but I have been around a bit. I've seen the ZX81 arrive, evolve into Spectrums, VIC20s, and C64s, which in turn evolved into Amigas. I've seen the Atari console come and go, and I hope I'll still be around to see the PS2 (and hopefully 3 and 4!).

Who will win the console war? Has Sony messed up with the PS2 already? Is *Perfect Dark* better than *MGS*? These arguments/discussions have gone on forever. Most of the answers to these questions are subjective – you prefer *MGS*, because you do, okay! The next guy prefers *Perfect Dark*. One is not better than the other; the PS2 is not better than the Dreamcast. In fact, I would go so far as to say the PS2 is no better than the Spectrum...(sharp intakes of breath and the word 'traitor' mumbled among the gathered audience). The key element is gameplay. These old computers and consoles had to have excellent gameplay, because they didn't have the technology available to show video-quality graphics, CD-quality sound, or the resources to create worlds and planets the size of... erm... worlds and planets... And yet they established a fanatical following that laid the foundations for the multi-billion dollar/yen industry that gaming is today.

So, to answer the question 'will the PS2 come out on top over the Dreamcast'... Frankly, I don't care. As long as there are still developers who can produce an original concept and good games that don't get too bogged down in movie-quality graphics and sound, I will be happy. If they can do both, I'll be even happier. And what about the threat of a single dominant format? Will we lose all those great games on other formats? Open your eyes. Take a look at the PC, then take a look at the back of the PS2. Evolution.

Gary Mander, email

Sheer poetry. Have £50.

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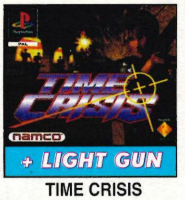
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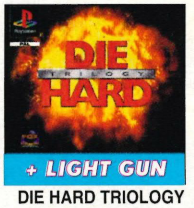
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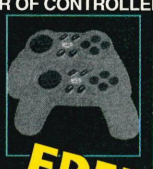
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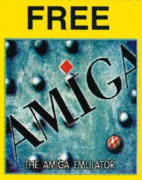
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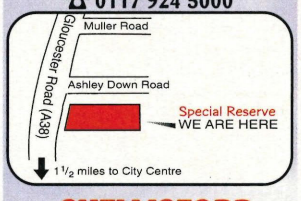
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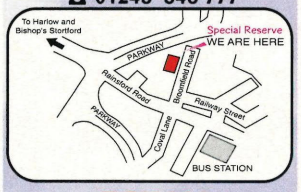
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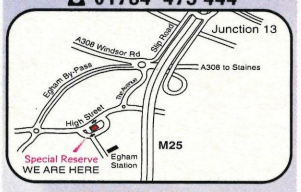
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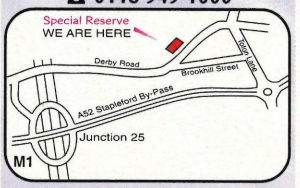
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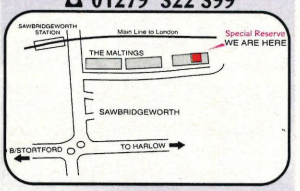
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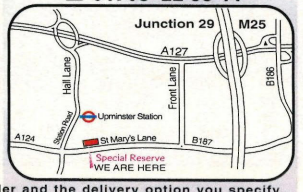
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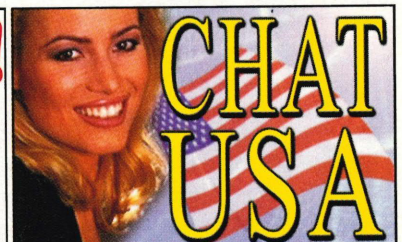
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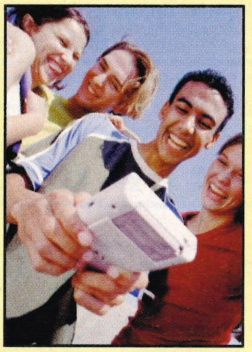
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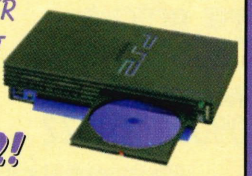


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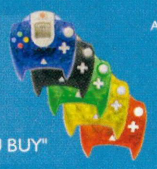
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Hogs Of War
I
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LMA Manager
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M
Magical Tour Racing
Martian Gothic
Medal Of Honor
Medievil 1 & 2
Men In Black
Metal Gear Solid
Mission Impossible
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
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South Park Rally
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SW Jedi Pow. Batts.
Syphon Filter 1&2
T
Tekken 1, 2 & 3
Tenchu
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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
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WWF War Zone
X
X - Files
Xena
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Playlist

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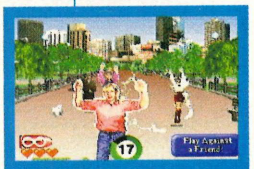
NEW REVIEWS

Terracon
TOCA World Touring Cars
Infestation
Sydney 2000
Strider 2
Parasite Eve 2
X-Men Mutant Academy
FA Premier League Stars
Tenchu 2
Dracula: The Resurrection
Crisis Beat
Toshinden 4
Evo's Space Station Adventure
Dr Slump
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The best games... ever!
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Cool computery book
on the cards 128
Memory card favourites
new fads 129
Tattoos
furgy zone 129
Work it girlfriend!

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

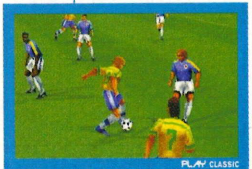


01 **POINT BLANK 2** – The ultimate Guncon target test!
02 Colony Wars: Vengeance
03 R-Type Delta
04 G Police 2
05 Vigilante 8
06 Ghoul Panic
07 Future Cop: LAPD
08 Ace Combat 3
09 Omega Boost



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

TOP10 sports games



01 **ISS PRO EVOLUTION** – The best football game ever made!
02 Anna Kournikova's Tennis
03 FIFA '99
04 Int Track & Field 2
05 Total NBA '98
06 Knockout Kings 2000
07 UEFA Striker
08 Madden '99
09 LMA Manager
10 Cool Boarders 4

TOP10 strategy/adventure



01 **METAL GEAR SOLID** – The best PlayStation game of all time!
02 Final Fantasy VIII
03 Resident Evil 3 Nemesis
04 Syphon Filter 2
05 Tomb Raider Last Revelation
06 Dino Crisis
07 Resident Evil 2
08 Vagrant Story
09 C&C: Retaliation



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

TOP10 puzzleparty

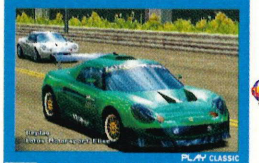


01 **GUITAR FREAKS** *Learn to play tiny guitars!*
02 Um Jammer Lammy
03 Kurushi Final
04 Super Puzzle Fighter 2 Turbo
05 Worms Armageddon
06 Bishi Bashi Special
07 Hogs Of War
08 Bust-A-Groove
09 Bust A Move 4



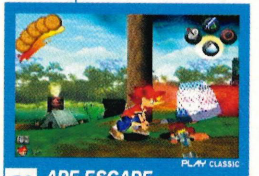
10 **MICRO MANIACS** *As Prescott says - it's better on foot!*

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 **APE ESCAPE** *Innovative and addictive monkey fun!*
02 Abe's Exoddus
03 Klonoa
04 Crash Bandicoot 3: Warped
05 Abe's Oddysee
06 Crash Bandicoot 2
07 Rayman 2
08 Toy Story 2
09 Crash Bandicoot



10 **PAC-MAN WORLD** *Pac still has his golden touch!*

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 Alien Res VS Medal Of Honor

What's the ultimate shooting experience?



PLAY classic

Alien Resurrection

Though the film was as entertaining as being forced to swallow three-month-old afterbirth at gunpoint, it was refreshing to witness a tie-in that was infinitely better. Nasty slavering monsters, tense moments and unnerving bleeps on the motion tracker all helped transform *AR* into a tour de force of gameplay. Far more frightening than *Medal of Honor*, it almost comes as close for atmosphere, with the distinct lack of music - just the screams and wails in the darkness keep you company. A bit like a night in the Vanessa Feltz household. Oh, the terror.

Alien Resurrection also features an incredible array of weapons, most of which are extremely chunky babies and will need mastery to handle. The control system is much the same and will take a while to get used to. It is still a corking title though, and almost comes close to *Medal of Honor*'s pure shooting excellence.

Acid-drenched classic!



PLAY classic

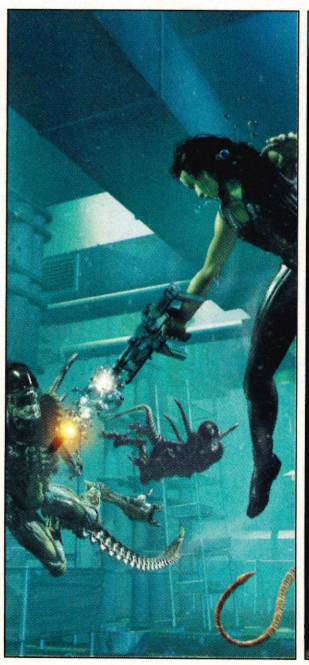
Medal Of Honor

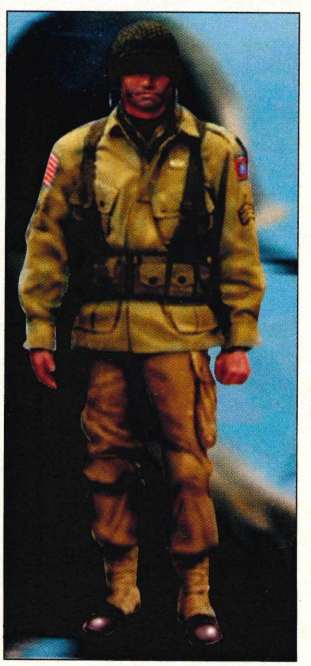
Anything that goes up against the critically acclaimed *Medal of Honor* is in for a rough time, no matter how intensely playable it may be, and once again another game stumbles when faced with its sheer brilliance.

It isn't because *Medal of Honor* boasts hundreds of monsters to shoot (which it doesn't) or features dozens of high-powered futuristic weapons (which it doesn't); the strength of *MoH* is subtle. The locations, weapons, level design, enemies and abundance of gameplay see this game, quite rightly, at the top of the tree.

Couple together an almost impossibly easy control system with the rip-roaring score, and you have one of the PlayStation's all-time classic games. So far, it simply cannot be beaten. Well, not until a certain 'underground' title rears its armoured head anyway...

The best shooter!





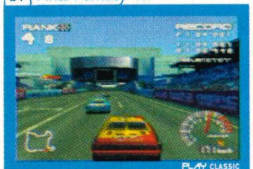
GAMETITLE		issue	SCORE	WESAY...
Cardinal Syn	1-2	34	85%	Great gory action flawed by the control system.
Carnage Heart	1	23	57%	Dull robot strategy adventure on the moon.
Casper	1	12	65%	Plain and unimaginative film game.
Castrol Honda Superbike Racing	1-2	51	42%	Thrill-free motorbiking, steer away from 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.
CLASSIC Colin McRae Rally	1-2	37	93%	Rally gaming at its best!
CLASSIC Colin McRae Rally 2	1-2	64	93%	The best rally game ever. Even better than the first!
CLASSIC Colony Wars	1	27	92%	Gorgeous, totally playable space blasting.
CLASSIC Colony Wars: Vengeance	1	42	93%	Improves greatly on the first. An epic!
CLASSIC 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.
CLASSIC C&C: Red Alert*	1-2	29	90%	The last word in real-time wargames.
CLASSIC 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!
CLASSIC 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!
CLASSIC 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 MEDAL OF HONOR
Classy wartime shootout!

02 Alien Resurrection
03 Quake II
04 Duke Nukem
05 Forsaken
06 Lifeforce Tenka
07 Final Doom
08 Exhumed
09 Resident Evil Survivor

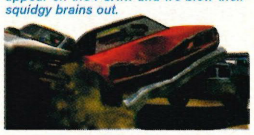


10 ALIEN TRILOGY
Very old, but still fun to play...

FAVE crashes

This month: our fave things are crashes!

After witnessing so many games on the PSX that involve crashing your car, we scoured our vaults to find you the choicest cuts of metal burning nonsense. Although the crashes frequently change, the games in which you can find all this destruction are listed below. Enjoy. Next month... they came from outer space! We take a look at the top aliens to ever appear on the PSX... and we blow their squidgy brains out.



Driver

Featuring cities packed to bursting with potential crashes, Driver is the supremo game for car crashes. You even get to drive through cardboard boxes. Now, just how cool is that?

Whiplash ★★★★★

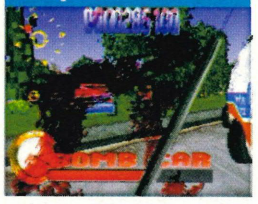


FENDER BENDER Of The **Month!**

Die Hard Trilogy

Not so much a game concerned with car crashes but we'd be fools to ignore this one. This trilogy is more interested in redecorating the pavements of New York in a sticky crimson hue. Mmm... visceral gore.

Whiplash ★★★★☆



Destruction Derby Raw

One of the only games designed around the fact that you have to crash into other people to win. What a nasty concept. No wonder it's already on its third instalment – we gory swines can't get enough of its metal-mangling mayhem.

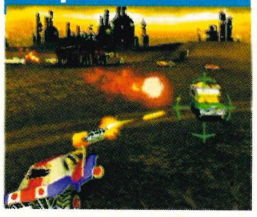
Whiplash ★★★☆☆



Vigilante 8

It's an oldie, but it's a goodie. Check it out if you like a side-order of heavy weaponry with your careless driving shenanigans. The second was bobbins, the original is tops. We like, we like!

Whiplash ★★★★☆



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.
Dr Slump	1	66	45%	Doctor, I've got this little problem...
Dracula: The Resurrection	1	66	20%	Fangs, but no fangs...
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.
Evo's Space Station Adventure	1	66	25%	Evo over we go!
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.
FA Premier League Stars	1-2	66	60%	An innovative but flawed kick-about.
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!

GAMETITLE										issue	SCORE	WESAY...
CLASSIC 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!
CLASSIC Formula 1 '97	1-2	●			●		●		●	26	90%	Well upgraded and stuffed with excitement!
Formula 1 '98	1-2	●		●	●		●		●	41	68%	Enormously disappointing – just rubbish!
CLASSIC Formula 1 '99	1-2	●		●	●		●		●	55	92%	The best Formula-1 game to date...
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.
CLASSIC Gran Turismo	1-2	●			●		●		●	31	97%	The best racing game ever made!
CLASSIC Gran Turismo 2	1-2	●			●		●		●	59	92%	Another generation of racing paradise!
Grand Theft Auto	1	●								30	88%	Criminally addictive road rage!
Grand Theft Auto: London	1	●							●	49	69%	A bit Turkish delight!
Grand Theft Auto 2	1	●							●	56	79%	A surprisingly playable sequel!
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.
CLASSIC 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!
Infestation	1	●							●	66	33%	Infinite space equals infinite boredom!
International Moto X*	1-2	●		●						21	77%	Moderate motorbike racer.
ISS Deluxe	1-4	●	●							17	83%	16-bit footie conversion, no frills.
ISS Pro	1-4	●	●							22	84%	Sharp, tight and accomplished football.
CLASSIC ISS Pro '98*	1-4	●	●							38	92%	Nearly as good as the N64 version. Brilliant!

DVD cinemareviews

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?

Men In Black: Coll Ed

The first two-disc special edition set to appear in the UK is a collectible blinder from Columbia TriStar, with the extras disc being crammed with every production featurette you could ever want.

rating ★★★★☆



Navy Seals

So over-the-top are the performances of Charlie Sheen and his co-stars in this gung-ho macho buddy flick, that in retrospect it feels like one of his Hot Shots parodies. One trailer.

rating ★☆☆☆☆



Reindeer Games

Ben Affleck pretends to be Charlize Therone's pen pal (with carnal intent) but ends up in the middle of an armed robbery. Better than it sounds. 16:9 enhanced, commentary, making of... [R1]

rating ★★★☆☆



Talented Mr Ripley

Two trailers, anamorphic picture, making-of-the-soundtrack, making-of-the-movie, cast interviews, music videos, commentary... but the film sucks and reeks of fishy Channel 4 production.

rating ★★☆☆☆



Supergirl: Limited Ed

You've seen the film, so you can decide whether life can continue without the extended international version or the extended-extended director's cut (138 minutes!) Includes Slater's screen tests. [R1]

rating ★★★☆☆



Romeo Must Die

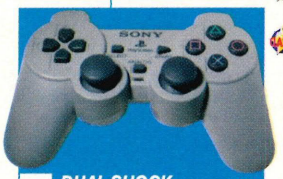
Joel 'The Matrix' Silver's latest production features Jet Li and some extraordinary wire harness fight scenes. You also get two Aliyah music vids and eight mini documentaries. [R1]

rating ★★★★☆



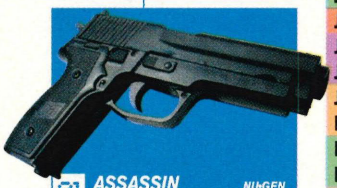
DVD Review issue 17 is on sale now priced £3.95

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 girl star of **Medal of Honor Underground** and who does she go on to train?
2. What is a **Slig?**
3. Who developed the awful **Nightmare Creatures 2?**
4. What was the name of the very first **Metal Gear Solid** game?
5. What am I? I am a **Muppet**, I am green, but I'm not **Kermit the Frog**. Here's a clue. I've got my own game coming out very soon!

The answers are at the bottom of page 124.

GAMETITLE		issue	SCORE	WESAY...
ISS Pro Evolution	1-4	55	97%	*Quite simply the greatest footie game ever made!*
Int Track & Field	1-4	09	85%	*Superb 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.*
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.*
K-1 King Of Kings	1	66	10%	*More like Court Jester!*
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!*

INTERNET ZONE Getting Wired

The best Internet sites on the Web reviewed and rated...



Best *Videogame* Site

bookmark www.barrysworld.com

Barrysworld

For serious online gamers, this site is the mutt's nuts. It doesn't matter that we were partially bribed into reviewing this site after Barrysworld plied us with a £15,000 free bar and invited us to hang around with all the evicted housemates from Big Brother (Andrew's very small but his hair is two feet tall).

It doesn't even matter that we ended up asleep in especially soft heaps of fifty pound notes, and were gently woken by Philippine whores gently lapping at our genitalia.

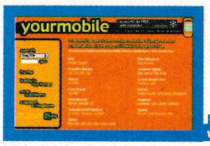
This site is still the mutt's nuts. Featuring every conceivable online game, it dedicates itself to bringing you the latest news, URLs for gaming sites, online gaming servers, genuinely up to the minute news and competitions by the bucket load.

Created by professional gamers for professional gamers, this site is a serious contender for the title 'best online gaming site ever'. Please try and check it out, you'll be glad you did.

And who says they can't be bought, eh?

rating ★★★★★

Bribe-illiantistico!



Best *Non-Videogame* Site

bookmark www.yourmobile.com

yourmobile

Fed up with all those godawful ditties going off on the bus? Fed up with the incessant plinky-plonk of the Hall Of The Mountain King or the William Tell Overture straining itself out of the electronic ear rapist that is your phone?

Well fear no more, all the latest chart hits, including yet to be released Ibiza tunes, soundtracks from films, TV shows, classical music and a plethora of other tunes are available to download. Make sure you don't have a Nokia 5110 though: the tunes won't download. Most other mainstream phones will be fully compatible though, so get there and get downloading the tunes as soon as you can. If you don't see a tune you'd like to hear on there then you can even make requests to have a song included... which is pretty tops really.

Currently heard to be singing their way noisily out of the phones around the office are the Inspector Gadget theme (the bloke on DREAMCAST MAGAZINE) Indiana Jones theme (Roy off 64 MAGAZINE) and Mission Impossible 2 theme (our very own Ed).

rating ★★★★★

Ring-A-Ding Dong Baby!



Best *Totally bizarre* Site

bookmark www.hell.com

hell.com

What can we say about this site other than it's like the cube from Hellraiser? You enter it and find nothing, maybe the odd flicking symbol or hint about where to go. If you click on the wrong link then your Netscape will quit out; click on the right link and you could find yourself working your way through pages of black screens with nothing but '+' and '-' symbols there to confuse you.

If you play detective though, and have a little persistence, you'll discover hundreds of subversive Web pages, organised loosely as a series of constantly evolving, updating online exhibits from a variety of strange sources. From outstanding modern art to theories on our existence, hell.com is like Pandora's box. Go there and get lost for yourself... if you dare.

The domain name alone has got the site a load of hits from curious surfers with little else to do but indulge their inquisitive nature. This huge amount of traffic and the frightening delights to be found there have earned hell.com $8 million from investors...

rating ★★★★½

Fireandbrimstone-tastic!

GAMETITLE										issue	SCORE	WESAY...
Kurushi	1	●								27	88%	Ultra high quality puzzler.
Classic 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!
Lattice	1	●							●	66	30%	What the hell is this?
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...
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!
Classic 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.

LATEST game9adgets

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.

Multi Tap

made by JOYTECH

The chances are, if you're the kind of person who wants a Multi Tap, you'll already have one by now. Joytech know this and the company has done its level best to produce a snazzy bit of kit which should both woo Christmas' new PSX (or perhaps PSone?) owners, whilst giving the rest of us something worth trading our old units in for – it's more attractive than Sony's own block, that's for sure!

This noticeably long Multi Tap comes in iMac-style hues as well as the standard PSX colours, pictured. A solid bit of kit, just don't expect it to work with PS2!

rating ★★★★☆



Top Drive Reactor

made by LOGIC3

The Top Drive Reactor's main problem is that, for some reason, people seem to expect to be able to use it proficiently from the word go, whereas in actual fact, it takes loads of practice just to steer in a straight line! The main reason for this is it takes an age for the wheel to return to the neutral position – a problem which the optional force-feedback only amplifies as you wrestle to straighten up. Impressively compatible with previous racing-pad standards, this RC Controller-alike is really one for the patient gamer only.

rating ★★☆☆☆



Pro-Racer

made by GAMESTER

The Pro-Racer 'Hand Held Steering Wheel' tries really hard to make you hate it. The mode switches which adorn its frame aren't marked, one of the analogue buttons on our example unit stuck when pushed at a certain angle, the shoulder buttons (situated on the BACK, for crying out loud) are inaccessible and there's precious little travel on the 'wheel' mechanism. It's this last 'fault' which saves the device however, as you can straighten up immediately after turning, making for surprisingly good control. For games which require you to do no more than floor it and steer, such is adequate.

rating ★★☆☆☆

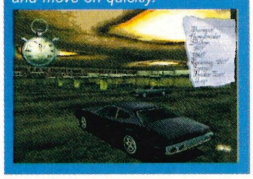


GAME HERO

It's just gone Platinum but the garage is still hard!

step 1

Start by accelerating towards the opposite end. Before you crash, execute a handbrake turn. With your car spinning you'll also perform a 180 degree turn. This will cross off the first three, as speed is included, so crank it up and move on quickly.



step 2

Now accelerate using the burnout button to add another to your list. Head towards the middle of the garage, still burning out, then release it and point either left or right. This will make you perform a 360 degree turn. Then head towards the outside.



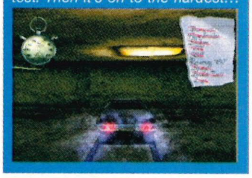
step 3

Quickly drive around the outside for your lap award then head back and slalom around the pillars. Don't hit anything, not a car, not a single piece of wall. Four strikes and you're out, so be careful. Remember to make sure you complete the slalom too!



step 4

As you complete the slalom (remembering to go around every pillar in the line... something you may want to practise a lot) head towards the outside of the garage and slam your brakes on. This will cross off your brake test. Then it's on to the hardest...



step 5

The reverse 180 is the hardest. Switch to reverse cam and head back the way you came then turn hard and release the accelerator to finish the test. You are now free to hit the streets and cause as much damage as you possibly can. Enjoy!



Trivia answers: 1. Manon & Jimmy Paterson. 2 A patrol guard in the Oddworld games. 3 Kalisto 4 Metal Gear. 5 Robin The Frog!

GAMETITLE										issue	SCORE	WESAY...
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.
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.*
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!*
Parasite Eve 2	1	●							●	66	89%	*Blemished, but slick nonetheless.*
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.*

GAMETITLE		issue	SCORE	WESAY...
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.
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.
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.
Pro Pinball: Timeshock	1-2	34	90%	The best pinball game available for PlayStation.
Project Overkill	1	13	89%	Violent, bloody, but repetitive and no two-player!
Psybadek	1	42	52%	Bug-riddled hover-boarding boredom...
Psychic Detective	1	06	61%	Wholly FMV erotic fantasy. Utter tosh.
Psychic Force	1-2	21	73%	Unusual floating beat-'em-up. Nothing special.
Psychic Force 2	1-2	60	65%	Big in bulk, but devoid of any long-term thrills.
Puma Street Soccer	1-8	48	61%	Too limited for mass market appeal.
PunchiCarat	1-2	53	66%	Enjoyable, but limited Arkanoid clone.
Puyo Puyo 4*	1-2	59	87%	Still as addictive as ever!
Puyo Puyo Sun*	1-2	31	87%	Hugely addictive party fun!
Q*Bert	1	58	53%	Has no place in modern software!
Quake II	1-4	55	98%	A truly stunning accomplishment. Amazing!
Quarterback Club '96	1-8	04	80%	Yet again, who cares?
R-Type Delta*	1	43	90%	Pure adrenaline-pumping shooting perfection!
Radikal Bikers	1-2	62	56%	Provides short-term fun, but little beyond...
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...
Rampage Through Time	3	66	33%	Somebody's gotta stop them!
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!

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.

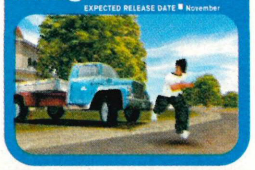
rating ★★★★★



Driver 2

See the WorkStation on page 36. 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 ★★★★☆



Medal Of Honor: Underground

Everyone just knew this was going to be insanely great, but having received early preview code we can confirm the exceptional quality of gameplay that awaits you when this comes out. Guards are smarter and the set pieces are bigger...

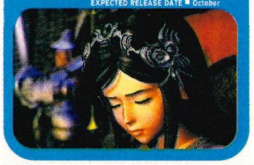
rating ★★★★★



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 ★★★☆☆



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 ★★★★☆



BUYER'S GUIDE **PLAYLIST**

The greatest guide to PlayStation games in the world

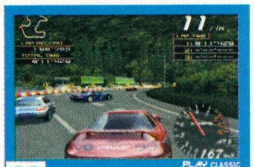
PS2 PLAYSTATION2

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.



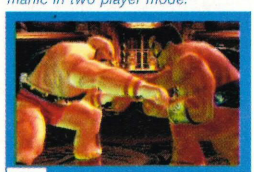
03 Tekken Tag

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...
CLASSIC 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.
CLASSIC Resident Evil 2*	1	●								32	96%	A truly spectacular sequel and utterly terrifying!
CLASSIC 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.
CLASSIC 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!
CLASSIC 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.
CLASSIC Sampras Extreme	1-4	●	●							09	90%	One of the best tennis games on PSX. Slick.
Samurai Showdown*	1-2	●								13	62%	Should be called Samurai Slowdown!
San 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...
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!
CLASSIC Soul Blade*	1-2	●								17	96%	The best weapons-based beat-'em-up on PSX!
CLASSIC 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.

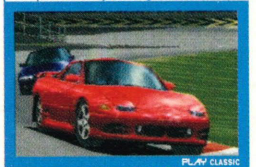
GAMETITLE		issue	SCORE	WESAY...
Space Debris	1	57	62%	Frenetic, but tiresome 3D shooter...
Space Invaders	1-2	56	48%	Addictive for a couple of hours, after that forget it!
Space Hulk	1	10	84%	Claustrophobic and intense 3DO strategy game.
Space Jam	1-6	21	39%	Pants cartoon basketball game, based on the 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.
Sydney 2000	1-8	66	62%	A poorly designed button-blaster.
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!
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...
Terracon	1	66	80%	Enjoyable yet repetitive blasting action.
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.
Tenchu 2	1	66	91%	Superlative snooping. Spectacular!
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!

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...



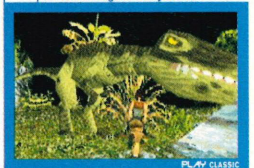
01 **METAL GEAR SOLID**
The best PlayStation game ever!



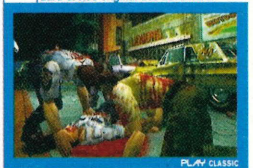
02 **GRAN TURISMO**
The undisputed king of the road!



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	21 Super Mario World
12 Final Fantasy VIII	22 Grand Theft Auto
13 Zelda 64	23 Silent Hill
14 Street Fighter II	24 WWF Attitude
15 Super Mario Kart	25 Super Mario 64
16 Mario Kart 64	26 Tony Hawk's
17 Quake II	27 FIFA '99
18 Tomb Raider III	28 Dino Crisis
19 Tomb Raider II	29 Syphon Filter
20 FIFA 2000	30 Tomorrow Never Dies

Thanks for all the votes, readers!

HARD Copy

Crucial books with tenuous links to the interests and lifestyles of console gamers.



The resurfacing of the Macintosh in its popular new iMac and G4 incarnations prompts the resurfacing of a classic book...

Steven Levy wrote what is easily one of the two best books on computer culture with Hackers, the other being Bruce Sterling's The Hacker Crackdown. In Insanely Great, he presents the colourful history of the Macintosh and its creation.

Real 'power users' of the Mac have a habit of being rather zealous, and rightly so, about their chosen platform. Insanely Great will give them every anecdote they'll ever need on alt.mac

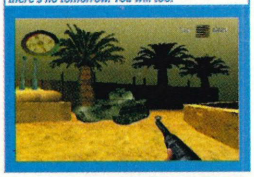
ON THE Cards

TOPS saveslots

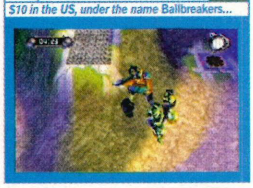


The games we have been playing, saved lovingly to our office memory cards.

01 MEDAL OF HONOR 2
We've been playing this like there's no tomorrow. You will too!



02 MOHO
Resurrected when we found it for $10 in the US, under the name Ballbreakers...



03 MUPPET MONSTER ADVENTURE
We had to take another look, just to check – it really is the Spyro engine!



04 SNO CROSS
Seems someone's been sneaking this one home to play it... Mark?



05 TERRACON
Everyone else is over it, but it's Steve's only new game and he's bleeding it dry!



GAMETITLE		issue	SCORE	WESAY...
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!
TOCA World Touring Cars	1	66	93%	GT who?
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.
Toshinden 4	1-2	66	23%	Four beat-'em-ups and a funeral.
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.
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.

GAMETITLE		issue	SCORE	WESAY...
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.
CLASSIC 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.
CLASSIC Wipeout 2097	1-2	13	93%	Far better than Wipeout – a stunning game.
CLASSIC 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.
CLASSIC Worms	1-4	01	92%	Crap looking, but oh-so playable in multiplayer.
CLASSIC 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.
CLASSIC 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!
X-Men Mutant Academy	1-2	66	70%	Utterly formulaic fighting sim.
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.

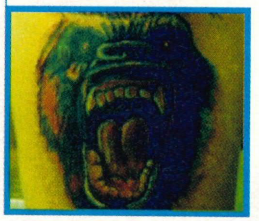
NEW Fads

We examine the curious crazes that pop up in this bizarre craze obsessed age...

OUCH! TATTOOS

Hardly a new fad, in fact this is a cry from a painted man for the tattoo fad to change direction. How long has it been now? After a good six or seven years where tattoos really are en-vogue, isn't it about time that someone had the decency to tell people that having a full course set meal for two scrawled down their arms in Chinese isn't exactly the epitome of cool? Do you really know that the scribble on your arm means 'love' or 'friendship' or something equally as trite? For all you know you could have 'dog's head' or 'arse face' inked into your gullible flesh. And armbands too. They are acceptable if they are unique, but a Celtic band? Er... hello? Just how many Man Utd supporting slobs have any kind of Celtic spirituality in them? What else? Ah yes, dolphins, those sub-aquatic mammals with a penchant for being tossed off by divers. Why would these creatures warrant a tattoo? They have often been painted as spiritual in the daffier depths of society but they are just squeaky fish whose only means of employment is jumping through hoops.

Why not see a return to the good old days where 'Mum' was seen as cool, where you could tattoo 'cut here' across your neck? Better still, why not dye your pubes green and get 'keep off the grass' tattooed around your navel, or a couple of 'W's' on each butt cheek so it spells 'Wow!' when you bend over. Just a thought.



FURGY Zone

Oh my God, we still haven't been sued. Are there any lawyers around? Do you not see how naughty we're being?



This month, because the weather is fine, old horse teeth has been gorging herself on one too many barbeques.

Forced by her family to join the army and shed a few tonnes, the red mammoth managed to destroy three acres of endangered woodland after leaning against a tree to catch her breath. The great wheezing ginger yeti was then nowhere to be seen for the rest of the afternoon. After stumbling across a farm and devouring several thousand pounds-worth of livestock, she fell asleep in the dappled shade of an oak, only to be woken by the agonised screams of a poor squaddie she'd rolled on.

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ADD-ONS ■ NEOGEO ■ FURGY ■ PLAYED OUT ■ JUNK!

A-Z of reviews

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Speedball 2100

We're not joking this time! The reborn 16-bit classic gets reviewed next issue...

Moto Racer World Tour

Red-hot wheelie-poppin' biking goes global! Review!

Mr Driller

Back to basics with Namco's little pink addiction formula. Review!

Mille Miglia

We can't pronounce it either, but it's got heaps of cool old cars in it!

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.

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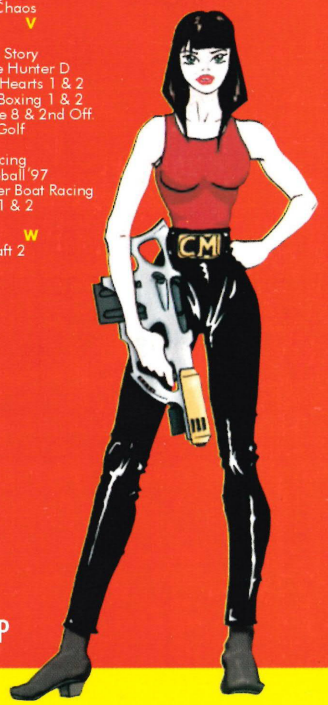
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UEFA Striker
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Ultimate Battle 22
Ultraman Series
Um Jammer Lammy
Unholy War
Uprising X
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Wu Tang: Taste the Pain
WWF Attitude
WWF In Your House
WWF Smackdown
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WWF Wrestlemania

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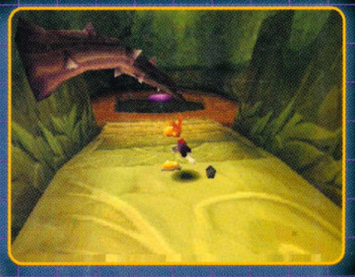
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